

BOOK OF KI

Jorge Carvajal



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INTRODUCTION

The *Book of Ki* is an ambitious project I had always dreamed about, and hopefully, many of you also had the desire to play a roleplaying game with the fantastic martial arts of the Asian movies. This book is the result of the wish to include what we saw in movies and anime and played in videogames into the roleplaying experience. How many times you wanted your monk to throw energy through its hand or perform amazing feats and martial arts moves. Did you wonder why couldn't your character fly or jump great distances, and why your samurai couldn't send a fireball to his opponent? The *Book of Ki* gives you the opportunity to do all this and much more, now you can scream "hadoken" or "kame hame ha" while playing D&D!

Needless to say, most of the influence of this book comes from anime and videogames; however, this is not an approach to Anime roleplaying (though it can be perfectly used for that purpose), or a videogame simulation. This is still a roleplaying game, and the roleplaying is what matters the most. It is merely a way to make the game more fun, and include other things we like to it, and anime and videogames is exactly that for me, and a lot of more people. It is also influenced by Asian movies, such as *Crouching Tiger, Hidden Dragon* or *Hero* and by oriental culture and myth in general.

Throughout this book you will discover new races such as the Neko and the Saiyajin; find interesting character classes like the Geisha and the Ninja, and revisions to previous prestige classes, as well as new ones to improve your character. More than fifty new feats allow your character do extreme moves, and add flavor to the campaign, and a different Iaijutsu Focus skill, which goes according to the Iaijutsu culture and the ki along with an easy and fun Jump skill give your character amazing abilities. You can find a simple way of tracking honor and taint, as well as new weapons and magic items. And last but not least, the very core of the book, which is the explanation of what *ki* is, and how it is used by martial artists to perform techniques: supernatural abilities that allow a monk, a samurai, a ninja, or any other ki user class to perform anything from a *flying kick* to an *omnislash*.

Maybe at this point, you may think that this book's material is unbalanced, but not only because a character can do an *omnislash* does it mean the game's balance is at stake. After all, can't a wizard stop the time or cast a *meteor swarm*? But don't worry, balance has been a main issue during the developing of this book, classes which used to have a good base attack bonus now have an average one, and some have had changes in their abilities, in order to ensure that their ability to perform techniques does not spoil the fun for the other players. As always, you can change anything in this book that doesn't fit in your games, or that you consider not appropriate.

WHAT YOU NEED TO PLAY

In addition to the *Player's Handbook*, the *Monster Manual*, and the *Dungeon Master's Guide*, you will find references to *Oriental Adventures*, *Rokugan Campaign Setting*, and *Unearthed Arcana*. And even though it is not strictly necessary, it will enhance your experience to have a copy of the *Complete Warrior*, *Complete Divine*, and the *Complete Arcane* books.

CHAPTER ONE: RACES

In this chapter you can find new races to use in your campaign, as well as revisions to the old races. In the following table there have been summarized all oriental races.

Table: Races

Race	Type	Level Adj.	Ability Adjustments	Favored Class
Hengeyokai	Humanoid (shapechanger)	+0	-2 Wis	Wu Jen
Korobokuru	Humanoid	+0	+2 Con, -2 Int	Barbarian
Kyojin	Giant	+1	+2 Str, +2 Con, -2 Dex	Monk
Lungjen	Humanoid (spirit)	+1	+2 Str, +2 Con, +2 Cha	Shaman
Nezumi	Humanoid	+0	+2 Con, -2 Cha	Ninja
Neko	Humanoid (spirit)	+1	+4 Dex, +2 Cha	Ranger
Saiyajin	Humanoid	+0	+2 Str, +2 Con, -4 Int, -2 Cha	Monk
Spirit Folk	Humanoid (spirit)	+0	—	Any
Vanara	Humanoid	+0	—	Shaman

REVISIONS

The following are the changes needed to the races presented in *Oriental Adventures*.

Human: Humans from the Lion clan gain Intimidate as a class skill instead of Knowledge (war).

Hengyokai: Hengyokai are now creatures of the humanoid (shapechanger) type, and they have level adjustment +0.

Vanara: Remove all of the vanara's ability score adjustments.

NEW RACES

Below you will find new races to use in an oriental campaign.

KYOJIN

Kyojin are a cross between humans and giant spirits or oni. They are similar to humans in many ways, though they are taller and egocentric by nature. Kyojin come from deserts, volcanoes, and other places of high temperatures.

