

Pathfinder Combat Styles Guide

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Combat Style Basics

This document exists to present Combat Styles to players and GMs. Despite their name, they actually exist to augment almost every aspect of a character: offensive and defensive combat abilities, skills, abilities, and even basic stats. They are designed to be used in non-magic *Pathfinder* settings, with the specific flavor of the styles in this document tailored to the world of Cerenth (<http://www.cerenth.com>).

Sure, But Why?

For many adherents to *Paizo's Pathfinder* gaming system, magic is an integral aspect of the experience. Powerful wizards hurl spheres of fire or cross entire dimensions with a word while noble clerics bring the might of their gods to bear, harrowing the unfaithful with righteous fire or returning souls from the clutches of death. Mad necromancers empty abandoned crypts to people their undead armies while sylvan druids adopt the shape of their woodland charges. Monks do battle with *ki* powers, barbarians can tap into primal energies when they rage, and even classes wholly divorced from mystical abilities still rely on magic equipment to hold their own at higher levels.

But what if you wanted to play a game completely without magic? It might be a world that simply has no magic or where magic is so rare that PCs will never have reliable access to it. Maybe you are interested in exploring past ages of our own Earth, with PCs facing dangers in medieval Europe, feudal Japan, the Old West, ancient Rome, or any of the other limitless possibilities.

At first blush, it seems like it should be relatively easy to accomplish. You completely remove pure-magic classes such as clerics, druids, magi, oracles, sorcerers, summoners, witches, and wizards. You take classes with major magical elements like the alchemist, bard, and inquisitor and decide if you want to make the changes necessary to keep them or just scrap them outright. Then you look at the classes with minor magical elements like monks, paladins, and rangers; with

these you can either decide how to replace the magic or employ existing archetypes like the martial artist or trapper. And that still leaves you with barbarians, cavaliers, fighters, rogues, and, if your setting uses firearms, gunslingers, all ready to be used without any real modification necessary.

Except that isn't exactly true.

You see, there are mechanics under the hood that make the removal of magic a complex proposition. You've probably already guessed some of them, like the loss of healing magic leading to high body counts. Perhaps you're okay with that, though; the higher risk can encourage more thoughtful, realistic gameplay as characters know that death is THE END. But have you stopped to think about base attack bonuses?

Let's say we have two fighters in a non-magic setting. We'll call them Josh and Zurthan the Destroyer:

- Josh is a well-balanced 1st-level fighter with a Strength and Dexterity of 14 each, a new longsword, a sturdy heavy wooden shield, and a shiny suit of chainmail. For one of his 1st level feats, he took Weapon Focus in that longsword. That means he has a +4 to hit and an AC of 20.
- Zurthan the Destroyer is a likewise well-balanced 20th-level fighter who started in the same place as Josh. He's put two ability score points from leveling up into Strength and two into Dexterity, raising each to 16. His gear has upgraded to a diamond-studded masterwork longsword, a masterwork heavy steel shield, and a beautiful suit of masterwork mithril full plate. Over the course of his career, he's picked up Dodge and Greater Weapon Focus for his longsword. His AC has increased to a respectable 25, increasing by 5 points. His attack bonus, on the other hand, has soared to +30, increasing by a comparatively massive 26 points.

There at the end, you have Zurthan the Destroyer's attack bonus being five points higher than his AC before you even bother to factor in the outcome of the attack roll, and the disparity would only grow worse if he decided to ditch the shield for a two-handed weapon or focus all his ability score increases into his Strength. So what happened?

Well, without magic, you're losing out on a cascade of bonuses to your AC. While boosts to your Strength can be matched by boosts to your Dexterity and the enhancement bonus on your armor would be canceled out by the twice-as-expensive enhancement bonus on your weapon (though armor still gains some ground there, since a magic weapon's attack bonus doesn't stack with the masterwork weapon's attack bonus), you still have the enhancement bonus on your shield, the deflection bonus from a *ring of protection*, and the natural armor bonus from an *amulet of natural armor*. And a skilled—or desperate—PC can always bump their AC even higher with other, more esoteric items.

What Can We Do About It?

We can compensate with combat styles.

This was one of the guiding design principles behind the inception of the combat style system: to counterbalance *Pathfinder's* assumptions about the presence of magic, keeping the core game in tact while making non-magic play viable. This is accomplished by use of the *style bonus*, which is a new type of non-stacking bonus that can be applied to many different aspects of a character and will be discussed more in a later section of this chapter.

Our other design principle was to make non-magical combat more thrilling. This is something that basic *Pathfinder* has already made strides towards, with combat maneuvers and feats such as Cleave and Vital Strike that give melee combatants more options than simply "I roll to hit" when faced with foes. But combat styles are an attempt to take that a step further, giving players access to new abilities called *techniques* that do everything from granting passive bonuses to enhancing existing attacks to being entirely new actions a character can take in combat.

What IS a Combat Style?

A *combat style* is simply a group of related techniques that are based around a certain weapon or group of weapons, way of fighting, set of skills, or situation. These styles are often flavored to fit the setting, incorporating

distinct regional or cultural traits in their background lore. This document includes 45 different combat styles, which can be slotted into your own campaign if you don't have the time or inclination to design your own. Each of the styles presented here is flavored for a setting called Cerenth, but you can easily change or eliminate those facets that you find do not fit in with the character of the setting you choose.

Combat styles come in one of three varieties or focuses: offensive, utility, or skill.

Offensive styles are geared towards battle and often include techniques that inflict increased damage and have passives that boost attack or damage. In return for their improved combat abilities, their defensive boosts are relatively small.

Utility styles are more about surviving and controlling the battlefield, with techniques that initiate combat maneuvers or incapacitate foes, as well as passives geared towards large defensive improvements.

Skill styles are usually unassociated to combat or, at best, only tangentially related. They boost class abilities, skill checks, improve other character abilities such as movement or endurance, and grant new skill-related techniques. Meant to be taken either by non-combat characters or in conjunction with an offensive or utility style, they generally (though not necessarily) lack defensive bonuses.

Style Bonuses

Most passive style techniques and some active ones grant what is known as a *style bonus*. This is shown as "a +2 style bonus to attack" or "a +6 style bonus to AC."

These are bonuses that arise from a character's skill, experience, and focus, which are a reflection of the specific style or styles that they have pursued. Style bonuses stack with all other bonus types, but not with themselves.

Because of this, style bonuses require a character to be aware and functional to take advantage of them. Any time a character would be flat-footed or denied their Dexterity bonus, they also lose any style bonuses; this makes being surprised far more deadly in a campaign that uses combat

style rules. Conversely, since the style bonus to a character's AC is effective against touch attacks, they become much less dangerous (though non-magic settings tend to have fewer opportunities for touch attacks).

It should be noted that, unlike many bonuses to attack and AC, style bonuses to attack or AC do **not** get factored into CMB or CMD calculations. Only style bonuses that say specifically that they apply to CMB and/or CMD will contribute to those stats. If a style grants a bonus that would normally contribute to CMB or CMD—such as a dodge bonus to AC or an increase of any sort to Strength—then these bonuses are factored in as normal.

Style Chains

Within all the offensive styles and most of the utility styles, there are techniques that *follow* other techniques and these form *style chains*. Simply put, this means that even if you know a given technique, you cannot necessarily just use it combat. It must first be preceded by whatever technique it is supposed to follow.

You can link multiple techniques together into chains as short as two attacks or as long as 10 distinct techniques. As a chain lengthens, successive techniques are usually more powerful, inflicting more damage and/or causing the target increasingly dire negative effects.

Chains last for as long as you use the techniques in order. While you can use the first technique in a chain as often as you want, all subsequent techniques must be used in the proper progression; the second technique must follow the first, the third technique must follow the second, etc. You cannot jump from the second to the fourth, nor can you backtrack from the third to the second. These attacks do not have to be in the same round; you can attack once per round for four rounds and still pull off a four-technique chain.

Maintaining a chain can be difficult, though the rewards of the final technique in the series are usually worth it. There are 6 major ways to break a chain:

1. Miss an attack. Failing to connect with your target will break most chains, but check the individual technique

descriptions. Some chains have techniques that can still be used when you miss, and others will have techniques that can *only* be used when you miss.

2. Change your target. Unless a technique specifically says you can change your target and still maintain a chain, then attacking someone different ends your chain (even if your original target is eliminated). This includes taking attacks of opportunity.

3. Don't attack. If you go your turn without attacking at least once for any reason—being incapacitated, helping an ally, or just spending your turn catching up with a target that fled—then your current chain breaks. You can move between attacks, but you must attack at least once a round to keep the chain going.

4. Use a non-chain attack. If you have four attacks per round and use two chained techniques in a row, then throw in a regular attack, you would not be able to use the third technique in a chain as your fourth attack.

You *could* make a regular attack for your first attack and then string the three chain techniques together for attacks 2 through 4. You are also not required to use all your attacks in a round if you do not want to. Even if you have four attacks, you could elect to only use the first three to use three chain techniques, then pick up the chain where you left off the next round.

5. Use an attack from a different chain. Chains are denoted in the individual style descriptions, both in the diagram (being shown with arrows instead of the normal connecting bars) and in the charts, where it is indicated that one move *follows* another in the prerequisites section. Chains—even chains within the same combat style—are distinct and you cannot substitute moves from one chain into another.

6. Reach the end of the chain. When you have used the last technique in a chain, it automatically ends. You can begin a new chain immediately, if you wish.

Always remember to check the descriptions of individual techniques; a number of them permit you to break the chaining rules presented here in one way or another.

Learning Combat Styles

The rules for acquiring combat style techniques are fairly simple: at 2nd level and every level thereafter, characters receive 1 *style slot*, which they can fill with a style technique of their choice. Additionally, every 4 levels, when you receive an ability score increase, you also receive two style slots rather than the normal single slot. This progression is shown on *Table 1: Combat Style Progression*.

Every style technique costs a single style slot, no matter what its level, prerequisites, or bonuses. The techniques you can choose are governed by 3 rules:

1. A total character level must be high enough to select the specific technique. Required character levels start at 2nd and increased in increments of 2 levels, to a maximum of 20th level.
2. You must have at least one technique of each previous level tier within that combat style. To select a 6th-level technique, you must have at least one 4th-level one and one 2nd-level one in the same style.
3. You must have any prerequisite techniques, feats, or skills. If a technique *follows* another technique in its prerequisites, a character must know the technique that it *follows* in order to learn the new technique.

As long as you hold to these three rules, you can learn any technique you wish. You do not have to focus on only one style; you can start with an offensive or utility style and then dip into a skill style to round out your character; you can balance out an offensive style with a utility style that applies to the same weapons or circumstances. If you really wished, you could fill all your style slots with a 2nd-level technique from 24 different combat styles.

If you look at the various different style entries, in addition to the table describing the different techniques you will see that each has a chart displaying a series of connected boxes. These boxes each show an individual technique, positioned from left to right according to the level at which they can first be learned (itself indicated by the row of numbers at the top of the chart). These boxes are related to each other in one of six basic ways:

Table 1: Combat Style Progression

Level	Slots Gained	Total Slots
1	0	0
2	1	1
3	1	2
4	2	4
5	1	5
6	1	6
7	1	7
8	2	9
9	1	10
10	1	11
11	1	12
12	2	14
13	1	15
14	1	16
15	1	17
16	2	19
17	1	20
18	1	21
19	1	22
20	2	24

- A box with no connections to any other boxes. These techniques have no specific prerequisites. So long as you are of an appropriate level and have at least one technique in the style of every level tier prior to it, you can learn this technique.
- A solid line with a square on the end, connected to the left side of a box. This technique has a specific prerequisite. If you follow the line left to the other box it is connected to, you will arrive at the prerequisite.
- A solid line with a square on the end, connected to the right side of a box. This technique serves as a prerequisite for another technique. If you follow the line right to the other box it is connect to, you will arrive at the technique it is a prerequisite for.
- A solid line with an arrow on one end, connected to a box. Identical to the square-tipped lines above, except that this technique follows or is follow by the technique to which it is connected.
- A dashed line with an arrow on one or both ends, connected to a box. This is a very rare occurrence and is similar to the arrow-tipped line above, except that it is part of a chain where the techniques can be used out of sequence without breaking the chain.
- A box with a line connected to both the left and right sides. This technique both has a prerequisite and is a prerequisite for another technique.

In addition to these various line styles, a box can have more than one line leading into or coming out of it. This simply means that it has more than one prerequisite or can serve as a prerequisite to more than one other technique.

Style techniques are usually learned by characters through the course of their adventures, much like feats and skills; as long as the character is acting a manner that is conducive to learning a new style, such as using the weapon or weapons the style focuses on or keeping up with the skills that the style relates to, they can usually advance automatically as they level up. However, if a GM wants to add some flavor to style acquisition, they can require that players learn new style techniques from teachers—be they more-advanced fellow students or specially-dedicated trainers—or just occasionally go to train at a school or temple devoted to the style.

Much like feats, when a technique is chosen, it cannot be changed. If you truly wish to change after making your choice, you can always speak with your GM about expanding *Pathfinder's* retraining rules to cover combat styles.

Also remember, if you choose to pursue multiple styles, style bonuses to the same statistic do not stack. If you have a +4 style bonus to AC from one technique and a +7 style bonus to AC from another, you only take the +7 bonus. In some rare instances, styles grant other types of bonuses—such as competence, morale, and dodge—which all stack with style bonuses. See the *Pathfinder* rules for more information on how these bonuses interact with each other.

Using a Style

To use techniques from a combat style you know, you must be appropriately equipped or trained. For offensive and utility styles, you must use whatever type of weapon, shield, or armor the style calls for or meet its other requirements. For skill styles, you need at least 1 rank in at least one of the required skills. You also need at least 1 rank in the specific skill to be eligible for any of the techniques in that skill's technique chain. These requirements are marked with parentheses '(' in the style description.

If you meet these requirements, are not restricted from acting, and are not surprised, then you gain all the passive bonuses from whatever techniques you know and can use any active techniques that you know. Some of these active techniques may have additional requirements that you must meet to be able to use them, which will be detailed in the technique's individual description.

One of these requirements that several active techniques have is a concept that *Pathfinder* does not really use: facing. That is, you must be in front of, behind, or to the side of a target. It is up to GMs to adjudicate how they want facing to work (or to ignore this requirement entirely).

Unless otherwise indicated, using an active technique is an attack action, which means if you have two attacks (BAB +6 or greater) you can use two techniques in one round, three attacks (BAB +11 or greater) let you use three techniques in one round, and four attacks (BAB +16 or greater) for four techniques in one round. Certain styles have longer chains because they provide additional attacks or rely on dual-wielding.

Many techniques either grant or expend attacks of opportunity. These follow attack of opportunity rules, unless they specifically say otherwise. If a technique gives you an attack of opportunity, you must have an attack of opportunity available. Thus, you only have a single attack of opportunity per round unless you have an ability like Combat Reflexes that grants you more. Additionally, you can only take a single attack of opportunity against any one target in a round, no matter how many attacks of opportunity you get.

All active techniques inflict normal attack damage in addition to their other effects unless they **specifically** state otherwise.

When a technique indicates that it adds damage or an effect, it adds this to your normal attack damage. Techniques can benefit from all applicable feats and class abilities such as Weapon Focus or Improved Critical and you can use feats that augment normal attacks, such as Combat Expertise or Power Attack. You cannot, however, add effects that are actions in their own right, such as Cleave or Vital Strike.

A Few More Notes

Finally, because of the nature of this document's origin as a tool for use in a homebrew campaign without any real expectation of expanding it to the wider world, there are a few foibles that have been introduced into it because of the nature of the group that I game with. Rather than try and dig them all out, inevitably miss a few, only to have the entire document suffer as a result, I think the best thing to do would be to draw your attention to what the group has done, why we've done it, and how it has worked for us.

It should be noted that I am **not** the GM for the campaigns run in Cerenth, the non-magic setting for which these combat styles were originally designed. While I am a GM in my own right and often bring my love of tinkering with rules to my campaigns, combat styles were actually begun as a collaboration between our Cerenth GM and myself. We came up with a number of ideas for schools, many of which were kept, and some of which were eventually discarded (such as the Iron Bear Path and the Two Hawks School).

The Illuminated School of the Steel Blaze was actually the very first combat style to be designed, though it only had about two-thirds of the total number of techniques it would end up with and they've gone through numerous redesigns since then. But, owing to my passion for playing with mechanics, the project ended up my primary provenance, which is how we grew from the original 12 styles planned to the 45 styles in this document.

Skills

One of the chief differences that we have discovered between Cerenth and a typical, magic-saturated *Pathfinder* setting is that skills suddenly come to prominence. You don't really stop and think about how much of the day-to-day is handled by magic even fairly early on in an adventurer's career.

Then, you suddenly have to ride or sail from one destination to another, provide your own food, set up your own camp, keep an eye out while resting, repair equipment as it gets damaged or breaks, know the languages of every

creature you want to speak with, and so many more things. Magic was the go-to solution for pretty much all of those by 5th level for most characters, and let's not even get into the subject of non-magical healing.

Now, the only way for PCs to have access to those things is to either drag around an entourage of squishy NPCs to pamper them or else learn how to do it on their own. Suddenly, every skill point you have is at a premium and you have to decide if you'd rather be able to find food while traveling overland or sail well enough to survive a storm.

The Marshal

The Marshal was a class introduced in *The Miniature's Handbook* for old D&D 3.5 (which the astute will remember was the basis for *Pathfinder*). It was a martial class whose purpose was to bolster one's allies and lead troops in battle. It was a fun class with a nice flavor and some pretty unique mechanics with its auras.

Pathfinder decided to replace the Marshal with the Cavalier, which is a jumped-up Paladin archetype. So you may notice that there is an entire combat style in this document devoted exclusively to the Marshal: Military College. No, I'm not going to remove it. No, I'm not going to adapt it to the Cavalier. My advice is that you look up the D&D 3.5 Marshal and use it in your *Pathfinder* campaigns.

Fatigue and Wounds

And we save the biggest change for last. I can't claim any credit for this system at all: it was entirely the work of our Cerenth GM. When we first started playing in a non-magic environment, we needed to do something about how squishy the characters were. Without healing magic of any type—let alone resurrection spells—we ran the risk of just losing the whole party every battle. While some groups might be fine with that, we weren't too thrilled at the idea.

Our GM's first plan was to adapt the 'armor as DR' concept, basically granting characters DR in addition to the full AC of their armor. It worked well enough, but was an unbalanced system for our purposes.

The system of *fatigue* and *wounds* was the next evolution, and we've been using it for about 7 years now. It is actually quite simple: it starts with your character's hit points, which are determined as normal.

You have a pool of fatigue, which is equal to your number of hit points. This fatigue potentially represents a lot of things, depending on your character. It can represent the character's ability to shrug off pain and minor injury, their gear's ability to absorb punishment before they're hurt, or even just their luck: how much damage they can avoid before anything actually connects with them.

Whatever a character's fatigue represents, they sustain 'damage' to their fatigue just as if it was their hit points. The difference is that a character's fatigue restores itself automatically after an encounter. So long as a character can rest uninterrupted for about 5 minutes, their fatigue will replenish back to its maximum.

Then, a character also has their wounds, which are identical to their hit points. They have the same amount of wounds as they do fatigue and—barring a few exceptions we will discuss in just a moment—a character must completely exhaust their entire pool of fatigue before they begin taking damage to their wounds. Since wounds are identical to *Pathfinder* hit points, damage to your wounds recovers naturally. In a non-magic setting, this means you're reduced to resting for days after taking wound damage.

If a character normally has 10 hit points, that means under this system they would instead have 10 fatigue points and 10 wound points. If they are hit for 7 points of damage, they would be reduced to 3 fatigue and 10 wounds. After leaving battle and resting for 5 minutes, they would return to 10 fatigue and 10 wounds.

However, if they were instead hit for 14 damage, they would be reduced to 0 fatigue and 6 wounds. This raises the next point about the system: a character cannot have more fatigue than their **current** total wounds. So after leaving battle and resting for 5 minutes, our hypothetical character would have 6 fatigue and 6 wounds. As their wounds recover naturally, their fatigue would likewise recover.

There are also certain attacks that bypass fatigue and cause damage to directly to wounds. Energy damage (such as a dragon's fire breath or a bomb explosion) and falling damage is always applied to wounds directly. You also apply damage from a confirmed critical hit directly to wounds.

When bypassing fatigue and damaging wounds directly, bear in mind what we mentioned above about fatigue never being higher than your current total wounds. This means that if a character's wounds are reduced to less than their current total fatigue, their fatigue is reduced to match it.

For example, our character from above has suffered some damage and currently has 3 fatigue and 10 wounds. If they were hit by a small explosion that inflicted 4 points of damage to their wounds, they would be reduced to 3 fatigue and 6 wounds. Their fatigue isn't reduced, because they still have more wounds than fatigue. But if they were subjected to a second small explosion for 4 more damage to wounds, they would be reduced to 2 fatigue and 2 wounds. Because their wounds were reduced to less than their current total of fatigue, their fatigue was automatically reduced to stay equal to their wounds.

Fatigue and wounds play a large role in several combat styles, which inflict extra damage against fatigue, apply directly to wounds, or recover fatigue, making it difficult to extricate the system from. My advice if you are running a non-magic world is to give it a whirl; it has worked well for us. I know it can seem somewhat complex, but it's very intuitive once you get used to it. Just remember:

- A character has *fatigue* and *wounds* each equal to their normal number of hit points.
- Most damage is inflicted to *fatigue* first.
- Energy damage, falling damage, and critical hits are dealt directly to *wounds*.
- *Fatigue* recovers after 5 minutes of rest.
- Your *fatigue* can never be greater than your current total *wounds*.
- *Wounds* recover naturally, just like hit points.
- If you reach a number of negative *wounds* equal to your Constitution score, you die, just like hit points.

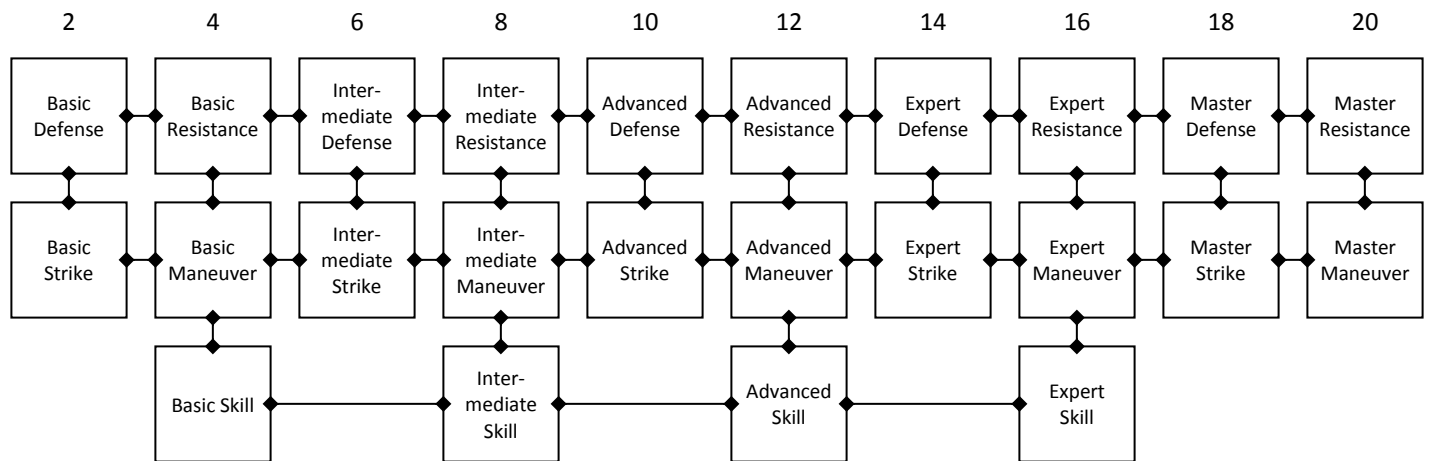
A stylized graphic in shades of gray and white, depicting a hand holding a pen. The hand is on the left, and the pen is on the right, with several curved lines representing the pen's nib or the flow of ink. The text "OFFENSIVE STYLES" is overlaid on this graphic.

OFFENSIVE STYLES

Basic Martial Training

Offensive: Passive Melee Combat Bonuses for NPCs
(Simple or Martial Melee Weapons)

Wild techniques and esoteric combat styles are not for everyone. For those who simply wish to learn how to use normal weapons to demolish a foe, martial education is available almost anywhere: from the basic training in most militaries to the simple school of hard knocks that comes with fighting battle after battle, these are abilities that anyone can acquire.



Lvl	Name	Prerequisite	Effect
2	Basic Defense		Passive: +2 style bonus to AC.
2	Basic Strike	Basic Defense	Passive: +1 style bonus to damage.
4	Basic Resistance	Basic Defense	Passive: +1 style bonus to CMD.
4	Basic Maneuver	Basic Strike and Basic Resistance	Passive: +1 style bonus to CMB.
4	Basic Skill	Basic Maneuver	Passive: +1 style bonus to attack.
6	Intermediate Defense	Basic Resistance	Passive: +4 style bonus to AC. Replaces the bonus from Basic Defense.
6	Intermediate Strike	Basic Maneuver and Basic Resistance	Passive: +2 style bonus to damage. Replaces the bonus from Basic Strike.
8	Intermediate Resistance	Intermediate Defense	Passive: +2 style bonus to CMD. Replaces the bonus from Basic Resistance.
8	Intermediate Maneuver	Intermediate Strike and Intermediate Resistance	Passive: +2 style bonus to CMB. Replaces the bonus from Basic Maneuver.
8	Intermediate Skill	Basic Skill and Intermediate Maneuver	Passive: +2 style bonus to attack. Replaces the bonus from Basic Skill.
10	Advanced Defense	Intermediate Resistance	Passive: +6 style bonus to AC. Replaces the bonus from Intermediate Defense.
10	Advanced Strike	Intermediate Maneuver and Advanced Defense	Passive: +3 style bonus to damage. Replaces the bonus from Intermediate Strike.
12	Advanced Resistance	Advanced Defense	Passive: +3 style bonus to CMD. Replaces the bonus from Intermediate Resistance.
12	Advanced Maneuver	Advanced Strike and Advanced Resistance	Passive: +3 style bonus to CMB. Replaces the bonus from Intermediate Maneuver.
12	Advanced Skill	Intermediate Skill and Advanced Maneuver	Passive: +3 style bonus to attack. Replaces the bonus from Intermediate Skill.
14	Expert Defense	Advanced Resistance	Passive: +9 style bonus to AC. Replaces the bonus from Advanced Defense.
14	Expert Strike	Advanced Maneuver and Expert Defense	Passive: +4 style bonus to damage. Replaces the bonus from Advanced Strike.
14	Expert Resistance	Expert Defense	Passive: +4 style bonus to CMD. Replaces the bonus from Advanced Resistance.
16	Expert Maneuver	Expert Strike and Expert Resistance	Passive: +4 style bonus to CMB. Replaces the bonus from Advanced Maneuver.
16	Expert Skill	Intermediate Skill and Extra Attack	Passive: +4 style bonus to attack. Replaces the bonus from Advanced Skill.
18	Master Defense	Expert Resistance	Passive: +12 style bonus to AC. Replaces the bonus from Expert Defense.
18	Master Strike	Expert Maneuver and Master Defense	Passive: +5 style bonus to damage. Replaces the bonus from Expert Strike.
20	Master Resistance	Master Defense	Passive: +5 style bonus to CMD. Replaces the bonus from Expert Resistance.
20	Master Maneuver	Master Strike and Master Defense	Passive: +5 style bonus to CMB. Replaces the bonus from Expert Maneuver.

Note: The Martial Training style was actually developed to be applied to general NPCs, so that they could scale up in power as characters did, but not have to rely on the GM remembering active techniques or situational bonuses for multiple combatants at one time. You simply start at the top of the table when an NPC reaches level 2 and fill in each technique every time a new style slot becomes available. When you reach level 20, you will have acquired all 24 techniques in the style.

GMs are not required to use the Martial Training style for NPCs if they are confident in their ability to run multiple combat styles at once, and are encouraged to outfit unique or important NPCs with a more involved combat style that will reflect their flavor and provide a greater challenge to PCs.

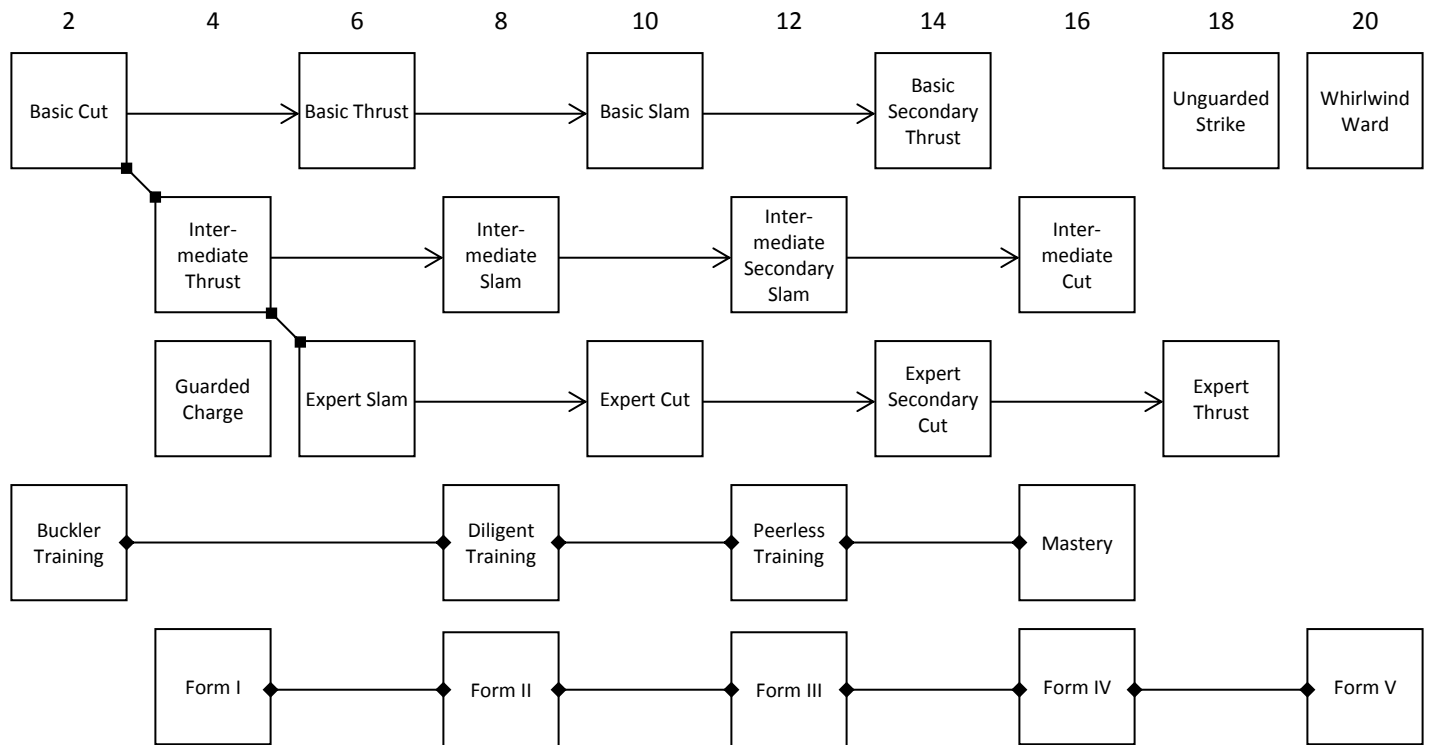
To discourage players from selecting the style, their bonuses are—generally speaking—not quite as good as the bonuses available in other styles. PCs are still allowed to take this style if they want to, but they will find themselves with lower bonuses and fewer combat options.

Academy of Sky and Earth

Offensive: Shield

(Light Weapon; Light Shield or Buckler)

A regimented offshoot of the Ancient Academy of Earth, the Academy of Sky and Earth teaches the quickest to dance with a light weapon and small shield in battle.



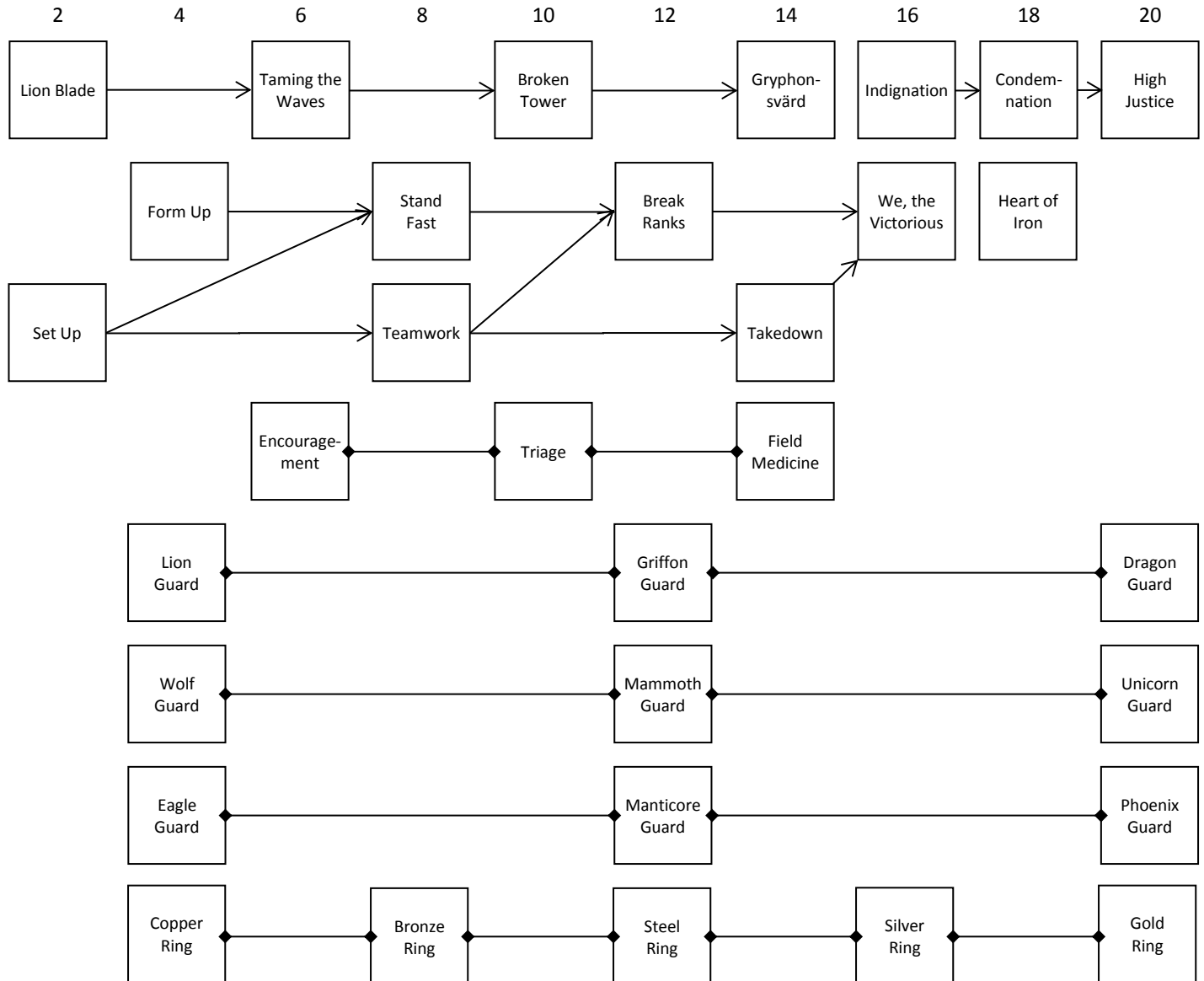
Lvl	Name	Prerequisite	Effect
2	Basic Cut		A basic strike with your weapon. All attacks in this chain use your Dexterity instead of Strength for damage.
2	Buckler Training		Passive: You can shield bash with bucklers or light shields. They inflict 1d4 damage and threaten on 19-20, x2.
4	Intermediate Thrust	Basic Cut	An intermediate strike with your weapon that increases its critical multiplier by +1.
4	Guarded Charge		Passive: You no longer suffer an AC penalty when charging.
4	Form I		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Basic Thrust	follows Basic Cut	A follow-up strike with your weapon that inflicts an extra +1d6 damage.
6	Expert Slam	Intermediate Thrust	A non-damaging strike with your shield that automatically Dazes your target for 1 round.
8	Intermediate Slam	follows Intermediate Thrust	A follow-up strike with your shield that doubles its threat range and increases its critical multiplier by +2.
8	Diligent Training	Buckler Training	Passive: You gain a dodge bonus to AC equal to your shield bonus.
8	Form II	Form I	Passive: +1 style bonus to hit, +3 style bonus to AC. Replaces bonus from Form I.
10	Basic Slam	follows Basic Thrust	A follow-up strike with your shield that renders your target flat-footed until the beginning of their next turn.
10	Expert Cut	follows Expert Slam	A follow-up strike with your weapon that inflicts Bleed 1 until Healed (check DC 18).
12	Intermediate Secondary Slam	follows Intermediate Slam	A follow-up strike with your shield that doubles its threat range and increases its critical multiplier by +2. A critical threat with this technique automatically confirms.
12	Peerless Training	Diligent Training	Passive: Increase shield bonus to AC by +1. Shield bash attacks now inflict 1d6 damage.
12	Form III	Form II	Passive: +2 style bonus to hit, +6 style bonus to AC. Replaces bonus from Form II.
14	Basic Secondary Thrust	follows Basic Slam	A finishing strike with your weapon that inflicts an extra +2d6 damage.
14	Expert Secondary Cut	follows Expert Cut	A follow-up strike with your weapon that increases the target's Bleed to be equal to your Dexterity modifier. The Heal check DC increases to 21.
16	Intermediate Cut	follows Intermediate Secondary Slam	A finishing strike with your weapon that is an automatic critical.
16	Mastery	Peerless Training	Passive: Increase shield bonus to AC by +2. Shield bash attacks now inflict 1d8 damage. This replaces the bonuses from Peerless training.
16	Form IV	Form III	Passive: +2 style bonus to hit, +9 style bonus to AC. Replaces bonus from Form III.
18	Unguarded Strike		As a swift action, lose your shield bonus to AC to make target flat-footed until the beginning of their next turn.
18	Expert Thrust	follows Expert Secondary Cut	A finishing strike with your weapon that causes the target to be automatically Nauseated for 1 round and increases the Heal check DC for their bleed to 27. Any check that heals the Bleed will end the Nausea.
20	Whirlwind Ward		Passive: Add your shield bonus to the AC of all allies within your reach. Any time one of your warded allies is attacked by an enemy you threaten, you are allowed an attack of opportunity against the foe.
20	Form V	Form IV	Passive: +3 style bonus to hit, +12 style bonus to AC. Replaces bonus from Form IV.

Black Lion Military Training

Offensive: General Melee Combat

(No Requirements)

The legendary Black Lions were a famous mercenary company that adventured across the face of the world, fighting wars, traveling to forbidden lands, and helping to shape the end of the so-called Shadow Era. Though the founders would eventually disappear under mysterious circumstances, they left a legacy of thousands of troops in the form of one of the largest—and best-trained—private mercenary companies in the history of Cerenth, and their training methods have spread far and wide.



Lvl	Name	Prerequisite	Effect
2	Lion Blade		This basic strike is delivered with a characteristic shout. It inflicts +2 damage.
2	Set Up		When you and an ally flank a target, you can provide additional support. If you successfully strike the target, when your ally attacks, they can add the damage dice from your weapon to their damage roll.
4	Form Up		When you and an ally are adjacent to one another and attack the same target, you can provide support. If you strike the target, when your ally attacks, they receive a +2 circumstance bonus to their attack roll.
4	Lion Guard		Passive: You have received training in Black Lion formation tactics. When you are equipped with a light or one-handed melee weapon and a shield, all allies adjacent to you receive a +1 bonus to their AC and CMD so long as you are aware and able to react. This bonus stacks with multiple instances of itself.
4	Wolf Guard	Mounted Combat feat	You have received training in Black Lion mounted combat tactics. When you are mounted, all allies within 10 feet of you who are likewise mounted receive a +4 bonus any Handle Animal or Ride checks. This bonus stacks with multiple instances of itself.
4	Eagle Guard		You have received training in Black Lion firing line tactics. When you are equipped with a ranged weapon, all allies adjacent to you who are likewise equipped with ranged weapons receive a +1 bonus to attack rolls. This bonus stacks with multiple instances of itself.

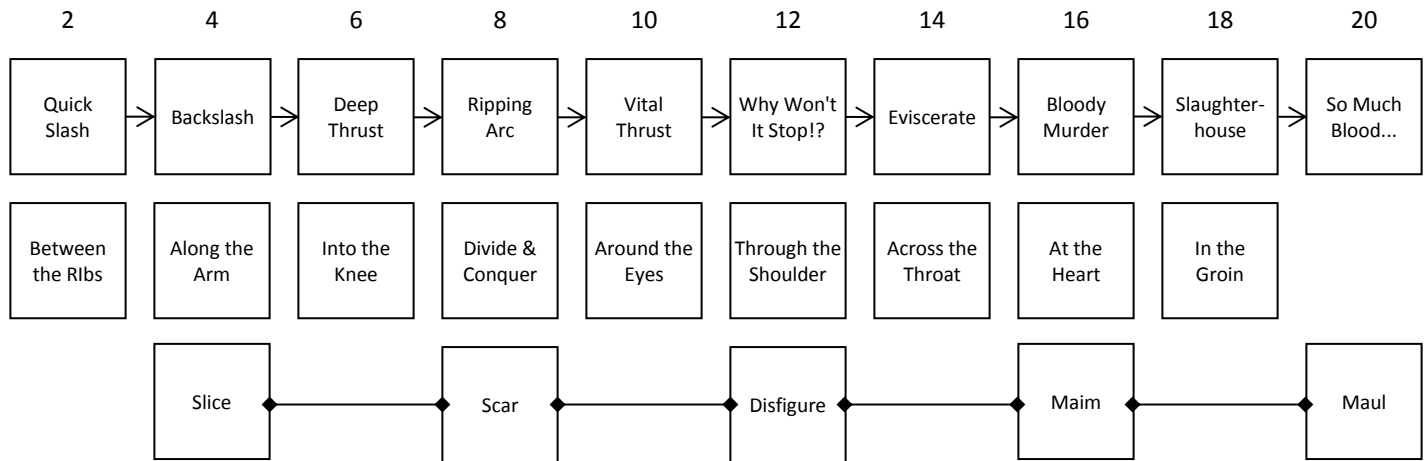
Black Lion Military Training, cont.

4	Copper Ring		Passive: +1 style bonus to attack, +2 style bonus to AC. Named for the copper rings given to Black Lions of the Soldier rank.
6	Taming the Waves	follows Lion Blade	This follow-up strike is used to keep an enemy at bay. If you hit your target, make a combat maneuver check at your highest base attack bonus that does not provoke an attack of opportunity. Your target suffers a -2 penalty to their attack rolls until the end of their next turn. For every 5 points by which you beat their CMD, they suffer an additional -1 to hit.
6	Encouragement		As a standard action that provokes an attack of opportunity, you can bolster the resolve of an adjacent ally. They can either recover 2d8 fatigue or make a Fortitude save to end an ongoing negative condition.
8	Stand Fast	follows Set Up or Form Up	This follow-up strike creates an opening for an ally that is attacking the same target. If your attack hits, an ally of your choice that threatens your target can take an immediate attack of opportunity against them.
8	Teamwork	follows Set Up	This follow-up strike against a target you and an ally flank overwhelms your opponent. The target loses the benefit of the Uncanny Dodge and Improved Uncanny Dodge class abilities until the beginning of your next turn and must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier + your flanking ally's Dexterity modifier. If they fail, they are also flat-footed until the beginning of your next turn.
8	Bronze Ring	Copper Ring	Passive: +1 style bonus to attack, +3 style bonus to AC. Named for the bronze rings given to Black Lions of the Lancepedade rank. Replaces the bonuses from Copper.
10	Broken Tower	follows Taming the Waves	This follow-up strike makes the target easier for you and your allies to deal with. If you hit your target, make a combat maneuver check at your highest base attack bonus that does not provoke an attack of opportunity. Your target suffers a -2 penalty to their AC until the beginning of your next turn. For every 5 points by which you beat their CMD, they suffer an additional -1 to AC.
10	Triage	Encouragement, Heal 1 rank	As a standard action that provokes an attack of opportunity, you can help an injured ally. They can either recover 4d8 fatigue or make a Fortitude save with a +4 bonus to end an ongoing negative condition.
12	Break Ranks	follows Stand Fast or Teamwork	This follow-up strike allows your allies to take the battle to the enemy. If you hit a target that at least one other ally threatens, all allies that threaten that target immediately receive a free move action.
12	Griffon Guard	Lion Guard	Passive: You have received advanced training in Black Lion formation tactics. When you are equipped with a light or one-handed melee weapon and a shield, all allies adjacent to you receive a +1 bonus to their attack and CMB. This bonus stacks with multiple instances of itself.
12	Mammoth Guard	Wolf Guard	Passive: You have received advanced training in Black Lion mounted combat tactics. When you are mounted, all allies within 10 feet of you who are likewise mounted receive a +4 bonus on all damage rolls made as part of a charge. This bonus stacks with multiple instances of itself.
12	Manticore Guard	Eagle Guard	Passive: You have received advanced training in Black Lion firing line tactics. When you are equipped with a ranged weapon, all allies adjacent to you who are likewise equipped with ranged weapons receive a +10' bonus to their range increment. This bonus stacks with multiple instances of itself.
12	Steel Ring	Bronze Ring	Passive: +2 style bonus to attack, +6 style bonus to AC. Named for the steel rings given to Black Lions of the Sergeant rank. Replaces the bonuses from Bronze.
14	Gryphonsvärd	follows Broken Tower	A finishing blow that leaves the target unable to harm your allies. If you hit your target, they must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Dazed for 1 round.
14	Takedown		This follow-up strike drops the target right into your flanking ally's clutches. If you hit your target, you can make a free Trip attempt as an immediate action. If the target is Tripped, the ally that is currently flanking them can make an attack of opportunity against the prone target.
14	Field Medicine	Triage, Heal 5 ranks	As a standard action that provokes an attack of opportunity, you can help an injured ally. They can either recover 6d8 fatigue or substitute your Heal check for a Fortitude save to end an ongoing negative condition.
16	Indignation		If an opponent has inflicted at least 1 point of damage against you since the end of your last turn, you can pay them back with this attack. On a successful strike, you inflict an amount of additional damage equal to 50% of the damage the target's last attack caused you.
16	We, the Victorious	follows Break Ranks or Takedown	A finishing blow that rattles the target. When you roll your weapon damage, do so twice and add the results together before factoring in your damage bonuses. Then your target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Stunned for 1 round.
16	Silver Ring	Steel Ring	Passive: +2 style bonus to attack, +9 style bonus to AC. Named for the silver rings given to Black Lions of the Lieutenant rank. Replaces the bonuses from Steel.
18	Condemnation	follows Indignation	A follow-up strike that allows you to make two attacks at the same base attack bonus against the target of your Indignation technique.
18	Heart of Iron		Any time you are adjacent to an ally that is required to make a Fortitude save, you can make one as well. If your total is higher than your ally's total, they can use your result in place of theirs.
20	High Justice	follows Condemnation	A finishing blow, where you deliver a single, perfect strike against the target of your Indignation technique. This attack is delivered at your highest base attack bonus and if it hits is an automatic threat for a critical, with your multiplier increased by +1. If the critical is confirmed, the target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Staggered until they receive a Heal check (DC = Fort DC). Even if the target makes its save, they are Shaken for the remainder of the encounter.
20	Dragon Guard	Griffon Guard	Passive: You have received advanced training in Black Lion formation tactics. When you are equipped with a light or one-handed melee weapon and a shield, all allies adjacent to you receive a +3/— to their damage reduction. This bonus stacks with multiple instances of itself.
20	Unicorn Guard	Mammoth Guard	Passive: You have received advanced training in Black Lion mounted combat tactics. When you are mounted, all allies within 10 feet of you who are likewise mounted double the threat range and increase the critical multiplier by +1 of any attacks they or their mounts make.
20	Phoenix Guard	Manticore Guard	Passive: You have received complete training in Black Lion firing line tactics. When you are equipped with a ranged weapon, all allies adjacent to you who are likewise equipped with ranged weapons receive one additional attack at their highest base attack bonus when making a full-attack action.
20	Gold Ring	Silver Ring	Passive: +3 style bonus to attack, +12 style bonus to AC. Named for the gold rings given to Black Lions of the Colonel rank. Replaces the bonuses from Silver.

Death of a Thousand Cuts

Offensive: Melee Dual Wielding
(Pair of Light Weapons)

Assassins and thieves often favor small blades because they are fast and find the smallest chinks in armor. Also, they're so easy to hide! Over the years, scholars, defectors, prisoners, and state-approved bounty hunters exposed the discipline of quick fighting with light blades in this style often shortened to just "The Death."



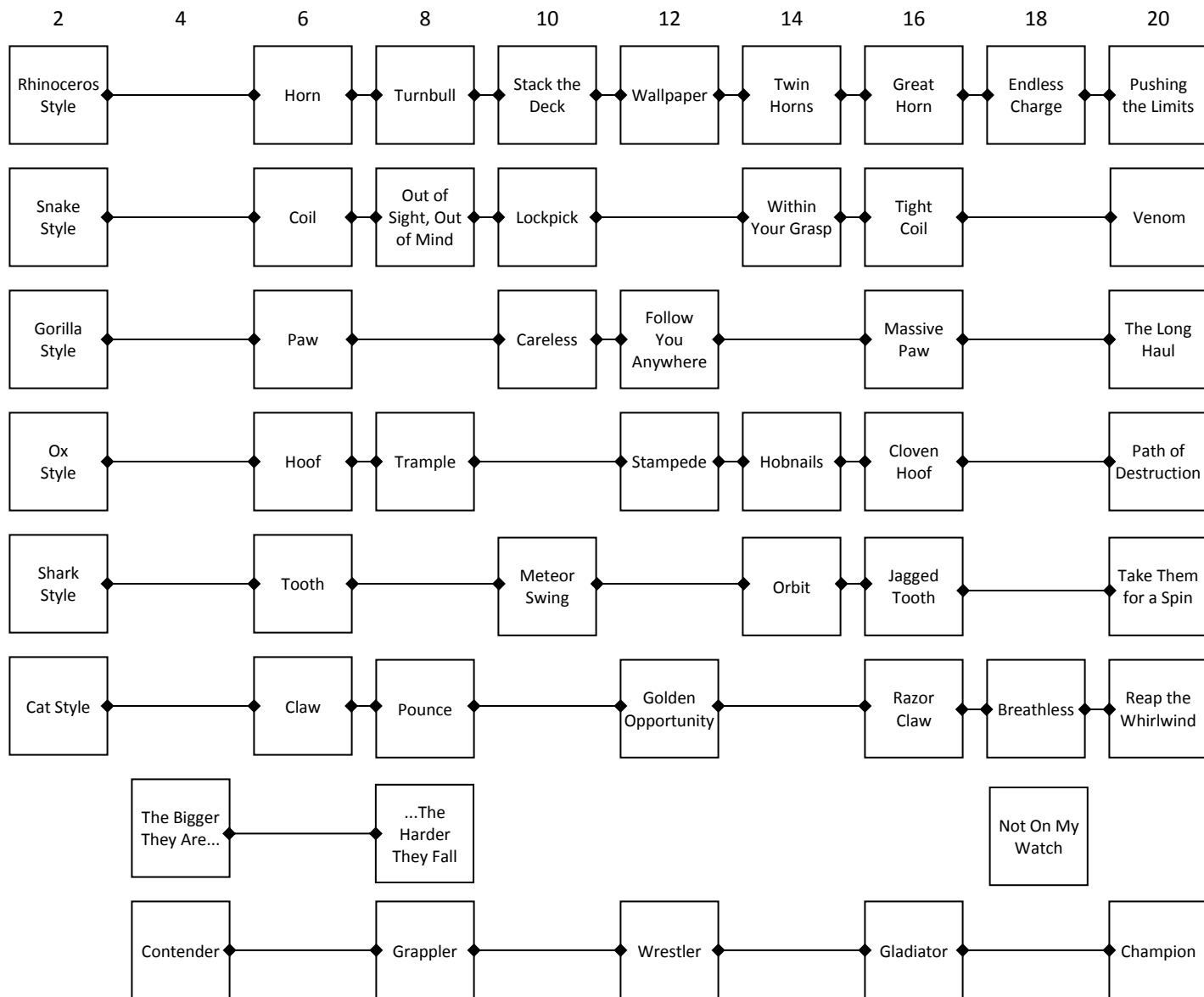
Lvl	Name	Prerequisite	Effect
2	Quick Slash		A basic strike that adds +1 to damage with your primary weapon.
2	Between the Ribs		Passive: On a successful attack with your primary weapon, you gain a +1 circumstance bonus to damage on your next offhand weapon attack. Cannot be combined with other primary passives.
4	Backslash	follows Quick Slash	A follow-up strike that adds +2 to damage with off-hand weapon.
4	Along the Arm		Passive: A successful strike with your offhand weapon reduces the enemy's attack rolls by -1 if they fail a Reflex save DC 10 + 1/2 your level + your Dexterity modifier until they receive a Heal check (DC 15). Cannot be combined with other offhand passives.
4	Slice		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Deep Thrust	follows Backslash	A free attack with your primary weapon at your highest base attack bonus. Causes Bleed 1.
6	Into the Knee		Passive: On a successful hit with your primary weapon, the target is immobilized for 1d4 rounds. They can make a Reflex DC 10 + 1/2 your level + your Dexterity modifier to only be reduced to one-half movement for 1 round. Cannot be combined with other primary passives.
8	Ripping Arc	follows Deep Thrust	A follow-up slash that adds +2 to damage with your offhand weapon.
8	Divide & Conquer		Passive: When fighting multiple targets, you ignore the penalties to attack for dual-wielding on any target you use only one of your weapons against.
8	Scar	Slice	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonus from Slice.
10	Vital Thrust	follows Ripping Arc	A follow-up attack that adds +1 to damage with your primary weapon and doubles its threat range for the rest of the chain. Bleed increases to 2.
10	Around the Eyes		Passive: On a successful hit with your primary weapon, the target is Blinded for 1d6 rounds. They can make a Reflex DC 10 + 1/2 character level + Dexterity modifier to avoid the effect. Cannot be combined with other primary passives.
12	Why Won't It Stop!?	follows Vital Thrust	A follow-up attack with your off-hand weapon that doubles its threat range for the rest of the chain. Bleed increases to 3.
12	Through the Shoulder		Passive: On a successful hit with your offhand weapon, make a combat maneuver attempt adding your Dexterity modifier to your CMB. If you succeed, the target drops the contents of one hand of your choice. Cannot be combined with other offhand passives.
12	Disfigure	Scar	Passive: +3 style bonus to hit, +5 style bonus to AC. Replaces the bonus from Scar.
14	Eviscerate	follows Why Won't It Stop!?	A free follow-up strike at your highest base attack bonus that strikes with both your primary and offhand weapon, but does not add your Strength modifier to damage. Not eligible for primary or offhand passives.
14	Across the Throat		Passive: On a successful hit with primary weapon, the target gains Bleed 1 or current Bleed increases by +1.
16	Bloody Murder	follows Eviscerate	A follow-up attack with your offhand weapon that adds +2 to damage. Bleed increases to 4.
16	At the Heart		Passive: On a successful offhand attack, the target is Frightened. They can make a Will DC 10 + 1/2 your level + your Dexterity modifier to resist. Cannot be combined with other offhand passives.
16	Maim	Disfigure	Passive: +4 style bonus to hit, +7 style bonus to AC. Replaces bonus from Disfigure.
18	Slaughterhouse	follows Bloody Murder	A follow-up attack with your primary weapon that adds +3 to damage. Bleed increases to 5.
18	In the Groin		Passive: On a successful hit with your primary weapon, the target is Nauseated for 1d4 rounds. They can make a Fortitude DC 10 + 1/2 your level + your Dexterity modifier to only be Sickened for 1 round. Cannot be combined with other primary passives.
20	So Much Blood...	follows Slaughterhouse	A free finishing strike at your highest base attack bonus. It inflicts both primary and offhand weapon damage with your full Strength modifier for each. Bleed increases to 6. Eligible for one primary or offhand passive.
20	Maul	Maim	Passive: +5 style bonus to hit, +10 style bonus to AC. Replaces bonus from Maim.

Harm School

Offensive: Combat Maneuvers

(No Requirements)

The sweet alchemy of blunt force trauma has been turning opponents into pieces of opponents since the dawn of time and its practitioners know that you need more than weapon skills to survive: you have to be able to control the battlefield with wit, strength, and technique. So where better to get your education than a finishing-off school?



Lvl	Name	Prerequisite	Effect
2	Rhinoceros Style	Improved Bull Rush feat	On a successful Bull Rush, you inflict your normal attack damage.
2	Snake Style	Improved Disarm feat	Passive: You no longer suffer a -4 penalty for attempting to Disarm a target while unarmed. Additionally, you only need to exceed the target's CMD by 5 to Disarm both their hands with one action and you are never in danger of losing your own weapon if you fail the Disarm attempt.
2	Gorilla Style	Improved Drag feat	On a successful Drag, the target ends up prone in whatever square you move them to.
2	Ox Style	Improved Overrun feat	Passive: Targets do not have the option of avoiding your Overrun.
2	Shark Style	Improved Reposition feat	On a successful Reposition, you can move the target into a square that is intrinsically dangerous. You can also move the target into an occupied square, provided you make a second Reposition attempt against the occupier of that square.
2	Cat Style	Improved Trip feat	Passive: You ignore a target's bonus to their CMD against Trip attempts for having multiple legs or otherwise being more stable than normal.
4	The Bigger They Are...		Passive: You can now use combat maneuvers against targets up to two size categories larger than you.
4	Contender		Passive: +2 style bonus to AC, +1 style bonus to CMB and CMD.
6	Horn	Rhinoceros Style	Passive: The bonus from Improved Bull Rush increases to +4.

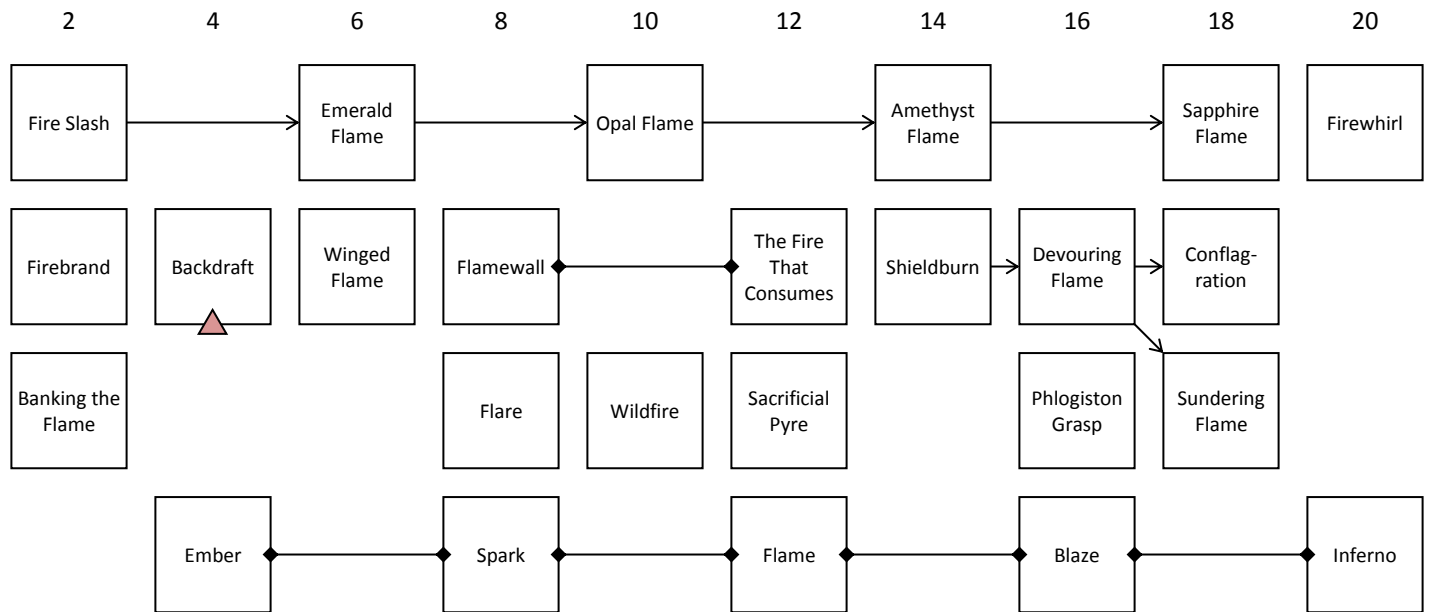
Harm School, cont.

Lvl	Name	Prerequisite	Effect
6	Coil	Snake Style	Passive: The bonus from Improved Disarm increases to +4.
6	Paw	Gorilla Style	Passive: The bonus from Improved Drag increases to +4.
6	Hoof	Ox Style	Passive: The bonus from Improved Overrun increases to +4.
6	Tooth	Shark Style	Passive: The bonus from Improved Reposition increases to +4.
6	Claw	Cat Style	Passive: The bonus from Improved Trip increases to +4.
8	Turnbull	Horn	Passive: While Bull Rushing a target, you can change direction once, up to 90 degrees.
8	Trample	Hoof	On a successful Overrun, you can choose to inflict damage equal to your unarmed attack + your Strength modifier x 1.5. This is lethal damage and does not provoke an attack of opportunity, even if you do not have Improved Unarmed Attack. Your movement ends in the square immediately after you trample your target.
8	Out of Sight, Out of Mind	Coil	If you have a free hand when you successfully Disarm a target, you can catch what they drop and throw it as an immediate action. Treat the object as an improvised weapon with a range increment of 10', but you cannot use this free throw to attack. Instead, you can throw the item away or to one of your allies.
8	Pounce	Claw	If you successfully Trip a target, you can immediately make a free attack against them.
8	...The Harder They Fall	The Bigger They Are...	Passive: You can now use combat maneuvers against targets regardless of their size category.
8	Grappler	Contender	Passive: +3 style bonus to AC, +2 style bonus to CMB and CMD. Replaces the bonus from Contender.
10	Stack the Deck	Turnbull	Passive: You no longer take a -4 penalty to your Bull Rush checks when pushing multiple targets.
10	Lockpick	Out of Sight, Out of Mind	Passive: You ignore the bonus to CMD against Disarm attempts provided by locked gauntlets.
10	Careless	Paw	Passive: If you Drag a target through any intrinsically dangerous squares (such as fire or caltrops), they sustain double the normal amount of damage.
10	Meteor Swing	Tooth	If you Reposition a target 5 feet into a space occupied by another target, you can slam them together. Both targets take 2d6 + your Strength modifier in damage. For every additional 5 feet you move one target before the collision, both targets take an additional +1d6 damage. The collision automatically ends the Reposition.
12	Wallpaper	Stack the Deck	Passive: You can now Bull Rush targets into a solid wall or obstacle. Doing so inflicts damage equal to 1d6 + your Strength modifier x 1.5. Additionally, for every extra 5 feet you would have Bull Rushed the target if the obstacle had not been there, you inflict another +1d6 damage.
12	Follow You Anywhere	Careless	Passive: When you successfully Drag a target, if you encounter the appropriate conditions, you can make an Acrobatics check to jump, a Climb check, or a Swim check to continue Dragging the target through them.
12	Stampede	Trample	Passive: Your movement no longer immediately ends after a trample while Overrunning. This means you can trample as many targets as you can Overrun.
12	Golden Opportunity	Pounce	You may now substitute a Trip attempt any time you are allowed to make an attack of opportunity.
12	Wrestler	Grappler	Passive: +5 style bonus to AC, +3 style bonus to CMB and CMD. Replaces the bonus from Grappler.
14	Twin Horns	Wallpaper	You can Bull Rush two adjacent targets. You make a single Bull Rush check and if the two targets have different CMDs, you resolve the attempt against the higher of the two CMDs to determine distance traveled.
14	Within Your Grasp	Lockpick	Passive: You ignore any ability or technique that makes your opponent immune to Disarm attempts, such as a fighter's Weapon Mastery class ability. Instead, this ability grants the target a +8 bonus to their CMD.
14	Hobnails	Stampede	Passive: When trampling a target, you now inflict unarmed damage as if you were one size category larger.
14	Orbit	Meteor Swing	If you have two hands available, you can Reposition two different targets as a single standard action.
14	Great Horn	Twin Horns	Passive: The bonus from Improved Bull Rush increases to +6.
16	Tight Coil	Within Your Grasp	Passive: The bonus from Improved Disarm increases to +6.
16	Massive Paw	Follow You Anywhere	Passive: The bonus from Improved Drag increases to +6.
16	Cloven Hoof	Hobnails	Passive: The bonus from Improved Overrun increases to +6.
16	Jagged Tooth	Orbit	Passive: The bonus from Improved Reposition increases to +6.
16	Razor Claw		Passive: The bonus from Improved Trip increases to +6.
16	Gladiator	Wrestler	Passive: +7 style bonus to AC, +4 style bonus to CMB and CMD. Replaces bonus from Wrestler.
18	Endless Charge	Great Horn	Passive: When you Bull Rush, the maximum distance you can move with your target is no longer limited by your movement speed.
18	Breathless	Razor Claw	When you successfully Trip a target, you knock the wind from their lungs. The target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Staggered for 1 round.
18	Not On My Watch		If an allied character you are adjacent to is subject to a combat maneuver, you can make a combat maneuver check as if you were attempting the same maneuver. Your ally can use the result of this check for their CMD.
20	Pushing the Limits	Endless Charge	Upon successfully completing a Bull Rush, if you have moved with your target, then you can immediately make a second Bull Rush against the same target (or targets, if using Twin Horns) as a free action. You are only allowed one of these free Bull Rush attempts per round.
20	Venom	Tight Coil	When you Disarm your target, you strike so hard that the target's hand is left numb. Your target must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier or they cannot use the hand (or hands, if you perform a double Disarm) for 2d4 rounds. A Heal check (DC = Ref DC) will cure the numbness.
20	The Long Haul	Massive Paw	When you successfully Drag a target, you can move with the target up to your base movement speed in addition to the normal Drag distance.
20	Path of Destruction	Cloven Hoof	When trampling a foe or stampeding over multiple foes, every target you successfully Overrun must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be left Stunned for 1 round.
20	Take Them for a Spin	Jagged Tooth	When you successfully Reposition a target, you deliver a jarring spin that leaves them disoriented. The target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Nauseated for 1 round.
20	Reap the Whirlwind	Breathless	As a standard action, you may make a Trip attempt against every target that you threaten.
20	Champion	Gladiator	Passive: +10 style bonus to AC, +5 style bonus to CMB and CMD. Replaces bonus from Gladiator.

Illuminated School of the Steel Blaze

Offensive: General Strength-Based Melee Combat
(Light or One-Handed Melee Weapons)

The Illuminated School of the Steel Blaze teaches techniques to all students of one-handed combat, blending strength with grace in a deadly art.

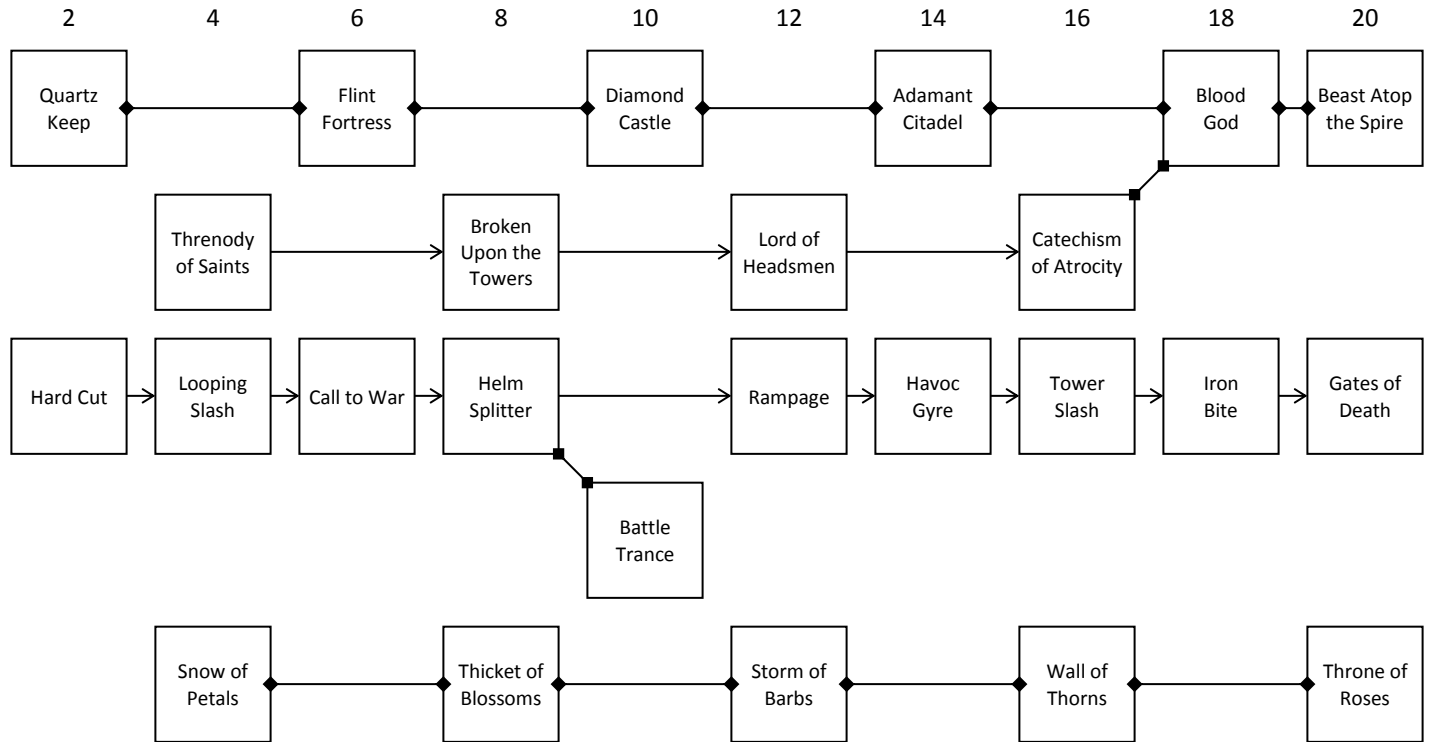


Lvl	Name	Prerequisite	Effect
2	Fire Slash		Basic strike that adds +1d4 to normal damage. This chain can attack multiple foes without breaking.
2	Firebrand		Basic strike that causes normal damage and makes the target turn and face you. They do not threaten other squares until the beginning of their next turn.
2	Banking the Flame	Quick Draw feat	Passive: You can sheath your weapon as a free action.
4	Backdraft	behind target	Basic strike that causes normal damage and you can make a Combat Maneuver check. If you are successful, the target is considered flat-footed and cannot move until the beginning of your next turn. If you fail, the target's base speed is still reduced by 10 feet until the beginning of your next turn.
4	Ember		Passive: +1 style bonus to attack rolls, +2 style bonus to AC.
6	Emerald Fire	follows Fire Slash	Follow-up strike that adds +1d6 to normal damage.
6	Winged Flame		When charging a foe, you can make two attacks. Both are at your highest attack bonus -2.
8	Flamewall		Passive: +2 shield bonus to AC when armed with a single one-handed weapon.
8	Flare		When you make a full attack action, increase the threat range of your weapon by +1. This bonus stacks with—but is not affected by—the Improved Critical feat.
8	Spark	Ember	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonus from Ember.
10	Opal Fire	follows Emerald Fire	Follow-up strike that adds +1d6 to normal damage and the target is treated as flat-footed until the end of your current turn.
10	Wildfire		Passive: When making a full attack action using the Fire Slash technique chain, you can move between each individual attack, up to a total equal to your base movement speed.
12	The Fire That Consumes	Flamewall	Passive: Apply your Strength bonus x1.5 to damage when armed with a single one-handed weapon, as if you were wielding it with two hands. If you have no Strength bonus to damage or only a +1 bonus, increase the damage bonus to +2. If you have a Strength penalty to damage, ignore it.
12	Sacrificial Pyre		Passive: When making a full attack action using the Fire Slash technique chain, you gain one additional attack at your highest base attack bonus.
12	Flame	Spark	Passive: +3 style bonus to hit, +5 style bonus to AC. Replaces the bonus from Spark.
14	Amethyst Fire	follows Opal Fire	Follow-up strike that adds +1d8 to normal damage.
14	Shieldburn		Advanced strike that negates target's shield bonus to AC until beginning of their next turn.
16	Devouring Flame	follows Shieldburn	Follow-up strike that causes normal damage and you can make a Disarm check with a +6 style bonus. If you are successful, the target drops their shield.
16	Phlogiston Grasp		Passive: Your weapon is immune to Disarm or Sunder attempts.
16	Blaze	Flame	Passive: +4 style bonus to hit, +7 style bonus to AC. Replaces the bonus from Flame.
18	Sapphire Flame	follows Amethyst Flame	Finishing strike that inflicts double normal damage and automatically knocks the target prone.
18	Conflagration	Follows Devouring Flame	If the target loses their shield, you can make a second free Disarm attempt with a +6 style bonus.
18	Sundering Flame	Follows Devouring Flame	If the target retains their shield, you can initiate a free Sunder attempt against their shield, ignoring hardness and inflicting an automatic critical.
20	Firewhirl		Passive: When making a full attack action, you gain one extra attack at highest bonus. This bonus stacks with Sacrificial Pyre if the Fire Slash technique chain is part of the full attack action.
20	Inferno	Blaze	Passive: +5 style bonus to hit, +10 style bonus to AC. Replaces the bonus from Blaze.

Iron Tower School

Offensive: Melee Dual Wielding (Pair of One-Handed Weapons)

Though the Way of Resonant Thunder can strike the most impressive blows and the Death of a Thousand Cuts can put more steel to flesh than any other style, the school of the Iron Tower has the greatest capacity for sheer, visceral damage of them all. Requiring a surfeit of both Strength and Dexterity, it is one of the most difficult schools to master and even the best users will lack the grace of most other arts, but an Iron Tower master is a terror to behold in battle.



Lvl	Name	Prerequisite	Effect
2	Quartz Keep		Passive: Reduce the penalties for dual-wielding two one-handed weapons by 1 each, to -3/-3.
2	Hard Cut		A basic strike with your primary weapon that inflicts an extra +2 damage.
4	Threnody of Saints		A basic strike that uses two attack actions: one from your primary weapon and one from your off-hand weapon. You strike with your primary and off-hand weapons simultaneously, using only one attack roll (though you still treat it as dual wielding for the purposes of bonuses and penalties to the attack). Inflict damage for only one weapon of your choice, rolling damage as if it were a size category larger and add your Strength modifier x2 to damage.
4	Looping Slash	follows Hard Cut	A follow-up strike with your offhand weapon that inflicts an extra +2 damage.
4	Snow of Petals		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Flint Fortress	Quartz Keep	Passive: Reduce the penalties for dual-wielding two one-handed weapons by 2 each, to -2/-2. Replaces the bonus from Quartz Keep.
6	Call to War	follows Looping Slash	A follow-up strike with your primary weapon that inflicts an extra +4 damage.
8	Broken Upon the Towers	follows Threnody of Saints	A follow-up strike that uses two attack actions: one from your primary weapon and one from your off-hand weapon. You strike a crippling blow with your primary and off-hand weapons simultaneously, using only one attack roll (though you still treat it as dual wielding for the purposes of bonuses and penalties to the attack). Inflict damage for only one weapon of your choice, rolling damage as if it were a size category larger and add your Strength modifier x2 to damage. The target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or have their movement reduced by half and be unable to run or hustle until they receive a Heal check (DC = to the Fort DC).
8	Helm Splitter	follows Call to War	A follow-up strike with your offhand weapon that inflicts an extra +4 damage.
8	Thicket of Blossoms	Snow of Petals	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces bonus from Snow of Petals.
10	Diamond Castle	Flint Fortress	Passive: Reduce the penalties for dual-wielding two one-handed weapons by 3 each, to -1/-1. Replaces the bonus from Flint Fortress.
10	Battle Trance	Helm Splitter	Passive: Every consecutive round you attack the same target, you gain a cumulative +2 to damage against that target.
12	Lord of Headsmen	follows Broken Upon the Towers	A follow-up strike that uses two attack actions: one from your primary weapon and one from your off-hand weapon. You strike a bloody blow with your primary and off-hand weapons simultaneously, using only one attack roll (though you still treat it as dual wielding for the purposes of bonuses and penalties to the attack). Inflict damage for only one weapon of your choice, rolling damage as if it were a size category larger and add your Strength modifier x3 to damage as well as cause Bleed equal to your Strength modifier.

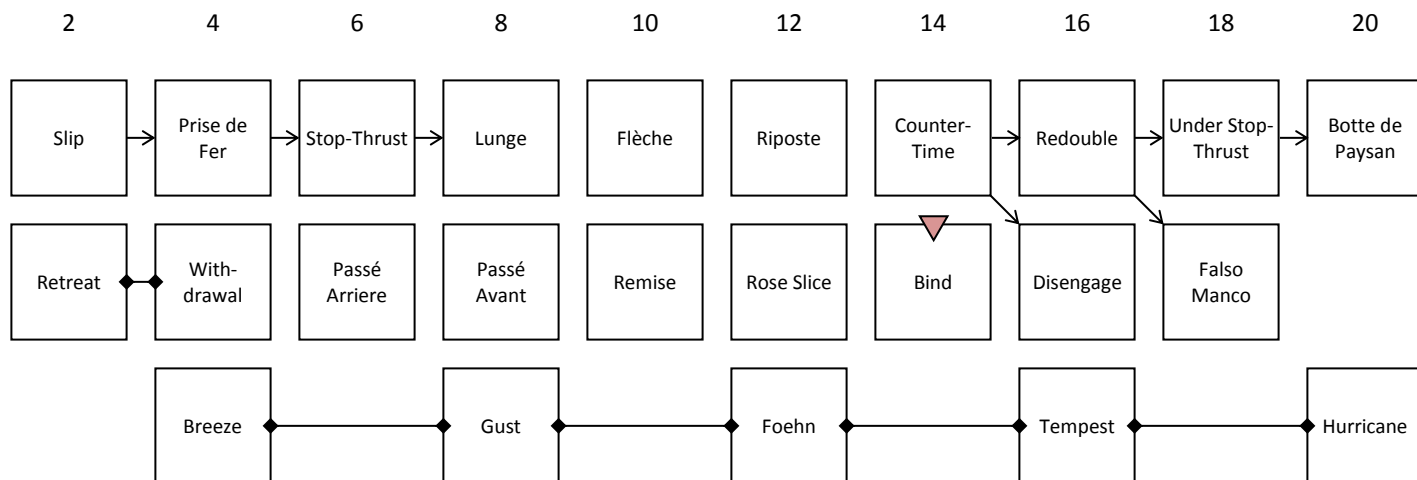
Iron Tower School, cont.

Lvl	Name	Prerequisite	Effect
12	Rampage	follows Helm Splitter	A free follow-up strike with you offhand weapon at your highest base attack bonus -5 that inflicts an extra +6 damage. If the attack is successful, you can initiate a free Trip attempt against the target as you literally batter them into the ground. If you fail, they do not get a free attempt to Trip you back.
12	Storm of Barbs	Thicket of Blossoms	Passive: +3 style bonus to hit, +4 style bonus to AC. Replaces bonus from Thicket of Blossoms.
14	Adamant Citadel	Diamond Castle	Passive: Reduce the penalties for dual-wielding two one-handed weapons by 4 each, to -0/-0. Replaces the bonus from Diamond Castle.
14	Havoc Gyre	follows Rampage	A follow-up strike with your primary weapon that inflicts an extra +6 damage.
16	Catechism of Atrocity	follows Lord of Headsmen	A finishing blow that uses only one attack action but still strikes with your primary and off-hand weapons simultaneously, using only one attack roll (though you still treat it as dual wielding for the purposes of bonuses and penalties to the attack). Inflict damage for only one weapon of your choice, rolling damage as if it were a size category larger and add your Strength modifier x3 to damage. Additionally, the target is stunned for 1d4 rounds, then staggered for the remainder of the encounter or until they receive healing (Heal DC = Fort DC). If they succeed on a Fortitude save DC 10 + 1/2 your level + your Strength modifier, they are merely staggered for 1 round and then shaken for 1d4 rounds afterwards.
16	Tower Slash	follows Havoc Gyre	A follow-up strike with you off-hand weapon that inflicts an extra +8 damage.
16	Wall of Thorns	Storm of Barbs	Passive: +4 style bonus to hit, +5 style bonus to AC. Replaces bonus from Storm of Barbs.
18	Blood God	Adamant Citadel and Catechism of Atrocity	Passive: The sight and smell of blood serves only to drive you to greater feats of brutality. Every time you inflict damage to an opponent's wounds, you regain 1d4 fatigue.
18	Iron Bite	follows Tower Slash	A follow-up strike with your primary weapon that inflicts an extra +8 damage.
20	Beast Atop the Spire	Blood God	As a free action once per encounter before you have attacked, you can release a bestial roar to show all around you your anticipation for the coming bloodshed. Every foe with fewer HD than you that can hear your howl must make a Will save DC 10 + 1/2 your level + your Charisma modifier. Foes with 4 HD or less who fail become Panicked for 1d4 minutes. Foes with 5 to 10 HD become Frightened for 1d4 rounds. Foes with 11+ HD become Shaken for 1d6 rounds. If a foe can only hear you but cannot see, the effect of Failure lasts only 1 minute (for Panic) or 1 round (for Fear or being Shaken). Afterwards, foes with 10 HD or less remain Shaken for the rest of the encounter. Foes that succeed at the saving throw suffer no ill effect.
20	Gates of Death	follows Iron Bite	A free finishing blow with your primary weapon at your highest base attack bonus that inflicts an extra +10 damage. If the attack is successful, the target is automatically Stunned for 1 round.
20	Throne of Roses	Wall of Thorns	Passive: +5 style bonus to hit, +6 style bonus to AC. Replaces bonus from Wall of Thorns.

Path of the Ancient Zephyr

Offensive: General Dexterity-Based Melee Combat (Light or One-Handed Piercing Weapons)

The Path of the Ancient Zephyr teaches its initiates the graceful techniques of striking like the wind and avoiding the clumsy retaliation of their overbearing opponents using quick ripostes and retreats.

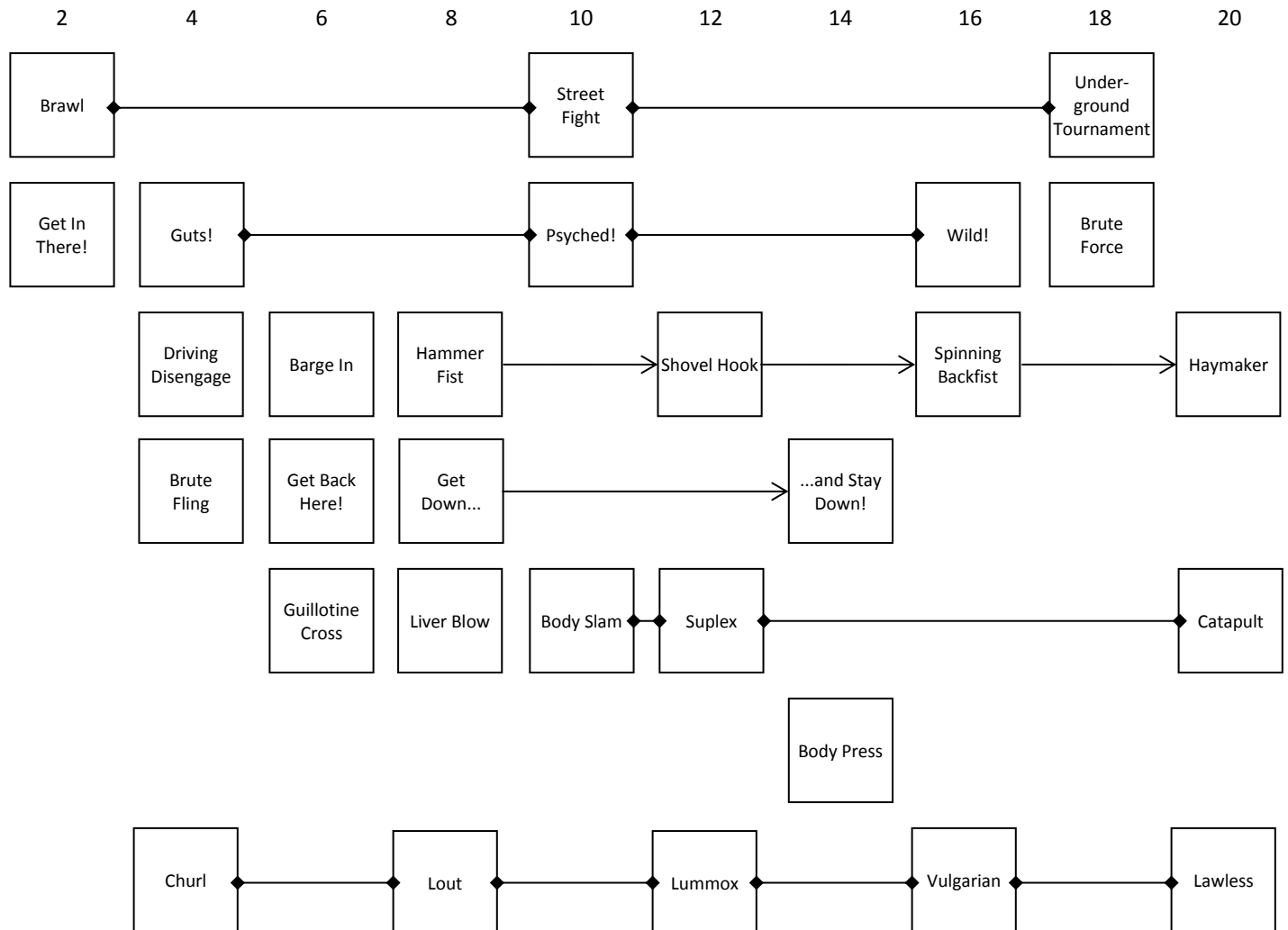


Lvl	Name	Prerequisite	Effect
2	Slip		A pint-point strike that uses your Dexterity modifier instead of Strength for damage.
2	Retreat		Designate a second 5-foot square that does not provoke an attack of opportunity during a Withdraw action.
4	Prise de Fer	follows Slip	A feint in lieu of an attack that automatically renders the target flat-footed until the beginning of their next turn but inflicts no damage.
4	Withdrawal	Retreat	During a Withdraw action, you provoke no attacks of opportunity if you move less than your base movement speed.
4	Breeze		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Stop-Thrust	follows Prise de Fer	A follow-up strike that uses your Dexterity modifier x2 instead of Strength for damage.
6	Passé Arriere		When you take a full attack action against a single foe, you may then make a five-foot adjustment away. Your opponent must follow you or be subject to an attack of opportunity as you withdraw. You cannot use this ability to move into an occupied space or shift the enemy into an occupied space.
8	Lunge	follows Stop-Thrust	A finishing strike that uses your Dexterity modifier x2 instead of Strength for damage. If the attack succeeds, it is automatically confirmed as a critical strike.
8	Passé Avant		When you take a full attack action against a single foe, you can attempt a Bull Rush as a free action. Unlike a normal Bull Rush, calculate your CMB with your Dexterity modifier and the target loses their Strength modifier to their CMD.
8	Gust	Breeze	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonus from Breeze.
10	Flèche		You can instigate a swift, short-ranged charge in as little as 5 feet. It is otherwise identical to a regular charge attack.
10	Remise		You may immediately re-roll a missed attack once per encounter. You must use the same base attack bonus and other modifiers of the original attack and accept the new result even if it is worse than the previous.
12	Riposte		Any time an enemy attacks you in melee and misses with all their attacks that round—either a single standard action or a full attack—you can immediately take an attack of opportunity against the foe.
12	Rose Slice		A slash sharp as rose thorns. As a standard action, you inflict normal damage and the target suffers Bleed 1 and must make a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier. On a failure, they suffer 2 points of Strength damage. The effects last until the target receives treatment (Heal check equal to the Fortitude DC) and multiple uses of this technique stack.
12	Foehn	Gust	Passive: +3 style bonus to hit, +5 style bonus to AC. Replaces the bonus from Gust.
14	Counter-Time		A swift strike with a +2 bonus to hit and you use your Dexterity modifier instead of Strength for damage.
14	Bind	in front of target	You trap an enemy's weapon. Make a Combat Maneuver check, calculating your CMB with your Dexterity modifier. If successful, you bind the target's weapon. A character with a bound weapon cannot attack and is flat-footed. As a standard action, they can disengage, but doing so automatically initiates a Disarm attempt.
16	Redouble	follows Counter-Time	If your Counter-Time is successful, you can make a follow-up strike that allows you to make two attacks at the same base attack bonus, but without modifiers to damage for ability scores.
16	Disengage	follows Counter-Time	If your Counter-Time missed, you can withdraw up to half your base movement without provoking an attack of opportunity. You gain a +4 deflection bonus to AC until the beginning of your next turn.
16	Tempest	Foehn	Passive: +4 style bonus to hit, +7 style bonus to AC. Replaces the bonus from Foehn.
18	Under Stop-Thrust	follows Redouble	If both of your Redouble strikes were successful, you can make a follow-up strike that uses your Dexterity modifier x3 instead of Strength for damage and increases the attack's threat range by +1.
18	Falso Manco	follows Redouble	If at least one of your Redouble strikes was successful, you can make a follow-up strike to the target's knee. They must make a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier or your target is immobilized for 1d4 rounds and moves at half-speed after that, until they are healed (Heal check equal to the Fortitude DC).
20	Botte de Paysan	follows Under Stop-Thrust	A follow-up strike that uses your Dexterity modifier x4 instead of Strength for damage and increases the attack's threat range by +2.
20	Hurricane	Tempest	Passive: +5 style bonus to hit, +10 style bonus to AC. Replaces the bonus from Tempest.

Punchin' School

Offensive: Strength-Based Unarmed (Unarmed)

With the popularity of the martial disciplines throughout the lands, it often seemed that old-fashioned brawling might fall by the wayside. A hundred years ago a half-orc pair of brothers from Elohos decided their dream was to make sure that the techniques that brought them through many a bar fight unarmed if not unscarred were passed on to future generations.



Lvl	Name	Prerequisite	Effect
2	Brawl		Passive: +2 style bonus to CMB and CMD.
2	Get In There!		Your base movement speed increases by +10 feet when charging.
4	Guts!		Passive: Whenever you inflict damage against a target, you recover 1 point of fatigue for every 6 points of damage.
4	Driving Disengage		This attack automatically shifts your target back 5 feet into an unoccupied space while you shift 5 feet in the opposite direction, opening 10 feet of space between you.
4	Brute Fling		If you succeed in breaking a Grapple, you can immediately propel your foe away from you. Treat it as Bull Rush attempt, except that you do not move with the target.
4	Churl		Passive: +2 style bonus to AC, +1 bonus to damage.
6	Barge In		As a swift action, you can step into the space of one target you threaten, taking an attack of opportunity from them but leaving them flat-footed to all your attacks. At the end of your turn, you shift back into the space you previously occupied.
6	Get Back Here!		On a successful attack of opportunity against a moving target, you immediately end the move action they were taking.
6	Guillotine Cross		A simultaneous blow from both fists on either side of the target. Treat the attack as if it were two size categories larger and double the threat range.
8	Hammer Fist		You deliver a solid opening blow that inflicts an extra +1d6 damage.
8	Get Down...		This hard kick to the target's chest initiates a Trip attempt without provoking an attack of opportunity or allowing the target to attempt a Trip attempt in return if it fails.
8	Liver Blow		A punishing fist to the midriff that inflicts double damage against fatigue.
8	Lout	Churl	Passive: +3 style bonus to AC, +2 bonus to damage. Replaces the bonuses from Churl.
10	Street Fight	Brawl	Passive: +4 style bonus to CMB and CMD. Replaces the bonus from Brawl.

Punchin' School, cont.

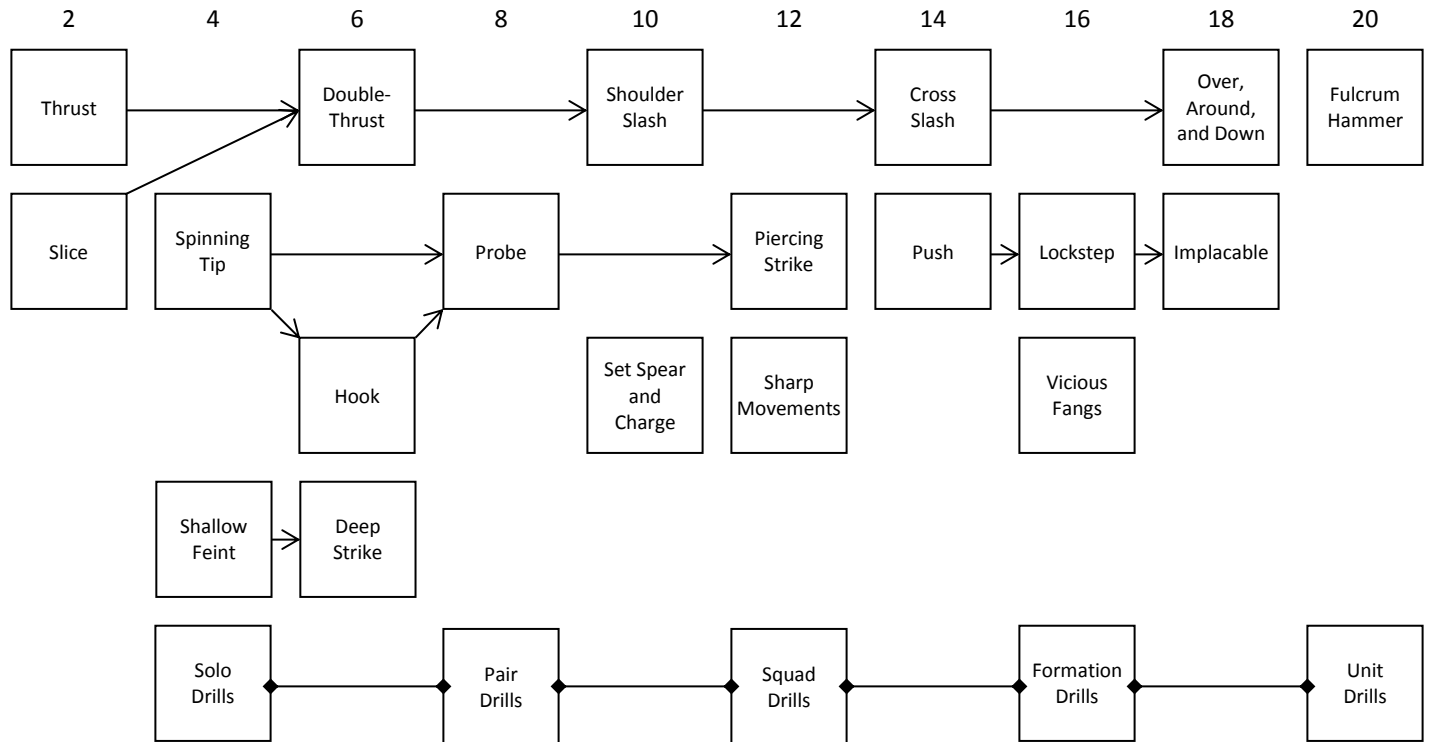
Lvl	Name	Prerequisite	Effect
10	Psyched!	Guts!	Passive: Whenever you inflict damage against a target, you recover 1 point of fatigue for every 4 points of damage. This replaces the fatigue recovered from Guts!
10	Body Slam		As a standard action, you grab your foe and lift them into the air before then slamming them down on the ground. Initiate a Grapple and, if successful, you automatically inflict an additional +4d6 damage and leave the target prone in a square of your choosing adjacent to you.
12	Shovel Hook	follows Hammer Fist	A follow-up blow to that digs into the target's body. If the attack hits, the target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Staggered for 1 round. If they succeed, they are still Shaken for 1 round.
12	Suplex	Body Slam	As a standard action, you grab your foe, lifting them into the air and jumping backwards, slamming them head-first into the floor. Initiate a Grapple and, if successful, you inflict an additional +4d6 damage and the target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Dazed for 1 round. Both you and your target end up prone in adjacent squares.
12	LummoX	Lout	Passive: +5 style bonus to AC, +3 bonus to damage. Replaces the bonuses from Lout.
14	...and Stay Down!	follows Get Down...	You follow up with a head stomp on your prone target. This attack stuns the target for 1d4 rounds. If the target succeeds on a Fortitude save DC 10 + 1/2 your level + your Strength modifier, they are merely shaken for 1 round.
16	Body Press		As a standard action, you deliver a leaping, full-body smash attack that crushes the foe against the floor. This inflicts an extra +1d6 damage and leaves both you and the target prone in the same square, with you automatically Grappling the target without the need for a combat maneuver check.
16	Spinning Backfist	follows Shovel Hook	A follow-up blow where you twist your entire body and deliver a devastating backhand that doubles your Strength modifier to damage.
16	Wild!	Psyched!	Passive: Whenever you inflict damage against a target, you recover 1 point of fatigue for every 2 points of damage. This replaces the fatigue recovered from Psyched!
16	Vulgarian	LummoX	Passive: +7 style bonus to AC, +4 bonus to damage. Replaces the bonuses from LummoX.
18	Underground Tournament		Passive: +6 style bonus to CMB and CMD. Replaces the bonus from Street Fight.
18	Brute Force		Passive: Any time you confirm a critical hit, the target is Staggered for 1 round. They can make a Fortitude save 10 + 1/2 your level + your Strength modifier to negate the effect.
20	Haymaker	follows Spinning Backfist	A finishing move that catches the target full in the throat with your arm. It inflicts an extra +6d6 damage and automatically drops the target prone.
20	Catapult	Suplex	You hoist your target overhead and hurl them like a weapon. If you successfully Grapple a target, you can lift them and throw them. They count as an improvised thrown weapon, though you ignore the normal -4 penalty for using improvised weapons. Use your highest base attack bonus, a threat range of 20, a critical multiplier of x2, and a range of 10 feet. Both the target you throw and any target you throw them at (if you succeed on the attack roll) suffer damage as if they were hit by a falling object of the thrown target's size (2d6 for Small, 3d6 for Medium) plus an additional +1d6 damage for every 10 feet they are thrown, up to a maximum of +5d6 if they are thrown the full 50 feet (which would also incur a -8 ranged attack penalty).
20	Lawless	Vulgarian	Passive: +10 style bonus to AC, +5 bonus to damage. Replaces the bonuses from Vulgarian.