Personality: Kyojin come in all flavors. However, they share a general tendency toward selfishness and egocentricity.

Physical Description: Kyojin are very similar in appearance to humans. Though, they are much taller and either very skinny or extremely stout.

Relations: Kyojin associate with other humanoids very well. They like to be feared (or thanked) for what they do by the other races.

Honor: Most kyojin are dishonorable, but honorable kyojin also exist.

Kyojin Lands: Kyojin live in deserts, volcanoes, and other places of high temperatures, but many of them are also settled in human lands.

Religion: Kyojin usually revere the spirits of nature.

Language: Kyojin speak Common. Those with higher than average intelligence often learn Giant.

Names: Kyojin have a childhood name and a given name, the latter usually bestowed by friends or by the community in which the kyojin originally grew up. Most kyojin names reflect some aspect of the land that the kyojin inhabit, though names related to the oni and spirit ancestors are also common.

Male Given Names: Ox, Wang, Sandking, Magmoor, Akuma, Oyama, Kazan.

Female Given Names: Oasis, Sandrose, Cloud, Hanabi.

Adventurers: Many kyojin adventure to find better places to live, gain money and recognition.

KYOJIN RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Dexterity: Kyojin are tough and strong, but not too nimble.
- Giant: Kyojin are not subject to spells or effects that affect humanoids only, such as charm person or dominate person.
- Medium: As Medium creatures, kyojin have no special bonuses or penalties due to their size.
- Kyojin base land speed is 30 feet.
- Low-Light Vision: A kyojin can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Fire Acclimated: Kyojin have a +2 racial bonus on saving throws against all fire spells and effects. Kyojin are accustomed to enduring high temperatures.
- Powerful Build: The physical stature of kyojin lets them function in many ways as if they were one size category larger.

Whenever a kyojin is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the kyojin is treated as one size larger if doing so is advantageous to him.

A kyojin is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A kyojin can use weapons designed for a creature one size larger without penalty, and a kyojin's unarmed strike is one category larger than of a medium character. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of techniques, abilities, and spells that change the subject's size category.

- Naturally ki user: Kyojin gain 2 bonus ki points at 1st level. This benefit does not grant them the ability to perform techniques unless they gain that ability through another source, such as levels in a ki user class.
- Tech-Like Ability: 1/day—*daichi hasai*. Performer level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Automatic Language: Common. Bonus Languages: Giant, Spirit Tongue, Shadowlands.
- Favored Class: Monk.
- Level Adjustment: +1.

SAIYAJIN

The saiyajin is a race of natural martial artists. The race has developed from the breeding of native outsiders (such as 20th-level monks) and other enlightened beings, causing children to be born with an inherent ability for the use of ki.

Personality: Saiyajin are active and joyful. They are curious and like combat and self-improvement above all things. Hatred in a saiyajin is rather rare, for they appreciate even their worst enemies, as they see in them challenges to test their abilities.

Physical Description: Saiyajin are very similar to humans, and indeed most of them have a human parent. Saiyajin are robust and have narrow eyes. Their hair grows fast, and most of them wear it long. Saiyajin' hair can be of a variety of colors, being black the most common, and never a bright color (saiyajin never have yellow or light brown hair). They live a little longer than humans, but their appearance does not change much as they age.

Relations: Saiyajin mix with other races very well, as they accept all races and are always curious about their abilities. However, as they pass as humans in the society, they avoid showing their physical superiority in public.

Honor: Saiyajin tend to be honorable; they are disciplined at heart and seek their ultimate perfection.

Saiyajin Lands: Saiyajin are found in human lands, although they usually choose to live in the suburbs. They like to live near nature and faraway places to train safely without being recognized as saiyajin by the crowds.

Religion: Usually, saiyajin do not worship deities or spirits, but follow a philosophical school.

Language: Saiyajin speak Common. Most of them are not intelligent enough to learn other languages.

Names: Saiyajin are given a name when they are born, which they use with family and friends, and most of them have also a second, more common name, which they use as a second identity to blend with humans.

Male Names: Imo, Nasu, Kosho, Sansho, To, Niku, Horen.

Female Names: Chisha, Hana, Negi, Shishi.

Human Name: Roten, Kamen, Ame, Yoshi, Hideo, Taro.