Steel Serpent School

Offensive: Melee Polearms

(Two-Handed Melee Reach Weapons)

The Steel Serpent School teaches techniques to those who prefer to put distance between themselves and their opponents.



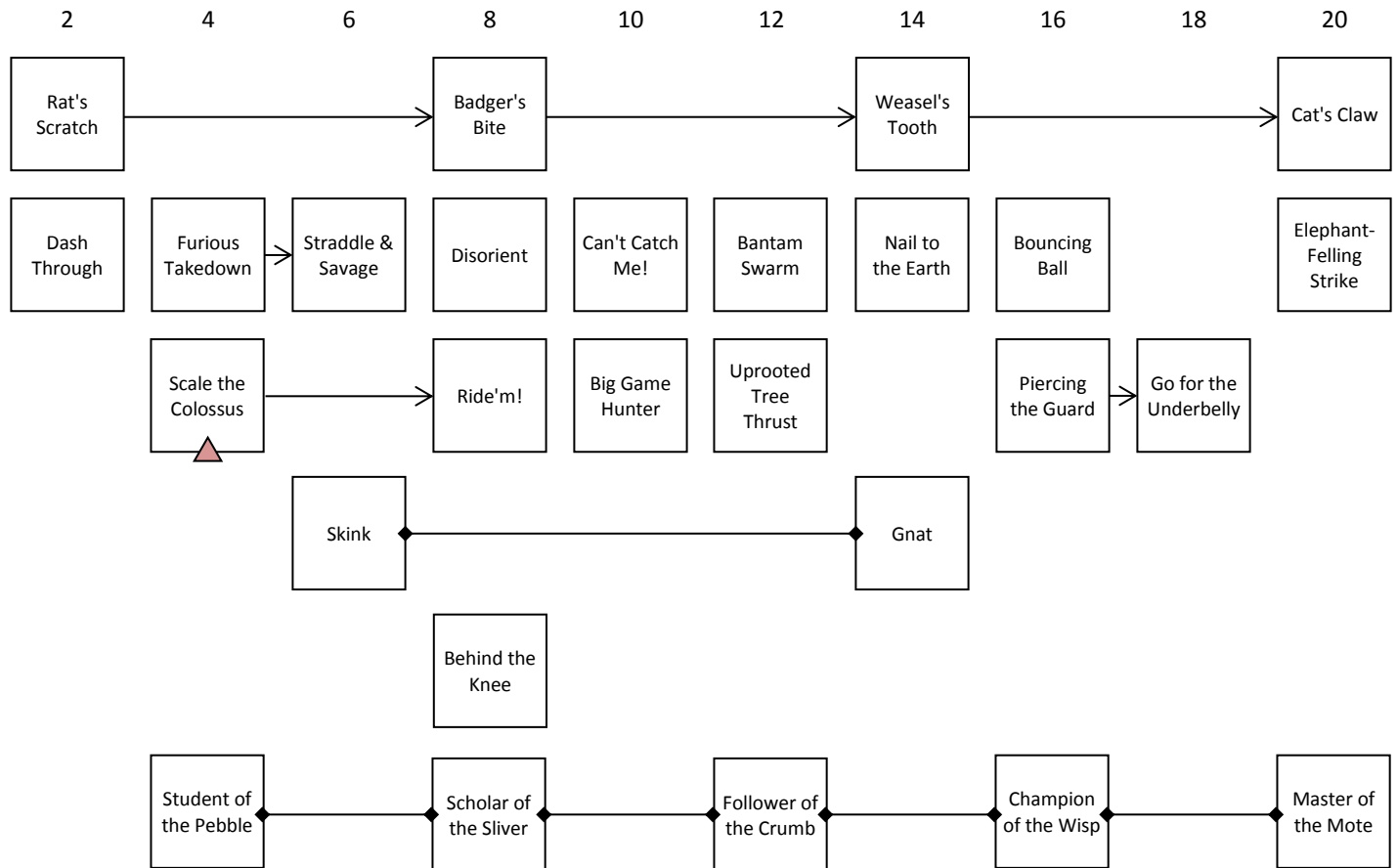
Lvl	Name	Prerequisite	Effect
2	Thrust		A basic strike that inflicts an extra +2 damage.
2	Slice		A basic strike that does not add your Strength modifier to damage, but the target suffers a -2 to their AC until the beginning of their next turn.
4	Spinning Tip		A basic strike that does not add your Strength modifier to damage, but the target must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier or they cannot enter your threat range for 1 round.
4	Shallow Feint		A basic strike that does not damage the target, but makes them flat-footed until their next turn.
4	Solo Drills		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Double-Thrust	follows Thrust or Slice	A follow-up strike that attacks the target twice with your weapon at the same base attack bonus, but does not add your Strength modifier to the damage for either attack.
6	Hook	follows Spinning Tip	A follow-up strike that deprives the target of their shield bonus to AC until the beginning of their next turn. This technique can only be used against a target with a shield bonus to their AC.
6	Deep Strike	follows Shallow Feint	A finishing blow that inflicts an automatic critical hit and forces the target back 5 feet.
8	Probe	follows Hook or Spinning Tip	A follow-up strike that does not add your Strength modifier to damage, but the enemy loses their armor bonus to AC until the beginning of their next turn.
8	Pair Drills	Solo Drills	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonus from Solo Drills.
10	Shoulder Slash	follows Double-Thrust	A follow-up strike that adds +2d4 to damage.
10	Set Spear and Charge		Passive: You double Strength your modifier to damage on a successful charge attack.
12	Piercing Strike	follows Probe	A finishing blow that transfixes the target, causing Bleed 3. It requires a Heal check (DC 15) to stop.
12	Sharp Movements		Passive: You are allowed to make attacks of opportunity against targets that shift inside your threat range.
12	Squad Drills	Pair Drills	Passive: +3 style bonus to hit, +5 style bonus to AC. Replaces the bonus from Pair Drills.
14	Cross Slash	follows Shoulder Slash	A follow-up slash that adds +2d6 to damage.
14	Push		An advanced attack that automatically pushes the target back 5' as you advance.
16	Lockstep	follows Push	A follow-up strike that adds +1d4 to damage and the target is pushed back another 5 feet as you advance.
16	Vicious Fangs		Passive: When attacking a target with fatigue remaining, the damage from your attacks can be split, 50% affecting fatigue and 50% affecting wounds. If you deal an odd amount of damage, the extra point is subtracted from fatigue.
16	Formation Drills	Squad Drills	Passive: +4 to style bonus hit, +7 style bonus to AC. Replaces the bonus from Squad Drills.
18	Over, Around, and Down	follows Cross Slash	A finishing strike that adds +4d6 to damage.
18	Implacable	follows Lockstep	A finishing strike that adds +1d6 to damage and pushes the target back another 10 feet as you advance.
20	Fulcrum Hammer		A devastating, overhead slash as a standard action. It adds +4d8 to damage, doubles your weapon's threat range, and increases its critical multiplier by +1. A successful critical automatically knocks the target prone.
20	Unit Drills	Formation Drills	Passive: +5 style bonus to hit, +10 style bonus to AC. Replaces the bonus from Formation Drills.

Titanbreaker

Offensive: Size Difference

(Versus Opponents At Least One Size Category Larger Than You)

Originally developed by the halflings of Ardeya in their constant struggles against their Alceyni oppressors, the school of the Titanbreakers teaches techniques that use smaller size and greater agility to the user's advantage. Over time, some humans and elves have found the techniques useful for facing large foes from ogres and giants all the way to dragons.



Lvl	Name	Prerequisite	Effect
2	Rat's Scratch		An opening strike where you duck in and attack up into the target's exposed vitals. This attack and all other attacks in the chain inflict damage as if you were using a weapon one size category larger.
2	Dash Through		When making a charge attack, treat the natural reach of your target and any other creature whose threatened area you pass through as equal to your own. They are only permitted to make attacks of opportunity against you if you leave a square that their new, reduced reach threatens.
4	Furious Takedown		An opening strike that aims to topple the foe. You do not add your Strength modifier to damage, but initiate a free Trip attempt against the target, regardless of how many size categories larger than you the target is. You ignore any size penalties to CMB and the target loses any size bonuses to CMD for this attempt.
4	Scale the Colossus	behind target	An opening attack that inflicts no damage on the target, but instead initiates a free Grapple attempt against a target, regardless of how many size categories larger than you the target is. You ignore any size penalties to CMB and the target loses any size bonuses to CMD for this attempt. If you are successful, you scamper up onto the target, occupying the same square as them and leaving them flat-footed to all your attacks until you are dislodged. Though they can continue to move and act normally, the target must succeed in a combat maneuver check to dislodge you. This follow-up maneuver does allow size bonuses and penalties to CMB and CMD, but the target receives a -4 penalty. If they attempt to attack you while you are on them, their own body provides you with cover.
4	Student of the Pebble		Passive: +1 style bonus to hit, +2 style bonus to AC. Unlike most techniques in this school, these bonuses do not apply only against targets larger than your character.
6	Straddle & Savage	follows Furious Takedown	In a brutal follow-up, you jump onto the prone target, occupying the same space as them as you begin to hack away. Every attack you make against the prone target is considered an automatic threat for a critical. The target must succeed in a combat maneuver check to dislodge you. This follow-up maneuver does allow size bonuses and penalties to CMB and CMD.
6	Skink		Passive: You receive a +1 dodge bonus to your AC for every size category larger than you an attacker is.
8	Badger's Bite	follows Rat's Scratch	A follow-up strike aimed at disabling your larger foe. The target must succeed on a Reflex save DC 10 + 1/2 your level + your Dexterity modifier + 1 for every size category larger than you the target is. If the fail, they are left Staggered for 1 round.

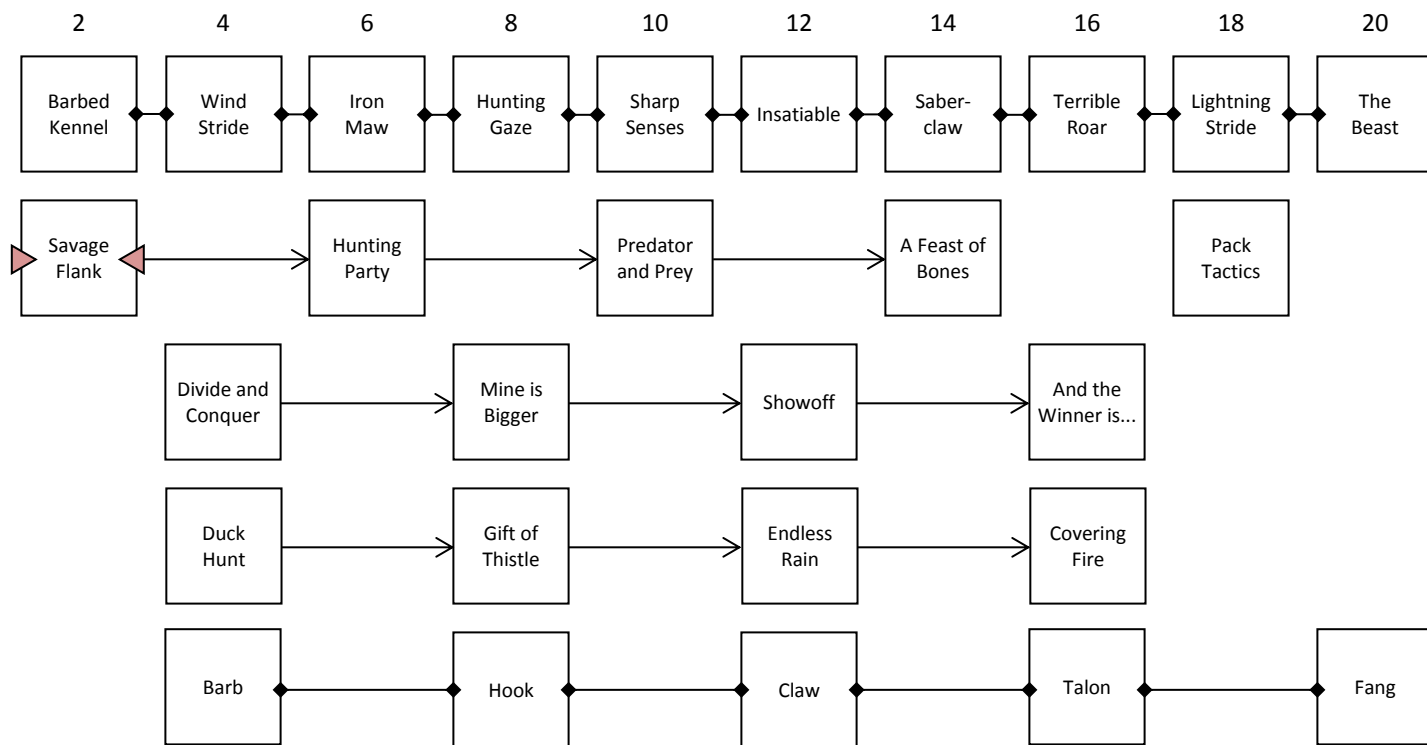
Titanbreaker, cont.

Lvl	Name	Prerequisite	Effect
8	Disorient		As a swift action, you can shift into your target's space, the two of you occupying it together. This grants you cover against your target and any creature that attacks you has a 20% chance of attacking your target instead. Unfortunately, any ally attacking your target has a 20% chance of attacking you, as well.
8	Ride'm!	follows Scale the Colossus	As a follow-up, rather than attacking your target, you can yank on hair, ears, horns, or other protrusions on your target. Make another free Grapple attempt against the target, regardless of how many size categories larger than you the target is. You ignore any size penalties to CMD and the target loses any size bonuses to CMD for this attempt. If you are successful, the target randomly moves at its base speed around the battlefield, expending the move action for its next turn.
8	Behind the Knee		As a standard action, you take advantage of your perfect position to ram a knife blade in behind your target's knee. The target must succeed on a Reflex save DC 10 + 1/2 your level + your Dexterity modifier + 1 for every size category larger than you the target is or drop prone and be immobilized until they receive a Heal check (DC = to Ref DC). Even if they succeed, their movement speed is reduced by 1/2 until the end of their next turn.
8	Scholar of the Sliver	Student of the Pebble	Passive: +1 style bonus to hit, +3 style bonus to AC. Unlike most techniques in this school, these bonuses do not apply only against targets larger than your character. Replaces the bonuses from Student of the Pebble.
10	Can't Catch Me!		Passive: When you use a Withdraw action, choose one target with a natural reach greater than your own. You can automatically shift into the nearest square not threatened by that target without expending the movement to get there. Additionally, the natural reach of any creature whose threatened area you pass through during your Withdraw is treated as equal to your own. They are only permitted to make attacks of opportunity against you if you leave a square that their new, reduced reach threatens.
10	Big Game Hunter		Passive: Your style bonus to hit against a target increases by +1 for every size category larger than you the target is.
12	Bantam Swarm		As a standard action, you become a one-person mob, picking a 10'x10' block that you occupy one square of. All four squares are considered to be occupied and your threat range is calculated from all four blocks simultaneously.
12	Uprooted Tree Thrust		This is a powerful strike that can be delivered no matter the circumstances. As a standard action, it allows you to attack even when Pinned and, on a successful strike, automatically breaks the Grapple.
12	Follower of the Crumb	Scholar of the Sliver	Passive: +2 style bonus to hit, +5 style bonus to AC. Unlike most techniques in this school, these bonuses do not apply only against targets larger than your character. Replaces the bonuses from Scholar of the Sliver.
14	Weasel's Tooth	follows Badger's Bite	This follow-up strike digs deep into the exposed underbelly of the target. It inflicts an automatic critical and, if the target is still Staggered from Badger's Bite, its critical multiplier is increased by +1.
14	Nail to the Earth	Slashing or Piercing weapon	You drive your weapon through some part of the target and leave it there, pinning the target to the ground. The target is considered Entangled by an anchored source. A Heal check DC 20 will remove your weapon and restore the target's movement speed, or it can elect to make a Strength check DC 13 to pull the weapon free, though this will inflict the weapon's damage against the target whether or not it is successful.
14	Gnat	Skink	Passive: +2 dodge bonus to your AC for every size category larger than you an attacker is. Replaces the bonus from Skink.
16	Bouncing Ball		Passive: Whenever a creature scores a successful critical attack against you in melee, you can reduce the damage by 1/2 and use the ablated force to roll back a distance equal to the target's natural reach +5' as an immediate action.
16	Piercing the Guard		An opening strike up from below, splitting open the guard of your opponent. This strike inflicts no damage, but all your attacks against the target until the end of your turn are treated as flat-footed touch attacks.
16	Champion of the Wisp	Follower of the Crumb	Passive: +2 style bonus to hit, +7 style bonus to AC. Unlike most techniques in this school, these bonuses do not apply only against targets larger than your character. Replaces the bonuses from Follower of the Crumb.
18	Go for the Underbelly	follows Piercing the Guard	A vicious follow-up that tears into the target's exposed vitals. The target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier + 1 for every size category larger than you the target is. If the target fails, it is Nauseated for 1 round and then Sickened for a further 1d4 rounds. Even if successful, the target is Sickened for 1 round.
20	Cat's Claw	follows Weasel's Tooth	A finishing blow that rips into the target's defenseless underside. You attack three times, inflicting regular damage for each attack. Additionally, each successful attack causes Bleed 1 on the target or increases its current Bleed (from any source) to increase by 1, until the target receives a Heal check (DC 25).
20	Elephant-Felling Strike	follows Piercing the Guard	As a standard action, you deliver strike to the target's unprotected chest, hard enough to stop their heart. The target must succeed on a Fortitude save DC 10 + 1/2 your level + your Strength modifier + 1 for every size category larger than you the target is. If the target fails, it is staggered for 1 round and must make a second Fort save at the same DC at the beginning of its next turn or fall unconscious. A third saving throw of the same DC must be made the following round or the character dies. A Heal check of the same DC as the save throw administered before the target fails their third save will revive the target at 1/4 their total hp or the total they had when first struck with the attack, whichever is lower.
20	Master of the Mote	Champion of the Wisp	Passive: +3 style bonus to hit, +10 style bonus to AC. Unlike most techniques in this school, these bonuses do not apply only against targets larger than your character. Replaces the bonuses from Champion of the Wisp.

Tooth and Maille

Offensive: Animal Companion (Animal Companion)

From the kennels of kings to the wild forests of the Silver Council, the bond between man and beast has always been exploited for benefit of both parties. This style exists to turn the bond between the two into a weapon that no single foe can match.



Lvl	Name	Prerequisite	Effect
2	Barbed Kennel		Passive: Your animal companion receives a +1 style bonus on all attack and damage rolls.
2	Savage Flank	flanking target	This basic strike creates an opening that your companion can take advantage of. When you and your animal companion are flanking the same target, if you successfully strike the target, your companion immediately receives a free attack against them. This replaces your companion's normal attack for the round.
4	Wind Stride	Barbed Kennel	Passive: Your animal companion receives a +10 foot bonus to their base movement speed.
4	Divide and Conquer		This basic strike is an opening gambit in a competition between you and your animal companion to see who can deliver the most damage. When you and your animal companion are attack different targets, your companion immediately receives a free attack and you both receive a +2 bonus to your damage. This replaces your companion's normal attack for the round.
4	Duck Hunt		This basic attack allows you to support your animal companion from afar with a ranged weapon. If you use a ranged weapon to attack a target your animal companion threatens, your companion immediately receives a free attack and the target is considered flanked to both your attacks. This replaces your companion's normal attack for the round.
4	Barb		Passive: +2 style bonus to AC to both you and your animal companion.
6	Iron Maw	Wind Stride	Passive: Your animal companion treats their natural attacks as 1 size category larger.
6	Hunting Party	follows Savage Flank	This follow-up strike keeps your target off-balance. If your strike is successful, your animal companion immediately receives a free attack against the target.
8	Hunting Gaze	Iron Maw	Passive: Your animal companion receives a +2 style bonus on all attack and damage rolls. This replaces the bonus from Barbed Kennel.
8	Mine is Bigger	follows Divide and Conquer	This follow-up strike let's either you or your animal companion try and catch up. Your animal companion immediately receives a free attack against their target and whichever of you inflicted less damage with the Divide and Conquer technique doubles their Strength bonus on this attack.
8	Gift of Thistle	follows Duck Hunt	This follow-up strike keeps the target off-balance while your companion deals with them. If you use a ranged weapon to attack a target your animal companion threatens, your companion immediately receives a free attack and the target is considered flanked to both your attacks. Additionally, you can make a combat maneuver check, substituting your Dexterity for your Strength when calculating your CMB. If you are successful, you knock the target prone as if you had Tripped them.
8	Hook	Barb	Passive: +3 style bonus to AC to both you and your animal companion. Replaces the bonus from Barb.
10	Sharp Senses	Hunting Gaze	Passive: Your animal companion's natural attacks increase their critical multiplier by +1.
10	Predator and Prey	follows Hunting Party	This follow-up strike knocks your target straight into the waiting jaws of your companion. If your strike is successful, you can make a combat maneuver check to Trip your target. If successful, they fall prone and your animal companion immediately gets a free attack against them.
12	Insatiable	Sharp Senses	Passive: Your animal companion receives a +2 bonus to their Constitution.

Tooth and Mail, cont.

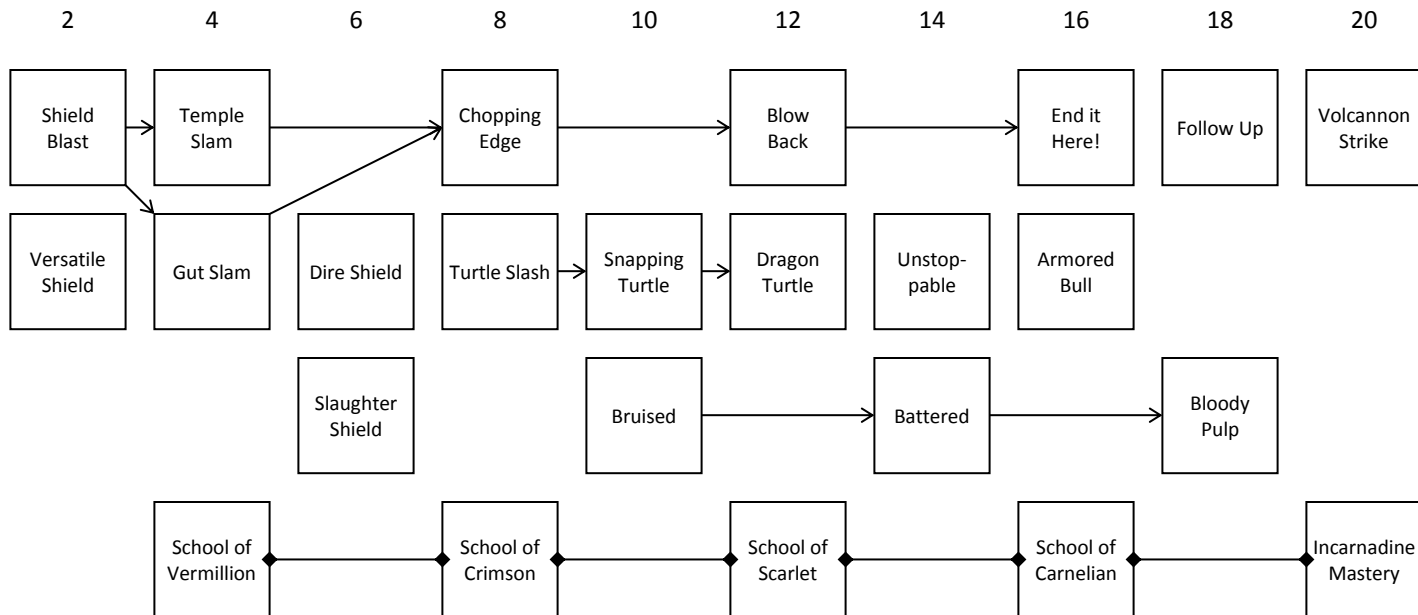
Lvl	Name	Prerequisite	Effect
12	Showoff	follows Mine is Bigger	This follow-up strike is a chance for either you or your animal companion to preen. Your animal companion immediately receives a free attack and whichever of you has inflicted more damage when you add up both the Divide and Conquer technique and the Mine is bigger technique receives a +4 morale bonus to their attack roll.
12	Endless Rain	follows Gift of Thistle	This follow-up strike keeps the target off-balance while your companion deals with them. If you use a ranged weapon to attack a target your animal companion threatens, your companion immediately receives a free attack and the target is considered flanked to both your attacks. Additionally, the target of this attack gains no bonuses to their AC for being prone. Unlike most techniques, you can repeat this attack as many times as you want, as long as the target remains prone.
12	Claw	Hook	Passive: +6 style bonus to AC to both you and your animal companion. Replaces the bonus from Barb.
14	Saberclaw	Insatiable	Passive: Your animal companion receives a +4 style bonus on all attack and damage rolls. This replaces the bonus from Hunting Gaze.
14	A Feast of Bones	follows Predator and Prey	A finishing blow against a prone target. You and your animal companion attack the target at the same time, with the threat range for both your attacks doubled.
16	Terrible Roar	Saberclaw	As a standard action, your animal companion can release a terrifying roar, howl, hiss, or other threatening sound. All targets within 30 feet that can hear must make a Will save DC 10 + 1/2 your companion's HD + your companion's Charisma modifier. Your companion also receives a +1 bonus to this DC for every size category larger than Medium they are. If a target fails, it becomes Frightened for 1d4 rounds. Even if they succeed, they are left Shaken for 1 round.
16	And the Winner is...	follows Showoff	This finishing blow shows just how in synch you and your animal companion are. Your animal companion immediately receives a free attack. If both strikes are successful, determine how much damage each would inflict. You and your companion both inflict whichever damage total was higher against your targets.
16	Covering Fire	follows Endless Rain	This follow-up strike allows your animal companion to disengage from the target. If you use a ranged weapon to attack a target your animal companion threatens, your companion can immediately move up to their base movement speed without provoking an attack of opportunity from the target. Additionally, the target of this attack gains no bonuses to their AC for being prone.
16	Talon	Claw	Passive: +9 style bonus to AC to both you and your animal companion. Replaces the bonus from Barb.
18	Lightning Stride	Terrible Roar	Passive: Your animal companion receives a +20 foot bonus to their base movement speed. This replaces the bonus from Wind Stride.
18	Pack Tactics		Your animal companion is willing to cooperate with your allies, as well. As a free action, you can designate another character that you companion can see. That character can trigger any Tooth and Mail techniques that you know as if they were you. You can change which other character can trigger these actions, but you can only have one other character designated at any given time and your animal companion will only react to whichever character was designated at the end of your last turn.
20	The Beast	Lightning Stride	Passive: Your animal companion increases by one size category, granting them a +8 bonus to Strength, a +4 bonus to Constitution and Charisma, a -2 penalty to Dexterity, and a +3 bonus to their Natural Armor. Replaces the bonus from Insatiable.
20	Fang	Talon	Passive: +12 style bonus to AC to both you and your animal companion. Replaces the bonus from Barb.

Volcannon Academy

Offensive: Shield

(Light or One-Handed Melee Weapon; Light or Heavy Shield)

Dissatisfied with what they saw as the weak and ineffectual teachings of the Ancient Academy of Earth, the founders of the Volcannon Academy vowed to create a style of sword-and-board combat that would strike fear in the hearts of all who cowered behind their shields. Though the original academy was eventually wiped out by an alliance of mercenary armies hired by the Alceyn crown, its teachings were ferocious enough that they have never truly passed away.



Lvl	Name	Prerequisite	Effect
2	Shield Blast	Improved Shield Bash feat	A basic strike with your shield that pushes the target off balance, inflicting damage and leaving them flat-footed until the beginning of their next turn.
2	Versatile Shield		Passive: You apply your shield bonus to your CMB and CMD.
4	Temple Slam	follows Shield Blast	A follow-up attack with your shield. A successful strike inflicts normal damage and leaves the target Shaken for 1d4 rounds. If they make a Fortitude save DC 10 + 1/2 your level + your Strength modifier, they ignore this effect.
4	Gut Slam	follows Shield Blast	A follow-up attack with your shield. A successful strike inflicts normal damage and leaves the target Sickened for 1d4 rounds. If they make a Fortitude save DC 10 + 1/2 your level + your Strength modifier, they ignore this effect.
4	School of Vermillion		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Dire Shield		Passive: Treat your shield as one size category larger when determining bash damage.
6	Slaughter Shield		Passive:
8	Chopping Edge	follows Temple Slam or Gut Slam	A follow-up attack with your shield. A successful strike inflicts normal damage and leaves the target Dazed for 1d4 rounds. If they make a Fortitude save DC 10 + 1/2 your level + your Strength modifier, they ignore this effect.
8	Turtle Slash		As a standard action, you strike with your weapon while taking advantage of your shield. Add the damage dice from your shield bash to normal weapon damage. You also gain a +1 circumstance bonus to your AC until the beginning of next turn.
8	School of Crimson	School of Vermillion	Passive: +1 style bonus to hit, +3 style bonus to AC. Replaces bonus from School of Vermillion.
10	Snapping Turtle	follows Turtle Slash	As a second standard action, you follow up with your weapon while taking increased advantage of your shield. Add twice the damage dice from your shield bash to normal weapon damage. You also gain a +2 circumstance bonus to your AC until the beginning of next turn.
10	Bruised		An advanced strike with your shield. The target suffers an additional +1d6 damage and 2 points of Constitution damage. No single target can suffer Constitution damage from this attack more than once per day.
12	Blow Back	follows Chopping Edge	A follow-up attack with your shield. A successful strike inflicts normal damage and automatically knocks the target prone.
12	Dragon Turtle	follows Snapping Turtle	As a third standard action, you follow up with your weapon while taking maximum advantage of your shield. Add three times the damage dice from your shield bash to normal weapon damage. You also gain a +3 circumstance bonus to your AC until the beginning of next turn. This technique can be repeated against the same target without breaking the chain.
12	School of Scarlet	School of Crimson	Passive: +2 style bonus to hit, +6 style bonus to AC. Replaces bonus from School of Crimson.
14	Unstoppable		Passive: For every point of shield bonus your shield adds to your AC, you can make an additional shield bash attack at your highest base attack bonus once per round. Doing so reduces your shield bonus to AC by -1 for each attack until the beginning of your next turn.

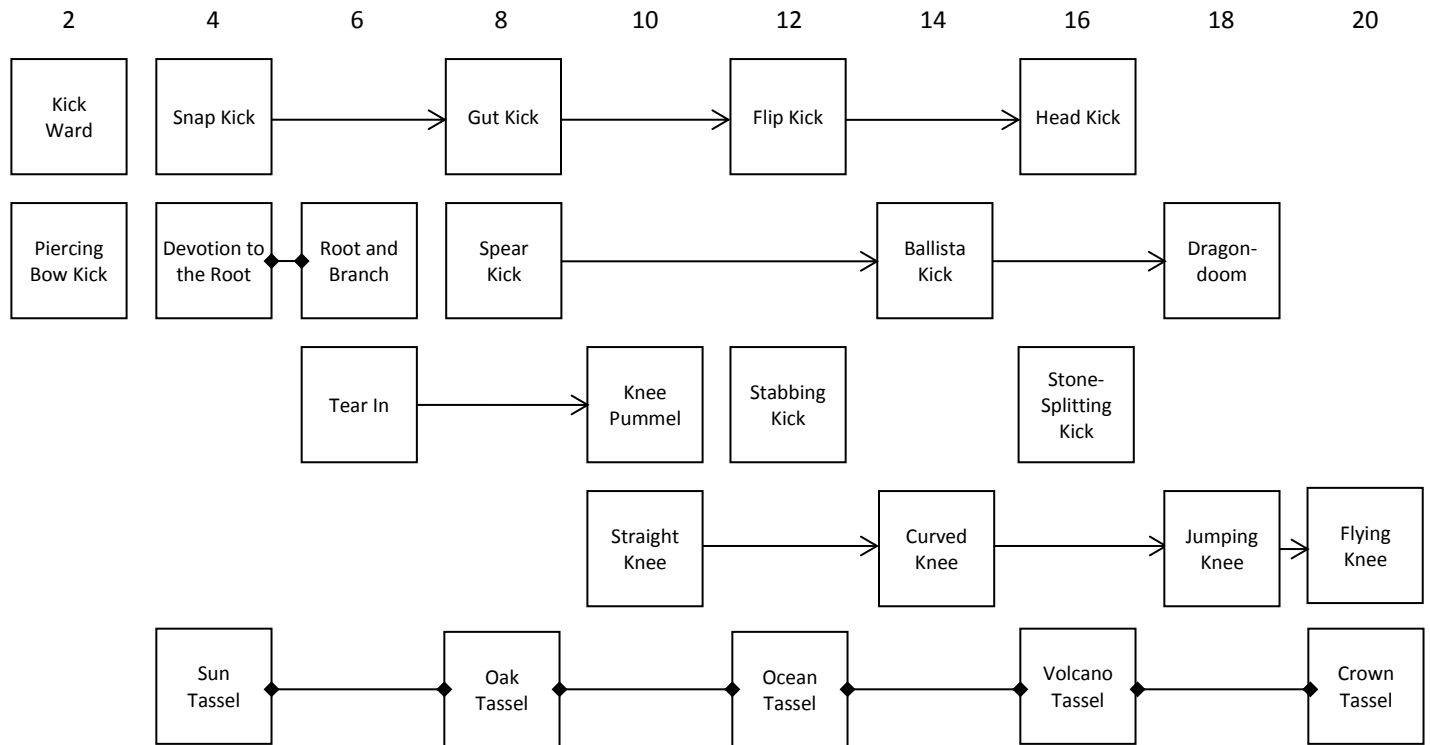
Volcannon Academy, cont.

Lvl	Name	Prerequisite	Effect
14	Battered	follows Bruised	A follow-up attack with your shield. The target suffers an additional +2d6 damage and gains Bleed 2 until Healed (check DC 20). This Bleed stacks with Bleed from other sources that stack, but not with multiple uses of the Battered technique.
16	End It Here!	follows Blow Back	A finishing strike with your weapon against the prone target. A successful strike inflicts an automatic critical hit.
16	Armored Bull		Passive: Any successful shield bash against a target can automatically initiate a free Bull Rush combat maneuver. If the shield bash was a confirmed critical, add a +4 circumstance bonus to your CMB for the attempt.
16	School of Carnelian	School of Scarlet	Passive: +2 style bonus to hit, +9 style bonus to AC. Replaces bonus from School of Scarlet.
18	Follow Up		Passive: Whenever you make a full attack with your weapon, you can make a free shield bash at your highest base attack bonus at the very end.
18	Bloody Pulp	follows Battered	A finishing attack with your shield. The target suffers an additional +3d6 damage and their Bleed increases to 4. The Heal check DC increases to 25.
20	Volcannon Strike		As a standard action, you can choose to strike with both your weapon and shield simultaneously. On a successful attack, combine the damage dice from your weapon and your shield bash, plus twice your Strength modifier. The target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Stunned. If they fail their saving throw, they get a new save every round with a cumulative -1 to the DC and remain Stunned until they pass their save. Even when they succeed on the save, they are still Shaken for 1d4 rounds. This attack also counts as a shield bash for the purposes of the Armored Bull technique.
20	Incarnadine Mastery	School of Carnelian	Passive: +3 style bonus to hit, +12 style bonus to AC. Replaces bonus from School of Carnelian.

Way of Broken Valleys

Offensive: Strength-Based Unarmed (Unarmed)

Centuries of ascetic contemplation and relentless training in the monasteries of the far north have allowed the dark elves to temper their bodies as thoroughly as they have their spirits. The Way of Broken Valleys is one of the codified results of their efforts, specializing in brutal, full-strength strikes with feet, legs, and knees for the sole purpose of crippling or killing one's opponent's.



Lvl	Name	Prerequisite	Effect
2	Kick Ward		Passive: Any round when you take a total defense and make no other actions, you gain a number of additional attacks of opportunity equal to your number of attacks during a full attack action. If you have the Flurry of Blows class ability, you can use the total number of attacks granted by this ability instead.
2	Piercing Bow Kick		Whenever you use Acrobatics to make a jump check, if you end your jump adjacent to an enemy, you can deliver a sharp strike as you land, inflicting damage as an unarmed attack with the same critical modifier as an arrow fired from a bow (x3).
4	Snap Kick		A basic blow to the underside of the chin with the very tip of your foot, snapping the target's head back and rendering them Shaken until the end of their next turn.
4	Devotion to the Root		Passive: Attacks delivered using only parts of your leg (the feet, shins, knees, etc.) add x1.5 your Strength modifier to damage.
4	Sun Tassel		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Root and Branch	Devotion to the Root	Shifting your balance and stretching surprisingly, you are able kick further than your enemies think possible. As a swift action, you can increase your threat range to 10 feet, but all attacks are at a -2 to hit until the beginning of your next turn.
6	Tear In		A basic attack, you push into your target's space, striking them and forcing them to concentrate on you. Make a combat maneuver check that does not provoke an attack of opportunity. If successful, your target cannot shift or move without passing a combat maneuver check of their own, but you cannot shift, move, or make attacks of opportunity against any other targets.
8	Gut Kick	follows Snap Kick	A follow-up strike that folds the target over double as you deliver a chambered kick to the stomach, sapping the target's stamina. They must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or become Fatigued. Multiple uses of their technique will not make an already-Fatigued character Exhausted.
8	Spear Kick		An intermediate attack that delivers a fearsome, piercing strike that permanently reduces the target's AC from armor or natural armor by 2. This AC loss can be restored in about 10 minutes outside of combat by a Craft [Armorsmithing] check DC 20 for armor and shields or a Heal check DC 20 for natural armor. This technique does not stack with any other abilities that permanently reduce AC, including multiple uses of itself.
8	Oak Tassel	Sun Tassel	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonuses from Sun Tassel.
10	Knee Pummel	follows Tear In	A series of swift follow-up strikes with your knee. If the attack hits, you can make a free attack at the same attack bonus -5. You can continue attacking the target with a cumulative -5 to hit each time, until you miss.
10	Straight Knee		An intermediate strike where you slam your knee into the target's midriff, inflicting +1d6 damage and rendering the target Staggered until the end of their next turn. A Fortitude save DC 10 + 1/2 your level + your Strength modifier will resist the Stagger.

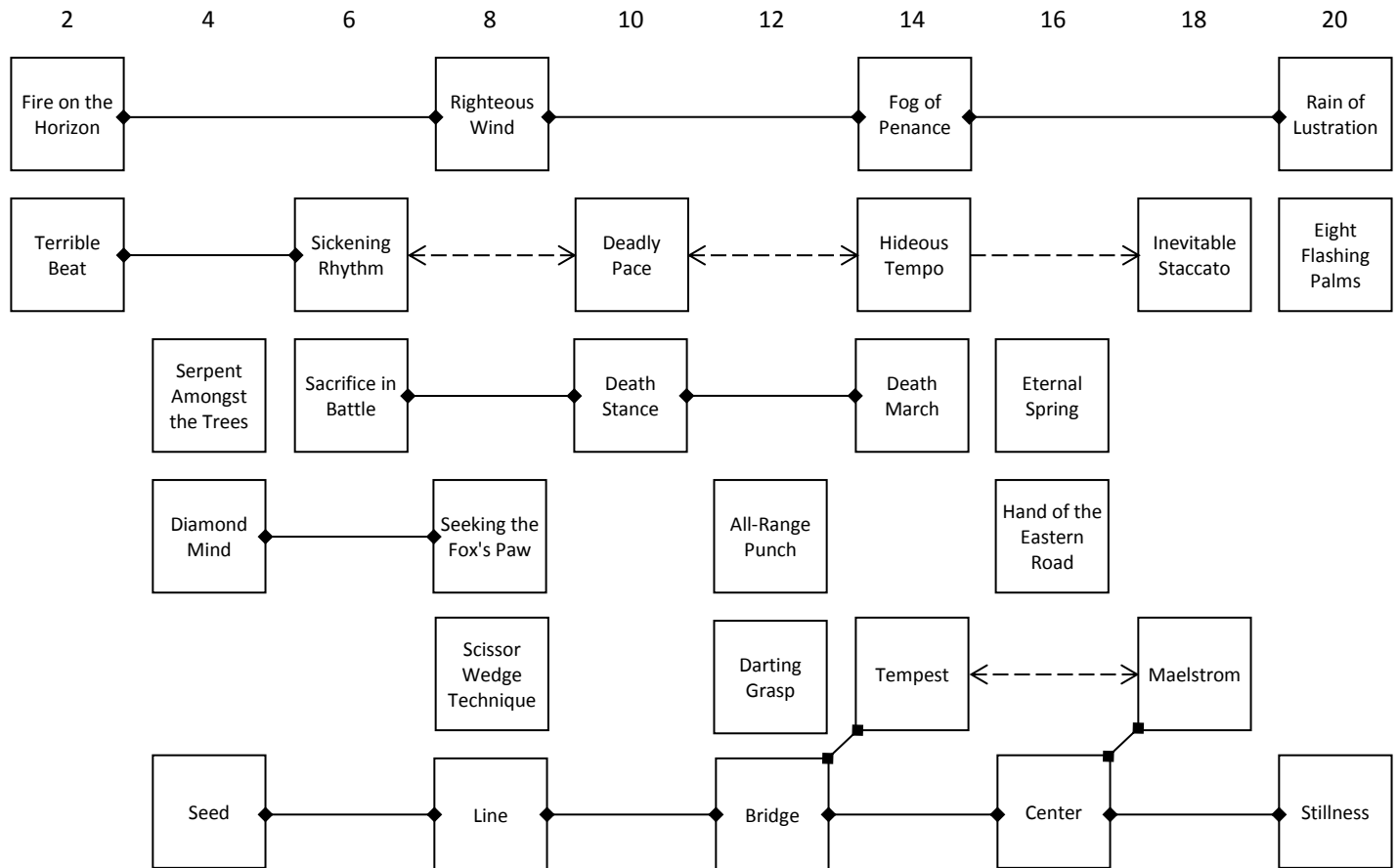
Way of Broken Valleys, cont.

Lvl	Name	Prerequisite	Effect
12	Flip Kick	follows Gut Kick	A follow-up strike where you perform a backflip, and driving both feet up into the target's lowered face. You inflict +2d6 damage and automatically render the target prone.
12	Stabbing Kick		Delivered as a standard action, this sharp, rear-facing kick to your own back allows you to strike a foe in a Grapple without having to roll to gain control, so long as they don't have you Pinned.
12	Ocean Tassel	Oak Tassel	Passive: +3 style bonus to hit, +5 style bonus to AC. Replaces the bonuses from Oak Tassel.
14	Ballista Kick	follows Spear Kick	A devastating follow-up delivered to the same spot. The target's permanent AC loss increases to 4 and the Craft or Heal check DC to restore it increases to 25.
14	Curved Knee	follows Straight Knee	A follow-up strike delivered by your other knee as it whips around, tearing into their other side. This attack inflicts an extra +2d6 damage and makes a Staggered target Sickened for 2 rounds if they fail a Fortitude save DC 10 + 1/2 your level + your Strength modifier. If the target was not Staggered by the Straight Knee, then the Curved Knee will Stagger them until the end of their next turn instead.
16	Head Kick	follows Flip Kick	A brutal finishing blow, you draw back and you slam your foot into the prone target's head. This attack ignores fatigue, dealing damage directly to wounds. Additionally, a Fatigued target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or become Exhausted. If the target was not Fatigued by the Gut Kick, then the Head Kick will Exhaust them instead.
16	Stone-Splitting Kick		Delivered as a standard action, this downward strike is specialized against prone targets. Add +2d8 damage against prone targets, who must succeed on a Fortitude save DC 10 + 1/2 your level + your Strength modifier before they are able to stand. Alternately, a Heal check (DC = Fort DC) will also allow them to stand.
16	Volcano Tassel	Ocean Tassel	Passive: +4 style bonus to hit, +7 style bonus to AC. Replaces the bonuses from Ocean Tassel.
18	Dragondoom	follows Ballista Kick	A shattering finishing blow that shatters the last resistance the target's defenses are putting up. The target's permanent AC loss increases to 8 and the Craft or Heal check DC to restore it increases to 30.
18	Jumping Knee	follows Curved Knee	Following up, you grasp the target's head and bring it down as you leap knee-first. This attack inflicts an extra +2d6 damage and a Sickened target is rendered Nauseated for 3 rounds if they fail a Fortitude save DC 10 + 1/2 your level + your Strength modifier. As before, a target that is only Staggered is Sickened for 2 rounds instead, while a target that is not suffering from either condition is Staggered until the end of their next turn.
20	Flying Knee	follows Jumping Knee	To finish the target, as they stagger back you leap forward, driving a second knee into the target's face and carrying them down, landing with all your weight on their head. This attack inflicts an extra +3d6 damage and the target is automatically knocked prone. A Sickened target must succeed on a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Paralyzed for 4 rounds. As before, a target that is only Sickened becomes Nauseated for 3 rounds, a target that is Staggered becomes Sickened for 2 rounds, and a target that is not suffering from any of those conditions is Staggered until the end of their next turn.
20	Crown Tassel	Volcano Tassel	Passive: +5 style bonus to hit, +10 style bonus to AC. Replaces the bonuses from Volcano Tassel.

Way of Mist and Lightning

Offensive: Dexterity-Based Unarmed
(Unarmed)

Centuries of ascetic contemplation and relentless training in the monasteries of the far north have allowed the dark elves to temper their bodies as thoroughly as they have their spirits. The Way of Mist and Lightning is one of the codified results of their efforts, specializing in swift, rapid hand strikes to overwhelm enemies.



Lvl	Name	Prerequisite	Effect
2	Fire on the Horizon		Passive: When you take a full attack action, you can make one additional attack at your full base attack bonus, but none of your attacks add your Strength modifier to damage. This extra attack also applies if you use the Flurry of Blows class ability, gaining the same bonuses and penalties.
2	Terrible Beat		Passive: Every time you successfully strike a target, all other attacks against that target during that round gain a cumulative +1 morale bonus to damage. For example, your first attack has +0 to damage, your second +1 to damage, your third +2 to damage, etc. This bonus lasts until the beginning of your next turn.
4	Serpent Amongst the Trees		This attack unbalances your target, inflicting no damage but automatically rendering them flat-footed until the end of your turn.
4	Diamond Mind		Passive: Your mind is ever focused and very little disturbs you. You are immune to the Sickened and Shaken conditions.
4	Seed		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Sickening Rhythm	Terrible Beat	A basic strike that hammers into the target's weak spots, draining them of their vitality. If the target fails a Fortitude save DC 10 + 1/2 your level + your Wisdom modifier, this attack inflicts 1 point of Constitution damage, up to a maximum of 6 points. Unlike other technique chains, as long as Sickening Rhythm is the first technique used, any attack in the chain can follow any other attack and they can all be used in any order as long as you have enough attack actions.
6	Sacrifice in Battle		Taking an attack allows you to throw off your opponent's rhythm. Once per round as an immediate action, when a target attacks you, before the attack is rolled, you can elect to take the hit (though the target still rolls their attack to check for a potential critical hit, which they must confirm as normal). You respond with a combat maneuver check that does not provoke an attack of opportunity. If the maneuver is successful, your opponent's turn ends immediately.
8	Righteous Wind	Fire on the Horizon	Passive: When you take a full attack action, you can make an additional attack at your full base attack bonus -5, but none of your attacks add your Strength modifier to damage. This extra attack also applies if you use the Flurry of Blows class ability, gaining the same bonuses and penalties. It also stacks with the extra attack granted by Fire on the Horizon.

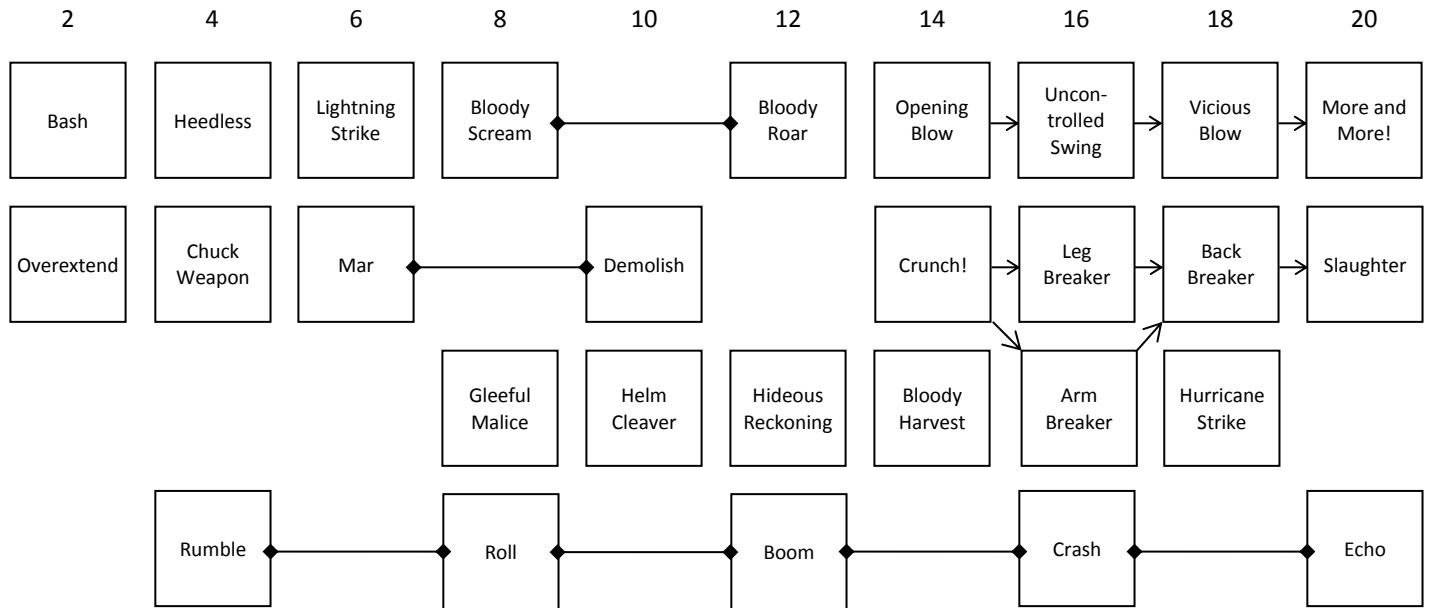
Way of Mist and Lightning, cont.

Lvl	Name	Prerequisite	Effect
8	Seeking the Fox's Paw	Diamond Mind	Passive: Through the realization that perfection is impossible, you come closer to perfection within your own mind. You are immune to the Dazed, Frightened, Panicked, Sickened, and Shaken conditions. Replaces the bonuses from Diamond Mind.
8	Scissor Wedge Technique		You deliver a sharp strike to the target's limb that renders it temporarily numb. The attack inflicts no damage, but the target must succeed on a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier or be unable to use one of their limbs for 1d4 rounds. If you strike their arm, they drop whatever they were holding. If you target their leg, their movement speed is reduced by 1/2.
8	Line	Seed	Passive: +1 style bonus to hit, +3 style bonus to AC. Replaces the bonuses from Seed.
10	Deadly Pace	follows Sickening Rhythm	A follow-up strike that hammers into the target's muscles, ebbing their power. If the target fails a Fortitude save DC 10 + 1/2 your level + your Strength modifier, this attack inflicts 1 point of Strength damage, up to a maximum of 6 points. Unlike other technique chains, as long as Sickening Rhythm is the first technique used, any attack in the chain can follow any other attack and they can all be used in any order as long as you have enough attack actions.
10	Death Stance	Sacrifice in Battle	By opening yourself to your foe's attacks, you tear into them with unbridled savagery. As an immediate action, all successful attacks by your target against you are considered automatic critical threats, but in turn, all your attacks against them on your next turn are automatic critical threats as well.
12	All-Range Punch		A series of blinding attacks while you shift around your target. Between every attack you make as part of a full-attack action against a single target, you're allowed to make a five-foot step into another unoccupied square where you threaten them. At any point that you are opposite from one of the squares you previously occupied, the target is considered flanked.
12	Darting Grasp		As an immediate action, you can expend an attack of opportunity to respond to a missed attack with a Disarm attempt.
12	Bridge	Line	Passive: +2 style bonus to hit, +6 style bonus to AC. Replaces the bonuses from Line.
14	Fog of Penance	Righteous Wind	Passive: When you take a full attack action, you can make an additional attack at your full base attack bonus -10, but none of your attacks add your Strength modifier to damage. This extra attack also applies if you use the Flurry of Blows class ability, gaining the same bonuses and penalties. It also stacks with the extra attacks granted by Fire on the Horizon and Righteous Wind.
14	Hideous Tempo	Deadly Pace	A follow-up strike that hammers into the target's joints, locking them up. If the target fails a Reflex save DC 10 + 1/2 your level + your Dexterity modifier, this attack inflicts 1 point of Dexterity damage, up to a maximum of 6 points. Unlike other technique chains, as long as Sickening Rhythm is the first technique used, any attack in the chain can follow any other attack and they can all be used in any order as long as you have enough attack actions.
14	Death March	Death Stance	A merciless but unprotected charge attack. After a charge, you can take a full attack against your target with all your successful strikes being considered critical threats, but all enemy attacks against you until the beginning of the next turn are considered flat-footed touch attacks.
14	Tempest	Bridge	An advanced strike that delivers a series of punishing blows to the target's midriff, you only apply a target's damage reduction or an object's hardness once, to the total damage inflicted by all consecutive Tempest attacks in a round. Additionally, every Tempest strike pushes the target off balance, reducing their CMD by -1 until the beginning of their next turn.
16	Eternal Spring		Passive: Whenever you make a Fortitude save, you can roll the d20 twice and use the greater of the two results.
16	Hand of the Eastern Road		A sharp, sudden strike that ends your assault but keeps the enemy off-balance. Any time before you have made more than half your possible attacks with a full attack action (rounded down), you can elect to end your turn. Your AC gains a circumstance bonus against your target equal to the number of sacrificed attacks until the beginning of your next turn.
16	Center	Bridge	Passive: +2 style bonus to hit, +9 style bonus to AC. Replaces the bonuses from Bridge.
18	Inevitable Staccato	Hideous Tempo	This finishing blow automatically ends any chain begun by Sickening Rhythm. Allowing you to expend all of the bonus damage built up from Terrible Beat in a moment of superhuman strength. At the end of your attack, as a swift action you can make a combat maneuver check to blast your foe away 5 feet for every point of extra damage. You must spend all the points in this fashion. The target takes damage as if struck by your unarmed attack and ends up prone.
18	Maelstrom	Center, follows Tempest	A follow-up strike that can be delivered as often as you have attack actions available, so long as it is preceded at least once by Tempest. You deliver lightning-quick strikes, to which you only apply a target's damage reduction or an object's hardness once, to the total damage inflicted by all consecutive Tempest and Maelstrom attacks in a round. Additionally, for every Maelstrom strike forces the target into a more desperate defense, reducing their AC by -1 until the beginning of their next turn.
14	Rain of Lustration	Fog of Penance	Passive: When you take a full attack action, you can make an additional attack at your full base attack bonus, but none of your attacks add your Strength modifier to damage. This extra attack also applies if you use the Flurry of Blows class ability, gaining the same bonuses and penalties. It also stacks with the extra attacks granted by Fire on the Horizon, Righteous Wind, and Fog of Penance.
20	Eight Flashing Palms		As a standard action, you deliver eight simultaneous punches that do not add your Strength modifier to damage (though they do benefit from the effects of the Terrible Beat chain). Often used in concert with a charge.
20	Stillness	Center	Passive: +3 style bonus to hit, +12 style bonus to AC. Replaces the bonuses from Center.

Way of Resonant Thunder

Offensive: Two-Handed Melee Combat (Two-Handed Melee Weapons)

The Way of Resonant Thunder is the traditional school for those who value force over finesse in the use of two-handed weapons.



Lvl	Name	Prerequisite	Effect
2	Bash		A basic strike that increases weapon damage by +3.
2	Overextend		You can increase your weapon's reach by 5 feet but you take a -2 on all attacks.
4	Heedless		If this attack misses, you can immediately initiate a Bull Rush attempt against the target.
4	Chuck Weapon		Hurl your weapon at a target. It inflicts its normal damage and uses the same threat range and critical multiplier. The range increment is 20' and you use your Strength for hit and damage.
4	Rumble		Passive: +1 style bonus to hit, +2 style bonus to AC.
6	Lightning Strike		Passive: +4 style bonus to all combat maneuver checks made to Disarm or Sunder.
6	Mar		Passive: Ignore 1 point of a target's Damage Reduction.
8	Bloody Scream		Passive: You can make a free Intimidate check against your target when you confirm a critical hit against them. This check gains a style bonus equal to your weapon's critical multiplier.
8	Gleeful Malice		Passive: You double your Strength modifier when adding it to damage. This replaces the normal x1.5 Strength modifier bonus added to damage when using a two-handed weapon.
8	Roll	Rumble	Passive: +2 style bonus to hit, +3 style bonus to AC. Replaces the bonus from Rumble.
10	Demolish	Mar	Passive: Ignore up to 2 points of Damage Reduction. This replaces the bonus from Mar.
10	Helm Cleaver		As a standard action, you deliver a punishing blow to the target's head. Roll your weapon's damage dice an extra time and add the result to your damage. Additionally, the target is Dazed until the beginning of your next turn. If they succeed on a Fortitude save DC 10 + 1/2 your level + your Strength bonus, the target is merely shaken for 1 round.
12	Bloody Roar	Bloody Scream	Passive: You can make a free Intimidate check against all opponents within 30' when you render a target unconscious or dead.
12	Hideous Reckoning		Passive: The critical multiplier for your weapon increases by +1. This is a style bonus.
12	Boom	Roll	Passive: +3 style bonus to hit, +4 style bonus to AC. Replaces bonus from Roll.
14	Opening Blow		An advanced strike that inflicts an extra +1d6 damage. Every other attack in this chain adds +1d6 to their normal damage as well. This extra damage is multiplied on a critical hit.
14	Crunch!		A devastating blow that adds +1d8 extra damage.
14	Bloody Harvest		As a standard action, select any three adjacent squares that you threaten. Make an individual attack all targets in these squares (even allies, if they are in the affected squares). In addition to inflicting normal damage, each occupant is automatically pushed 5 feet away from you. Targets against which you score a confirmed critical hit are instead pushed back 10 feet and you can make a Trip attempt to knock them prone.
16	Uncontrolled Swing	follows Opening Blow	A follow-up strike that doubles your weapon's threat range. Every other attack in this chain benefits from the increased threat range as well.
16	Leg Breaker	follows Crunch!	A follow-up blow to the leg. In addition to inflicting normal damage, the target must make a Reflex save DC 10 + 1/2 your level + your Strength bonus or their movement speed is reduced to 5 until they are Healed (skill check DC 25). Even if they make their save, their speed is reduced by -5 for 1d6 rounds, though a Heal check (DC 17) will fix this.
16	Arm Breaker	follows Crunch!	A follow-up blow to the arm. In addition to inflicting normal damage, the target must make a Reflex save DC 10 + 1/2 your level + your Strength bonus or lose the use of one arm until Healed (skill check DC 25). On a successful save, they still drop whatever that arm was holding.

Way of Resonant Thunder, cont.

Lvl	Name	Prerequisite	Effect
16	Crash	Boom	Passive: +4 style bonus to hit, +5 style bonus to AC. Replaces bonus from Boom.
18	Hurricane Strike		As a standard action, you swing your weapon in a mighty arc. On a successful attack, make a combat maneuver check to launch the target backwards. If you succeed, the target goes flying a number of feet equal to the attack damage and lands prone. This distance is reduced by half for every size category larger than you the target is, and is doubled for every size category smaller. If the enemy collides with any solid inanimate objects such as walls, trees, or stone pillars, they take 1d6 points of damage for every 10 feet of distance they had left to travel.
18	Vicious Blow	follows Uncontrolled Swing	A follow-up strike that increases the damage bonus from Opening Blow to +3d6. Every other attack in this chain benefits from the increased damage as well.
18	Back Breaker	follows Leg Breaker or Arm Breaker	A brutal torso blow. The target must make a Reflex save DC 10 + 1/2 character level + Strength bonus or become paralyzed for 1d4 rounds. On a successful save, they are considered shaken for 1 round.
20	More and More!	follows Vicious Blow	Though it has no additional benefits, this attack is repeatable for as long as the character can maintain the chain. If the target disengages and attempts to flee, this technique can be used as part of a charge to close the distance (using normal charging rules).
20	Slaughter	follows Back Breaker	Going for the throat. The target must make a Fortitude save DC 10 + 1/2 character level + Strength bonus or be rendered immediately unconscious. On a successful save, the blow is treated as a critical strike. On the round following the failure, they must save again or die. A successful save at this point leaves them unconscious, their hp total half-way between 0 and death.
20	Echo	Crash	Passive: +5 style bonus to hit, +6 style bonus to AC. Replaces bonus from Crash.



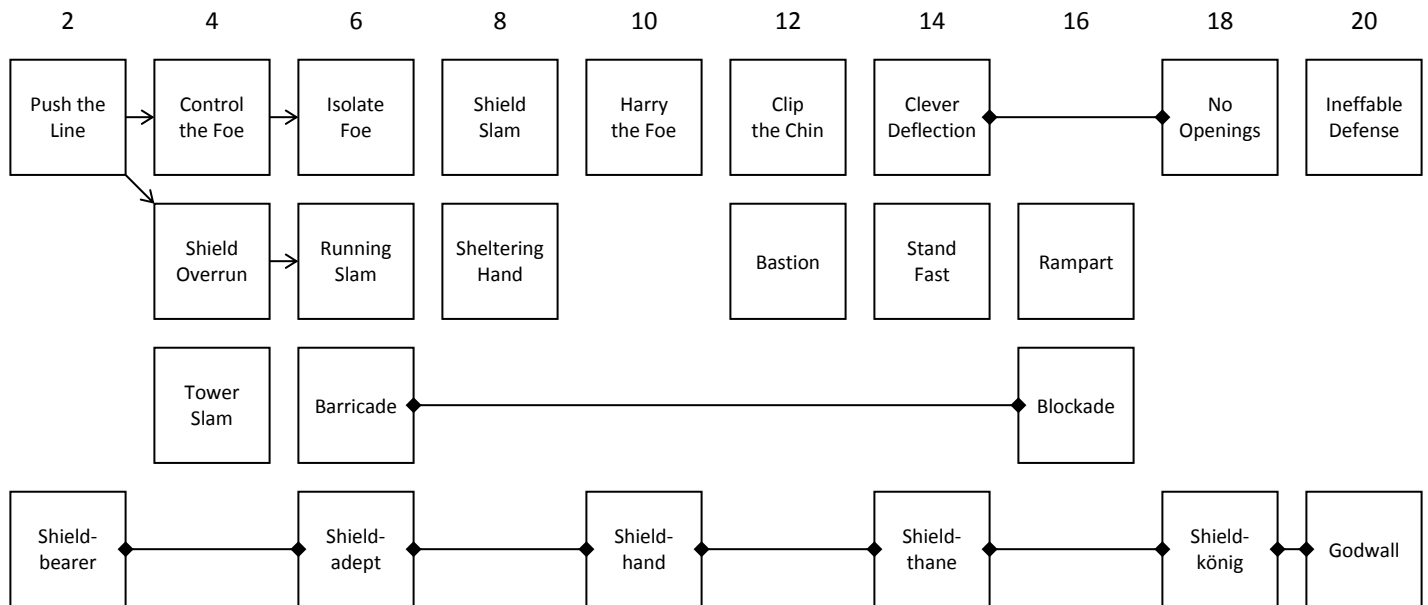
UTILITY STYLES

Ancient Academy of Earth

Utility: Shield

(Heavy or Tower Shield)

This traditional school teaches initiates to use a large shield as a part of their body, and to strike with their weapon only when the time is right.



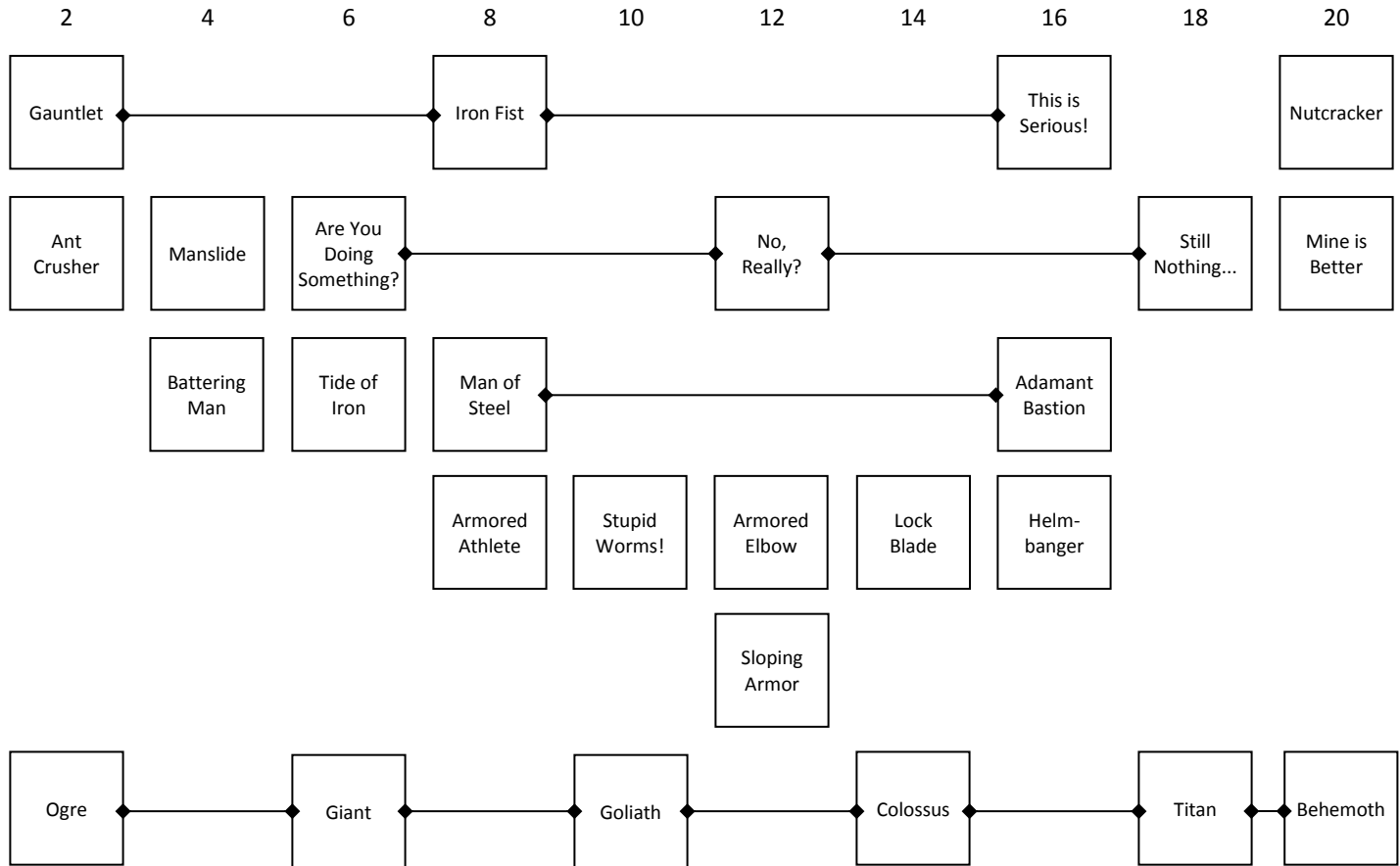
Lvl	Name	Prerequisite	Effect
2	Push the Line	Improved Shield Bash feat	A hard strike with your shield that automatically shifts your target back 5 feet while you shift into their old space.
2	Shieldbearer		Passive: +2 style bonus to AC.
4	Control the Fool	follows Push the Line	A follow-up strike with your shield that automatically shifts your target back or to the side 5 feet while you shift into their old space.
4	Shield Overrun	follows Push the Line	A follow-up strike with your shield that automatically shifts your target back 10 feet while you shift 10 feet in pursuit.
4	Tower Slam		Passive: You can attack with a tower shield as if it were a heavy shield.
6	Isolate Fool	follows Control the Fool	A follow-up strike with your shield that automatically shifts your target in any direction 5 feet while you shift into their old space.
6	Running Slam	follows Shield Overrun	A follow-up strike with your shield that automatically shifts your target back 10 feet while you shift 10 feet in pursuit and initiate a free Trip attempt.
6	Barricade		Passive: Reach weapons cannot attack through your square.
6	Shieldadept	Shieldbearer	Passive: +5 style bonus to AC, +1 style bonus to CMD. Replaces the bonus from Shieldbearer.
8	Shield Slam		As a standard action, strike a target with your shield and initiate a free Trip attempt. Add your shield's AC bonus to your CMB for this attempt.
8	Sheltering Hand		Passive: Allies adjacent to you cannot be flanked.
10	Harry the Fool		On a successful attack of opportunity, you prevent your target from moving out of your threat range. They are still able to move within your threat range.
10	Shieldhand	Shieldadept	Passive: +9 style bonus to AC, +2 style bonus to CMD. Replaces the bonus from Shieldadept.
12	Clip the Chin		You slam your shield into the target's chin as a standard action. If it hits, this attack inflicts no damage, but the target is Stunned for 1 round.
12	Bastion		Passive: Once per round, you may deflect a ranged attack which you are aware of by making a Reflex save DC 20.
14	Clever Deflection		Passive: 50% immunity to critical hits.
14	Stand Fast		Passive: Gain cold resistance 10, fire resistance 10, and electricity resistance 10 against direct attacks.
14	Shieldthane		Passive: +13 style bonus to AC, +3 style bonus to CMD. Replaces the bonus from Shieldhand.
16	Rampart		If charged or Bull Rushed by an opponent, make an attack of opportunity. If it hits, no damage is inflicted, but the attempt is halted and the target immediately ends their move.
16	Blockade	Barricade	Passive: Ranged weapons cannot attack through your square.
18	No Openings	Clever Deflection	Passive: Immunity to critical hits.
18	Shieldkönig	Shieldthane	Passive: +17 style bonus to AC, +4 style bonus to CMD. Replaces the bonus from Shieldthane.
20	Ineffable Defense		Passive: The user's shield cannot be damaged or Sundered, allowing them to block or deflect any attack, even those that usually penetrate such defenses.
20	Godwall	Shieldkönig	Passive: +20 style bonus to AC, +5 style bonus to CMD. Replaces the bonus from Shieldkönig.

Circle of the Dragon

Utility: Armored

(Medium or Heavy Armor)

Many warriors think that the only needful training for a knight is in bladecraft and perhaps horsemanship and the lance. Often, even the most diligent amongst them will only dabble in the shield arts to augment their defense, but there is another school of thought that holds that sixty pounds of solid steel might just be an effective weapon in its own right.



Lvl	Name	Prerequisite	Effect
2	Gauntlet		Passive: You treat gauntlets as light weapons that inflict 1d6 damage, with a threat range of 19-20, x2. This means that they inflict lethal damage and no longer provoke attacks of opportunity. If you are wearing spiked gauntlets, they inflict 1d6 damage, with a threat range of 20, x3.
2	Ant Crusher		If you fall or jump onto a target, you can inflict damage as a falling object. If you are in medium armor, you are treated as a falling object of your size category; if you are in heavy armor, you are treated as a falling object of one size category larger.
2	Ogre		Passive: +2 style bonus to AC.
4	Manslide		Passive: You add your armor's AC bonus as a circumstance bonus to your CMB on all Trip attempts.
4	Battering Man		Passive: You add your armor's AC bonus as a circumstance bonus to your CMB on all Bull Rush attempts.
6	Are You Doing Something?		Passive: You gain DR 2/—.
6	Tide of Iron		When you make a charge attack, you can add your armor's AC bonus as a bonus to damage.
6	Giant	Ogre	Passive: +4 style bonus to AC and treat your character as one size category larger for opposed rolls and the maximum size category you can affect with combat maneuvers. Replaces the bonus from Ogre.
8	Iron Fist	Gauntlet	Passive: Your gauntlets and spiked gauntlets now inflict 1d8 damage and gain a bonus on damage equal to 1/2 your armor's AC bonus.
8	Man of Steel		Passive: Any armor you wear is treated as having +5 hardness and twice as many hit points as normal.
8	Armored Athlete		Passive: You no longer suffer armor check penalties for your armor. If you are wearing medium armor, your maximum Dexterity is now +6; if you are wearing heavy armor, your maximum Dexterity is now +4.
10	Stupid Worms!		Passive: You add your armor's AC bonus as a circumstance bonus to your CMD.
10	Goliath	Giant	Passive: +6 style bonus to AC and treat your character as one size category larger for opposed rolls and the maximum size category you can affect with combat maneuvers. Replaces the bonus from Giant.
12	No, Really?	Are You Doing Something?	Passive: You gain DR 4/—.
12	Armored Elbow		As a standard action, you can make a Sunder attempt as if you were one size category larger. If successful, you can ignore the first 5 points of the target's hardness when inflicting damage.

Circle of the Dragon, cont.

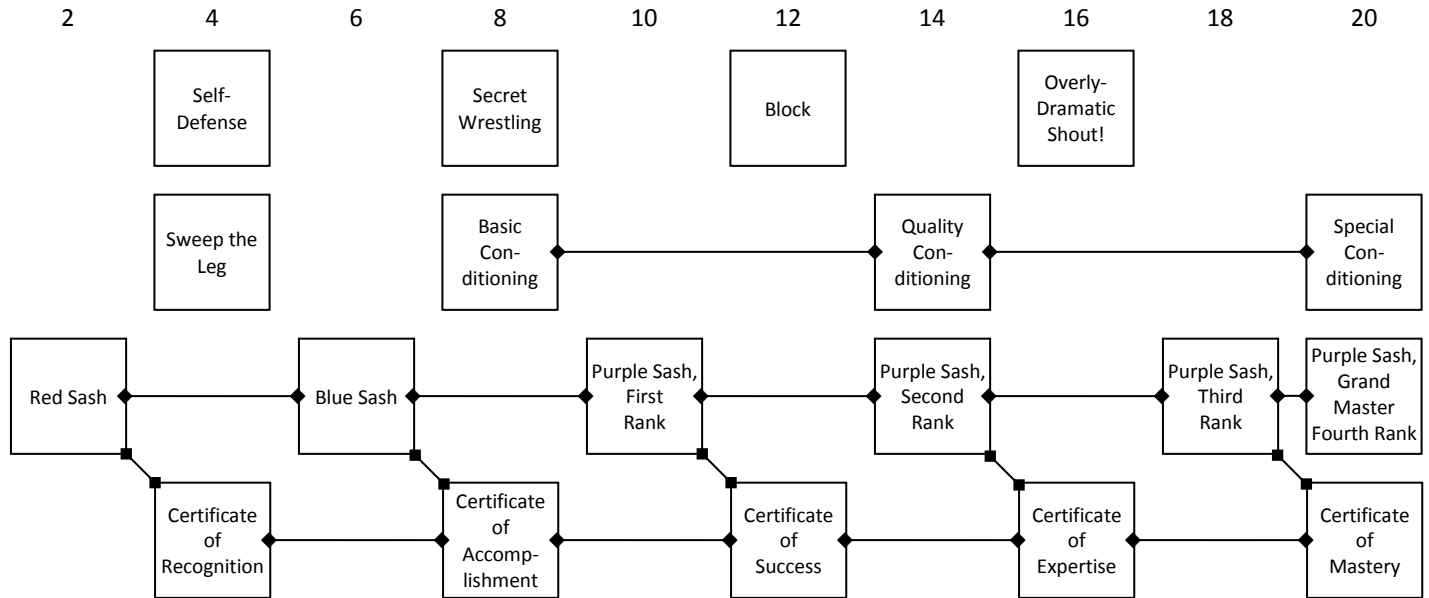
Lvl	Name	Prerequisite	Effect
12	Sloping Armor		Passive: Ranged attacks such as bullets, arrows, throwing axes, etc., that threaten a critical hit against you must roll the confirmation twice and take the lower result.
14	Lock Blade		Once per round, when a melee attack misses you, you can initiate a Grapple as an immediate action. If you are successful, you trap the target's weapon with an armored limb and they must win control of the Grapple to free it. You are still free to use your other arm to attack normally without breaking the Grapple.
14	Colossus	Goliath	Passive: +9 style bonus to AC and treat your character as two size categories larger for opposed rolls and the maximum size category you can affect with combat maneuvers. Replaces the bonus from Goliath.
16	This is Serious!	Iron Fist	Passive: Your gauntlets now inflict 1d10 damage with a threat range of 18-20, x2, and your spiked gauntlets now inflict 1d10 damage with a threat range of 20, x4. Both still gain the damage bonus from Iron Fist.
16	Adamant Bastion	Man of Steel	Passive: Any armor you wear cannot be Sundered or otherwise damaged.
16	Helmbanger		Once per round, if a target you threaten makes an attack against you and misses, you can end their turn with a helmeted head bash right between their eyes. As an immediate action, make an attack roll against them at your highest base attack bonus. If you are successful, you inflict no damage, but their turn ends immediately.
18	Still Nothing...	No, Really?	Passive: You gain DR 8/—.
18	Titan	Colossus	Passive: +12 style bonus to AC and treat your character as two size categories larger for opposed rolls and the maximum size category you can affect with combat maneuvers. Replaces the bonus from Colossus.
20	Nutcracker		Catching your foe's head in the crux of your armored elbow, you grab your wrist and pull, transforming your arm into an implacable, steel-sheathed deathtrap. If you are in control of a Grapple, you can use this technique as a standard action. The target must succeed on a Fortitude save DC 10 + 1/2 your level + your armor's AC bonus or immediately fall unconscious. Even if they succeed, you inflict damage as if you struck them with your gauntlet and every round you control the Grapple, you can try again. Continuing pressure for another round after the character falls unconscious requires a second saving throw. Failure and their skull bursts like an overripe melon, killing them instantly.
20	Mine is Better		Passive: Long acquaintance with armor has left you a savant in the field. When attacking an armored target, you can ignore their armor bonus to AC if it is less than the bonus provided by your armor.
20	Behemoth	Titan	Passive: +14 style bonus to AC and treat your character as three size categories larger for opposed rolls and the maximum size category you can affect with combat maneuvers. Replaces the bonus from Titan.

Discount Defense!

Utility: Defense

(No Requirements)

Begun by the dwarven entrepreneur Fakeef Thundergut with the unwilling assistance of his dark elven friend Ankala Myrnetal, this now-common franchise will teach all comers "the ancient secrets of self-defense developed by the elven monks of mysterious and foreign lands!" After long years, the techniques dispensed here have been refined by the teachers in their many confrontations with returning students demanding refunds.

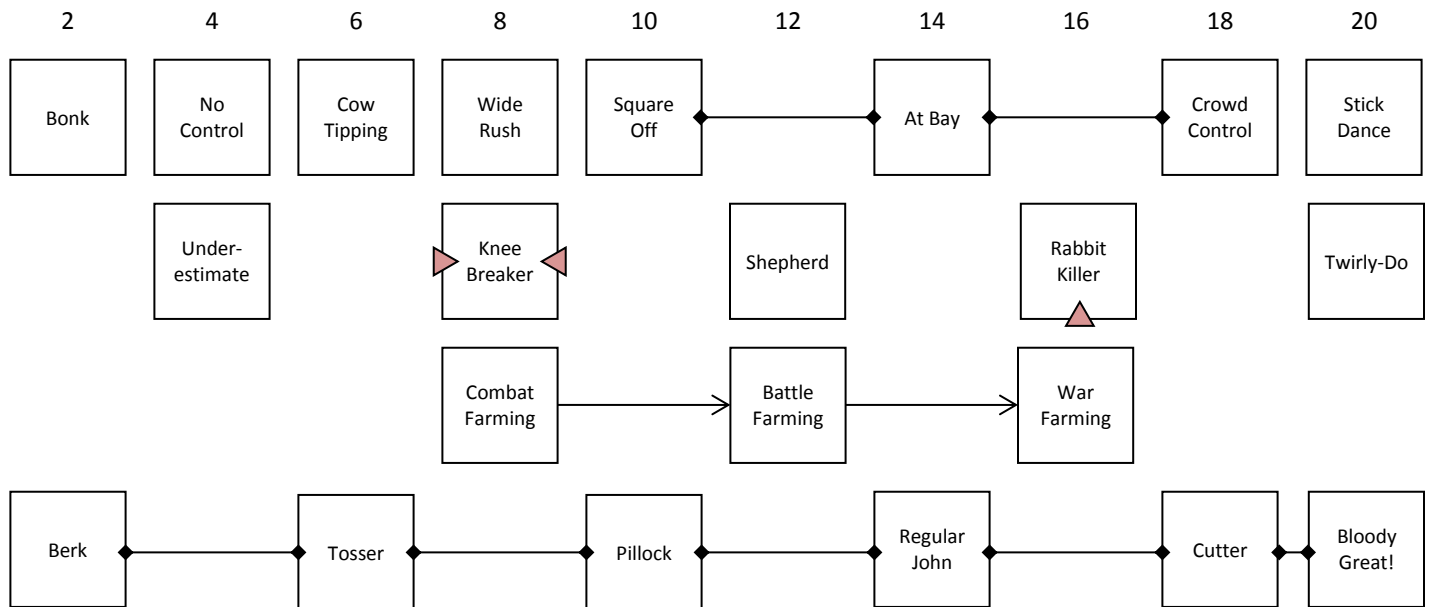


Lvl	Name	Prerequisite	Effect
2	Red Sash		Passive: +2 style bonus to AC.
4	Self-Defense		Passive: +4 style bonus to CMB on all Disarm attempts.
4	Sweep the Leg		Passive: +4 style bonus to CMB on all Trip attempts.
4	Certificate of Recognition	Red Sash	Passive: +1 style bonus to CMD.
6	Blue Sash	Red Sash	Passive: +5 style bonus to AC. Replaces the bonus from Brown Sash.
8	Secret Wrestling		Passive: +4 style bonus to CMB on all Grapple attempts..
8	Basic Conditioning		Passive: +1 style bonus to all saving throws.
8	Certificate of Accomplishment	Blue Sash and Certificate of Recognition	Passive: +2 style bonus to CMD. Replaces the bonus from Certificate of Recognition.
10	Purple Sash, First Rank	Blue Sash	Passive: +7 style bonus to AC. Replaces the bonus from Red Sash.
12	Block		Passive: When you have one hand free, you gain a +2 shield bonus to AC.
12	Certificate of Success	Purple Sash, First Rank and Certificate of Accomplishment	Passive: +3 style bonus to CMD. Replaces the bonus from Certificate of Accomplishment.
14	Quality Conditioning	Basic Conditioning	Passive: +2 style bonus to all saves. Replaces bonus from Basic Conditioning.
14	Purple Sash, Second Rank	Purple Sash, First Rank	Passive: +11 style bonus to AC. Replaces the bonus from Yellow Sash.
16	Overly-Dramatic Shout!		As a free action, you can gain a +4 morale bonus to damage if shout as you attack.
16	Certificate of Expertise	Purple Sash, Second Rank and Certificate of Success	Passive: +4 style bonus to CMD. Replaces the bonus from Certificate of Success.
18	Purple Sash, Third Rank	Purple Sash, Second Rank	Passive: +14 style bonus to AC. Replaces the bonus from Green Sash.
20	Special Conditioning	Quality Conditioning	Passive: +3 style bonus to all saves. Replaces bonus from Quality Conditioning.
18	Purple Sash, Grand Master Fourth Rank	Purple Sash, Third Rank	Passive: +16 style bonus to AC. Replaces the bonus from Blue Sash.
20	Certificate of Mastery	Purple Sash, Third Rank and Certificate of Expertise	Passive: +5 style bonus to CMD. Replaces the bonus from Certificate of Expertise.

Farmer's Friend

Utility: Quarterstaff
(Quarterstuffs)

In the days when bandits and bullies were over every hill and in every wood, the trusty staff was ever the farmer's companion. Over time, various staff techniques developed into a trusted discipline for those who favored inexpensive or inconspicuous protection.



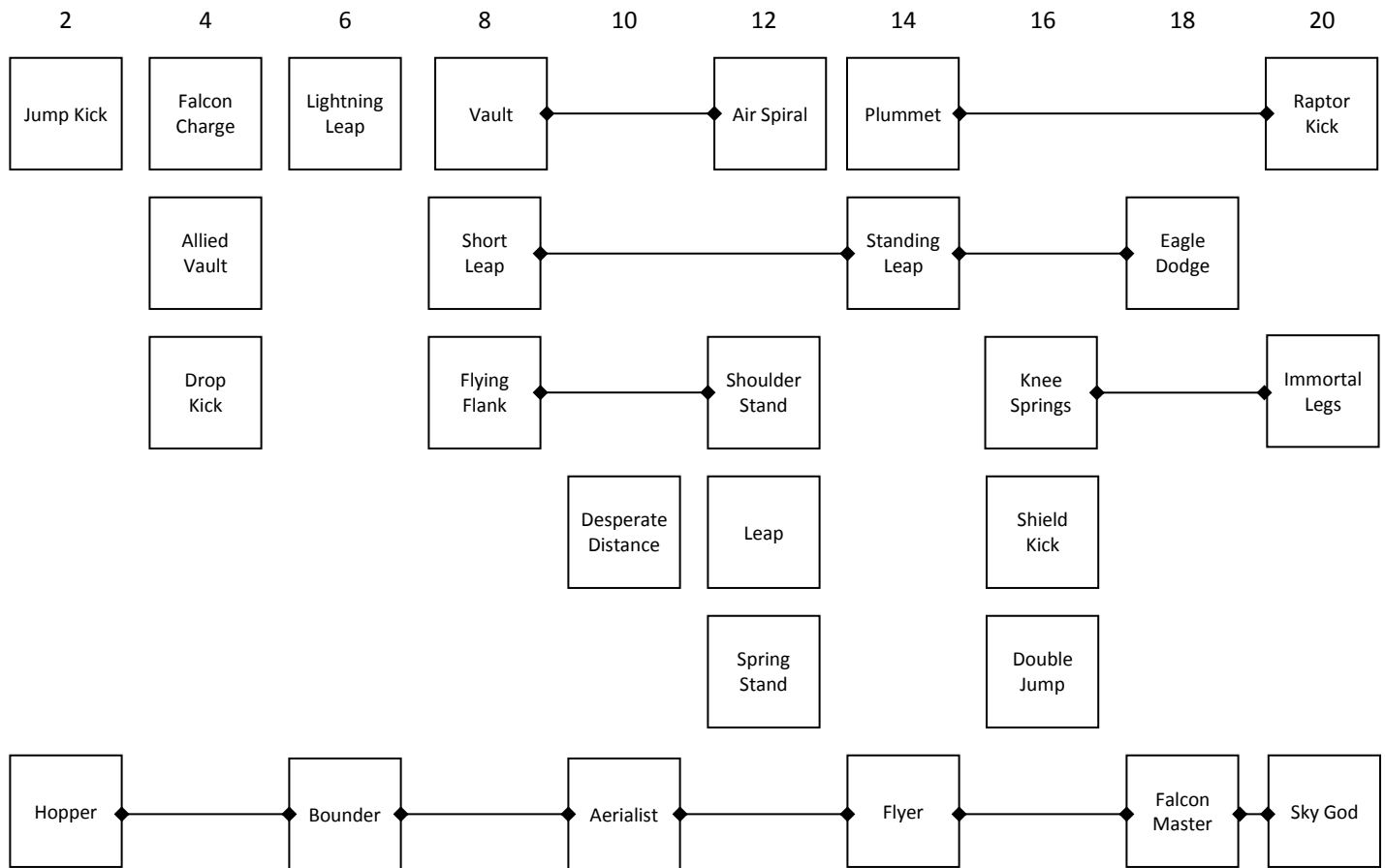
Lvl	Name	Prerequisite	Effect
2	Bonk		Passive: +1 style bonus to damage.
2	Berk		Passive: +2 style bonus to AC.
4	No Control		A wild strike that suffers a -2 to hit, but doubles your threat range.
4	Underestimate		By looking harmless, you can make the enemy flat-footed to your first attack in an encounter. Will save DC 10 + 1/2 your level + your Charisma modifier to resist.
6	Cow Tipping		Passive: You gain a +4 style bonus to your CMB for all Trip attempts.
6	Tosser	Berk	Passive: +4 style bonus to AC, +1 style bonus to Reflex saves. Replaces bonus from Berk.
8	Wide Rush		As a standard action, you can Bull Rush two adjacent foes at once, suffering a -4 penalty to both attempts.
8	Knee Breaker	flanking target	You automatically knock the target prone and they must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or their movement speed is reduced by 1/2 until they are Healed (check DC = to the Fort DC).
8	Combat Farming		An intermediate blow to the head that leaves the target Shaken for the duration of the encounter. Success on a Fortitude save DC 10 + 1/2 your level + your Strength modifier reduces the duration to 1d4 rounds.
10	Square Off		As a standard action against a target you threaten, rather than attacking, your target must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier or they lose their next turn.
10	Pillock	Tosser	Passive: +7 style bonus to AC, +2 style bonus to Reflex saves. Replaces bonus from Tosser.
12	Shepherd		As a standard action, pick a number of squares you threaten equal to your Dexterity modifier (minimum 1). Unless you permit it, no creature can pass into or through these squares.
12	Battle Farming	follows Combat Farming	A follow-up strike that flings dirt into the eyes of a target, Blinding them for 1d4 rounds. They can make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier to resist. This attack has a range of 10 feet and can be made at a different target than Combat Farming without breaking the chain.
14	At Bay	Square Off	It now only takes a move action for you to deny your target their turn.
14	Regular John	Pillock	Passive: +11 style bonus to AC, +3 style bonus to Reflex saves. Replaces bonus from Pillock.
16	Rabbit Killer	behind target	As a standard action, you strike the back of the target's head. They must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Stunned for 1d4 rounds. If successful, they are still Shaken for 1 round.
16	War Farming	follows Battle Farming	A finishing strike to the leg that drops the target to 1/2 movement until Healed (check DC 21). This attack can be made at a different target than Combat Farming and/or Battling Farming without breaking the chain.
18	Crowd Control	At Bay	It now only takes a swift action for you to deny your target their turn.
18	Cutter	Regular John	Passive: +14 style bonus to AC, +4 style bonus to Reflex saves. Replaces bonus from Regular John.
20	Stick Dance		Passive: You gain one additional attack per round at your highest base attack bonus. If you are using your quarterstaff as a double-weapon, you can take two extra attacks, but each suffers a -2 penalty to hit.
20	Twirly-Do		Passive: You can take a total defense as a swift action.
20	Bloody Great!	Cutter	Passive: +16 style bonus to AC, +5 style bonus to Reflex saves. Replaces bonus from Cutter.

Fraternity of the Falcon

Utility: Acrobatics

(Unarmored; Light or One-Handed Weapons)

A style born from the acrobatic techniques of thieves, it is rumored to have originated with the performers of the Circus of the Sky, back when that traveling show didn't have its current reputation to defend itself.



Lvl	Name	Prerequisite	Effect
2	Jump Kick		When attempting to burst or break an object with sudden force rather than by inflicting damage, you can make a running leap at the object as part of the attempt. Make an Acrobatics check to jump and for every 10 feet of horizontal distance covered, you gain a +2 circumstance bonus to the Strength check.
2	Hopper		Passive: +2 style bonus to AC, +1 style bonus to Reflex saves.
4	Falcon Charge		When making a charge attack, you can make a running leap at the target as part of the attempt. Make an Acrobatics check to jump and for every 10 feet of horizontal distance covered, you gain +1d4 damage on the attack.
4	Allied Vault		Passive: Any time you begin a jump from a square occupied by one of your allies, you can add 2 + their Strength modifier to your Acrobatics check as a circumstance bonus.
4	Drop Kick		Passive: Any round you make an Acrobatics check to jump and you land adjacent to a target, if you immediately attack that target, you gain a +2 circumstance bonus on all attack and damage rolls until the end of your turn.
6	Lightning Leap		Passive: If you make an Acrobatics check for the purposes of jumping and the distance you would travel as a result is greater than your movement, you can jump the full distance provided the jump was the only movement action you took that round.
6	Bounder	Hopper	Passive: +4 style bonus to AC, +2 style bonus to Reflex saves. Replaces the bonus from Hopper.
8	Vault		When making an Acrobatics check for the purposes of jumping, you can elect to reduce the horizontal distance you travel by 50% and increase the vertical distance covered by 50% (to 1.5x the original total).
8	Short Leap		Passive: For Acrobatics checks made for the purposes of jumping, you are considered to have a running start if you move as little as 5' prior to the check.
8	Flying Flank		Passive: Any round that you jump over a target from one square in which you threatened them to another, the target is considered flanked by you until the beginning of their next turn.
10	Desperate Distance		When making an Acrobatics check for the purposes of jumping, you can choose to increase your horizontal distance (but not vertical) by 10', but you end up prone upon landing.
10	Aerialist	Bounder	Passive: +7 style bonus to AC, +3 style bonus to Reflex saves. Replaces the bonus from Bounder.
12	Air Spiral	Vault	When making an Acrobatics check for the purposes of jumping, you can elect to reduce the horizontal distance you travel by 75% and increase the vertical distance covered by 100% (to 2x the original total). This technique cannot be used in conjunction with Vault.

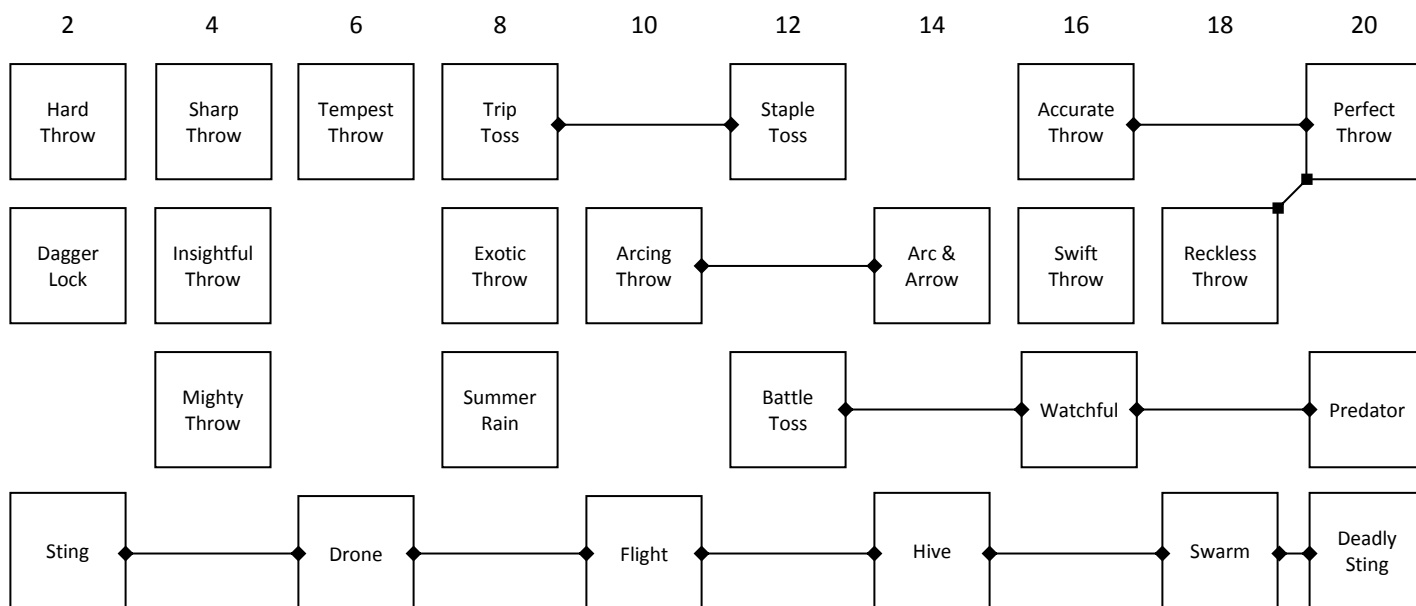
Fraternity of the Falcon, cont.