Adventurers: Saiyajin seek adventure to test their abilities, but mainly, to improve in body and soul.

SAIYAJIN RACIAL TRAITS

- +2 Strength, +2 Constitution, -4 Intelligence, -2 Charisma: Saiyajin are strong and muscular, but they do not blend with the human society very well, and they trust more intuition than logic.
- Medium: As Medium creatures, saiyajin have no special bonuses or penalties due to their size.
- Saiyajin base land speed is 30 ft.
- Naturally ki user: Saiyajin gain 2 bonus ki points at 1st level. This benefit does not grant them the ability to perform techniques unless they gain that ability through another source, such as levels in a ki user class.
- Automatic Language: Common. Bonus Languages: the Spirit Tongue, Sylvan, Nezumi.
- Favored Class: Monk.
- Level Adjustment: +0.

LUNGJEN

Lungjen are descendants of the dragons, the most powerful celestial spirits. Most lungjen still live in the Spirit World, but a few reside the Mortal World to help other creatures or for their own purposes.

Personality: Lungjen are enigmatic and quiet. They often think a lot before doing anything, to be sure it is the right decision.

Physical Description: Lungjen are taller than humans, their skin is covered by green hide, and they have pointed ears. They lack of hair in their bodies and possess two antennae in their foreheads as well as clawed

hands. Lungjen are asexual, they reproduce hatching an egg within their bodies and then laying it through their mouths.

Relations: Lungjen are mysterious beings. And though they are friendly towards other creatures, they do not usually reveal their true nature and purposes this world.

Honor: Lungjen tend to be honorable, but as their ancestors, corruption exists in their kin, and dishonorable lungjen are sometimes found.

Lungjen Lands: Lungjen are most likely found outside cities, whether living in the forest, in a high mountain, or in a desert.

Religion: Lungjen revere the celestial spirits, including the dragons.

Language: Lungjen speak Common and the Spirit Tongue. Some also learn Draconic and Sylvan.

Names: Lungjen names often reflect their ancestry and they never use nicknames.

Lungjen Names: Tiandi, Zhuyan, Xuelong, Longde, Qilong.

Adventurers: Lungjen adventure for celestial purposes, to help humankind, or for more personal reasons.

LUNGJEN RACIAL TRAITS

- +2 Strength, +2 Constitution, +2 Charisma: Lungjen are strong, tough, and charismatic.
- Spirit Subtype: Lungjen are humanoids with the spirit subtype, which means they are affected by spells and techniques that specifically target spirits or humanoids.
- Medium: As Medium creatures, lungjen have no special bonuses or penalties due to their size.
- Lungjen base land speed is 30 feet.
- Low-Light Vision: A lungjen can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +1 Natural Armor: Lungjen have a tough hide that covers their bodies.
- Natural Attacks: Lungjen can attack with two claws that deal 1d4 points of damage. A lungjen can attack with a weapon at its normal attack bonus, and make a claw attack as a secondary attack (provided he has at least one hand free).
- Regrow Body Part: If the lungjen loses a limb or body part, the lost portion regrows in 3d6 minutes.
- Resistances: Lungjen have a +4 racial bonus on saves against sleep effects and paralysis, thanks to their heritage.
- Lungjen have a +2 racial bonus on Intimidate, Listen, and Spot checks.
- Automatic Languages: Common and the Spirit Tongue. Bonus Languages: Draconic, Sylvan.
- Favored Class: Shaman.
- Level Adjustment: +1.

NEKO

Neko are a cross between humans and cat spirits. They are very social and are physically equal to humans except they have cat ears on their heads.

Personality: Female neko are very energetic, joyful and social, while the male are shy and introvert. They are also very curious, even more than humans, and they are always very friendly and kind.

Physical Description: Neko resemble humans in every aspect, except they have an extra pair of cat ears on their heads. Their hair also tends to be of a warm color, such as red, pink and green. Some isolated tribes also possess a tail.

Relations: Neko enjoy being with other races except the nezumi, for which they have a racial enmity.

Honor: Neko have a tendency toward honor, but there are dishonorable neko as well.

Neko Lands: Neko live in cities and towns, merging with other people. They are also found living outside the civilization, in forests and plains.

Religion: Neko worship the nature spirits.

Language: Neko speak Common and the Spirit Tongue. Some also learn Draconic and Sylvan.

Names: Neko have a given name, and it is usually a human name.