Lvl	Name	Prerequisite	Effect
12	Shoulder Stand	Flying Flank	You can occupy the same space as a target by doing a handstand on their shoulders as a standard action. This is considered a combat maneuver that does not provoke an attack of opportunity, but you add your Dexterity to your CMB instead of your Strength. As long as you remain, they are considered flat-footed to all other attackers.
12	Leap		Passive: Your base movement speed increases by +10' any round in which you make an Acrobatics check for the purposes of jumping.
12	Spring Stand		You can stand up from prone as an immediate action.
14	Plummet		Passive: You do not provoke attacks of opportunity for movement taken while jumping, except for the square you begin from or arrive at.
14	Standing Leap	Short Leap	Passive: For Acrobatics checks made for the purposes of jumping, you are considered to have a running start even if you jump from a stationary position.
14	Flyer	Aerialist	Passive: +11 style bonus to AC, +4 style bonus to Reflex saves. Replaces the bonus from Aerialist.
16	Knee Springs		Passive: You can make an Acrobatics check to reduce your falling damage even if you do not fall deliberately. As long as you are aware that you are falling and not restrained, you can attempt the check.
16	Shield Kick		You can jump feet-first into a shielded target. This is a charge attack that initiates a combat maneuver and does not provoke an attack of opportunity. If you succeed, you push the target back 5 feet and knock them prone. If you succeed by 5 or more points, the target's shield is flung a further 10 feet away. Regardless of the result, after the impact you roll five feet in the opposite direction and spring back up to your feet.
16	Double Jump		Whenever you are mid-jump, if you come in contact with a vertical or slanted surface, you can make a second Acrobatics check to jump with the result divided in half. You can either change direction or you can continue in the same direction and add the results of the new roll to the old one to determine the total distance you cover.
18	Eagle Dodge	Standing Leap	As an immediate action, you can choose one attack per round against you. Before the attack is resolved, you can make an Acrobatics check to perform a vertical standing jump with the DC equal to your opponent's height. On a successful check, you leap over the attack entirely, but on a failure, you are flat-footed to the enemy's attack.
18	Falcon Master	Flyer	Passive: +14 style bonus to AC, +5 style bonus to Reflex saves. Replaces the bonus from Flyer.
20	Raptor Kick	Plummet	When making an Acrobatics check for the purposes of jumping, you may make an attack of opportunity against any target you jump past or over. If you have multiple attacks of opportunity, you can make one for every target you pass, so long as you have an attack remaining.
20	Immortal Legs	Knee Springs	You can attempt to reduce falling damage by making an Acrobatics check no matter the distance you fall. In addition to reducing it by 10 feet with a DC 15 Acrobatics check, for every 5 points your check exceeds 15, you can reduce the distance by another 10 feet.
20	Sky God	Falcon Master	Passive: +16 style bonus to AC, +6 style bonus to Reflex saves. Replaces the bonus from Falcon Master.

Hornet's Way

Utility: Ranged
(Thrown Weapons)

While some believe that putting a weapon on the end of a long stick or shooting them out of bows is the best way to keep an enemy at a safe distance, those who follow the Hornet's Way say their path is better. Those who face a trained artist of the Hornet's Way may feel like they have kicked a hornets' nest!

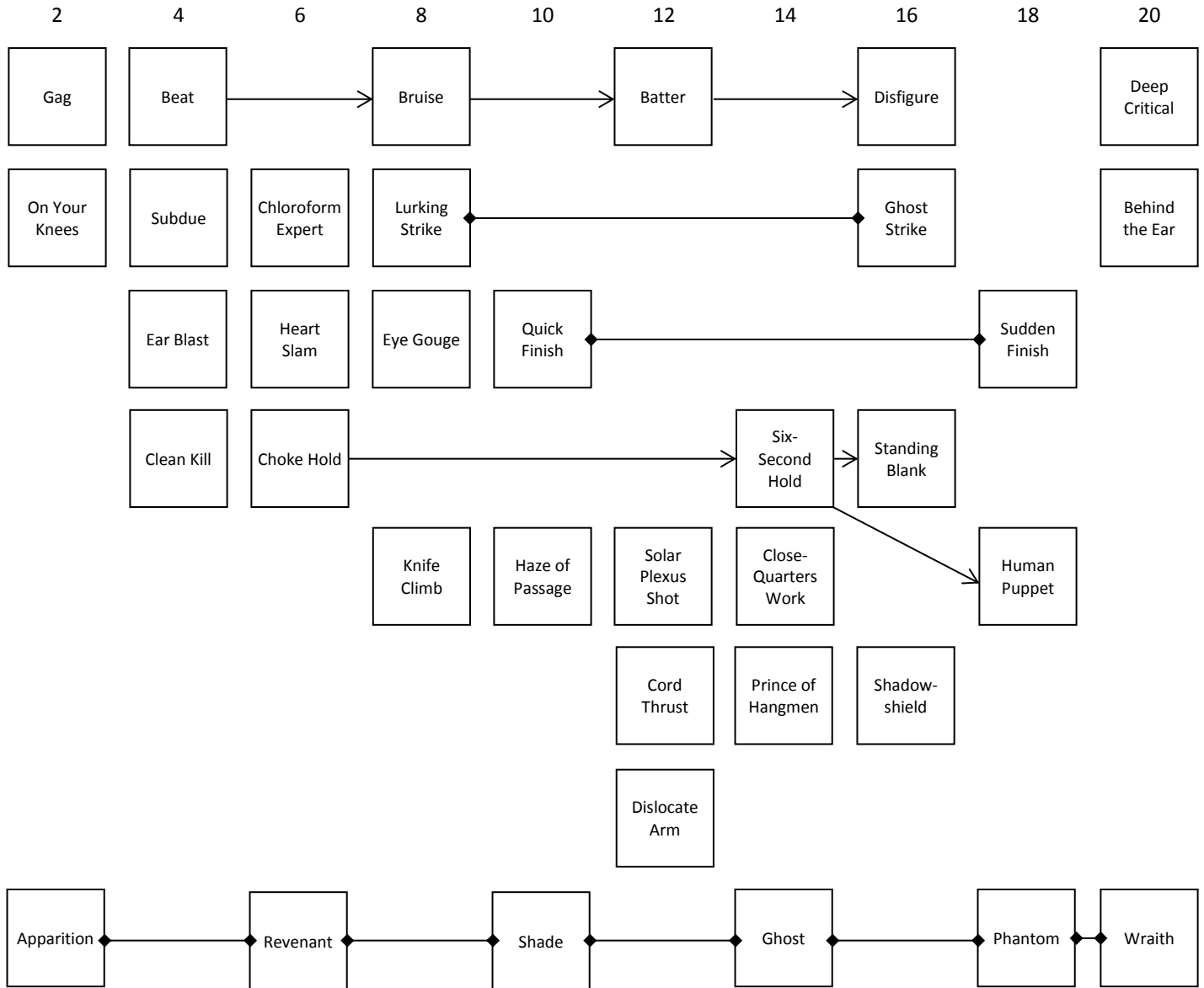


Lvl	Name	Prerequisite	Effect
2	Hard Throw		A basic strike that inflicts +1 damage.
2	Dagger Lock		Use a thrown weapon to foul a target's weapon. This attack inflicts no damage, but if the target's weapon is sheathed, they must spend a standard action and succeed on a Strength check DC 12 to extricate it.
2	Sting		Passive: +2 style bonus to AC.
4	Sharp Throw		Passive: You can use your Dexterity modifier for damage instead of Strength.
4	Insightful Throw		Passive: You can use your Intelligence modifier for attack rolls instead of Dexterity.
4	Mighty Throw		Passive: You can use your Strength modifier for attack rolls instead of Dexterity.
6	Tempest Throw		Passive: When using a full attack action, you use your highest base attack bonus for each attack if all your attacks are directed at different targets.
6	Drone	Sting	Passive: +4 style bonus to AC, +5' style bonus to thrown weapon range. Replaces the bonus from Sting.
8	Trip Toss		Passive: You can use thrown weapons to initiate Trip attempts without penalty.
8	Exotic Throw		Passive: You can throw any weapon you are proficient with as an attack action, as if it were designed to be thrown. Use the weapon's standard damage, threat range, and critical modifier. It is treated as having a 10-foot range increment. Weapons thrown in this manner qualify for Hornet's Way techniques like normal thrown weapons.
8	Summer Rain		Passive: When making multiple attacks against a single target, you can sacrifice one of your attacks to make the target flat-footed to all attacks that follow it.
10	Arcing Throw		Your attack gains a +20' circumstance bonus to weapon range, but do not add your Strength modifier to damage.
10	Flight	Drone	Passive: +7 style bonus to AC, +5' style bonus to thrown weapon range. Replaces the bonus from Drone.
12	Staple Toss	Trip Toss	Passive: All ranged Trip attempts gain a +6 style bonus to their CMB.
12	Battle Toss		Passive: When you have a thrown weapon at hand, you gain a threat range of 10 feet and can make attacks of opportunity within that range as if you were using a reach weapon.
14	Arc & Arrow	Arcing Throw	As a standard action, you distract a foe with an Arcing Throw, then strike them flat-footed with a regular throw.
14	Hive	Flight	Passive: +11 style bonus to AC, +10' style bonus to thrown weapon range. Replaces the bonus from Flight.
16	Accurate Throw		This well-aimed shot doubles your weapon's threat range.
16	Swift Throw		Passive: You gain one extra attack per round at your highest base attack bonus when making a full attack.
16	Watchful	Battle Toss	As a full attack action, you can provide flanking against every target within one range increment of your weapon.
18	Reckless Throw		This powerful shot increases your weapon's critical modifier by +1, but suffers a -2 penalty to hit.
18	Swarm	Hive	Passive: +14 style bonus to AC, +10' style bonus to thrown weapon range. Replaces the bonus from Hive.
20	Perfect Throw	Accurate Throw and Reckless Throw	This sublime shot balances finesse and power, doubling your weapon's threat range and increasing its critical multiplier by +1. When it confirms a critical hit against a target, they are automatically Staggered for 1 round.
20	Predator	Watchful	As a full attack action, you now threaten out to your weapon's full range increment and you can provide flanking out to two range increments. These ranges include the bonus from the Sting chain, if you have learned it.
20	Deadly Sting	Swarm	Passive: +16 style bonus to AC, +15' style bonus to thrown weapon range. Replaces the bonus from Swarm.

Order of the Long Knife

Utility: Light Stealth Combat
(Light Melee Weapons)

A quiet blade in the dark has changed history more often and more radically than all the pitched battles ever waged by massed armies. A good majority of those knives were in the hands of brothers or sisters in the Order of the Long Knife, who specialize in quick, quiet ends for their enemies.



Lvl	Name	Prerequisite	Effect
2	Gag		As a swift action, you can initiate a Grapple attempt. You only need to have one hand free and do not suffer the normal -4 penalty for not having both hands free. Rather than restraining the target, success means that your hand is kept firmly clamped over your target's mouth, rendering them unable to speak or move away from you as long as you control the Grapple, though both you and the target otherwise behave as if you were not Grappled.
2	On Your Knees		When you succeed in a Grapple against a target, you have the option to force them onto their knees while you remain standing behind them. When doing this, you do not gain the Grappled condition, but you also do not get the +5 bonus to your CMB to maintain the Grapple.
2	Apparition		Passive: +2 style bonus to AC.
4	Beat		An opening strike that beats the target badly, making difficult to recognize under the bruises and swelling. This attack inflicts 2 points of Charisma damage in addition to normal attack damage. Charisma damage from this technique does not stack with Charisma damage from other sources, including multiple uses of itself.
4	Subdue		Passive: Any time you inflict nonlethal damage on a target, it is an automatic critical threat.
4	Ear Blast		This strike leaves the target Deaf until they are Healed (DC 15) or they recover the hit points lost to the attack.
4	Clean Kill		Passive: Your precise, well-timed attacks no longer leave any blood splatter on the floor or surroundings.
6	Chloroform Expert		Passive: +2 style bonus to the save DC of any chloroform you use.

Order of the Long Knife, cont.

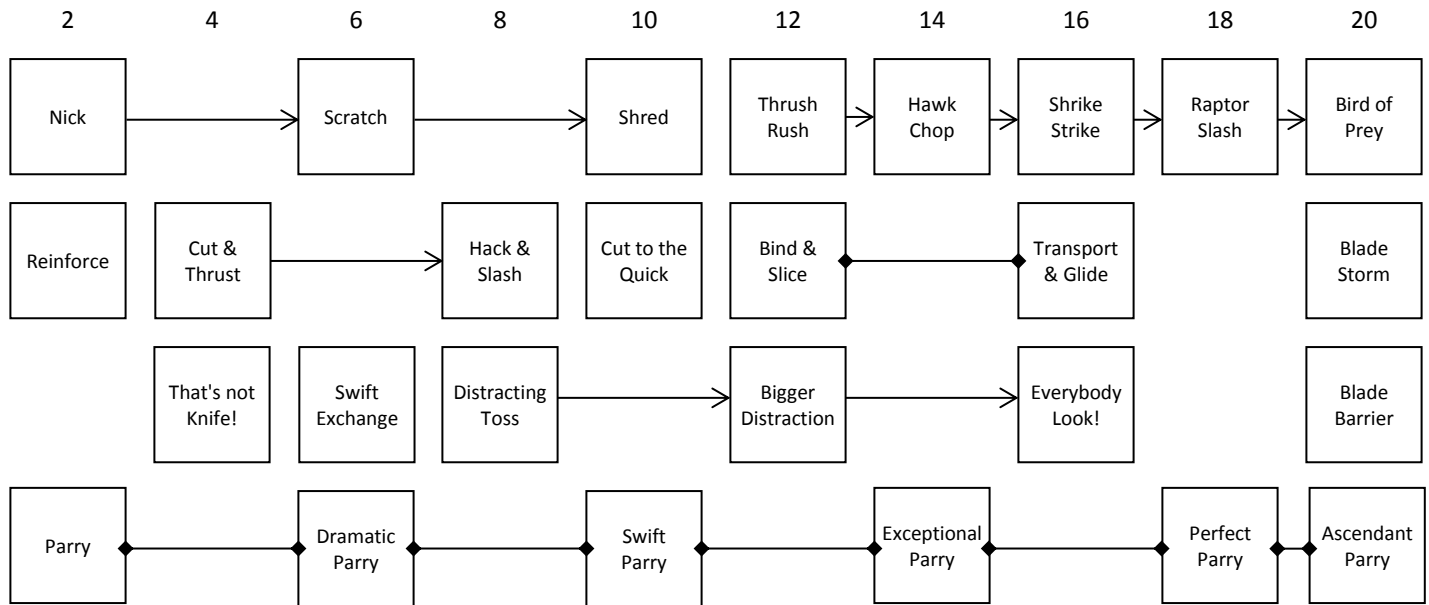
Lvl	Name	Prerequisite	Effect
6	Heart Slam		Delivered as a standard action, this violent jolt to the target's chest that inflicts no damage but Stuns them for 1 round. A Fortitude save DC 10 + 1/2 your level + your Strength modifier negates the Stun, though the target is instead Shaken for 1 round.
6	Choke Hold		As part of a Grapple attempt, you can wrap an arm around the target's neck, requiring them to take control of the Grapple before they can make any noise louder than drumming their heels on the ground.
6	Revenant	Apparition	Passive: +4 style bonus to AC, +1 style bonus to Reflex and Fortitude saves. Replaces the bonus from Apparition.
8	Bruise	follows Beat	A follow-up strike that beats the target into utter unrecognizability, unable to convince all but the closest of associates of their identity. Charisma damage increases to 4 and the Heal check to DC 20.
8	Lurking Strike		As a standard action, you can make a single attack and then make a Stealth check to hide, albeit at a -20 to the check.
8	Eye Gouge		This strike leaves the target Blind until they are Healed (DC 20) or they recover the hit points lost to the attack.
8	Knife Climb		You can use a pair of daggers or other small, piercing or slashing weapons to grant yourself a +5 circumstance bonus to all Climb checks on materials with a hardness of 5 or less or else have narrow seams or cracks that allow for a dagger to be inserted, such as fitted stone or iron grillwork.
10	Quick Finish		Passive: You can deliver a <i>coup de grace</i> as a standard action.
10	Haze of Passage		Passive: You no longer apply penalties to your Stealth checks for moving faster than half your base movement speed against targets that are threatened by at least one of your allies in combat.
10	Shade	Revenant	Passive: +7 style bonus to AC, +1 style bonus to Reflex and Fortitude saves. Replaces the bonuses from Revenant.
12	Batter	follows Bruise	A follow-up strike that beats the target so badly that they cannot even speak coherently, slurring and lisping their words in addition to being unrecognizable. Charisma damage increases to 6 and the Heal check to DC 25.
12	Solar Plexus Shot		This attack knocks the wind from your target, only dealing half damage, but the target is Staggered and unable to speak for 1d4 rounds. On a successful Reflex save DC 10 + 1/2 your level + your Dexterity modifier, they are Shaken and unable to speak for 1 round.
12	Cord Thrust		This sharp, precise stab into the target's throat damages the vocal cords. Do not add your Strength modifier to the damage, but on a successful strike the target must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier or be unable to produce articulate sounds or any noise louder than wheezing grunts. This effect lasts until the target receives a Heal check (DC 25) or the damage from the strike recovers.
12	Dislocate Arm		As a standard action, you can instigate a Grapple attempt. If you succeed, rather than Grappling the target, you instead render one of their arms useless until they receive a Heal check (DC 17).
14	Six-Second Hold	follows Choke Hold	If you have your target in a Choke Hold, you can opt to tighten your grip on their neck. The target must make Constitution checks as long as you control the Grapple, as per the Suffocation rules. As you are cutting off blood to the brain rather than air to the lungs, they do not get the 2 rounds per point of Constitution before they begin suffocating.
14	Close-Quarters Work		Passive: So long as you begin your turn in control of a Grapple, you do not need to make a combat maneuver check to attack your target.
14	Prince of Hangmen		As a standard action, you can use any long, loose piece of material—rope, chains, cloth sashes, a whip, etc.—to fashion an impromptu noose and fit it around the neck of an adjacent target. Make a Grapple attempt. If successful, you fit the noose around the target's neck and can begin choking them. If a sturdy horizontal bar such as a raft, tree branch, or ship's mast presents itself, you can throw one end of the noose over this and hang your target. You gain a +10 circumstance bonus to maintain the Grapple if you do this (replacing the normal +5 bonus), though the target can break free by cutting the noose if they have a slashing weapon on hand.
14	Ghost	Shade	Passive: +11 style bonus to AC, +2 style bonus to Reflex and Fortitude saves. Replaces the bonuses from Shade.
16	Disfigure	follows Batter	This finishing blow permanently scars the target and they are unable to communicate in more than grunts and gestures to those few willing to look at them. Charisma damage increases to 10 and the Heal DC to 30.
16	Ghost Strike	Lurking Strike	Passive: The penalty for attacking and then immediately hiding is reduced to -10.
16	Standing Blank	follows Six-Second Hold	If your Six-Second Hold renders the target unconscious, you can choose to leave them in the exact position you found them in, going so far as to prop the target standing upright in place. This can fool others into thinking the target is still conscious, so long as their examination is cursory and/or at a distance.
16	Shadowshield		Passive: Any round that you do not move more than 1/2 your movement speed and do not attack, you can substitute a Stealth check roll for your AC.
18	Sudden Finish	Quick Finish	Passive: It only requires a swift action for you to deliver a <i>coup de grace</i> in combat.
18	Human Puppet	follows Six-Second Hold	If your Six-Second Hold renders the target unconscious, you can stand behind their body, controlling it as if it were a puppet to imitate their actions and fool onlookers. Doing so successfully requires you to make a Bluff check against any observer's Perception check. You must remain facing any observers at all times or they will spot you immediately.
18	Phantom	Ghost	Passive: +14 style bonus to AC, +2 style bonus to Reflex and Fortitude saves. Replaces the bonuses from Ghost.
20	Deep Critical		Passive: Any attack against a flat-footed opponent is an automatic threat for a critical and has a +1 bonus to its critical multiplier.
20	Behind the Ear		As a standard action, you deliver a sharp blow to just the right spot. The target must make a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier or be rendered unconscious for 1d4 minutes, though they can be roused by a Heal check (DC 25). If they succeed on the check, they are still Staggered for 1 round.
20	Wraith	Ghost	Passive: +16 style bonus to AC, +3 style bonus to Reflex and Fortitude saves. Replaces the bonuses from Phantom.

School of Hawk and Thrush

Utility: Melee Dual Wielding

(One-Handed Weapon; Off-Hand Light Weapon)

While many choose the quickness and versatility offered by an empty hand and others prefer the reassuring planks of a shield to serve as a wall between themselves and attackers, students of the Hawk and Thrush believe that a weapon can be just as useful for defense as for offense.



Lvl	Name	Prerequisite	Effect
2	Nick		A sharp slash with your primary weapon that inflicts 1 point of Dexterity damage instead of weapon damage. Multiple uses of this ability stack with themselves, up to a total of -4 to Dexterity.
2	Reinforce		Passive: Using your offhand weapon to back up your primary weapon gives you a +4 circumstance bonus to CMB when attempting a Disarm or Sunder.
2	Parry		Passive: +2 style bonus to AC.
4	Cut & Thrust		Unlike most techniques, this one boosts both your first primary and your fist offhand strike, granting both a +1 style bonus to hit and +2 bonus to damage.
4	That's not Knife!		A confusing exchange of weapons leaves you making an offhand attack with your primary weapon against your now-flat-footed opponent. Your primary and offhand weapons remain reversed until the end of your turn, if you make more than one attack.
6	Scratch	follows Nick	A follow-up strike with your offhand weapon that inflicts 1 point of Strength damage instead of weapon damage. Multiple uses of this ability stack with themselves, up to a total of -4 to Strength.
6	Swift Exchange		Passive: You suffer no penalties to your attack rolls due to dual wielding when you attack another dual wielder.
6	Dramatic Parry	Parry	Passive: +4 style bonus to AC, +1 style bonus to CMB and CMD. Replaces bonus from Parry.
8	Hack & Slash	follows Cut & Thrust	Unlike most techniques, this boosts both your second primary and your second offhand strike, granting both a +3 style bonus to hit and a +4 bonus to damage.
8	Distracting Toss		To open this chain, you toss your offhand weapon skyward, forcing your target to make a Will save DC 10 + 1/2 your level + your Charisma modifier or be caught flat-footed by an attack from your primary weapon as they watch the thrown weapon. Unless there are environmental concerns (such as high winds), you catch your offhand weapon afterwards, but cannot attack with it until the beginning of your next turn.
10	Shred	Follows Scratch	A finishing blow with your primary weapon that inflicts 1 point of Constitution damage instead of weapon damage. Multiple uses of this ability stack with themselves, up to a total of -4 to Constitution.
10	Cut to the Quick		Passive: The ability score damage from Nick, Scratch, and Shred can now stack with themselves to a maximum of -8 to Strength, Dexterity, and/or Constitution.
10	Swift Parry	Dramatic Parry	Passive: +7 style bonus to AC, +1 style bonus to CMB and CMD. Replaces bonus from Dramatic Parry.
12	Thrush Rush		An intermediate strike that allows you to make two attacks with your offhand weapon.
12	Bind & Slice		You can elect to sacrifice all attacks with your primary weapon to make all attacks with your offhand weapon count as touch attacks on a single target.
12	Bigger Distraction	follows Distracting Toss	A follow-up attack with your primary weapon. Instead of inflicting damage, you can force your target to make a Will save DC 10 + 1/2 your level + your Charisma modifier or lose their next turn.
14	Hawk Chop	follows Thrush Rush	A follow-up strike with your primary weapon that is an automatic critical strike if it hits.
14	Exceptional Parry	Swift Parry	Passive: +11 style bonus to AC, +2 style bonus to CMB and CMD. Replaces bonus from Swift Parry.
16	Shrike Strike	follows Hawk Chop	A follow-up strike with your offhand weapon that allows you to initiate a free Disarm attempt.
16	Transport & Glide	Bind & Slice	You can elect to sacrifice all attacks with your offhand weapon to make all attacks with your primary weapon count as touch attacks on a single target.

School of Hawk and Thrush, cont.

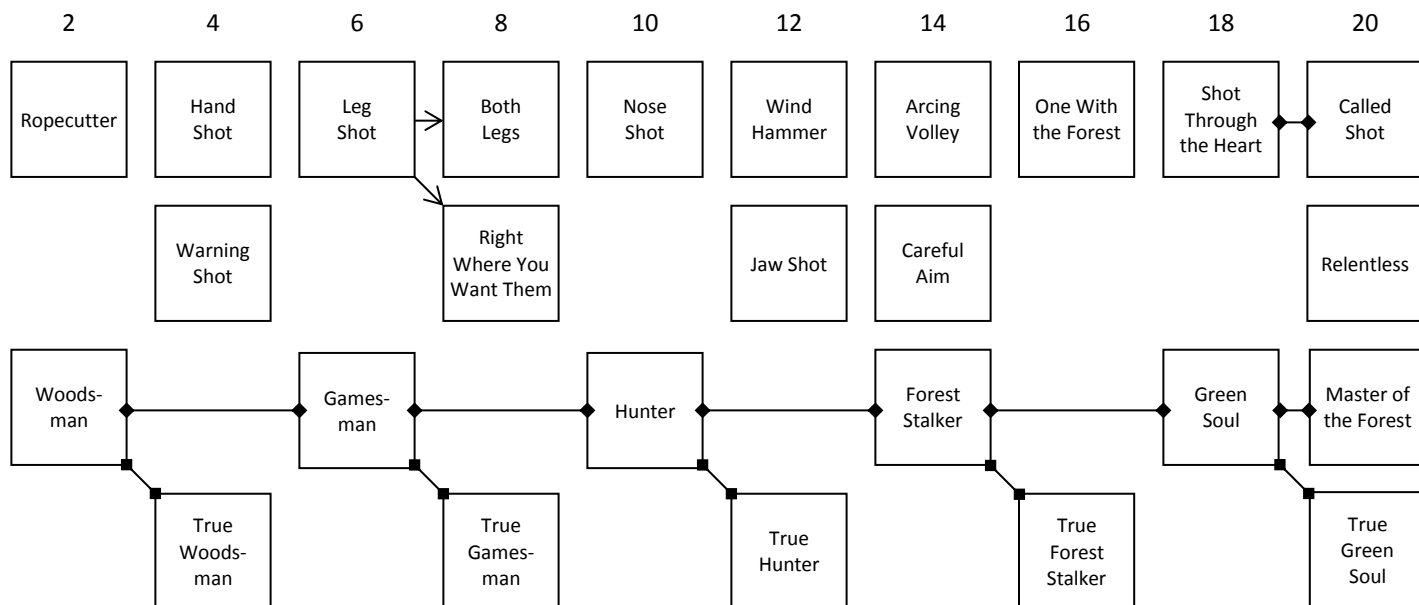
Lvl	Name	Prerequisite	Effect
16	Everybody, Look!	follows Bigger Distraction	A finishing technique that expands your distraction to all enemies within 30', forcing them all to make a Will save DC 10 + 1/2 your level + your Charisma modifier or lose their next turn. This ability can only affect any individual target once in a 24-hour period.
18	Raptor Slash	follows Shrike Strike	A follow-up strike with your primary weapon that leaves the target Staggered for 1 round.
18	Perfect Parry	Exceptional Parry	Passive: +14 style bonus to AC, +2 style bonus to CMB and CMD. Replaces bonus from Exceptional Parry.
20	Bird of Prey	follows Raptor Slash	A finishing technique with your offhand weapon that allows you to attempt a Trip combat maneuver using your full base attack bonus with a +4 circumstance bonus. If the attempt is successful, you may immediately make a primary weapon and an off-hand weapon attack against your prone target at your highest base attack bonuses. If you fail, the enemy cannot attempt to Trip you in return.
20	Blade Storm		Passive: When you take a total defense action, you are permitted to take attacks of opportunity. Additionally, there is no limit to the number of attacks of opportunity you can take. You are even permitted to take multiple attacks of opportunity against the same target, though no more than 1 for each action that provokes. Treat every movement out of a threatened square as a unique provocation.
20	Blade Barrier		Passive: When you take a total defense action, any creature wishing to move through your space or any space you threaten must make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier. If they succeed, they can move into the space as normal, but automatically suffer a strike from your choice of either your primary or offhand weapon. If they fail, they still take the attack damage, but are unable to enter the area and their movement for the turn automatically ends.
20	Ascendant Parry	Perfect Parry	Passive: +16 style bonus to AC, +3 style bonus to CMB and CMD. Replaces bonus from Perfect Parry.

Stag Lodge

Utility: Ranged

(Regular or Composite Bows)

The Domain of the Silver Council continues an eons-old hunting tradition, and the master hunters of the Lodge are the best shots on Cerenth. They pass on the techniques of long years of practice at hunting lodges around the world.



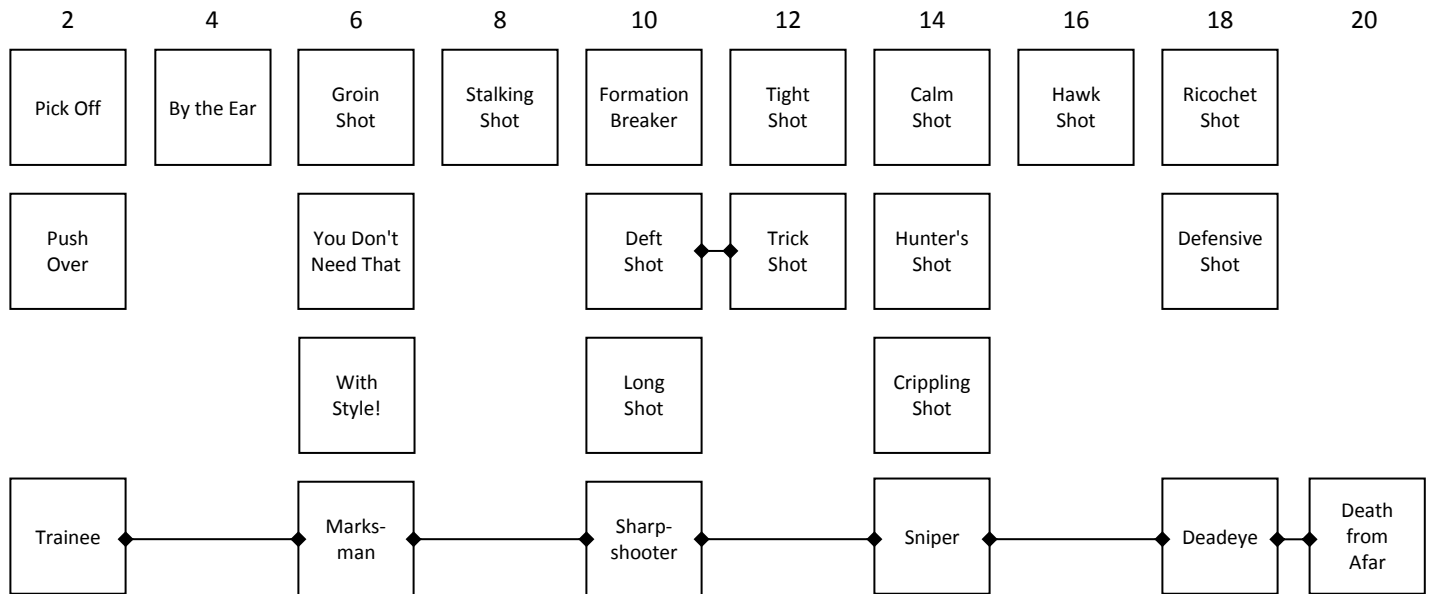
Lvl	Name	Prerequisite	Effect
2	Ropecutter		As a standard action, make a ranged Sunder attempt that suffers no damage penalty and ignores hardness up to 2.
2	Woodsman		Passive: +1 style bonus to hit, +2 style bonus to AC.
4	Hand Shot		As a standard action, you can make a ranged Disarm attempt. This functions like a normal melee Disarm.
4	Warning Shot		This standard action inflicts no damage, but the target must make a Will save DC 10 + 1/2 your level + your Dexterity modifier or be Shaken for 1d4 rounds.
4	True Woodsman	Woodsman	Passive: If you ready an action to fire on a target, double your style bonus to attack on that shot.
6	Leg Shot		This opening strike reduces the target's speed by half until they have been Healed (DC 15 Heal check). They can attempt a Reflex save DC 10 + 1/2 your level + your Dexterity modifier to avoid the speed reduction.
6	Gamesman	Woodsman	Passive: +1 style bonus to hit, +4 style bonus to AC. Replaces the bonus from Woodsman.
8	Both Legs	follows Leg Shot	A follow-up shot that immobilizes the target until they have been Healed (DC 20 Heal check). They can attempt a Reflex save DC 10 + 1/2 your level + your Dexterity modifier to avoid the speed reduction.
8	Right Where You Want Them	follows Leg Shot	A follow-up shot that nails the target to the ground, Entangling them. It is considered an anchored Entangle and requires a Strength check DC 15 break free. Breaking free inflicts unmodified arrow damage against the target.
8	True Gamesman	Gamesman	Passive: If you ready an action to fire on a target, you gain a damage bonus on the shot equal to your style bonus to hit. If you have True Woodsman, double this damage bonus as well.
10	Nose Shot		A shot to the nose. The target cannot use their sense of smell (including the Scent ability) until they have been Healed (check DC 21).
10	Hunter	Gamesman	Passive: +2 style bonus to hit, +7 style bonus to AC. Replaces the bonus from Gamesman.
12	Wind Hammer		Passive: If you take a full attack action against a foe and all your attacks hit, they are automatically knocked prone.
12	Jaw Shot		You put an arrow in the target's jaw. They cannot speak coherently until they have been Healed (check DC 25), though they can still scream and gurgle.
12	True Hunter	Hunter	Passive: If you ready an action to fire on a target, double your threat range on that shot.
14	Arcing Volley		This shot doubles your range, but does not arrive at the target square until the beginning of your next turn.
14	Careful Aim		As a standard action, you can fire a single arrow that is treated as a touch attack.
14	Forest Stalker	Hunter	Passive: +2 style bonus to hit, +11 style bonus to AC. Replaces the bonus from Hunter.
16	One With the Forest		Passive: You gain an extra attack at your highest base attack bonus on a full attack action.
16	True Forest Stalker	Forest Stalker	Passive: If you ready an action to fire on a target, increase your critical multiplier by +1 on that shot.
18	Shot Through the Heart		As a standard action, you can fire a single shot, the damage from which applies directly to wounds, bypassing fatigue. You can use the Manyshot feat with this technique, but both attacks are at a -5 to hit.
18	Green Soul	Forest Stalker	Passive: +3 style bonus to hit, +14 style bonus to AC. Replaces the bonus from Forest Stalker.
20	Called Shot	Shot Through the Heart	When making a Shot Through the Heart, you can elect to inflict one of the following conditions: Bleed 4 or Blindness until Healed (DC = Ref DC), Daze for 1 round, Sicken for 2d4 rounds, or Staggered for 2 rounds. The target can make a Reflex save DC 10 + 1/2 your level + your Dexterity modifier to resist the effect.
20	Relentless		Passive: On a full attack action, if your first attack hits, the next attack is only reduced by -3 instead of -5. This effect is cumulative (-3, -6, -9), but only for attacks that follow successful strikes.
20	Master of the Forest	Green Soul	Passive: +3 style bonus to hit, +16 style bonus to AC. Replaces the bonus from Green Soul.
20	True Green Soul	Green Soul	Passive: If you ready an action to fire on a target, you can fire two arrows at no penalty on that shot.

That End Towards the Enemy

Utility: Ranged

(Crossbows or Guns)

Born from drill sergeants' frustration with teaching peasant conscripts and illiterate mercenaries how to use the weapons of modern warfare, this deceptively easy style contains depths of skill and misdirection that are welcome in the arsenal of anyone from the rank-and-file musketeer to the lurking sniper.



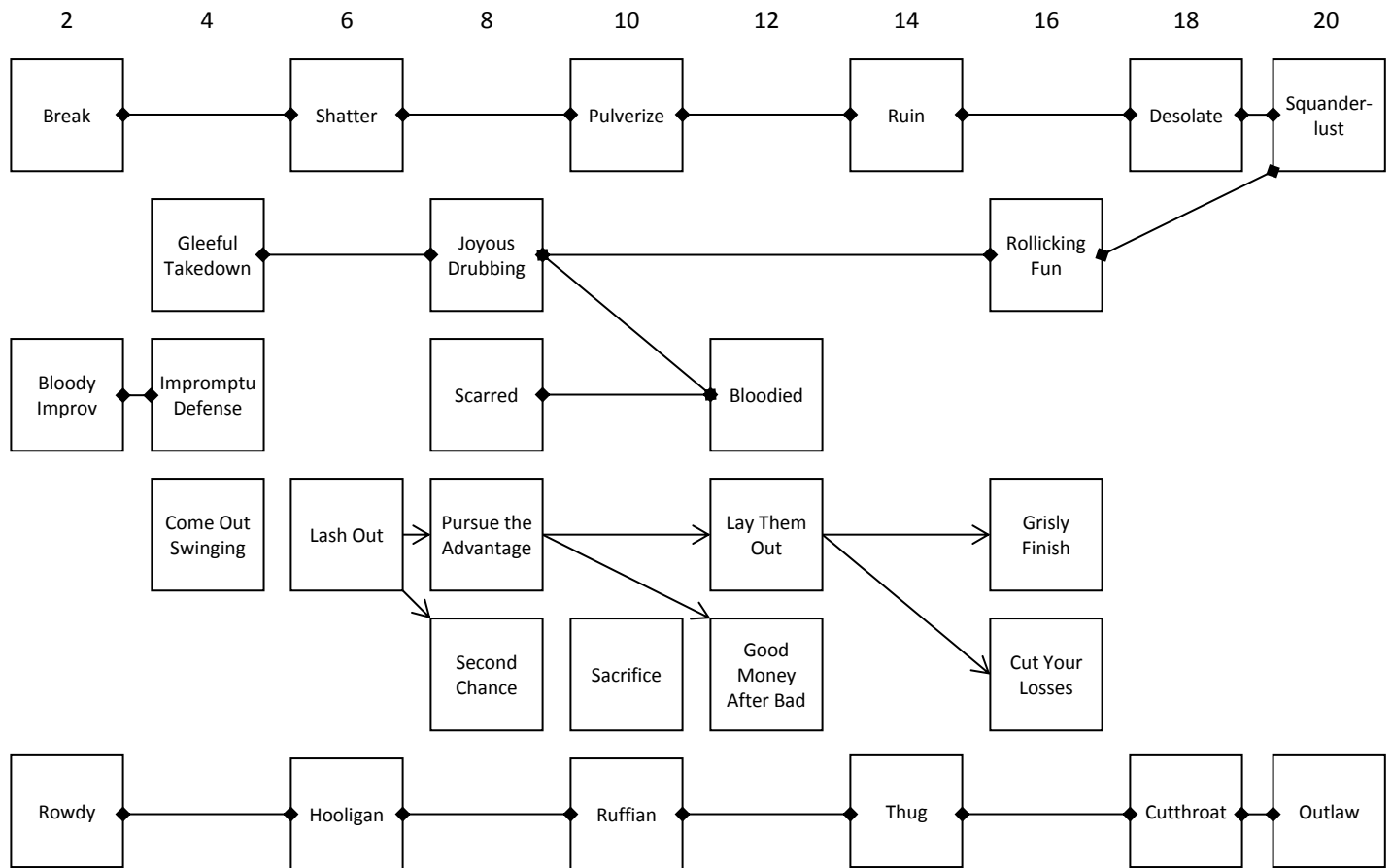
Lvl	Name	Prerequisite	Effect
2	Pick Off		As a standard action, shoot a climbing target. The target's Climb check if hit has a penalty equal to your attack modifier.
2	Push Over		As a standard action, shoot a balancing target. They must make an Acrobatics check to keep their balance (DC = attack roll) or immediately fall prone.
2	Trainee		Passive: +2 style bonus to AC.
4	By the Ear		When adjacent to a target, you can fire through their square them at a more distant target without provoking an attack of opportunity. The adjacent target must make a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier or be Deafened for 1d4 rounds.
6	Groin Shot		A blast to the privates, leaving the target with Nausea for 1 round and Sickened for the rest of the encounter. A successful Reflex save DC 10 + 1/2 your level + your Dexterity modifier means they are only Sickened for 1 round.
6	You Don't Need That		As a standard action, make a ranged Sunder attempt that suffers no damage penalty.
6	With Style!		Attack with flare as a standard action. You take a -2 to hit, but if you knock out or kill the target, all their allies that saw the attack must make a Will save DC 10 + 1/2 your level + your Charisma modifier or be Shaken for the rest of the encounter.
6	Marksman	Trainee	Passive: +4 style bonus to AC, +1 style bonus to Reflex saves. Replaces the bonus from Trainee.
8	Stalking Shot		Passive: If you ready an action to fire on a target behind cover when they emerge, they are treated as flat-footed.
10	Formation Breaker		Passive: If you ready an action to fire on a target when they move, doing so immediately ends their move action.
10	Deft Shot		Passive: If you are flat-footed during a surprise round, you can take one free shot at a target that moves within 30' of you.
10	Long Shot		As a standard action, you can fire a shot at double your weapon's normal range.
10	Sharpshooter	Marksman	Passive: +7 style bonus to AC, +2 style bonus to Reflex saves. Replaces the bonus from Marksman.
12	Tight Shot		Passive: You can fire your weapon normally when Entangled, Grappled, Shaken, or Sickened.
12	Trick Shot	Deft Shot	As a standard action, when you are threatened by two or more targets, you can appear to fire at one target while deftly maneuvering to shoot one of the others instead. The actual target is considered flat-footed to your attack.
14	Calm Shot		If a creature charges you, you can fire at them as an attack of opportunity. This initiates a Bull Rush attempt on your part, using your Dexterity instead of Strength for your CMB. If successful, they stop 5 feet short of reaching you.
14	Hunter's Shot		Passive: You ignore a target's shield bonus to AC.
14	Crippling Shot		As a standard action, you can fire a shot that inflicts 1 point of Constitution damage if the target fails a Fortitude save DC 10 + 1/2 your level + your Dexterity modifier. Multiple uses of this technique stack, up to 8 points of Constitution damage.
14	Sniper	Sharpshooter	Passive: +11 style bonus to AC, +3 style bonus to Reflex saves. Replaces the bonus from Sharpshooter.
16	Hawk Shot		When firing farther than one range increment, you can attempt to make a Perception check as a free action. For every 2 points by which the check exceeds 15, you reduce the range penalty to attack by 1.
18	Ricochet Shot		As a standard action, you can bounce your projectile off of convenient obstructions to fire around corners. For every ricochet the bullet must do, the shot takes a -5 to attack. Note: Requires specialty steel bullets if using firearms.
18	Defensive Shot		You can ready an action to fire at the weapon of a target that makes a melee attack. If your attack roll meets or exceeds theirs, you successfully deflect their strike and initiate a Disarm attempt.
18	Deadeye	Sniper	Passive: +14 style bonus to AC, +4 style bonus to Reflex saves. Replaces the bonus from Sniper.
20	Death from Afar	Deadeye	Passive: +16 style bonus to AC, +5 style bonus to Reflex saves. Replaces the bonus from Deadeye.

The Hard Way

Utility: Improvised

(Unarmed or Improvised Weapons)

Few fights are the graceful dances or noble duels that the inexperienced imagine them to be. In a world of dirty tricks, bloody knuckles, and broken bottles, there's really only one way: the hard way.



Lvl	Name	Prerequisite	Effect
2	Break		Passive: You ignore the first 5 points of hardness when damaging an unattended object or using the Sunder combat maneuver. You also gain a +2 style bonus to all attempts to burst or break an object with sudden force.
2	Bloody Improv		You no longer take penalties to attack when using improvised weapons.
2	Rowdy		Passive: +2 style bonus to AC.
4	Impromptu Defense	Bloody Improv	You can use almost anything for defense in a fight. Small items (buckets, tomes, cats, etc.) give a +1 shield bonus to AC. Medium items (chairs, wagon wheels, an orphan, etc.) give a +2 shield bonus to AC. Large items (tables, doors, livestock, etc.) give a +4 shield bonus to AC and act as cover if you do not attack for a round.
4	Gleeful Takedown		Passive: Any time you deliver a blow that knocks a target unconscious, you recover an amount of fatigue equal to the damage you inflicted.
4	Come Out Swinging		Passive: You can make attacks of opportunity even if you are surprised or flat-footed.
6	Shatter	Break	Passive: You ignore the first 10 points of hardness when damaging an unattended object or using the Sunder combat maneuver. You also gain a +4 style bonus to all attempts to burst or break an object with sudden force. This replaces the bonuses from Break.
6	Lash Out		A basic strike that aims to take the target unawares. Make a combat maneuver check against a DC of 10 + the target's Perception modifier. If you are successful, you catch the target flat-footed and double your weapon's damage roll (though not your other bonuses to damage). If you fail, it is treated as a normal attack.
6	Hooligan	Rowdy	Passive: +4 style bonus to AC. +1 style bonus to Fortitude saves. Replaces the bonus from Rowdy.
8	Joyous Drubbing	Gleeful Takedown	Passive: Any time you confirm a critical hit against a target, you recover an amount of fatigue equal to the damage you rolled before it was multiplied.
8	Scarred	Gleeful Takedown	Passive: You gain 1 bonus hit point per character level.
8	Pursue the Advantage	follows Lash Out	This follow-up strike only works if your Lash Out attack was successful. The target is still flat-footed to your attack as you drive a second blow into them. They must make a Fortitude save DC 10 + 1/2 you level + your Strength modifier or be Staggered until the end of their next turn.
8	Second Chance	follows Lash Out	This follow-up strike only works if your Lash Out attack was unsuccessful. You make this attack at a +5 style bonus to hit and the threat range is doubled.

The Hard Way, cont.

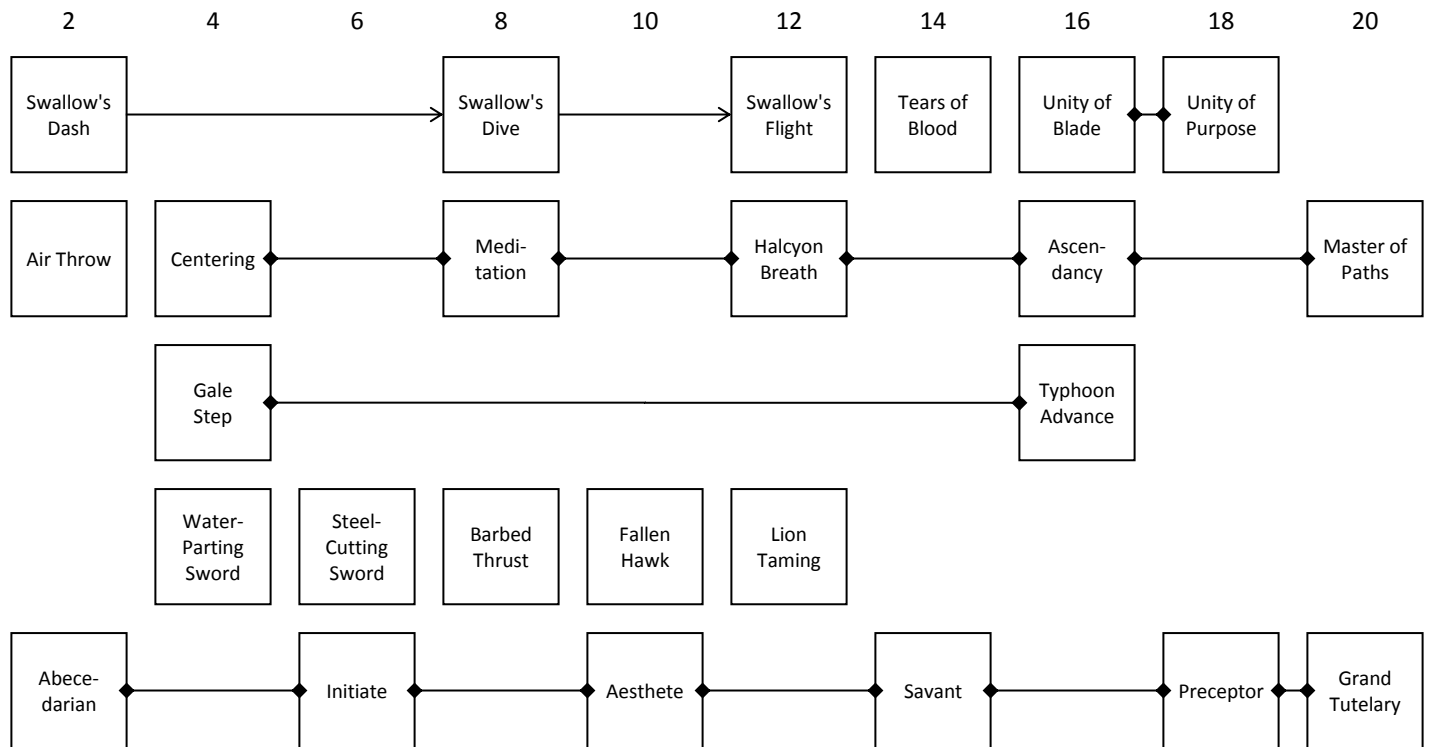
Lvl	Name	Prerequisite	Effect
10	Pulverize	Shatter	Passive: You ignore the first 15 points of hardness when damaging an unattended object or using the Sunder combat maneuver. You also gain a +6 style bonus to all attempts to burst or break an object with sudden force. This replaces the bonuses from Shatter.
10	Sacrifice		As a standard action, you swing your weapon at a target hard enough to destroy it. You inflict an additional amount of damage equal to the object's hit points plus its hardness.
10	Ruffian	Hooligan	Passive: +7 style bonus to AC. +2 style bonus to Fortitude saves. Replaces the bonus from Hooligan.
12	Bloodied	Joyous Drubbing and Scarred	Passive: You gain 2 bonus hit point per character level. This replaces the bonus from Scarred.
12	Lay Them Out	follows Pursue the Advantage	This follow-up strike only works if the target is Staggered. You catch the tottering target a blow to the chin that automatically knocks them prone if it hits. They must make a Will save DC 10 + 1/2 your level + your Strength modifier or be Stunned for 1 round.
12	Good Money After Bad	follows Pursue the Advantage	This follow-up strike only works if the target is not Staggered. You double down on your attack and swing with all your might, inflicting twice your normal Strength bonus to damage on a successful strike.
14	Ruin	Pulverize	Passive: You ignore the first 20 points of hardness when damaging an unattended object or using the Sunder combat maneuver. You also gain a +8 style bonus to all attempts to burst or break an object with sudden force. This replaces the bonuses from Pulverize.
14	Thug	Ruffian	Passive: +11 style bonus to AC. +3 style bonus to Fortitude saves. Replaces the bonus from Ruffian.
16	Rollicking Fun	Joyous Drubbing	Passive: Any time you successfully hit a target or targets more than once in a round, you recover an amount of fatigue equal to the damage you inflict with your last attack.
16	Grisly Finish	follows Lay Them Out	This finishing blow only works if the target is Stunned. A blow to your insensible target's head inflicts an automatic critical strike if it connects and the target must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be knocked unconscious for 1d4 minutes.
16	Cut Your Losses	follows Lay Them Out	This finishing blow only works if the target is not Stunned. You deliver a blow that ignores your Strength modifier to damage, but you can immediately back 10 feet without provoking an attack of opportunity.
18	Desolate	Ruin	Passive: You ignore an object's hardness when damaging an unattended object or using the Sunder combat maneuver. You also gain a +10 style bonus to all attempts to burst or break an object with sudden force. This replaces the bonuses from Ruin.
18	Cutthroat	Thug	Passive: +14 style bonus to AC. +4 style bonus to Fortitude saves. Replaces the bonus from Thug.
20	Squanderlust	Rollicking Fun and Desolate	Passive: Any time you inflict any sort of damage to a creature or an object, you recover an amount of fatigue equal to the damage you caused.
20	Outlaw	Cutthroat	Passive: +16 style bonus to AC. +5 style bonus to Fortitude saves. Replaces the bonus from Cutthroat.

Thousand Rising Paths

Utility: One-Handed Melee Combat

(Light or One-Handed Melee Weapons; Empty Off-Hand)

One does not wield the sword; the sword wields the wielder. This is the credo of the Thousand Rising Paths, whose ascetic dedication tests the limits of unity between blade and blademaster.



Lvl	Name	Prerequisite	Effect
2	Swallow's Dash		A looping strike that does not add your Strength modifier to damage, but if it connects, the target suffers a -2 penalty to AC until the beginning of your next turn.
2	Air Throw		By using your opponent's instinct for self-preservation, you can use expertly-placed feints to cause your target to overbalance itself. This is treated as a normal Trip attempt, except that you calculate your CMD with your Wisdom modifier instead of your Strength and the target calculates their CMD with their Wisdom modifier instead of their Strength and Dexterity.
2	Abecedarian		Passive: +2 style bonus to AC. +1 style bonus to CMD and CMD.
4	Centering		Once per day, as a full-round action that provokes an attack of opportunity, you gain fast healing 1 until the end of the encounter.
4	Gale Step		Passive: +10' style bonus to movement rate.
4	Water-Parting Sword		Passive: You suffer no penalties to attack or damage when fighting while submerged.
6	Steel-Cutting Sword		Passive: Ignore hardness of 10 or less when striking unattended objects.
6	Initiate	Abecedarian	Passive: +4 style bonus to AC. +1 style bonus to CMD and CMD. Replaces the bonus from Abecedarian.
8	Swallow's Dive	follows Swallow's Dash	A follow-up strike that does not add your Strength modifier to damage, but if it connects, the target cannot apply their Strength bonus to damage rolls until the beginning of your next turn.
8	Meditation	Centering	Once per day, as a full-round action that provokes an attack of opportunity, you recover 2d10 fatigue points and gain fast healing 1 until the end of the encounter. Replaces Centering.
8	Barbed Thrust		Passive: On a successful attack of opportunity, you reduce the target's movement speed by 1/2 until the end of their turn. This only affects how much movement they have remaining after they provoke the attack of opportunity.
10	Fallen Hawk		This snaking thrust is a standard action. It does not inflict any damage, but automatically reduces the enemy's Dexterity by -4 for 10 minutes. Multiple uses of this technique do not stack.
10	Aesthete	Initiate	Passive: +7 style bonus to AC. +2 style bonus to CMD and CMD. Replaces the bonus from Initiate.
12	Swallow's Flight	follows Swallow's Dive	A follow-up strike that does not add your Strength modifier to damage, but, if it connects, the target is stunned until the beginning of your next turn. If they make a successful Reflex save DC 10 + 1/2 your level + your Dexterity modifier, the target is merely flat-footed until the beginning of their next turn.
12	Halcyon Breath	Meditation	Once per day, as a standard action that provokes an attack of opportunity, you can recover 3d10 fatigue points and gain fast healing 2 until the end of the encounter. Replaces Meditation.
12	Lion Taming		This brutal slash is a standard action. It does not inflict any damage, but automatically reduces the enemy's Strength by -4 for 10 minutes. Multiple uses of this technique do not stack.

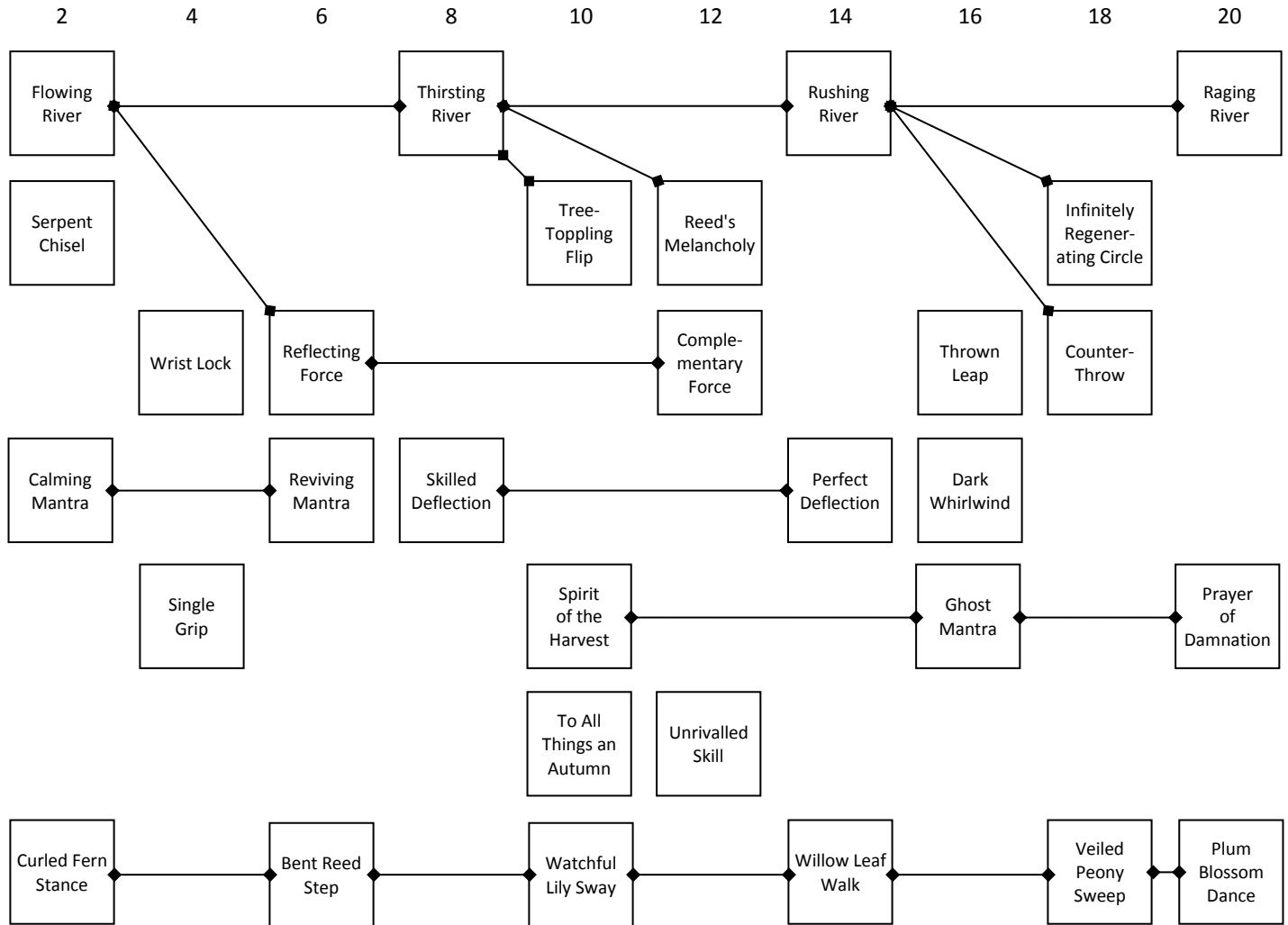
Thousand Rising Paths, cont.

Lvl	Name	Prerequisite	Effect
14	Tears of Blood		A slash across the target's eyes as a standard action. This attack inflicts only half damage but Blinds the target. A Reflex save DC 10 + 1/2 your level + your Dexterity modifier negates the blindness effect. The blindness lasts until the target receives healing (Heal check equal to the Reflex DC) or they recover the hit points lost to the attack.
14	Savant	Aesthete	Passive: +11 style bonus to AC. +2 style bonus to CMB and CMD. Replaces the bonus from Aesthete.
16	Unity of Blade		Passive: Add your Wisdom modifier as a bonus to damage, in addition to your Strength modifier.
16	Ascendancy	Halcyon Breath	Once per day, as a standard action that provokes an attack of opportunity, you can recover 4d10 fatigue points and gain fast healing 2 until the end of the encounter. Replaces Halcyon Breath.
16	Typhoon Advance	Gale Step	Passive: +20' style bonus to movement rate. Replaces the bonus from 'Gale Step.'
18	Unity of Purpose	Unity of Blade	Passive: Add your Wisdom modifier as a bonus to your attack rolls, in addition to your Strength or Dexterity modifier.
18	Preceptor	Savant	Passive: +14 style bonus to AC. +3 style bonus to CMB and CMD. Replaces the bonus from Savant.
20	Master of Paths	Ascendancy	Once per day, as a standard action that provokes an attack of opportunity, you can recover 6d10 fatigue points and gain fast healing 3 until the end of the encounter. Replaces Ascendancy.
20	Grand Tutelary	Preceptor	Passive: +16 style bonus to AC. +3 style bonus to CMB and CMD. Replaces the bonus from Preceptor.

Way of Falling Leaves

Utility: Grappling and Throwing
(Unarmed)

Centuries of ascetic contemplation and relentless training in the monasteries of the far north have allowed the dark elves to temper their bodies as thoroughly as they have their spirits. The Way of Falling Leaves is one of the codified results of their efforts, specializing in throws, holds, and binds to peacefully restrain a foe while minimizing injury to them.



Lvl	Name	Prerequisite	Effect
2	Flowing River		You gain access to the Throw combat maneuver. As a standard action that does not provoke an attack of opportunity, you can sweep your target off its feet and send it flying. For this maneuver, you can add your Wisdom modifier to your CMB. If you are successful, the opponent is thrown in the direction of your choice a distance of 5 feet plus another 5 feet for every 5 points by which you exceed the target's CMD. They land in an unoccupied square, are rendered prone, and sustain damage as if struck by your unarmed strike. If the target is thrown 10 or more feet, they sustain a further +1d6 damage for every 10 feet they travel.
2	Serpent Chisel		Passive: There seems to be no angle from which you cannot attack. You no longer incur the regular -4 penalty for attacking a foe you are currently Grappling.
2	Calming Mantra		As a standard action that does not provoke an attack of opportunity, you can heal yourself of being Dazzled, Fatigued, Shaken, or Sickened.
2	Curled Fern Stance		Passive: +2 style bonus to AC, +1 style bonus to CMD.
4	Wrist Lock		You grab the target's hands or forearms, the pull, twist, and push up, locking the arm from wrist to shoulder and binding all movement. As a move action, you can make a touch attack that inflicts no damage, but sets the target up for a Grapple. If a Grapple attempt is made immediately following the wrist lock, you receive a +8 style bonus to your CMB.
4	Single Grip		Pushing with one hand as you grasp your own wrist with the other, it is a seemingly simple move that draws power up from the ground and magnifies it through every joint in the body to blow a foe away. You initiate a Bull Rush against a target regardless of their size and you have a +4 style bonus to your CMB, but you do not have the option of moving with the opponent on a successful Bull Rush.
6	Reflecting Force	Flowing River	Passive: When using a Throw maneuver, you can replace your Strength modifier as a bonus to the unarmed attack damage with the enemy's own Strength modifier.

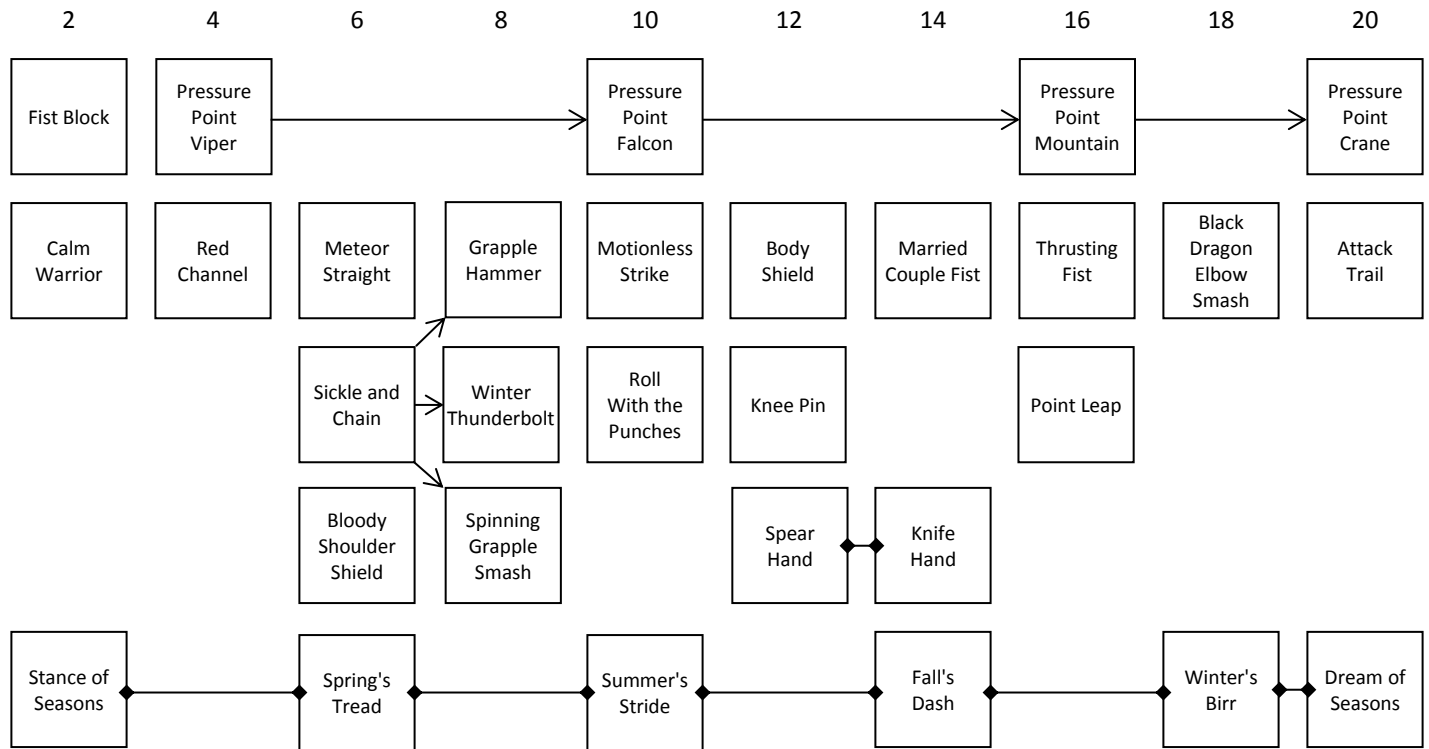
Way of Falling Leaves, cont.

Lvl	Name	Prerequisite	Effect
6	Reviving Mantra		As a standard action that does not provoke an attack of opportunity, you can heal yourself of being Dazed, Dazzled, Exhausted, Fascinated, Fatigued, Frightened, Nauseated, Panicked, Shaken, Sickened, Staggered (from a source other than being at 0 hit points), or Stunned. You can use this technique even when a character normally cannot act because of one of the aforementioned conditions. Replaces Calming Mantra.
6	Bent Reed Step	Curled Fern Stance	Passive: +5 style bonus to AC, +2 style bonus to CMD. Replaces the bonuses from Curled Fern Stance.
8	Thirsting River	Flowing River	You can now Throw your target as an attack action. Additionally, you gain a +2 style bonus to your CMB when using the Throw combat maneuver.
8	Skilled Deflection		Passive: Using skill and a practiced knowledge of leverage, you gain the ability to shift large weights with little or no applied force. You gain a +4 style bonus to all attempts made to break or burst an object with sudden force.
10	Tree-Toppling Flip	Thirsting River	When you successfully Throw or Trip a target, you can deposit them into an occupied square, inflicting half of the normal damage on both targets and rendering them both prone. The target occupying the square is allowed a Reflex save DC 10 + 1/2 your level + your Dexterity modifier to avoid the attack, automatically shifting the thrown opponent into the nearest unoccupied square.
10	To All Things an Autumn		Passive: Once per day plus 1 additional time for every 4 HD you have, when making a combat maneuver check you can roll the d20 twice and take the higher of the two results.
10	Spirit of the Harvest		A terrifying feint that leaves the foe striking wildly at where you were a moment ago. As a swift action, select one target that threatens you; they must make a Will save DC 10 + 1/2 your level + your Wisdom modifier or expend an attack of opportunity uselessly attacking thin air.
10	Watchful Lily Sway	Bent Reed Step	Passive: +8 style bonus to AC, +3 style bonus to CMD. Replaces the bonuses from Bent Reed Step.
12	Reed's Melancholy	Thirsting River	Passive: With a deft twist of the body, you can turn a foe's failed Grapple attempt into a Throw attempt on your part.
12	Complementary Force	Reflecting Force	Passive: When using a Throw maneuver, you can add both your Strength Modifier and the enemy's Strength Modifier to the unarmed damage inflicted.
12	Unrivalled Skill		Passive: You have mastered a style that uses only skill and technique, caring nothing for size or strength. Any time you are involved in a combat maneuver—either as the attacker or the defender—both participants replace their Strength score with their Wisdom score for their CMB and CMD and you ignore all modifiers for size.
14	Rushing River	Thirsting River	You can now Throw a target in lieu of an attack of opportunity. Additionally, you gain a +5 style bonus to your CMB when using the Throw combat maneuver.
14	Perfect Deflection	Skilled Deflection	Passive: Your ability to manipulate physical force is unsurpassed. You gain a +10 style bonus to all attempts made to break or burst an object with sudden force. Replaces the bonus from Skilled Deflection.
14	Willow Leaf Walk	Watchful Lily Sway	Passive: +12 style bonus to AC, +4 style bonus to CMD. Replaces the bonuses from Watchful Lily Sway.
16	Thrown Leap		Passive: When Thrown or Tripped, instead of falling prone, you can use the momentum to move up to your base movement speed as an immediate action.
16	Dark Whirlwind		As a standard action, you can initiate a Grapple attempt. If successful, you follow up with a combination of a strangle hold and a swift cartwheel movement that leaves the target unconscious for 1 round and both of you shifted five feet forward. The target can attempt a Fortitude save DC 10 + 1/2 your level + your Wisdom modifier to avoid unconsciousness, though they are still shaken for 1 round.
16	Ghost Mantra	Spirit of the Harvest	With a powerful cry, you assault your target's most primal instincts directly, triggering a concentrated burst of terror. As a standard action, the target must succeed on a Will save DC 10 + 1/2 your level + your Wisdom modifier or be Frightened for 1d4 rounds. A successful save means that the target can no longer be affected by this ability for the duration of the encounter.
18	Infinitely Regenerating Circle	Rushing River	Passive: The ultimate technique for dominating a Grapple, when your opponent succeeds in controlling a Grapple, you make an immediate attempt to regain control as an attack of opportunity. You add your foe's Strength modifier to your CMB while they receive no Strength bonus to their CMD. If you are using Unrivalled Skill, you still gain their Strength modifier as a bonus and they lose their Wisdom modifier to their CMD.
18	Counter-Throw	Rushing River	Passive: Whenever a foe successfully Trips or Throws you, you can immediately make a Throw attempt against them as an attack of opportunity. If successful, you Throw your opponent as usual while using the momentum and leverage of that Throw to remain upright and in your starting position.
18	Veiled Peony Sweep	Willow Leaf Walk	Passive: +16 style bonus to AC, +5 style bonus to CMD. Replaces the bonuses from Willow Leaf Walk.
20	Raging River	Rushing River	You can now use Throw as an immediate action in response to an enemy missing you with a melee attack. Doing so counts as an attack of opportunity. Additionally, you gain a +10 style bonus to your CMB when using a Throw combat maneuver.
20	Prayer of Damnation	Ghost Mantra	This hideous keening drives man and beast alike mad with fear. As a standard action, every creature within 30 feet—friend and foe alike—must succeed on a Will save DC 10 + 1/2 your level + your Wisdom modifier or be Panicked for 2d4 rounds. A successful save means that the target is still Shaken for 1d4 rounds but can no longer be affected by this ability for the duration of the encounter.
20	Plum Blossom Dance	Veiled Peony Sweep	Passive: +18 style bonus to AC, +6 style bonus to CMD. Replaces the bonuses from Veiled Peony Sway.

Way of Winter Storms

Utility: Basic Unarmed
(Unarmed)

Centuries of ascetic contemplation and relentless training in the monasteries of the far north have allowed the dark elves to temper their bodies as thoroughly as they have their spirits. The Way of Winter Storms is one of the codified results of their efforts, specializing in hard, expertly-placed strikes and elegant take-downs that form the most comprehensive martial style available.



Lvl	Name	Prerequisite	Effect
2	Fist Block		Passive: Any round when you take a total defense and make no other actions, you can automatically block a number of incoming attacks equal to your number of attacks per round. If you have the Flurry of Blows class ability, you can use the total number of attacks granted by this ability instead.
2	Calm Warrior		Passive: Any time an encounter begins and you are not surprised, you are considered to be taking a total defense until the beginning of your first turn. You do not apply the benefits of Fist Block to this total defense.
2	Stance of Seasons		Passive: +2 style bonus to AC.
4	Pressure Point Viper		A basic strike to one of the target's vital points, this attack adds your Wisdom modifier to damage as well as Strength.
4	Red Channel		As a standard action, you deliver a mid-air kick to the target and use the brief opening to disengage swiftly and safely, letting you shift back 10 feet after attacking without provoking an attack of opportunity from your target.
6	Meteor Straight		Passive: Whenever you are subjected to a successful Trip attempt, you may make an attack of opportunity against the target that tripped you on your way down.
6	Sickle and Chain		This basic strike immediately initiates a free Grapple attempt without provoking an attack of opportunity. You add your Wisdom modifier to your CMD for this attempt and to your CMD against the target's attempts to break the Grapple.
6	Bloody Shoulder Shield		Flying to your ally's defense, you sacrifice your safety for theirs. When any target you threaten makes an attack against one of your allies, you can interrupt it as an immediate action by expending an attack of opportunity and leaping in the way. Doing so fouls the enemy's attack, but they and any other opponents that threaten you can respond with attacks of opportunity.
6	Spring's Tread	Stance of Seasons	Passive: +4 style bonus to AC, +1 style bonus to all saving throws. Replaces the bonus from Stance of Seasons.
8	Grapple Hammer	follows Sickle and Chain	If the Grapple attempt is successful, you can end the Grapple by slamming your foe into the earth. This inflicts your regular unarmed attack damage and leaves the target prone. They must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier or be Staggered for 1 round as well.
8	Winter Thunderbolt	follows Sickle and Chain	If the Grapple attempt is successful and you are near a ledge, cliff, or other sharp change in elevation, you can elect to take both yourself and your target over, landing opponent-first at the bottom. Your target takes double the regular falling damage while you only take half, applied to your fatigue before your wounds.
8	Spinning Grapple Smash	follows Sickle and Chain	If the Grapple attempt is successful, you can leap into the air, flipping your foe over and smashing them to the ground. This is treated as an automatic critical strike with your unarmed attack and leaves the target prone in your square as you shift 5 feet in any direction.
10	Pressure Point Falcon	follows Pressure Point Viper	This follow-up strike adds your Wisdom modifier to damage as well as Strength. When struck in their pressure point, the target must make a Fortitude save DC 10 + 1/2 your level + your Wisdom modifier or collapse prone.

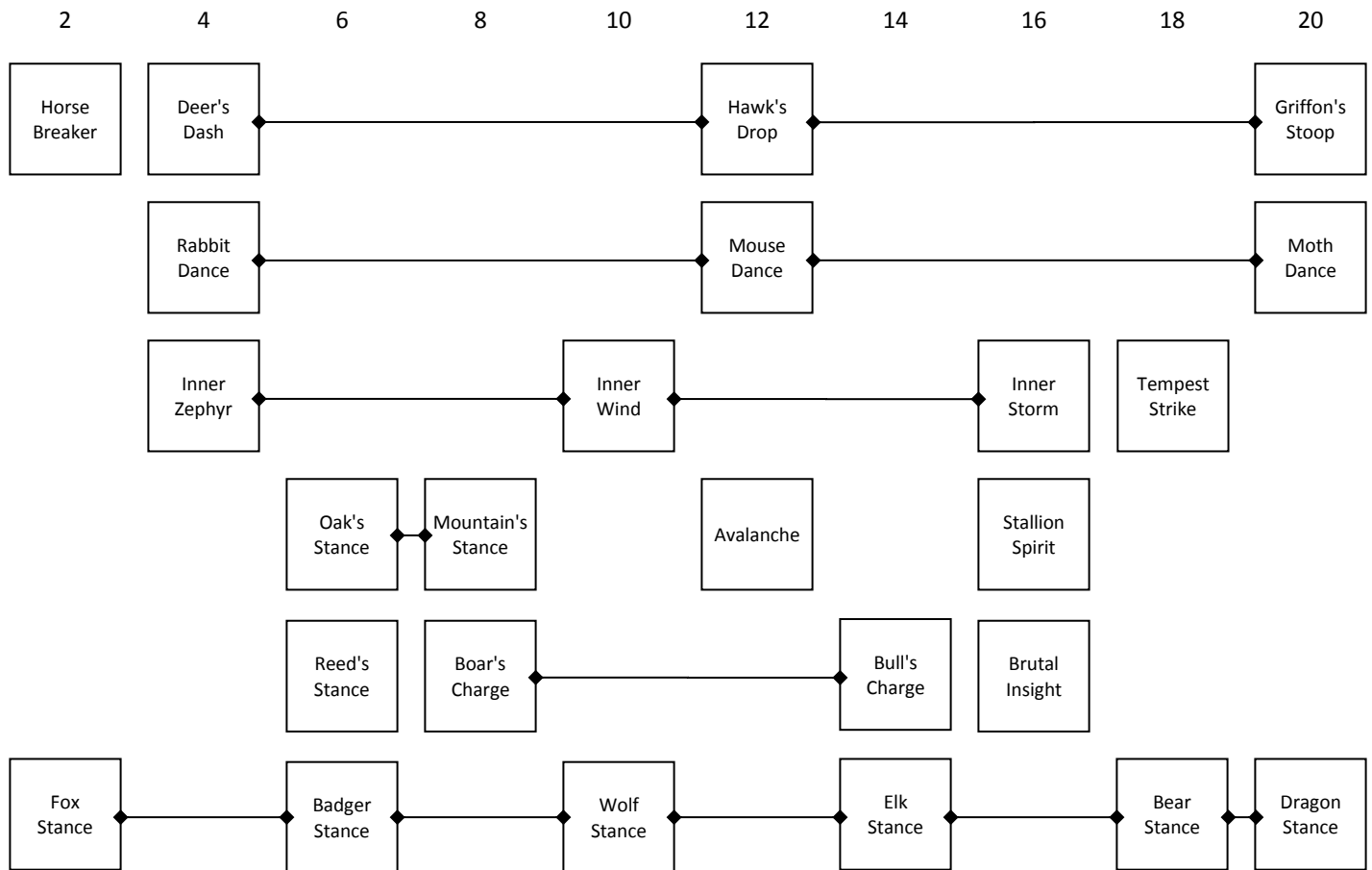
Way of Winter Storms, cont.

Lvl	Name	Prerequisite	Effect
10	Motionless Strike		Passive: Targets are treated as flat-footed to your first attack in an encounter. If successful, the attack is automatically a threat for a critical.
10	Roll With the Punches		Passive: You are an expert at deflecting the force of oncoming attacks. When an enemy makes a charge attack against you, you can reduce the damage to 50% by shifting back 5 feet.
10	Summer's Stride	Spring's Tread	Passive: +7 style bonus to AC, +1 style bonus to all saving throws. Replaces the bonuses from Spring's Tread.
12	Body Shield		If you are adjacent to an unconscious creature of your size category or smaller, you can throw the body at your target as a standard action. You treat the body as an improvised weapon with a range increment of 5'. If you strike your target, it inflicts your unarmed attack damage as if you were one size category larger and the target is automatically considered Entangled until the end of their next turn.
12	Knee Pin		Passive: You can bind foes without unduly inconveniencing yourself. Any time you have a target Grappled or Pinned, you do not gain the Grappled condition.
12	Spear Hand		Passive: You are skilled enough with unarmed attacks that you can simulate piercing attacks in addition to normal bludgeoning strikes. Strikes done this way have a critical modifier of x4 (instead of x2).
14	Married Couple Fist		The opening created by a failed strike allows a second attack to land home. When you miss a melee attack, you may make an immediate attack of opportunity against your foe.
14	Knife Hand	Spear Hand	Passive: You are skilled enough with unarmed attacks that you can simulate slashing attacks in addition to normal bludgeoning strikes. Strikes done this way have a threat range of 18-20 (instead of only 20). This cannot be used in conjunction with 'Spear Hand.'
14	Fall's Dash	Summer's Stride	Passive: +11 style bonus to AC, +2 style bonus to all saving throws. Replaces the bonuses from Summer's Stride.
16	Pressure Point Mountain	follows Pressure Point Falcon	This follow-up strike adds your Wisdom modifier to damage as well as Strength. When struck in their pressure point, the target must make a Fortitude save DC 10 + 1/2 your level + your Wisdom modifier or be Staggered for 1d4 rounds.
16	Thrusting Fist		By timing the thrust of your attack in conjunction with your motions, you deliver a blow that is magnified by your movement. A successful attack made at the end of a charge increases the damage dealt by +1 for every 10 feet of distance traveled in the charge.
16	Point Leap		With powerful dashes and leaps, you can provide power to any attack you make. Whenever you move or shift at least 5 feet, you can elect to treat your next attack as if it were a charge attack.
18	Black Dragon Elbow Smash		When a target moves into a position that threatens you, if they are within your own threat range you may make an attack of opportunity against them as an immediate action. Doing so propels the target back 5 feet.
18	Winter's Birr	Fall's Dash	Passive: +14 style bonus to AC, +2 style bonus to all saving throws. Replaces the bonuses from Fall's Dash.
20	Pressure Point Crane	follows Pressure Point Mountain	This finishing strike adds your Wisdom modifier to damage as well as Strength. When struck in their pressure point, the target must make a Will save DC 10 + 1/2 your level + your Wisdom modifier or fall unconscious for 1d4 minutes. They can be roused before that duration by a Heal check (DC = to Will DC). Even if the target succeeds on their save, they are still Sickened for 1d4 rounds.
20	Attack Trail		With heightened battle awareness, you create a web of all possible routes of attack around you. Whenever you attack a target, until the beginning of your next turn all other targets in your threat range have a chance of triggering a sudden attack from you. Moving or shifting into or out of any square you threaten automatically provokes an attack of opportunity. Unlike most attacks of opportunity, if you have more than one available, you can take multiple attacks against the same target, though only once per provocation. Moving from one square you threaten and into another square you threaten counts as only one provocation. Additionally, using Acrobatics to tumble through squares you threaten is more difficult, the DC increasing by an amount equal to your Wisdom modifier.
20	Dream of Seasons	Winter's Birr	Passive: +16 style bonus to AC, +3 style bonus to all saving throws. Replaces the bonuses from Winter's Birr.

Whirling Winds Discipline

Utility: Two-Handed Melee Combat
(Two-Handed Melee Weapons)

The Whirling Winds Discipline is for those users of two-handed weapons who look for craft and stratagems to strike precisely rather than at random.



Lvl	Name	Prerequisite	Effect
2	Horse Breaker		A heavy, chopping blow delivered as a standard action against a target with a rider mounted on them. Riders cannot use Mounted Combat to substitute a Ride check for their mount's AC against this attack.
2	Fox Stance		Passive: +2 style bonus to AC.
4	Deer's Dash		Passive: +10 foot style bonus to movement speed.
4	Rabbit Dance		As a move action, you grant yourself a +4 dodge bonus to AC against ranged attacks until the beginning of your next turn.
4	Inner Zephyr		Once per day as a standard action that provokes an attack of opportunity you automatically recover 3d10 fatigue.
6	Oak's Stance		Passive: +4 style bonus to your CMD against any combat maneuver that would potentially shift you. You cannot use the Oak's Stance chain and Reed's Stance at the same time, but you can switch between the two as a free action.
6	Reed's Stance		Passive: Whenever an enemy takes an action that would theoretically cause your character to shift position, you can elect to automatically fail any opposed check. You shift to whatever position they are trying to move you to, but get an attack of opportunity against them. You cannot use the Oak's Stance chain and Reed's Stance at the same time, but you can switch between the two as a free action.
6	Badger Stance	Fox Stance	Passive: +4 style bonus to AC, +1 style bonus to Fortitude saves. Replaces bonus from Fox Stance.
8	Mountain's Stance	Oak's Stance	Passive: Any combat style technique that would automatically move your character instead results in an opposed combat maneuver check as if your opponent had attempted to Reposition you. You cannot use the Oak's Stance chain and Reed's Stance at the same time, but you can switch between the two as a free action.
8	Boar's Charge		Passive: On a successful charge attack, you can initiate a free Trip combat maneuver attempt to try and knock your charge target prone.
10	Inner Wind	Inner Zephyr	Once per day as a standard action that provokes an attack of opportunity you automatically recover 6d10 fatigue. Replaces Inner Zephyr.
10	Wolf Stance	Badger Stance	Passive: +6 style bonus to AC, +2 style bonus to Fortitude saves. Replaces the bonus from Badger Stance.
12	Hawk's Drop	Deer's Dash	Passive: +20' style bonus to movement speed. Replaces the bonus from Deer's Dash.
12	Mouse Dance	Rabbit Dance	As a move action, you grant yourself a +8 dodge bonus to AC against ranged attacks until the beginning of your next turn. Replaces the bonus from Rabbit Dance.

Whirling Winds Discipline, cont.

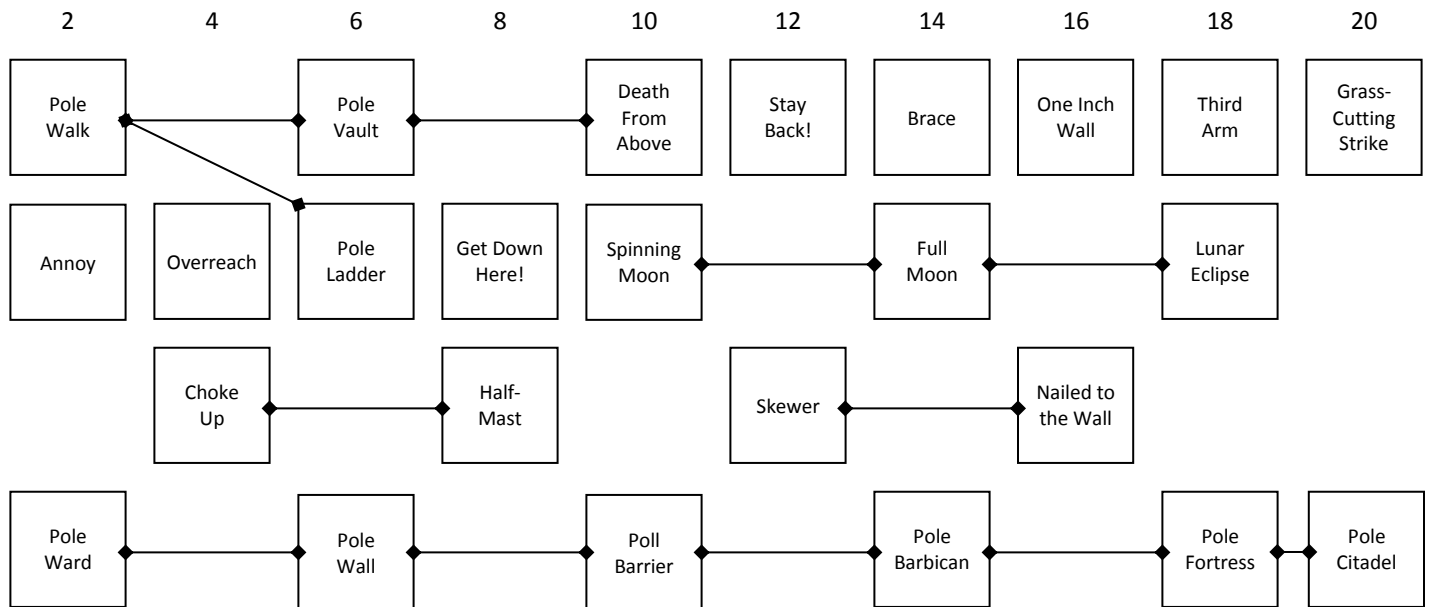
Lvl	Name	Prerequisite	Effect
12	Avalanche		Passive: You are treated as being one size category larger for all Strength checks, combat maneuvers, and other opposed checks.
14	Bull's Charge	Boar's Charge	Passive: On a successful charge attack, you can initiate a free Trip combat maneuver attempt to try and knock your charge target prone. If they are knocked prone, you can move an extra 10 feet over them and automatically trample the target for an additional 1d6 + Strength modifier damage.
14	Elk Stance	Wolf Stance	Passive: +9 style bonus to AC, +3 style bonus to Fortitude saves. Replaces bonus from Wolf Stance.
16	Inner Storm	Inner Wind	Once per day as a standard action that provokes an attack of opportunity you automatically recover 9d10 fatigue. Replaces Inner Wind.
16	Stallion Spirit		Passive: Your maximum possible fatigue no longer decreases as your wounds decrease. Your fatigue is always capable of being equal to your hit points, no matter how injured you become.
16	Brutal Insight		Once per round, when a foe further from you than 10 feet but within your base movement speed takes an action that would provoke an attack of opportunity when threatened, you can make an immediate charge attack against them if the path between the two of you is clear of all obstacles (including allies) and you have an attack of opportunity available.
18	Tempest Strike		As a standard action, you bring your weapon down in a series of tremendous strikes. You make four attacks at your highest base attack bonus, but do not add your Strength modifier to any of them. If at least one attack hits, make a combat maneuver check to knock the target prone. This check gains a +2 style bonus for each additional successful attack. If you succeed, the target is knocked prone and must make a Fortitude save DC 10 + 1/2 your level + your Strength modifier. If they fail, they are Dazed for 1d4 turns, though they can make an additional Fortitude save at the beginning of each of their turns to shake off the Daze. If they make their initial save, a follow-up save, or after the Daze expires, the target is Shaken for an additional 1d4 rounds.
18	Bear Stance	Elk Stance	Passive: +12 style bonus to AC, +4 style bonus to Fortitude saves. Replaces the bonus from Elk Stance.
20	Griffon's Stoop	Hawk's Drop	Passive: +30' style bonus to movement speed. Replaces the bonus from Hawk's Drop.
20	Moth Dance	Mouse Dance	+12 dodge bonus to AC against ranged attacks until the beginning of your next turn. Can be done as part of a move action or as an attack action. Replaces the bonus from 'Mouse Dance.'
20	Dragon Stance	Bear Stance	Passive: +14 style bonus to AC, +5 style bonus to Fortitude saves. Replaces the bonus from Bear Stance.

Wind Serpent School

Utility: Melee Polearms

(Two-Handed Melee Reach Weapons)

Though they are not as combat-focused as their brethren of the Steel Serpent, this early offshoot is skilled in many arts both esoteric and practical, the finesse of which has earned them the nickname "the School of the Eight-Foot Arm."



Lvl	Name	Prerequisite	Effect
2	Pole Walk		Passive: +4 circumstance bonus to Acrobatics checks made to keep your balance.
2	Annoy		As a standard action, select any three adjacent squares that you threaten. All creatures in these squares are considered flat-footed until the beginning of your next turn.
2	Pole Ward		Passive: +2 style bonus to AC.
4	Overreach		As a free action, increase your polearm's reach by 5 feet, but do not add your Strength modifier to attack damage.
4	Choke Up		Passive: You can strike at targets adjacent to you with a reach weapon.
6	Pole Vault	Pole Walk	Passive: +8 circumstance bonus to Acrobatics checks made to jump.
6	Pole Ladder	Pole Walk	Passive: You can climb distances of 15 feet or less without having to make a Climb check.
6	Pole Wall	Pole Ward	Passive: +5 style bonus to AC, +1 style bonus to Reflex saves. Replaces the bonus from Pole Ward.
8	Get Down Here!		When a target is hit by this attack, they must make a Ride check (DC = to the attack) or be pulled out of their saddle.
8	Half-Mast	Choke Up	Passive: You can use a polearm as a double weapon. One end functions as the polearm, the other as a quarterstaff.
10	Death from Above	Pole Vault	After a successful Acrobatics check made to jump, you can land on a target, attacking as if you had charged them.
10	Spinning Moon		Passive: Once per round when you would normally be hit with a ranged attack, you may automatically deflect it so that you take no damage. You must be aware of the attack.
10	Poll Barrier	Pole Wall	Passive: +8 style bonus to AC, +2 style bonus to Reflex saves. Replaces the bonus from Pole Wall.
12	Stay Back!		Passive: When making an attack of opportunity, a successful strike stops your target, ending their move.
12	Skewer		As a standard action, you can use your polearm's reach to make a Grapple attempt without moving the target closer to you. When grappled, you can only damage the target using your polearm's normal attack.
14	Brace		Passive: You are immune to the Bull Rush combat maneuver.
14	Full Moon	Spinning Moon	Passive: When taking a total defense and no other actions, you are immune to ranged attacks.
14	Pole Barbican	Pole Barrier	Passive: +12 style bonus to AC, +3 style bonus to Reflex saves. Replaces the bonus from Pole Barrier.
16	One-Inch Wall		Passive: No one can move into or through your space if you do not wish them to, including via Acrobatics checks made to jump (unless they can jump higher than your reach) or tumble. Additionally, reach weapons cannot make melee attacks through your space or diagonally around it.
16	Nailed to the Wall	Pin	Passive: When a target is Grappled by your polearm, you can now attempt to move or pin them.
18	Third Arm		Passive: +6 style bonus to your CMB. With your 10' reach, you do not provoke an attack of opportunity using combat maneuvers unless the target is equipped with a reach weapon as well.
18	Lunar Eclipse	Full Moon	When taking a total defense and no other actions, you are immune to all physical attacks.
18	Pole Fortress	Pole Barbican	Passive: +16 style bonus to AC, +4 style bonus to Reflex saves. Replaces the bonus from Pole Barbican.
20	Grass-Cutting Strike		As a standard action, you can make a single attack against every foe you threaten. You can make a free Trip attempt on every foe struck with provoking an attack of opportunity. A failed trip attempt in this fashion does not allow the enemy to attempt to Trip you back. Once you have resolved all the initial attacks, you can make a second attack at the same base attack bonus against every target that was successfully knocked prone.
20	Pole Citadel	Pole Fortress	Passive: +18 style bonus to AC, +5 style bonus to Reflex saves. Replaces the bonus from Pole Fortress.