Male Given Names: Myo'o, Kotaro, Hiroshi.

Female Given Names: Megumi, Hitomi, Motoko.

Adventurers: Neko adventure because of curiosity, to know the world, and to make friends.

NEKO RACIAL TRAITS

- +4 Dexterity, +2 Charisma: Neko are nimble and charming.
- Spirit Subtype: Neko are humanoids with the spirit subtype, which means they are affected by spells and techniques that specifically target spirits or humanoids.
- Medium: As Medium creatures, neko have no special bonuses or penalties due to their size.
- Neko base land speed is 40 feet.
- Low-Light Vision: A neko can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- Naturally ki user: Neko gain 2 bonus ki points at 1st level. This benefit does not grant them the ability to perform techniques unless they gain that ability through another source, such as levels in a ki user class.
- Neko have a +2 racial bonus on Listen and Move Silently checks.
- Automatic Languages: Common and the Spirit Tongue. Bonus Languages: Sylvan, Nezumi.
- Favored Class: Ranger.
- Level Adjustment: +1.

CHAPTER TWO: CLASSES

The following are the classes available using this system, with their respective variants. Note that character classes not listed here are not recommended to be used in conjunction with this book.

KI USER CLASSES

There are five character classes, which will be referred thereafter as ki user classes, these are: monk, ninja, ranger, and samurai. Characters who take these classes are able to manipulate ki, and perform techniques.

THE KI POOL

Ki users fuel their abilities through a reserve, or pool, of ki points. Your ki pool is equal to your base ki points gained from your class, bonus ki points from a high key ability score (see Abilities and Performers, below), and any additional bonus ki points from sources such as your character race and feat selections.

Multiclass Ki User Characters

If you have levels in more than one ki user class, you combine your ki points from each class to make up your reserve. You can use these ki points to perform techniques from any ki user class you have.

While you maintain a single pool of ki points from your class, race, and feat selections, you are still limited by the performer level you have achieved with each technique you know.

ABILITIES AND PERFORMERS

The ability that your techniques depend on—your key ability score as a performer—is related to what ki user class (or classes) you have levels in: Intelligence (ninja), Wisdom (monk, ranger, samurai), and Charisma (samurai). The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't perform techniques from that ki user class.

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who performs techniques gains bonus ki points according to her key ability score.

How To Determine Bonus Ki Points: Your key ability score grants you additional ki points equal to your key ability modifier x your performer level x 1/2.

COMBAT MODES

Every being that possesses ki points manages them in combat through combat modes. All such characters have the standard combat mode plus an additional combat mode of the character's choice. Combat modes are obtained together with the ability to possess and use ki points, and the additional combat mode chosen will be the combat mode that subject will have for the rest of her life.

Combat modes allow you to draw ki points from your ki pool, that is, you gain a certain amount of ki points, which are taken out from your daily ki point allotment (you can never draw an amount of ki points greater than the remaining points in your ki pool). Regardless of the combat mode you use to draw ki points, unspent ki points return to your ki pool after every encounter.

Standard Combat Mode: All characters with ki points can use this combat mode to draw ki. You can draw 1 ki point per level you have attained by meditating for 1 full round; alternatively, you can draw 1 ki point for every 2 levels you have attained by meditating for a standard action, or 1 ki point meditating for a move action. You can't draw ki points more than once per round using this combat mode.

Meditating any amount of time provokes an attack of opportunity, and while meditating you lose your class bonus as well as any Dexterity bonus to Armor Class. If you are struck while drawing ki points, you must make a Concentration check (DC 10 + damage dealt) or gain no ki points instead. You must also make a Concentration check when attempting to draw ki points while grappling or pinned (see the Concentration skill in Chapter Four for more information). The flow of ki is visible as a flow of energy around you and is also audible as a current of air.

Additional Combat Modes: Besides the standard combat mode, a character must choose an additional combat mode from the following list.

Defense Combat Mode: You draw 2 ki points every time you successfully block or dodge an attack made by an opponent (every time an opponent fails to hit your AC). In addition, every time you successfully block or dodge all attacks made by an opponent in a given round, you draw 2 more ki points. Only normal attacks allow you to gain ki points this way, blocked or dodged extra attacks from techniques or other sources do not let you draw ki points.