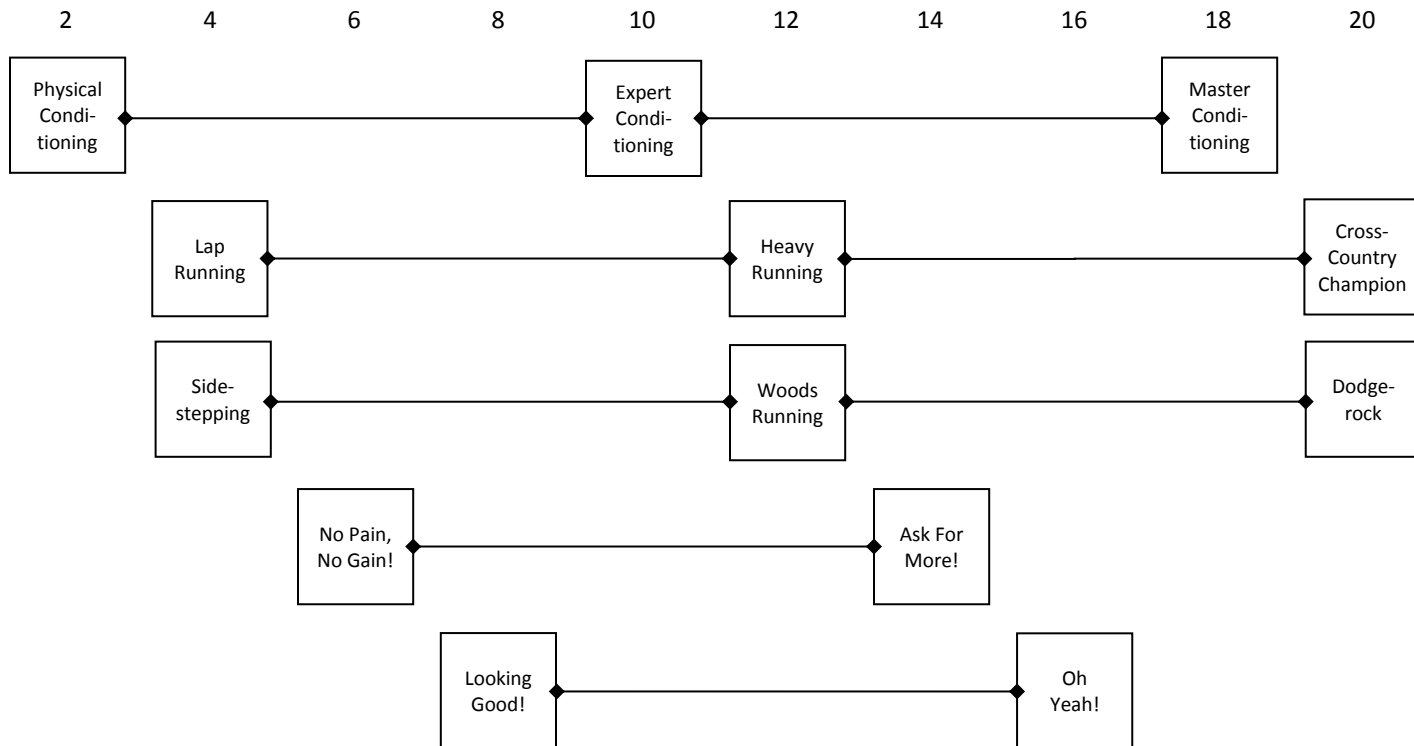
SKILL STYLES

Physical Training

Skill: General Physical Ability

(No Requirements)

Let those prancing fools bother with pretty techniques and flashy, do-nothing acrobatics: real adventurers know that a week in the gym, blasting the quads, will do more good than all the fancy "Strikes of the Crispy Golden Eagle" in the world. Cerenth always has places where you can go to lift weights, do some heavy cardio-aerobics, and engage in healthy, totally-hetero shower room rough-housing with the boys.

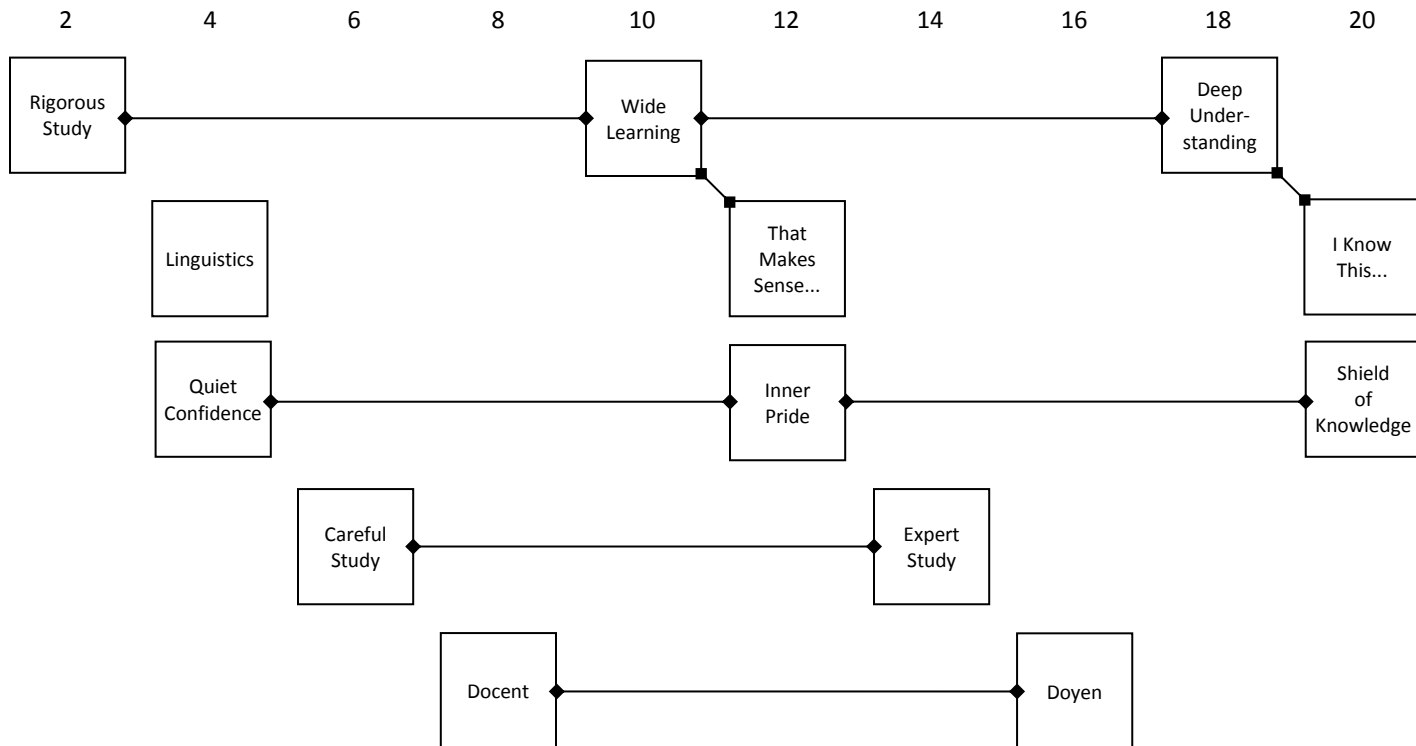


Lvl	Name	Prerequisite	Effect
2	Physical Conditioning		Passive: +1 hit point per character level.
4	Lap Running		Passive: +1 style bonus to Fortitude saves.
4	Sidestepping		Passive: +1 style bonus to Reflex saves.
6	No Pain, No Gain!		Passive: Gain DR 2/—
8	Looking Good!		Passive: +1 to Strength, Dexterity, and Constitution
10	Expert Conditioning	Physical Conditioning	Passive: +2 hit points per character level. Replaces the bonus from Physical Conditioning.
12	Heavy Running	Lap Running	Passive: +3 style bonus to Fortitude saves. Replaces the bonus from Lap Running.
12	Woods Running	Sidestepping	Passive: +3 style bonus to Reflex saves. Replaces the bonus from Side-Stepping.
14	Ask For More!	No Pain, No Gain!	Passive: Gain DR5/—. Replaces the bonus from No Pain, No Gain.
16	Oh Yeah!	Looking Good!	Passive: +2 to Strength, Dexterity, and Constitution. Replaces the bonus from Looking Good!
18	Master Conditioning	Expert Conditioning	Passive: +3 hit points per character level. Replaces the bonus from Expert Conditioning.
20	Cross-Country Champion	Heavy Running	Passive: +5 style bonus to Fortitude saves. Replaces the bonus from 'Heavy Running.'
20	Dodge-rock	Woods Running	Passive: +5 style bonus to Reflex saves. Replaces the bonus from 'Woods Running'

Dedicated Study

Skill: General Mental Ability
(No Requirements)

The mind is an oft-untapped resource and only through diligent study can its true potential ever hope to be unlocked. Through rigorous research and diligent reading, the limits of one's ability can finally be unleashed, creating in a mere mortal the capacity to stand astride nations, all the races bowing in awed subservience to your mastery of the limitless potential of pure knowledge! At least that's what the pamphlet at the library said.



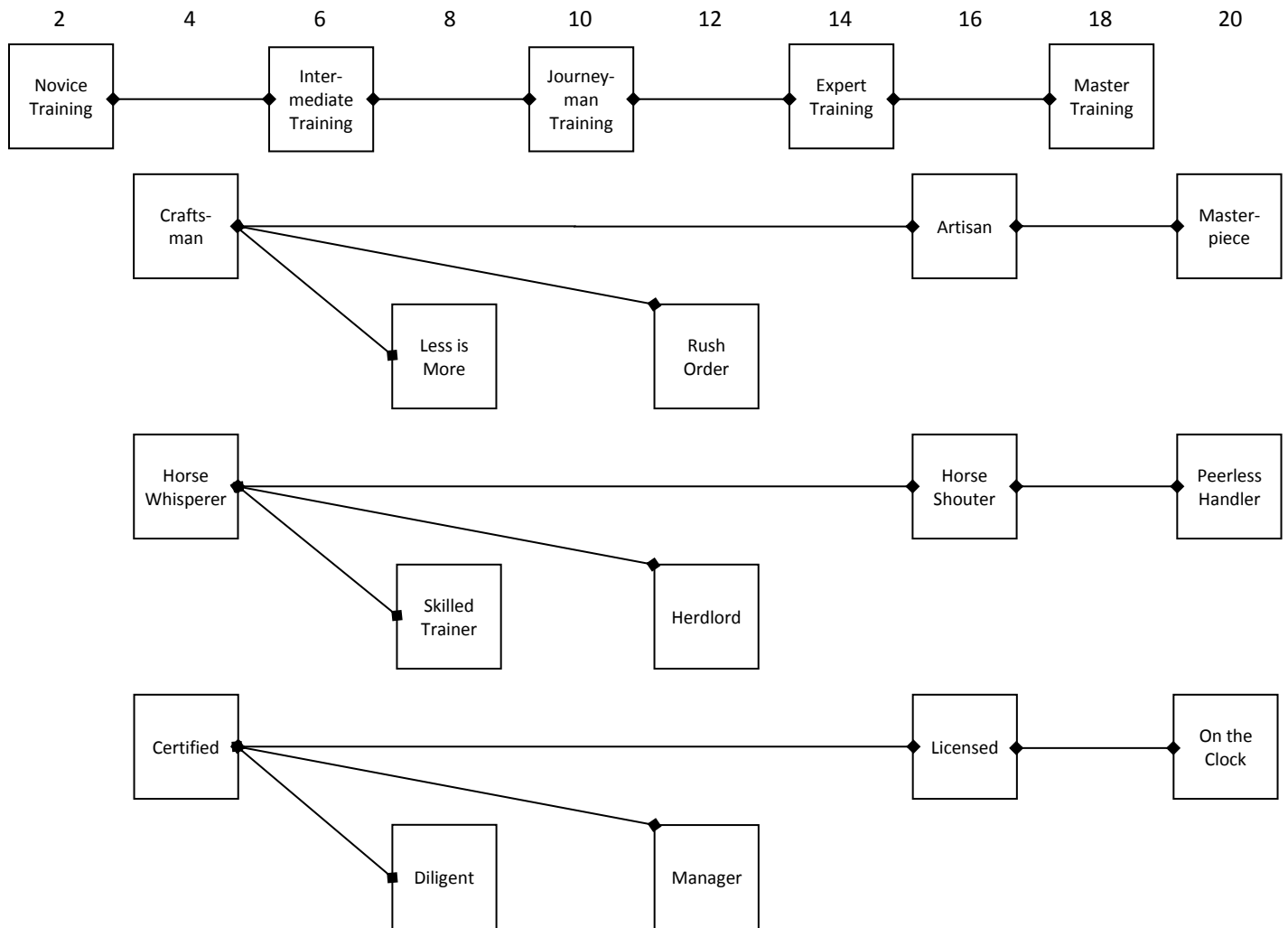
Lvl	Name	Prerequisite	Effect
2	Rigorous Study		Passive: +1 skill point per character level.
4	Linguistics		Passive: Learn a language.
4	Quiet Confidence		Passive: +1 style bonus to Will save.
6	Careful Study		Passive: You can now have a number of ranks in all your class skills equal to your class level + 1.
8	Docent		Passive: +1 to Intelligence, Wisdom, and Charisma.
10	Wide Learning	Rigorous Study	Passive: +2 skill points per character level. Replaces the bonus from Rigorous Study.
12	That Makes Sense...	Wide Learning	You can make skill checks even with untrained skills that you do not have any ranks in.
12	Inner Pride	Quiet Confidence	Passive: +3 style bonus to Will saves. Replaces the bonus from Quiet Confidence.
14	Expert Study	Careful Study	Passive: You can now have a number of ranks in all your class skills equal to your class level + 2.
16	Doyen	Docent	Passive: +2 to Intelligence, Wisdom, and Charisma. Replaces the bonus from Docent.
18	Deep Understanding	Wide Learning	Passive: +3 skill points per character level. Replaces the bonus from Wide Learning.
20	I Know This...	Deep Understanding	You can substitute your Intelligence modifier for any other ability score modifier when using your skills.
20	Shield of Knowledge	Inner Pride	Passive: +5 style bonus to Will saves. Replaces the bonus from Inner Pride.

Apprenticeship

Skill: Practical

(Craft; Handle Animal; Profession)

Wild adventures and whimsical tales are all well-and-good, but at the end of the day, you still need to be able to put food on the table and that takes a day-long dose of hard work.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Craft, Handle Animal, and Profession checks.
4	Craftsman		Passive: Choose one Craft skill. You gain a +4 style bonus to all checks with this specific Craft skill. Can be selected multiple times, but each time is for a different Craft skill.
4	Horse Whisperer		Passive: +4 style bonus to all Handle Animal checks.
4	Certified		Passive: Choose one Profession skill. You gain a +4 style bonus to all checks with this specific Profession skill. Can be selected multiple times, but each time is for a different Profession skill.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Craft, Handle Animal, and Profession checks. Replaces the bonus from Novice Training.
8	Less is More	Craftsman	Passive: When using a Craft skill for which you have the Craftsman technique, you need only pay 1/4 of the item's cost for raw materials.
8	Skilled Trainer	Horse Whisperer	Passive: When using Handle Animal to train an animal, it requires only a single day to teach it a trick, instead of one week. Training it for a purpose only requires 1 day per trick as well, instead of 1 week per trick.
8	Diligent	Certified	When using a Profession skill for which you have the Certified technique, you make earn twice the indicated amount of gold.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Craft, Handle Animal, and Profession checks. Replaces the bonus from Intermediate Training.
12	Rush Order	Craftsman	Passive: When using a Craft skill for which you have the Craftsman technique, you can complete orders in half the time. When calculating your progress, divide the item's price in silver by 2 before determining how much work you have completed.
12	Herdlord	Horse Whisperer	Passive: When using Handle Animal, rather than handling only a single animal at a time, you can handle a number of target animals equal to the number of ranks you have with the skill without a penalty. The animals do not have to be the same kind, but they must all be given the same command or training.

Apprenticeship, cont.

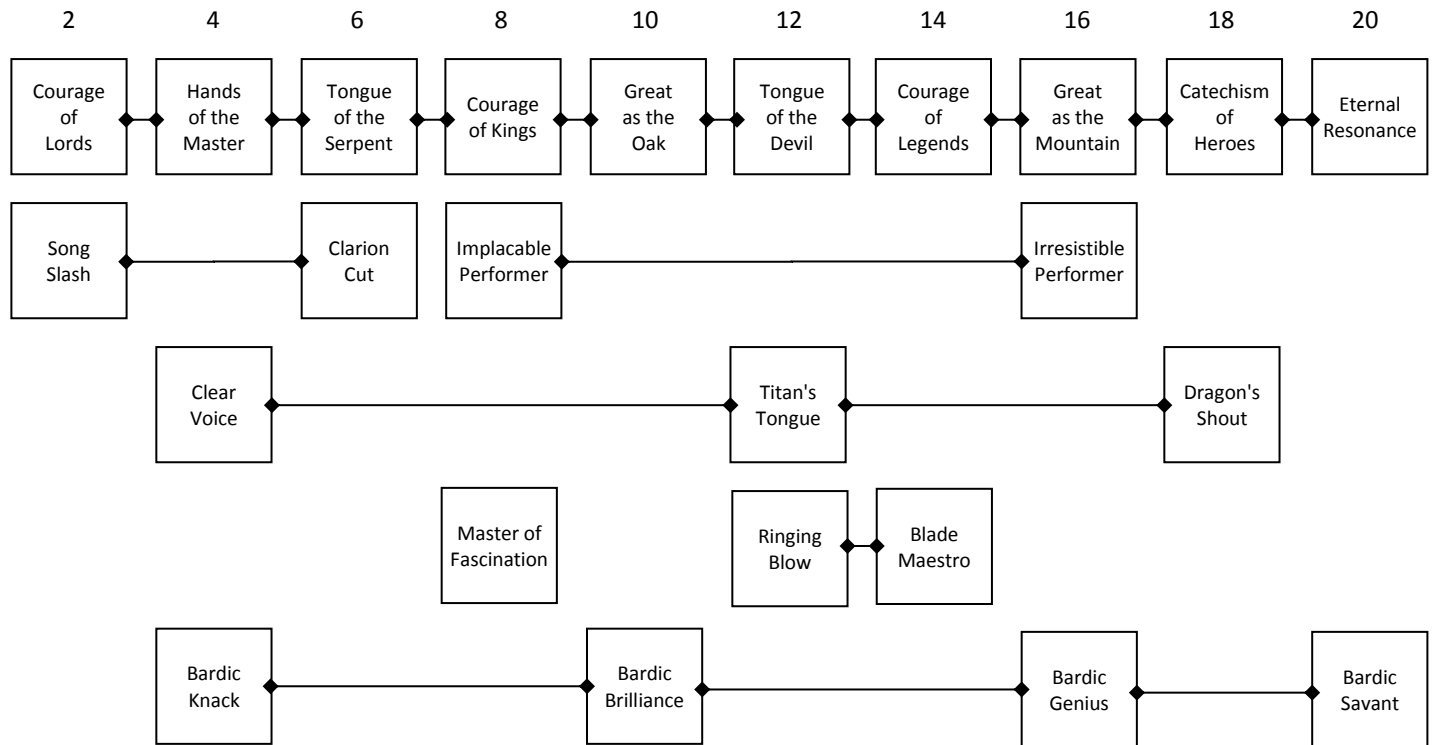
Lvl	Name	Prerequisite	Effect
12	Manager	Certified	When using a Profession skill for which you have the Certified technique, you can efficiently direct a number of willing allies equal to your number of ranks with the Profession skill. All of these employees use your bonus to Profession checks rather than their own when calculating how much money they earn.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Craft, Handle Animal, and Profession checks. Replaces the bonus from Journeyman Training.
16	Artisan	Craftsman	Passive: Choose one Craft skill for which you know the Craftsman technique. You gain a +8 style bonus to all checks with this specific Craft skill. Can be selected multiple times, but each time is for a different Craft skill. Replaces the bonus from Craftsman.
16	Horse Shouter	Horse Whisperer	Passive: +8 style bonus to all Handle Animal checks. Replaces the bonus from Horse Whisperer.
16	Licensed	Certified	Passive: Choose one Profession skill for which you know the Certified technique. You gain a +8 style bonus to all checks with this specific Profession skill. Can be selected multiple times, but each time is for a different Profession skill. Replaces the bonus from Certified.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Craft, Handle Animal, and Profession checks. Replaces the bonus from Expert Training.
20	Masterpiece	Artisan	Passive: When using a Craft skill for which you have the Artisan technique, you can produce an item of legendary quality. The item is automatically of Masterwork quality without having to spend extra time or money. Additionally, its hardness increases by 2 points and it has twice as many hit points as a normal item of its type. Finally, if the item is used to make any rolls (such as skill checks, attack rolls, damage rolls, etc.), it gains a +1 bonus to this roll. This bonus stacks with any other bonuses, including the bonus for being Masterwork (giving a Masterwork weapon a +2 bonus to hit and a +1 bonus to damage).
20	Peerless Handler	Horse Shouter	Passive: You have unsurpassed skill with animals. Any animal you rear with Handle Animal gains a permanent +4 bonus to its Strength and Constitution. Every time you teach an animal a new trick (including training it to a purpose), it gains one of the following bonuses. Note that each bonus can only be selected once: <ul style="list-style-type: none"> • +1 hit point per HD • +1 bonus to all attack rolls • +1 bonus to all damage rolls • +1 bonus to Natural Armor • +2 bonus to Dexterity • +2 bonus to Constitution • +2 bonus to Charisma • Immunity to Shaken condition • Immunity to Sickened condition • Immunity to Frightened condition
20	On the Clock	Licensed	Your health and well-being are secondary to your paycheck. You are so used to working while sick that you can substitute the results of a Profession check for a Fortitude save once per round as an immediate action.

Bardic Colloquia

Skill: Bard Abilities

(Bardic Performance; Bardic Knowledge)

Traveling throughout the world, bards will often meet to exchange tales or new songs, impress one another with recently acquired tricks, and, of course, share the latest gossip. From this has been born the tradition of experienced bards teaching their juniors fantastic new techniques they have learned through their long, adventuresome lives.



Lvl	Name	Prerequisite	Effect
2	Courage of Lords		Passive: You gain a +1 style bonus to the effects of your Inspire Courage ability.
2	Song Slash		A ringing blow designed to Deafen one's target until the end of their next turn. A Fortitude save DC 10 + 1/2 your level + your Intelligence modifier will resist the effect.
4	Hands of the Master	Courage of Lords	Passive: You gain a +2 style bonus to the effects of your Inspire Competence ability.
4	Clear Voice		Passive: Allies within sixty feet can hear your performances no matter how noisy the environment is. So long as they are not left totally Deafened, they can still benefit from the effects of your bardic performances.
4	Bardic Knack		Passive: You can use your Bardic Performance ability 1 additional round per day per HD.
6	Tongue of the Serpent	Hands of the Master	Passive: You gain a +1 style bonus to the DC of your Fascinate and Suggestion abilities.
6	Clarion Cut	Song Slash	If this unsettling attack is successful, the target's next attack, skill check, or saving throw—whichever comes first—takes a penalty equal to your Charisma modifier.
8	Courage of Kings	Tongue of the Serpent	Passive: You gain a +2 style bonus to the effects of your Inspire Courage ability. Replaces the bonus from Courage of Heroes.
8	Implacable Performer		Passive: You gain a +4 dodge bonus to AC any round where you do nothing but perform.
8	Master of Fascination		Passive: While Fascinating a target, if they are threatened or struck, you can expend 2 rounds of your Bardic Performance ability as an immediate action to force them to make a Will save DC 10 + 1/2 your level + your Charisma modifier or remain Fascinated.
10	Great as the Oak	Courage of Kings	Passive: The range of your Inspire Greatness ability increases to 60 feet.
10	Bardic Brilliance	Bardic Knack	Passive: You gain a +2 style bonus to all Bardic Knowledge checks.
12	Tongue of the Devil	Great as the Oak	Passive: You gain a +2 style bonus to the DC of your Fascinate and Suggestion abilities. Replaces the bonus from Tongue of the Serpent.
12	Ringing Blow		If this resounding strike connects with your target, all allies within 30 feet gain the benefits of your Inspire Courage ability until the beginning of your next turn.
12	Titan's Tongue	Clear Voice	Passive: You can magnify your voice. As a free action, you can increase the distance your voice carries by x10 (though this does not extend the distance at which your bard songs function).
14	Courage of Legends	Tongue of the Devil	Passive: You gain a +3 style bonus to the effects of your Inspire Courage ability. Replaces the bonus from Courage of Kings.
14	Blade Maestro	Ringing Blow	If this attack is successful, any Bardic Performance abilities currently active on your allies last for 1 round longer.
16	Great as the Mountain	Courage of Legends	Passive: The bonuses from your Inspire Greatness increase by +2 HD, +2 attack bonus, and +2 Fortitude save bonus.

Bardic Colloquia, cont.

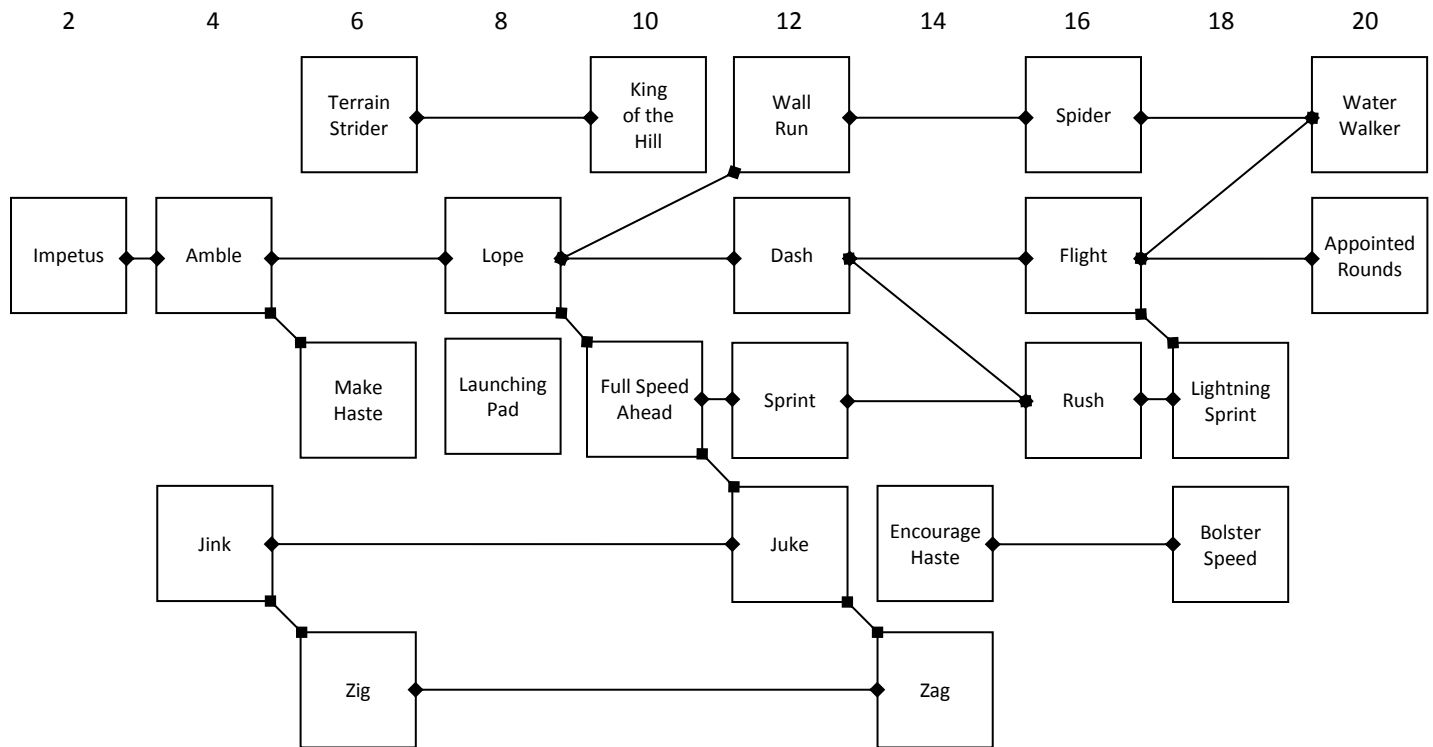
Lvl	Name	Prerequisite	Effect
16	Irresistible Performer	Implacable Performer	Passive: Any round that you spend doing nothing but performing, any target wishing to attack you must first succeed at a Will save DC 10 + 1/2 your level + your Charisma modifier. Any target that makes a successful save is immune to this ability for the duration of the encounter.
16	Bardic Genius	Bardic Brilliance	Passive: You gain a +4 style bonus to all Bardic Knowledge checks. Replaces the bonus from Bardic Brilliance.
18	Catechism of Heroes	Great as the Mountain	Passive: The bonuses from your Inspire Heroics increase by +2 AC and +2 damage.
18	Dragon's Shout	Titan's Tongue	Your voice is honed to the point where it's a veritable weapon. When adjacent to a target, you can, as a standard action that does not provoke an attack of opportunity, release a deafening shout. The target must succeed at a Fortitude save DC 10 + 1/2 your level + your Charisma modifier or be rendered Deaf until they are Healed (DC = Will DC).
20	Eternal Resonance	Catechism of Heroes	By sacrificing 10 rounds of your Bardic Performance ability, you can simultaneously extend both your Inspire Greatness and Inspire Heroics abilities to all allies within 30 feet. This lasts for as long as you continue playing plus an additional 5 rounds after you stop or the ally leaves the radius of effect. Any one ally can only gain the benefit of Eternal Resonance once per day. Additionally, all allies—not just those gaining the benefits of the music—are immune to all fear effects as long as you are performing.
20	Bardic Savant	Bardic Genius	Passive: You can now take 10 on all Bardic Knowledge checks.

Gilded Courier's Alliance

Skill: Movement

(Unreduced Movement Speed)

No one is entirely sure the extent or power of the Courier's Alliance, but they exist in every major city in the world and all seem to obey the same code: Confidentiality. Accuracy. Velocity.



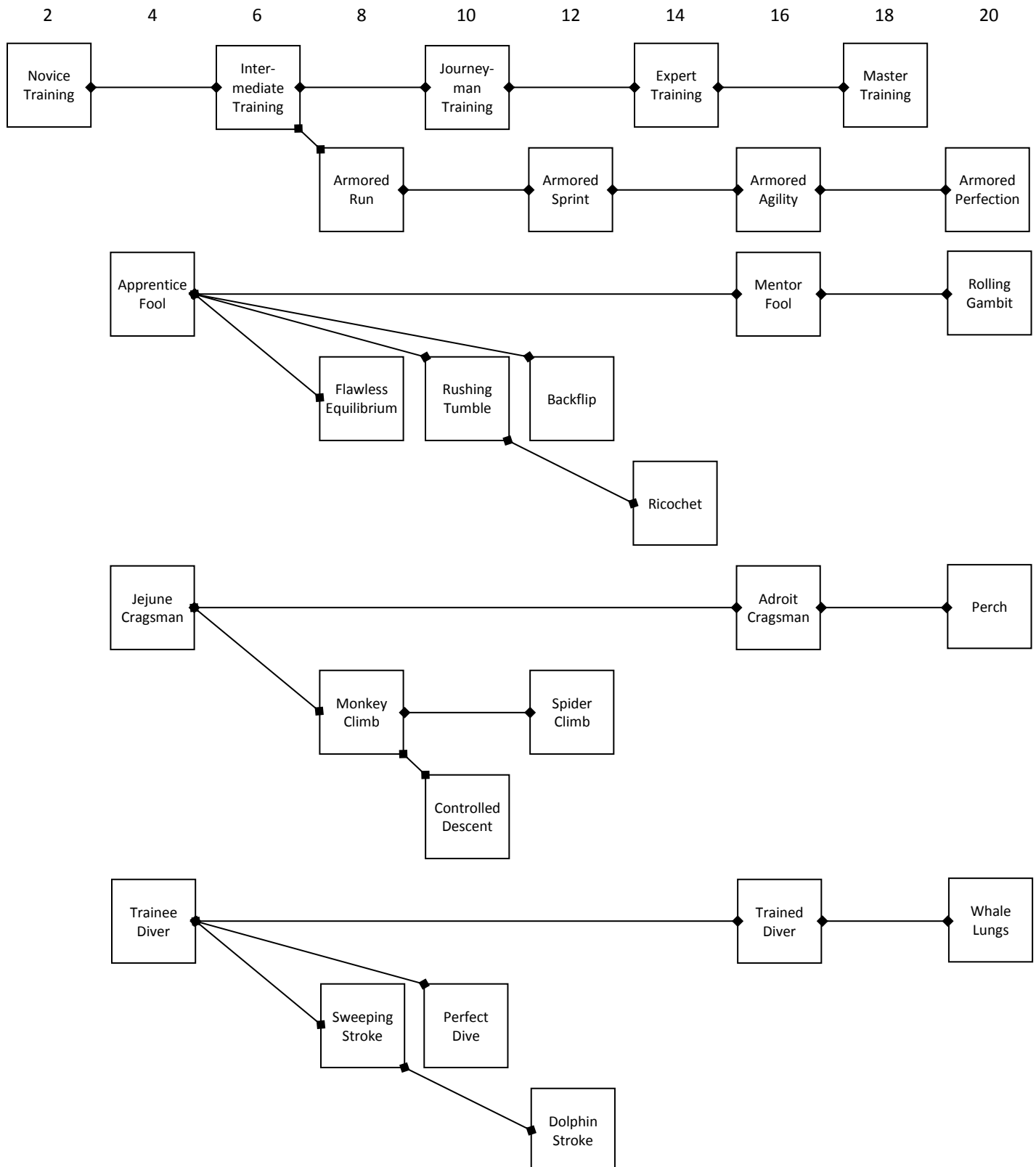
Lvl	Name	Prerequisite	Effect
2	Impetus		Passive: +5' style bonus to base movement speed.
4	Amble	Impetus	Passive: +10' style bonus to base movement speed. Replaces the bonus from Impetus.
4	Jink		Passive: While running or charging, you can turn once, up to 90 degrees.
6	Terrain Strider		Passive: You ignore the movement penalties for difficult terrain.
6	Make Haste		Passive: Increase the overland distances you can travel in one hour or one day by 50% (x1.5).
6	Zig	Jink	Passive: Any round in which you take no actions except movement—including attacks of opportunity—you gain a dodge bonus to AC equal to your movement speed / 20.
8	Lope	Amble	Passive: +20' style bonus to base movement speed. Replaces the bonus from Amble.
8	Launching Pad		Passive: When using a thrown weapon, if you move your base movement speed before attacking, you double the weapon's range increment and, if the attack succeeds, add your movement speed / 10 to the damage.
10	King of the Hill	Terrain Strider	Passive: You are immune to any negative effects of terrain you move over (such as lava heat or caltrop damage).
10	Full Speed Ahead	Lope	Passive: You can run a number of rounds equal to twice your Constitution score before needing to make a check.
12	Wall Run	Lope	You can move up or along surfaces that would normally require a Climb check. You behave as if it were a flat surface, but you expend 20 feet of movement for every 5 feet of land distance you cover and Acrobatics checks made to jump suffer a -8 penalty. You must start on a flat surface. If you end your turn on a sheer surface, it requires a Climb check to cling where you are or you fall.
12	Dash	Lope	Passive: +30' style bonus to base movement speed. Replaces the bonus from Lope.
12	Sprint	Full Speed Ahead	Passive: Increase your maximum speed multiplier on a full run action by +1.
12	Juke	Jink and Full Speed Ahead	Passive: While running or charging, you can turn as much as you wish.
14	Encourage Haste		Passive: Grant all allies within 120 feet a +10' morale bonus to their movement speed.
14	Zag	Zig and Juke	Passive: Any round in which you take no actions except movement—including attacks of opportunity—you gain a dodge bonus to AC equal to your movement speed / 10. This replaces the bonus from Zig.
16	Spider	Wall Run	Passive: When using your Wall Run, you can now move 5 feet vertically for every 10 feet of movement.
16	Flight	Dash	Passive: +40' style bonus to base movement speed. Replaces the bonus from Dash.
16	Rush	Dash and Sprint	Passive: You can move up to twice your base speed as a move action.
18	Lightning Sprint	Flight and Rush	Passive: You can move at double your normal maximum run speed for 1/4 the usual number of rounds.
18	Bolster Speed	Encourage Haste	Passive: Grant all allies within 120 feet a +20' morale bonus to their movement speed. Replaces the bonus from Encourage Haste.
20	Water Walker	Flight	Passive: You can travel over the surface of water or similar liquids by expending 20 feet of movement for every 5 feet traveled. You must begin and end your turn on solid ground or you fall into the liquid.
20	Appointed Rounds	Spider and Flight	Passive: You cannot be knocked prone against your will (such as by Trip or a style technique).

Grand Gymnasia

Skill: Movement

(Acrobatics; Climb; Swim)

From street-performance tumblers to outdoorsman clinging to the faces of sheer cliffs, from the dazzling trapeze artists in carnivals or circuses to the divers who explore wrecked ships, they are a group dedicated to plumbing all the ways in which a body can move.



Grand Gymnasia, cont.

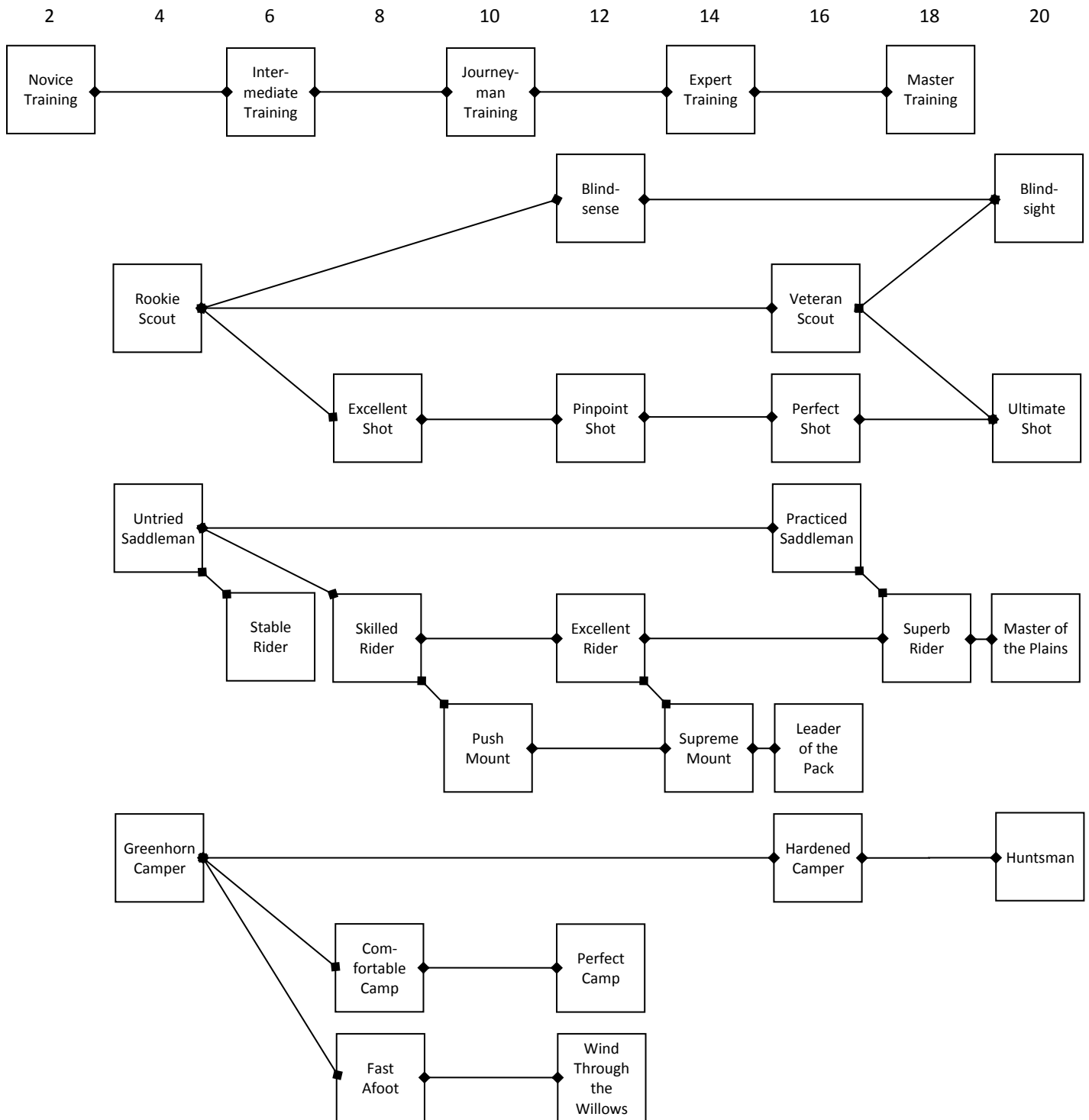
Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Acrobatics, Climb, and Swim checks.
4	Apprentice Fool		Passive: +4 style bonus to all Acrobatics checks.
4	Jejune Cragman		Passive: +4 style bonus to all Climb checks.
4	Trainee Diver		Passive: +4 style bonus to all Swim checks.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Acrobatics, Climb, and Swim checks. Replaces the bonus from Novice Training.
8	Armored Run	Intermediate Training	Passive: You treat Medium armor as Light armor and you treat Heavy armor as Medium armor.
8	Flawless Equilibrium	Apprentice Fool	You can move while balancing at your base movement speed.
8	Monkey Climb	Jejune Cragman	You can climb at 1/2 base movement speed as a move action.
8	Sweeping Stroke	Trainee Diver	You can swim at 1/2 base movement speed as a move action.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Acrobatics, Climb, and Swim checks. Replaces the bonus from Intermediate Training.
10	Rushing Tumble	Apprentice Fool	Whenever you successfully use Acrobatics to tumble through an opponent's square, you can initiate a trip attempt as an attack of opportunity with provoking an attack of opportunity yourself.
10	Controlled Descent	Monkey Climb	When climbing downwards, you may double your normal climbing speed.
10	Perfect Dive	Trainee Diver	Passive: You ignore falling damage if you land in water at least 10 feet deep.
12	Armored Sprint	Armored Run	Passive: You treat all types of armor as Light armor.
12	Backflip	Apprentice Fool	If you fail a Reflex save, you can reroll. If the reroll is successful, you treat it as if you passed the original roll, but also move back 5 feet, provoking attacks of opportunity from any foes that threaten your starting space.
12	Spider Climb	Monkey Climb	You can climb at your base movement speed.
12	Dolphin Stroke	Sweeping Stroke	You can swim at your base movement speed.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Acrobatics, Climb, and Swim checks. Replaces the bonus from Journeyman Training.
14	Ricochet	Rushing Tumble	Passive: Any time you are knocked prone, you may expend an attack of opportunity to roll back five feet and spring into a standing position as an immediate action.
16	Armored Agility	Armored Sprint	Passive: You ignore a suit of armor's Maximum Dexterity bonus and Skill Check penalty and ignore its weight when determining your load.
16	Professional Fool	Apprentice Fool	Passive: +8 style bonus to all Acrobatics checks. Replaces the bonus from Apprentice Fool.
16	Adroit Cragman	Jejune Cragman	Passive: +8 style bonus to all Climb checks. Replaces the bonus from Jejune Rappeller.
16	Trained Diver	Trainee Diver	Passive: +8 style bonus to all Swim checks. Replaces the bonus from Trainee Diver.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Acrobatics, Climb, and Swim checks. Replaces the bonus from Expert Training.
20	Rolling Gambit	Professional Fool	When tumbling through a square threatened by two or more foes, you can trick a target that threatens you into taking an attack of opportunity against another target that threatens you. If the target fails a Will save DC 10 + 1/2 your level + your Dexterity modifier, they accidentally attack a target of your choosing from the other available targets adjacent to the square that you provoked the attack from.
20	Whale Lungs	Trained Diver	Passive: You can hold your breath for 1 minute per point of Constitution.
20	Perch	Adroit Cragman	Passive: While climbing, you can keep one hand free, meaning you can carry a shield, fight, use attacks of opportunity, or any other activity you can do one-handed. Additionally, you do not lose your Dexterity bonus to AC. Finally, if you are attacked while climbing, you do not need to make a check to avoid falling.
20	Armored Perfection	Armored Agility	Passive: When it is beneficial for you, you can treat yourself as being unarmored, no matter what type of armor you are wearing.

Hunter's Guild

Skill: Hunting

(Perception; Ride; Survival)

A relatively new and friendly guild, their doors are open to anyone who shows the slightest interest. Often considered the easiest of all guilds to join, be you a peasant trapper, a noble huntsman, or just a part-time enthusiast.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Perception, Ride, and Survival checks.
4	Rookie Scout		Passive: +4 style bonus to Perception.
4	Untried Saddleman		Passive: +4 style bonus to Ride.
4	Greenhorn Camper		Passive: +4 style bonus to Survival.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Perception, Ride, and Survival checks. Replaces the bonus from Novice Training.

Hunter's Guild, cont.

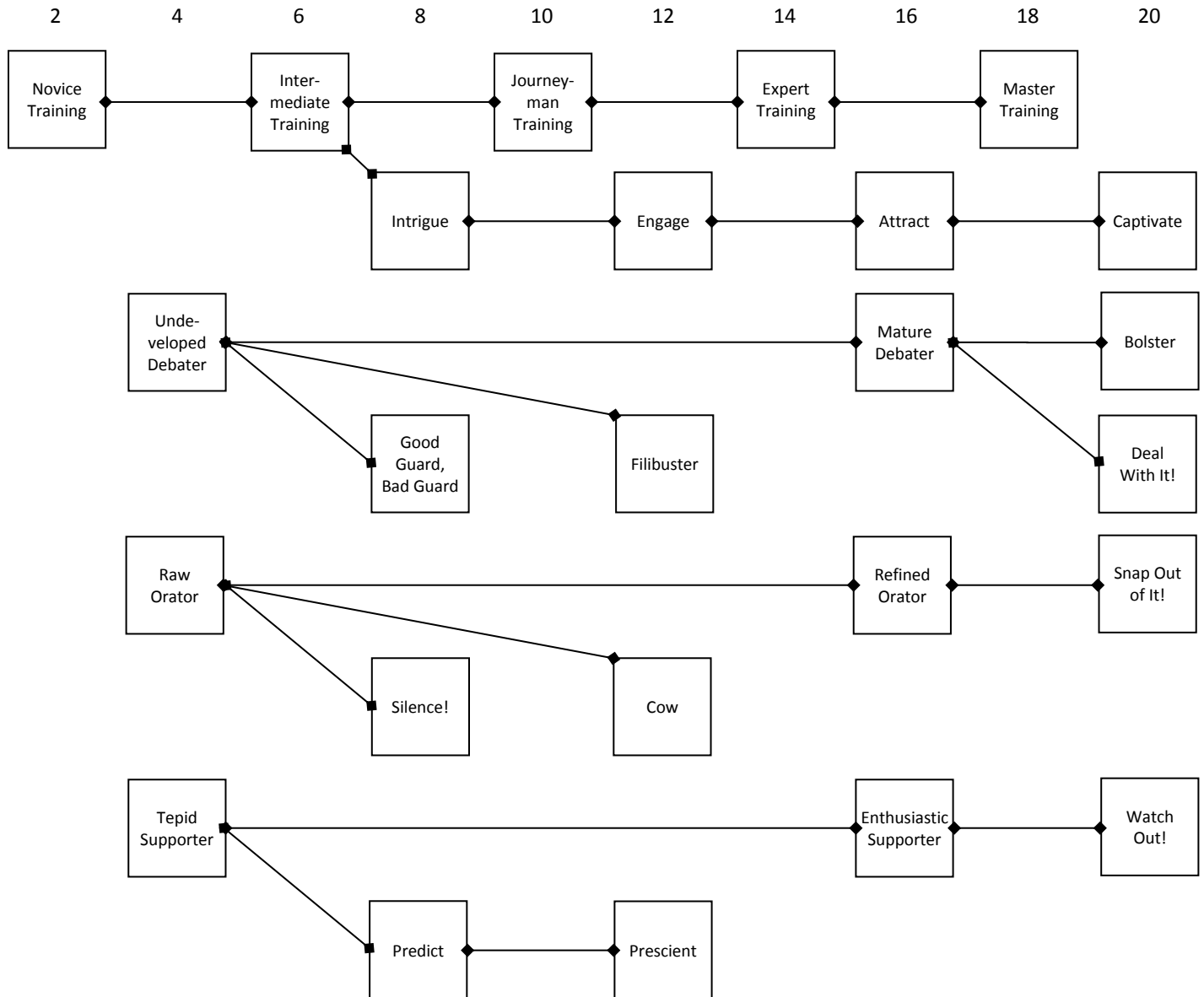
Lvl	Name	Prerequisite	Effect
6	Stable Rider		Passive: Your mount receives a +4 style bonus to its CMD while you are riding it.
8	Excellent Shot	Rookie Scout	You can make a Perception check as a swift action against a DC equal to your target's AC. If you succeed, you treat their AC as being 2 points lower until the beginning of your next turn.
8	Skilled Rider	Novice Saddleman	Passive: Your mount's movement speed increases by +10 feet when you are riding it. It also gains the benefits of the Endurance feat when you are riding it, if it does not already have it.
8	Comfortable Camp	Greenhorn Camper	It takes you 10 minutes to set up a camp that provides a +2 morale bonus to all skill checks made while in it.
8	Fast Afoot	Greenhorn Camper	Passive: You can now follow tracks at your normal speed without penalty. You can also follow tracks at up to twice your normal speed or forage for food while traveling overland at your normal speed by taking a -10 penalty to your Survival check.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Perception, Ride, and Survival checks. Replaces the bonus from Intermediate Training.
10	Push Mount	Skilled Rider	Passive: Your mount's multiplier when running increases by +1 when you are riding it.
12	Pinpoint Shot	Excellent Shot	You can make a Perception check as a swift action against a DC equal to your target's AC. If you succeed, you treat their AC as being 4 points lower until the beginning of your next turn.
12	Blindsense	Rookie Scout	Passive: You gain the Blindsense ability out to 10 feet.
12	Excellent Rider	Skilled Rider	Passive: Your mount's movement speed increases by +20 feet when you are riding it. The benefit from the Endurance feat increases to +8 when you are riding it. Replaces bonus from Skilled Rider.
12	Perfect Camp	Comfortable Camp	It takes you 5 minutes to set up a camp that provides a +5 morale bonus to all skill checks made while in it and all natural healing is doubled when resting in the camp.
12	Wind Through the Willows	Fast Afoot	Passive: You can now follow tracks at up to twice your normal speed or forage for food while traveling overland at your normal speed without penalty. You can also follow tracks at more than twice your normal speed by taking a -5 penalty to your Survival check.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Perception, Ride, and Survival checks. Replaces the bonus from Journeyman Training.
14	Supreme Mount	Push Mount	Passive: You are always considered to be taking 10 on your Ride check.
16	Veteran Scout	Rookie Scout	Passive: +8 style bonus to Perception. Replaces bonus from Rookie Scout.
16	Perfect Shot	Pinpoint Shot	You can make a Perception check as a swift action against a DC equal to your target's AC. If you succeed, you treat their AC as being 6 points lower until the beginning of your next turn.
16	Practiced Saddleman	Untried Saddleman	Passive: +8 style bonus to Ride. Replaces bonus from Untried Saddleman.
16	Leader of the Pack	Supreme Mount	Passive: You can extend the effects of all mount-specific techniques you have learned from the Untried Saddle chain to any other animal of the same species within a 120-foot radius.
16	Hardened Camper	Greenhorn Camper	Passive: +8 style bonus to Survival. Replaces bonus from Greenhorn Camper.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Perception, Ride, and Survival checks. Replaces the bonus from Expert Training.
18	Superb Rider	Expert Saddleman and Excellent Rider	Passive: Your mount's movement speed increases by +20 feet when you are riding it. The benefit from the Endurance feat increases to +12 when you are riding it. Replaces bonus from Excellent Rider.
20	Ultimate Shot	Pinpoint Shot and Veteran Scout	You can make a Perception check as a swift action against a DC equal to your target's AC. If you succeed, you treat their AC as being 10 points lower until the beginning of your next turn.
20	Blindsight	Blindsense and Veteran Scout	Passive: The range of your Blindsense increases to 30 feet and you gain Blindsight out to 10 feet.
20	Master of the Plains	Superb Rider	Passive: Your mount gains a +4 style bonus to Strength and Constitution when you are riding it and it is treated as one size category larger when calculating its CMB and CMD.
20	Huntsman		Tracks tell a story and you can read it with all the clarity of a sage at their tomes. Any time you follow tracks for at least 1 mile and find the creatures that made said tracks, you and up to 1 ally per point of your Wisdom modifier gain a +5 insight bonus to attack and damage rolls against the targets for the duration of the encounter. Additionally, you automatically confirm the first critical hit you threaten against those targets.

Lyceum of Debate

Skill: Social

(Diplomacy; Intimidate; Sense Motive)

Politicians, nobles, and speechcrafters all meet to hone their skills of debate and diplomacy.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Diplomacy, Intimidate, and Sense Motive checks.
4	Undeveloped Debater		Passive: +4 style bonus to all Diplomacy checks.
4	Raw Orator		Passive: +4 style bonus to all Intimidate checks.
4	Tepid Supporter		Passive: +4 style bonus to all Sense Motive checks.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Diplomacy, Intimidate, and Sense Motive checks. Replaces the bonus from Novice Training.
8	Intrigue	Leadership feat	Passive: +1 to your Leadership score.
8	Good Guard, Bad Guard	Undeveloped Debater	If an ally attempts a Diplomacy or Intimidate check and fails, you can immediately make a Diplomacy check. Your ally substitutes the result of your Diplomacy check for their original roll.
8	Silence!	Raw Orator	If a target within 60 feet is using an ability that relies on sound—such as a Bardic Performance or Marshal's Aura—you can make an Intimidate check against their CMD as a standard action. If you are successful, their ability is suppressed for 1 minute.
8	Predict	Tepid Supporter	As a standard action that provokes an attack of opportunity, you can make a Sense Motive check against a target's CMD. On a success, you gain a +2 insight bonus to all attack and damage rolls against that target for the duration of the encounter.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Diplomacy, Intimidate, and Sense Motive checks. Replaces the bonus from Intermediate Training.

Lyceum of Debate, cont.

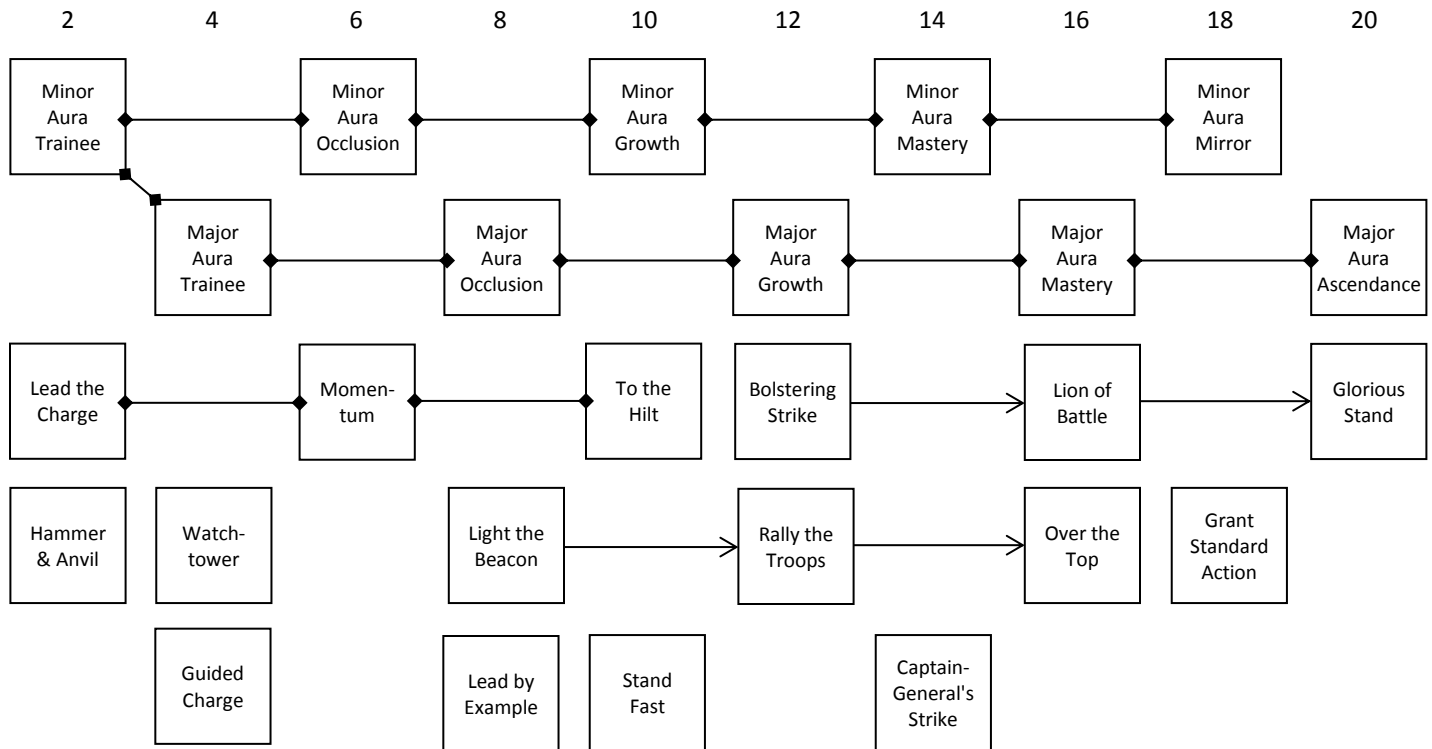
Lvl	Name	Prerequisite	Effect
10	Engage	Intrigue	Passive: You can now recruit a cohort whose level is no higher than your level - 1.
12	Filibuster	Undeveloped Debater	As a free action, you can attempt a Diplomacy check against a target's Sense Motive check. If you are successful, you keep the target from saying anything intelligible for 1 minute. They cannot attempt a Diplomacy, Bluff, or Intimidate check and they cannot relay any information that requires speaking.
12	Cow	Refined Orator	Passive: On a successful Intimidate check, the target is Frightened for 1 round and then becomes Shaken for the normal number of rounds.
12	Prescient	Predict	As a standard action that provokes an attack of opportunity, you can make a Sense Motive check against the highest CMD in a group of targets. On a success, you gain a +4 insight bonus to all attack and damage rolls against members of that group for the duration of the encounter.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Diplomacy, Intimidate, and Sense Motive checks. Replaces the bonus from Journeyman Training.
8	Attract	Engage	Passive: +2 to your Leadership score. Replaces the bonus from Intrigue.
16	Mature Debater	Undeveloped Debater	Passive: +8 style bonus to all Diplomacy checks. Replaces bonus from Undeveloped Debater.
16	Refined Orator	Raw Orator	Passive: +8 style bonus to all Intimidate checks. Replaces bonus from Raw Orator.
16	Enthusiastic Supporter	Tepid Supporter	Passive: +8 style bonus to all Sense Motive checks. Replaces bonus from Tepid Supporter.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Diplomacy, Intimidate, and Sense Motive checks. Replaces the bonus from Expert Training.
18	Captivate	Attract	Passive: You can now recruit a second cohort, whose level can be no higher than your level - 4.
20	Bolster	Mature Debater	As a full-round action that provokes an attack of opportunity, you can encourage your allies. For the remainder of the encounter, they are immune to Confusion, Daze, Exhaustion, Fascination, Fatigue, Fear, and Panic.
20	Deal With It!	Mature Debater	Once per minute, as an immediate action, you can allow one ally within 60 feet that fails a Fortitude save to substitute the results your Diplomacy check for their saving throw.
20	Snap Out of It!	Refined Orator	Once per minute, as an immediate action, you can allow one ally within 60 feet that fails a Will save to substitute the results your Intimidate check for their saving throw.
20	Watch Out!	Enthusiastic Supporter	Once per minute, as an immediate action, you can allow one ally within 60 feet that fails a Reflex save to substitute the results your Sense Motive check for their saving throw.

Military College

Skill: Marshal Auras

(Minor Aura; Major Aura)

The core of many a military formation, the influence of a skilled marshal cannot be underestimated. As a critical force multiplier, a great deal of time and effort has gone into refining their powerful auras and many nations now feature specialized schools where they can sharpen a marshal's abilities and enhance every soldier in their army as a result.



Lvl	Name	Prerequisite	Effect
2	Minor Aura Trainee		Passive: +1 style bonus to your minor aura.
2	Lead the Charge		If you make a charge for your first attack in an encounter, all your allies that also charge before the beginning of your next turn gain an morale bonus to attack equal to your Charisma modifier against their target.
2	Hammer & Anvil		Delivered as a standard action, if this strike succeeds, any one ally who also threatens your target can take an attack of opportunity against the target with a morale bonus to attack equal to your Charisma modifier.
4	Major Aura Trainee	Minor Aura Trainee	Passive: +1 style bonus to your major aura.
4	Watchtower		You gain a competence bonus to AC equal to your Charisma modifier against the first attack made against you in an encounter. If the attack misses, you can make an immediate attack of opportunity against your attacker.
4	Guided Charge		Whenever you charge, you can select one ally within charging distance of your target. As an immediate action, they are allowed to make a charge attack against the target at the same time.
6	Minor Aura Occlusion	Minor Aura Trainee	Passive: Whenever your minor aura overlaps with the minor aura of an opposing marshal, your minor aura will eclipse theirs, continuing to bolster your allies while their allies lose the benefit of the opposing minor aura. If two marshals with this ability meet, the marshal with the higher class level will win out. If they are of the same level, the higher Charisma will win. If their Charisma scores are also matched, both minor auras cancel one another out and neither functions.
6	Momentum	Lead the Charge	Passive: Allies bolstered by your Lead the Charge ability now also add your Charisma modifier as a morale bonus to their damage if they charge a target before the beginning of your next turn.
8	Major Aura Occlusion	Major Aura Trainee	Passive: Whenever your major aura overlaps with the major aura of an opposing marshal, your major aura will eclipse theirs, continuing to bolster your allies while their allies lose the benefit of the opposing major aura. If two marshals with this ability meet, the marshal with the higher class level will win out. If they are of the same level, the higher Charisma will win. If their Charisma scores are also matched, both major auras cancel one another out and neither functions.
8	Light the Beacon		Delivered as a standard action, if this strike is successful, one ally of your choice within the range of your minor aura may take an immediate standard action.
8	Lead by Example		Passive: If you confirm a critical strike against a target, all allies within the range of your minor aura double the threat range of all their attacks until the beginning of your next turn.
10	Minor Aura Growth	Minor Aura Occlusion	Passive: The radius of your minor aura increases to 90 feet.
10	To the Hilt	Momentum	Passive: Allies bolstered by your Lead the Charge ability now automatically threaten a critical strike against their targets if their charge attack is successful.
10	Stand Fast		Delivered as a standard action, if this strike is successful, all allies within the range of your minor aura gain a morale bonus to their AC equal to your Charisma modifier until the beginning of your next turn.

Military College, cont.

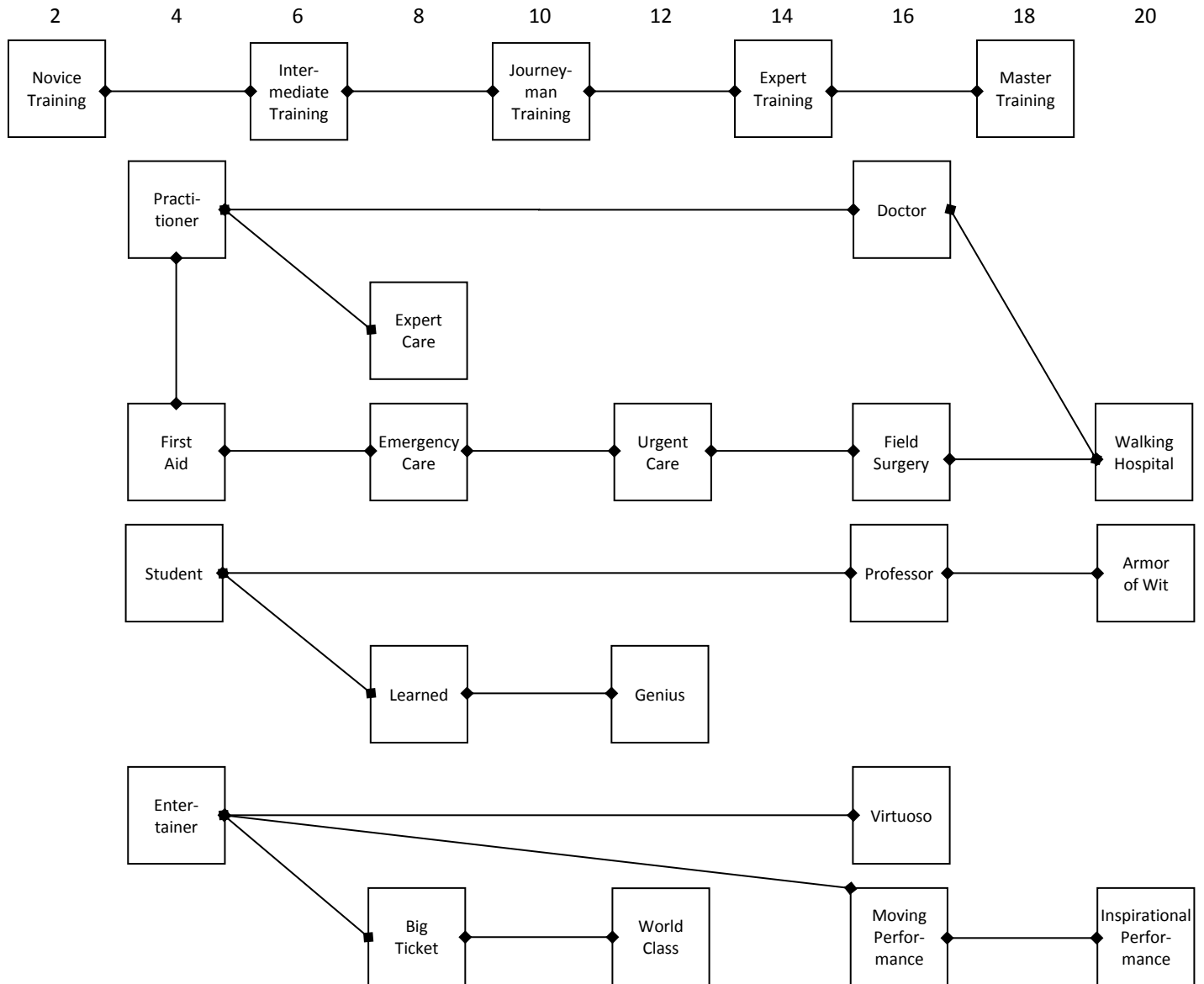
Lvl	Name	Prerequisite	Effect
12	Major Aura Growth	Major Aura Occlusion	Passive: The radius of your major aura increases to 90 feet.
12	Bolstering Strike		An intermediate blow that inspires your allies to battle on. If this strike is successful, every ally within the range of your minor aura recovers an amount of fatigue equal to your Charisma modifier.
12	Rally the Troops	follows Light the Beacon	Delivered as a standard action, if this strike is successful, every ally within the range of your minor aura can make an immediate move action.
14	Minor Aura Mastery	Minor Aura Growth	Passive: +2 style bonus to your minor aura. Replaces the bonus from Minor Aura Trainee.
14	Captain-General's Strike		As a standard action, you exhort your allies to rise to your own level of prowess. If this attack is successful, every ally within the range of your minor aura gains a morale bonus to attack equal to your Charisma modifier and a morale bonus to damage equal to your Charisma modifier x2 to the next attack each one makes before the beginning of your next turn.
16	Major Aura Mastery	Major Aura Growth	Passive: +2 style bonus to your major aura. Replaces the bonus from Major Aura Trainee.
16	Lion of Battle	follows Bolstering Strike	A follow-up strike that redoubles the fervor of your troops. If successful, every ally within the range of your minor aura recovers an amount of fatigue equal to your Charisma modifier x2.
16	Over the Top	follows Rally the Troops	Delivered as a standard action, if this strike is successful, every ally within the range of your minor aura can make an immediate standard action.
18	Minor Aura Mirror	Minor Aura Mastery	Passive: You can now project an additional minor aura concurrently.
18	Grant Standard Action		Passive: Your Grant Move Action ability now grants a standard action instead.
20	Major Aura Ascendance	Major Aura Mastery	Passive: Any foe entering the range of your major aura must succeed on a Will save DC 10 + 1/2 your level + your Charisma modifier. Characters with 4 HD or less become Panicked for 1 minute, those with 5 to 10 HD become Frightened for 1d4 rounds, and those with 11+ HD are Shaken until the beginning of the turn after they leave the aura. If a character with 10 HD or fewer makes their save or the duration of the Panicked or Frightened condition expires, they are still Shaken until the end of the encounter. Succeeding on this save renders a target immune to the effect for the duration of the encounter.
20	Glorious Stand	follows Lion of Battle	A finishing strike that magnifies your allies' zeal. If the strike is successful, every ally within the range of your minor aura gains a +4 morale bonus to Strength and Constitution (+2 to hit and damage, +2 hit points per HD), a +2 morale bonus to AC, and DR 10/— for 1 minute.

Scholastic Symposium

Skill: Academics

{Heal; Knowledge; Perform}

Where scholars of all stripes come together to discuss the cutting-edge research of the day.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Heal, Knowledge, and Perform checks.
4	Practitioner		Passive: +4 style bonus to all Heal checks.
4	First Aid	Practitioner	As a standard action that provokes an attack of opportunity, you can make a DC 15 Heal check on yourself or an ally. If this check is successful, you restore 1d8 points of fatigue + 1 point of fatigue for every 5 points by which your check exceeded the DC.
4	Student		Passive: Choose one Knowledge skill. You gain a +4 style bonus to all checks with this specific Knowledge skill. Can be selected multiple times, but each time is for a different Knowledge skill.
4	Entertainer		Passive: Choose one Perform skill. You gain a +4 style bonus to all checks with this specific Perform skill. Can be selected multiple times, but each time is for a different Perform skill.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Heal, Knowledge, and Perform checks. Replaces the bonus from Novice Training.
8	Expert Care	Practitioner	When you provide long-term care, the target or targets recover 1 additional hit point for every 10 points by which your Heal check exceeds the task's DC.
8	Emergency Care	First Aid	As a standard action that provokes an attack of opportunity, you can make a DC 20 Heal check on yourself or an ally. If this check is successful, you restore 2d8 points of fatigue + 1 point of fatigue for every 5 points by which your check exceeded the DC.
8	Learned	Student	Passive: You can use all Knowledge skills untrained.
8	Big Ticket	Entertainer	When you make a Perform check to earn money in public, you earn twice the indicated amount.

Scholastic Symposium, cont.

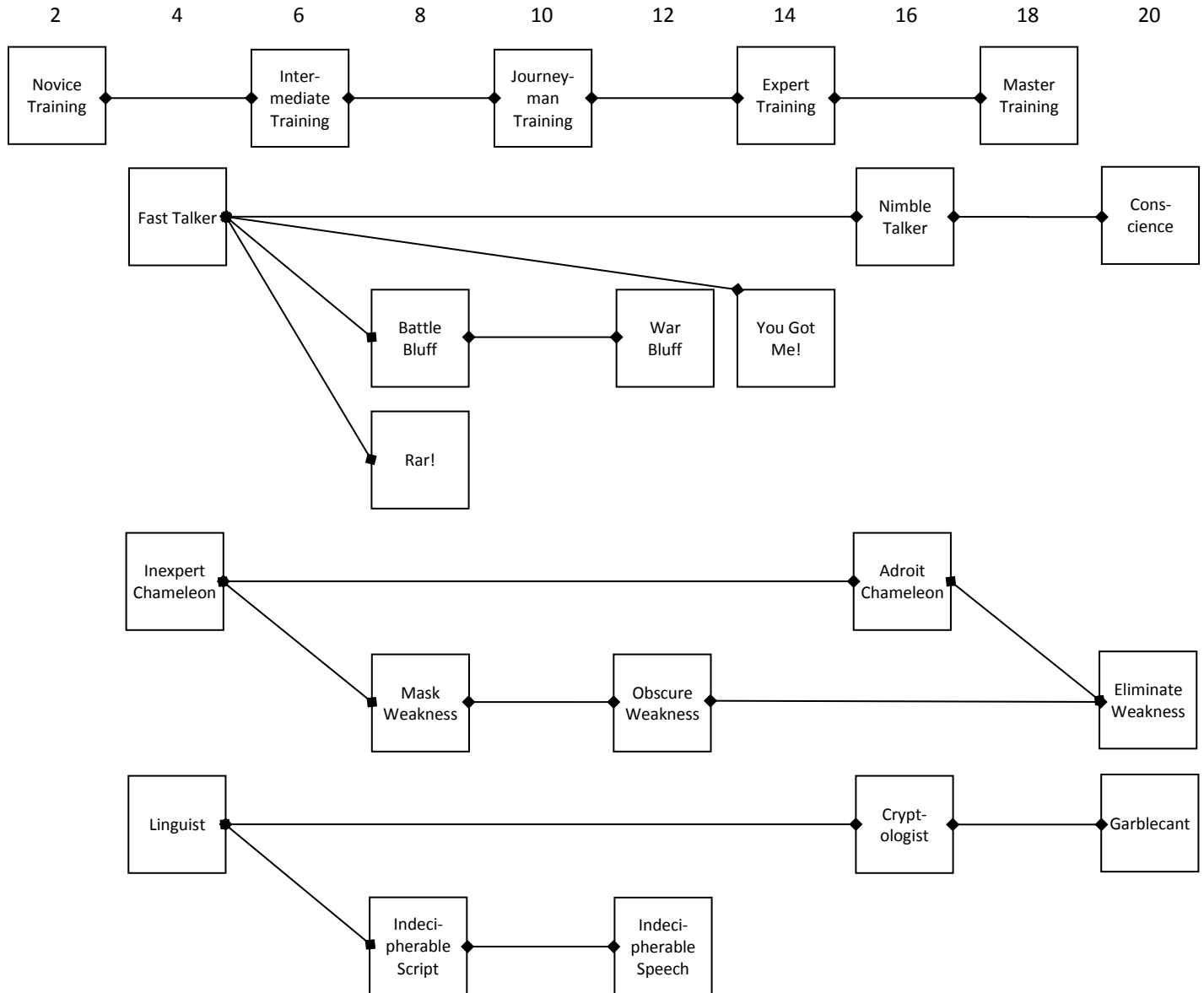
Lvl	Name	Prerequisite	Effect
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Heal, Knowledge, and Perform checks. Replaces the bonus from Intermediate Training.
12	Urgent Care	Emergency Care	As a standard action that provokes an attack of opportunity, you can make a DC 25 Heal check on yourself or an ally. If this check is successful, you restore 4d8 points of fatigue + 1 point of fatigue for every 5 points by which your check exceeded the DC.
12	Genius	Student	Passive: Determine which of your Knowledge skills has the highest bonus to its check. When making a check with any other Knowledge skill, you can either use its normal bonus or 1/2 of the bonus to your highest Knowledge skill.
12	World Class	Big Ticket	When you make a Perform check to earn money in public, you earn 10 times the indicated amount.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Heal, Knowledge, and Perform checks. Replaces the bonus from Journeyman Training.
16	Doctor	Practitioner	Passive: +8 style bonus to all Heal checks. Replaces bonus from Practitioner.
16	Field Surgery	Urgent Care	As a standard action that provokes an attack of opportunity, you can make a DC 30 Heal check on yourself or an ally. If this check is successful, you restore 7d8 points of fatigue + 1 point of fatigue for every 5 points by which your check exceeded the DC.
16	Professor	Student	Passive: Choose one Knowledge skill for which you know the Student technique. You gain a +8 style bonus to all checks with this specific Knowledge skill. Can be selected multiple times, but each time is for a different Knowledge skill. Replaces the bonus from Student.
16	Virtuoso	Entertainer	Passive: Choose one Perform skill for which you know the Entertainer technique. You gain a +8 style bonus to all checks with this specific Perform skill. Can be selected multiple times, but each time is for a different Perform skill. Replaces the bonus from Entertainer.
16	Moving Performance	Entertainer	You can use a Perform check as if it were the Diplomacy skill. The result affects an entire group or community's attitude towards you.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Heal, Knowledge, and Perform checks. Replaces the bonus from Expert Training.
20	Walking Hospital	Field Surgery	As a standard action that provokes an attack of opportunity, you can make a DC 35 Heal check on yourself or an ally. If this check is successful, you restore 10d8 points of fatigue + 1 point of fatigue for every 5 points by which your check exceeded the DC.
20	Armor of Wit	Professor	Your mind is an impenetrable fortress. You are so mentally sound that you can substitute the results of a Knowledge check for a Will save once per round as an immediate action.
20	Inspirational Performance	Moving Performance and Virtuoso	You can use a Perform check to inspire an entire group that is Friendly or Helpful towards you. For a period of 1 hour after the end of your performance, all listeners gain a +4 morale bonus to Strength and Constitution and are immune to Fatigue, Exhaustion, and Fear.

Thieves' Guild: Social Focus

Skill: Deception

(Bluff; Disguise; Linguistics)

Often dark, rarely compassionate, and always everywhere, the thieves' guilds of Cerenth are home to a grand storehouse of knowledge and skill that has been refined over the centuries in conflicts with law enforcement, small-time crooks, and wild-eyed adventurers yammering on about morali-something-or-other. Offering numerous tracks for training, guild leaders rarely approves of students who don't concentrate on one specialty and *never* offer their knowledge for free. The trick, sometimes, is finding the price.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Bluff, Disguise, and Linguistics checks.
4	Fast Talker		Passive: +4 style bonus to all Bluff checks.
4	Inexpert Chameleon		Passive: +4 style bonus to all Disguise checks.
4	Linguist		Passive: +4 style bonus to all Linguistics checks.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Bluff, Disguise, and Linguistics checks. Replaces the bonus from Novice Training.
8	Battle Bluff	Fast Talker	Passive: You can now Feint in combat as a move action. If you have the Improved Feint feat, you get a +2 bonus on all Feint checks.
8	Rar!	Fast Talker	When attempting to intimidate a target, you can substitute the results of your Bluff check for the results of your Intimidate check.
8	Mask Weakness	Inexpert Chameleon	Passive: You gain 25% immunity to critical hits. An opponent can spend a standard action to make a Perception check versus your Disguise check. If they are successful, that opponent can ignore the effects of this ability for the duration of the encounter.

Thieves' Guild: Social Focus, cont.

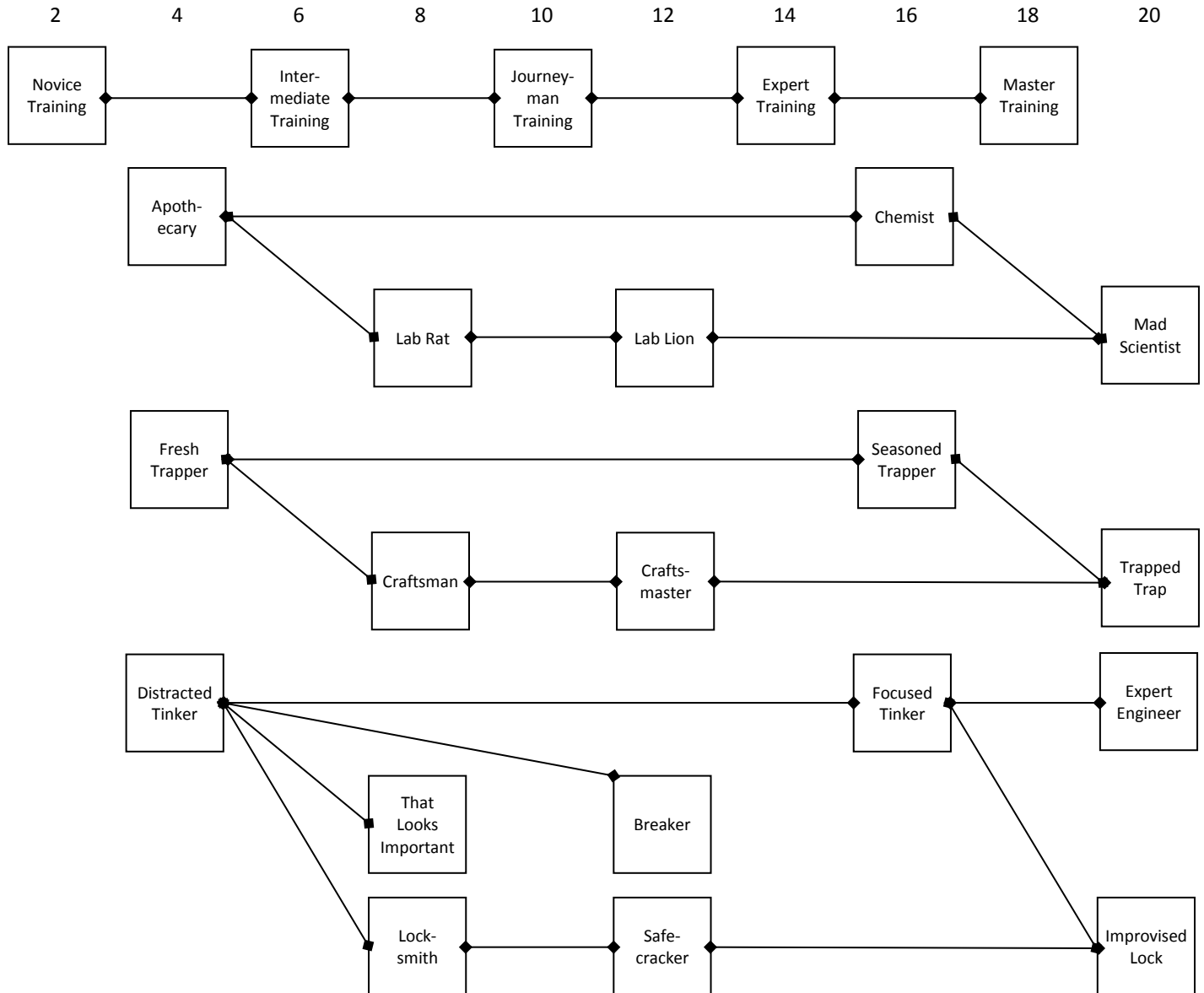
Lvl	Name	Prerequisite	Effect
8	Indecipherable Script	Linguist	With this skill, you can create a simple written code system and teach it to your allies over the course of about a week. When you construct the code, make a Linguistics check. The system is impenetrable to all untrained observation and requires a Linguistics check to understand. The DC is equal to the results of the check you made when constructing the code.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Bluff, Disguise, and Linguistics checks. Replaces the bonus from Intermediate Training.
12	War Bluff	Battle Bluff	Passive: You can now Feint in combat as a swift action.
12	Obscure Weakness	Mask Weakness	Passive: You gain 50% immunity to critical hits. An opponent can spend a standard action to make a Perception check versus your Disguise check. If they are successful, that opponent can ignore the effects of this ability for the duration of the encounter. Replaces the bonus from Mask Weakness.
12	Indecipherable Speech	Indecipherable Script	You can create a simple spoken code system and teach it to your allies over the course of about a week. When you construct the code, make a Linguistics check twice. The system is impenetrable to all untrained observation and requires a Linguistics check to understand. The DC is equal to the results of the higher of the two checks you made when constructing the code.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Bluff, Disguise, and Linguistics checks. Replaces the bonus from Journeyman Training.
14	You Got Me!	Fast Talker	When an opponent successful strikes you, you can react with a Bluff check against their Sense Motive as an immediate action. If you succeed, you drop prone and the enemy believes they have killed you. On a failure, you drop prone but the enemy knows it's a trick. If the attack you are reacting to was a critical hit, then you receive a +4 competence bonus on your Bluff check.
16	Nimble Talker	Fast Talker	Passive: +8 style bonus to all Bluff checks. Replaces the bonus from Fast Talker.
16	Adroit Chameleon	Inexpert Chameleon	Passive: +8 style bonus to all Disguise checks. Replaces the bonus from Inexpert Chameleon.
16	Cryptologist	Linguist	Passive: +8 style bonus to all Linguistics checks. Replaces bonus from Linguist.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Bluff, Disguise, and Linguistics checks. Replaces the bonus from Expert Training.
20	Conscience	Nimble Talker	By taking a -20 penalty on your Bluff check, you can convince a target that can hear you but cannot see you that you are actually their own thoughts.
20	Eliminate Weakness	Adroit Chameleon and Obscure Weakness	Passive: You gain 100% immunity to critical hits. An opponent can spend a standard action to make a Perception check versus your Disguise check. If they are successful, that opponent can ignore the effects of this ability for the duration of the encounter. Replaces the bonus from Obscure Weakness.
20	Garblecant	Cryptologist	You can use your mastery of language to confound targets. As a standard action that does not provoke an attack of opportunity, you can spit out a stream of sounds and words that unhinges the target temporarily. They must make a Will save DC 10 + 1/2 your level + your Intelligence modifier or become Confused for 2d4 rounds. Even if they succeed, they are Shaken for 1d4 rounds.

Thieves' Guild: Technical Focus

Skill: Handicrafts

(Craft [Poisonmaking]; Craft [Trapmaking]; Disable Device)

Often dark, rarely compassionate, and always everywhere, the thieves' guilds of Cerenth are home to a grand storehouse of knowledge and skill that has been refined over the centuries in conflicts with law enforcement, small-time crooks, and wild-eyed adventurers yammering on about morali-something-or-other. Offering numerous tracks for training, guild leaders rarely approves of students who don't concentrate on one specialty and *never* offer their knowledge for free. The trick, sometimes, is finding the price.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Craft [Poisonmaking], Craft [Trapmaking], and Disable Device checks.
4	Apothecary		Passive: +4 style bonus to all Craft [Poisonmaking] checks.
4	Fresh Trapper		Passive: +4 style bonus to all Craft [Trapmaking] checks.
4	Distracted Tinker		Passive: +4 style bonus to all Disable Device checks.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Craft [Poisonmaking], Craft [Trapmaking], and Disable Device checks. Replaces the bonus from Novice Training.
8	Lab Rat	Apothecary	Passive: +1 style bonus to the DC of all poisons you craft.
8	Craftsman	Fresh Trapper	Passive: +2 style bonus to the DC to detect and disarm any trap you craft.
8	That Looks Important	Distracted Tinker	If you are within 5 feet of a target wearing Medium or Heavy armor, you can attempt a Disable Device check as a standard action that provokes an attack of opportunity. The DC is equal to the target's AC. If successful, you reduce the armor's AC bonus and Maximum Dexterity by half and double its Armor Check penalty until it is repaired (DC = to your Disable Device check).
8	Locksmith	Distracted Tinker	As a free action, you can ascertain the DC to disable any device or pick any lock you can see.

Thieves' Guild: Technical Focus, cont.

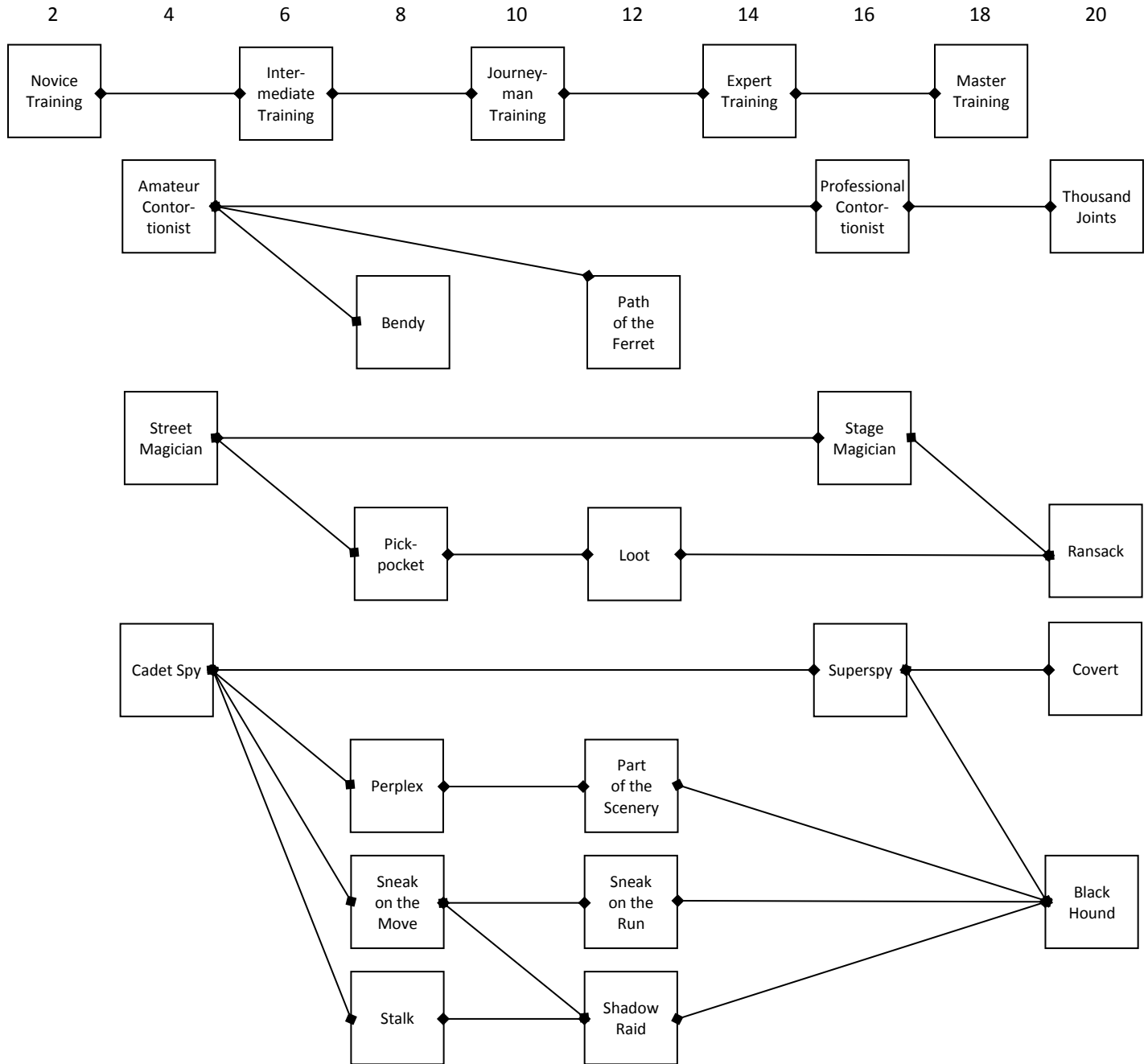
Lvl	Name	Prerequisite	Effect
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Craft [Poisonmaking], Craft [Trapmaking], and Disable Device checks. Replaces the bonus from Intermediate Training.
12	Lab Lion	Lab Rat	Passive: +2 style bonus to the DC of all poisons you craft. This replaces the bonus from Lab Rat.
12	Craftsman	Craftsman	Passive: +4 style bonus to the DC to detect and disarm any trap you craft. This replaces the bonus from Craftsman.
12	Breaker	Distracted Tinker	If you are within 5 feet of a target armed with a gun or crossbow or some other form of machinery, you can attempt a Disable Device check as a standard action that provokes an attack of opportunity. The DC is equal to the target's AC. If successful, you make the weapon useless until it is professionally repaired (DC = to your Disable Device check).
12	Safecracker	Locksmith	You can make a Disable Device check against a simple device or a lock as a standard action and reduce the time it takes against a complex or intricate device by 50% (minimum 1 round).
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Craft [Poisonmaking], Craft [Trapmaking], and Disable Device checks. Replaces the bonus from Journeyman Training.
16	Chemist	Apothecary	Passive: +8 style bonus to all Craft [Poisonmaking] checks. Replaces bonus from Chemistry Student.
16	Seasoned Trapper	Fresh Trapper	Passive: +8 style bonus to all Craft [Trapmaking] checks. Replaces bonus from Fresh Trapper.
16	Focused Tinker	Distracted Tinkerer	Passive: +8 style bonus to all Disable Device checks. Replaces bonus from Distracted Tinkerer.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Craft [Poisonmaking], Craft [Trapmaking], and Disable Device checks. Replaces the bonus from Expert Training.
20	Mad Scientist	Chemist and Lab Lion	Passive: +4 style bonus to the DC of all poisons you craft. This replaces the bonus from Lab Lion.
20	Trapped Trap	Seasoned Trapper and Breaker	When setting up a trap, you can voluntarily reduce its detection DC by 5 and install a second trap within it with a +4 competence bonus to its detection DC. The second trap triggers automatically when the first trap is disarmed (or fails to be disarmed and goes off).
20	Expert Engineer	Focused Tinker	If you have an uninterrupted 8 hours to spend with a mechanical weapon (gun, crossbow, artillery, etc.), you can give it a permanent circumstance bonus of +2 to attack, +2 to damage, +1 to threat range, or +10' to range. An individual weapon can only ever be given a single bonus from this list.
20	Improvised Lock	Focused Tinker and Safecracker	As a full-round action, you can improvise a lock on any sort of portal that might normally be locked, such as a door, chest, or dresser. Make a Disable Device check with a -10 penalty. The DC to open the lock is equal to the result of this check. Opening the lock renders it unusable.

Thieves' Guild: Traditional Focus

Skill: Misdirection

(Escape Artist; Sleight of Hand; Stealth)

Often dark, rarely compassionate, and always everywhere, the thieves' guilds of Cerenth are home to a grand storehouse of knowledge and skill that has been refined over the centuries in conflicts with law enforcement, small-time crooks, and wild-eyed adventurers yammering on about morali-something-or-other. Offering numerous tracks for training, guild leaders rarely approves of students who don't concentrate on one specialty and *never* offer their knowledge for free. The trick, sometimes, is finding the price.



Lvl	Name	Prerequisite	Effect
2	Novice Training		Passive: +1 circumstance bonus to all Escape Artist, Sleight of Hand, and Stealth checks.
4	Amateur Contortionist		Passive: +4 style bonus to all Escape Artist checks.
4	Street Magician		Passive: +4 style bonus to all Sleight of Hand checks.
4	Cadet Spy		Passive: +4 style bonus to all Stealth checks.
6	Intermediate Training	Novice Training	Passive: +2 circumstance bonus to all Escape Artist, Sleight of Hand, and Stealth checks. Replaces the bonus from Novice Training.
8	Bendy	Amateur Contortionist	Passive: You are double-jointed and can be folded up to fit easily into spaces that would be tight for a creature one size category smaller. A Medium creature could fit into a chest, barrel, or empty backpack.

Thieves' Guild: Traditional Focus, cont.

Lvl	Name	Prerequisite	Effect
8	Pickpocket	Street Magician	Passive: You can use Sleight of Hand to lift an object off a creature without them realizing even in combat. Doing so is similar to a normal Sleight of Hand attempt, except that you provoke an attack of opportunity if the opponent is aware of your presence and the DC to secure the item is equal to the target's CMD. The target still receives a Perception check to notice the attempt, whether or not you secure the item.
8	Perplex	Cadet Spy	Passive: If you use the Bluff skill to create a diversion and then attempt to hide, you only suffer a -5 penalty to your Stealth check.
8	Sneak on the Move	Cadet Spy	Passive: Making a Stealth check while moving at more than half speed, but less than full speed, no longer incurs any penalty (it normally incurs a -5 penalty) and you can move at full speed or run with a -10 penalty.
8	Stalk	Cadet Spy	Passive: You can now make a Stealth check while attacking, though you do so at a -10 penalty. You can also snipe from concealment with only a -10 penalty to your Stealth check.
10	Journeyman Training	Intermediate Training	Passive: +3 circumstance bonus to all Escape Artist, Sleight of Hand, and Stealth checks. Replaces the bonus from Intermediate Training.
12	Path of the Ferret	Amateur Contortionist	Passive: Seemingly superhuman in your ability to collapse, you can automatically fit your entire body through any opening large enough to admit your head.
12	Loot	Pickpocket	Passive: You no longer provoke an attack of opportunity when using Sleight of Hand to steal from a target while in combat.
12	Part of the Scenery	Perplex	You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow or distraction, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.
12	Sneak on the Run	Sneak on the Move	Passive: The penalties for making a Stealth check while moving are further reduced. Now, moving at full speed or running applies a penalty of only -5.
12	Shadow Raid	Sneak on the Move and Stalk	Passive: You can now make a Stealth check while charging, though you do so at a -10 penalty. Additionally, the penalties for attacking or sniping from concealment are reduced to -5.
14	Expert Training	Journeyman Training	Passive: +4 circumstance bonus to all Escape Artist, Sleight of Hand, and Stealth checks. Replaces the bonus from Journeyman Training.
16	Professional Contortionist	Amateur Contortionist	Passive: +8 style bonus to all Escape Artist checks. Replaces bonus from Amateur Contortionist.
16	Stage Magician	Street Magician	Passive: +8 style bonus to all Sleight of Hand checks. Replaces bonus from Street Magician.
16	Superspy	Cadet Spy	Passive: +8 style bonus to all Stealth checks. Replaces bonus from Trainee Spy.
18	Master Training	Expert Training	Passive: +5 circumstance bonus to all Escape Artist, Sleight of Hand, and Stealth checks. Replaces the bonus from Expert Training.
20	Thousand Joints	Professional Contortionist	Your body can bend and flex in ways unimaginable to normal sensibilities. You are so flexible that you can substitute the results of an Escape Artist check for a Reflex save once per round as an immediate action.
20	Ransack	Stage Magician and Loot	Passive: If you use a standard action to attack, you can accompany it with a Sleight of Hand check to steal an object from the target. If the attack is successful, you receive a +2 bonus on your check. If the attack is a confirmed critical hit, this bonus increases to +4.
20	Covert	Superspy	You are always considered to be taking 10 on Stealth checks. Thus, it always requires a Perception check to notice your presence, unless you are actively trying to be detected.
20	Black Hound	Superspy, Part of the Scenery, Sneak on the Run, and Shadow Raid	Passive: You no longer incur any penalties on your Stealth check for moving your full speed, running, charging, attacking or sniping from concealment, or attempting to conceal yourself after distracting a target.

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[Website](#)

ABOUT THE AUTHOR

Jesse Jack Jones has been playing tabletop role-playing games since the late 1980's.

Though *D&D* was his first love and *Pathfinder™* his current passion, he's dabbled in *Palladium™ Fantasy*, *Rifts™*, *Robotech™*, *Rolemaster™*, *Earthdawn™*, *MechWarrior™*, *Warhammer Fantasy™*, *Castle Falkenstein™*, *Marvel™ Superheroes*, and more.

Other works by Jesse Jack Jones include:

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