Hit Combat Mode: Every time you make an attack against an opponent you draw 2 ki points. An attack has not to be successful to draw ki points. Only normal attacks allow you to gain ki points this way, techniques or other means of attacks do not let you draw ki points.

Rage Combat Mode: You gain 1 ki point per every 2 points of damage dealt to you, if you heal this damage, naturally or supernaturally, you lose ki points accordingly.

AC BONUS

Some classes presented here have an AC Bonus (similar to the Defense Bonus described in *Unearthed Arcana*). This bonus to Armor Class is gained by deflecting hits using a melee weapon or unarmed strike (you must be armed to get the bonus), and it is considered a shield bonus. Although, unlike normal shield bonuses, this bonus is lost when flat-footed, jumping, landing or falling; it is also lost against an attacker on a lower or higher ground. You also lose your AC bonus whenever you're denied your Dexterity bonus to AC and against attacks of opportunity.

VITALITY AND WOUND POINTS

This system uses the Vitality and Wound Points variant described in *Unearthed Arcana*. If you don't want to use this variant, replace vitality with hit points. Use the given vitality die of the new classes as their respective hit die.

ARMOR

It is recommended to use the "Armor as Damage Reduction" variant described in *Unearthed Arcana*. The Armor Bonus provided by armors should stack with the class bonus to AC, but should not stack with shield bonuses.

BARBARIAN

As in the *Player's Handbook*

Non-outsider barbarians are called berserkers.

GAME RULE INFORMATION

Honor: Varies. Outsiders are dishonorable, while native berserkers are usually honorable.

CLASS FEATURES

Illiteracy: Only outsider barbarians are illiterate.

FIGHTER

As in the *Player's Handbook*.

Honor: Any.

MONK

GAME RULE INFORMATION

Honor: Any.

CLASS SKILLS

Add Concentration and Bujutsu Lore to the monk's class skills.

Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	+2
2nd	+1	+3	+3	+3	Bonus feat, evasion	+2
3rd	+2	+3	+3	+3	Still mind	+3
4th	+3	+4	+4	+4	Ki strike, slow fall (20 ft.)	+3
5th	+3	+4	+4	+4	Purity of body	+3
6th	+4	+5	+5	+5	Bonus feat, slow fall (30 ft.)	+4
7th	+5	+5	+5	+5	—	+4
8th	+6/+1	+6	+6	+6	Slow fall (40 ft.)	+4
9th	+6/+1	+6	+6	+6	Improved evasion	+5
10th	+7/+2	+7	+7	+7	Ki strike (jade), slow fall (50 ft.)	+5
11th	+8/+3	+7	+7	+7	Diamond body, greater flurry	+5
12th	+9/+4	+8	+8	+8	Slow fall (60 ft.)	+6
13th	+9/+4	+8	+8	+8	Diamond soul	+6
14th	+10/+5	+9	+9	+9	Bonus feat, slow fall (70 ft.)	+6
15th	+11/+6/+1	+9	+9	+9	—	+7
16th	+12/+7/+2	+10	+10	+10	Ki strike (adamantine), slow fall (80 ft.)	+7
17th	+12/+7/+2	+10	+10	+10	Timeless body	+7
18th	+13/+8/+3	+11	+11	+11	Slow fall (90 ft.)	+8
19th	+14/+9/+4	+11	+11	+11	—	+8
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+8

TABLE: MONK KI AND TECHNIQUES			
Level	Ki Points/Day	Techniques Known	Maximum Technique Level Known
1st	1	2	1st
2nd	2	3	1st
3rd	3	5	2nd
4th	5	6	2nd
5th	7	8	3rd
6th	11	9	3rd
7th	15	11	4th
8th	19	12	4th
9th	23	14	5th
10th	27	15	5th
11th	35	17	6th
12th	43	18	6th
13th	51	20	7th
14th	59	21	7th
15th	67	23	8th
16th	79	24	8th
17th	91	26	9th
18th	103	27	9th
19th	115	29	9th
20th	127	30	9th

CLASS FEATURES

AC Bonus (Ex): The AC bonus indicated in the table below supersedes the monk's AC bonus indicated in the Player's Handbook. The monk still adds her Wisdom bonus to AC, and this bonus follows the rules described in the *Player's Handbook*.

Ki Points/Day: A monk's ability to perform techniques is limited by the ki points she has available. Her base daily allotment of ki points is given on Table: Monk Ki and Techniques. In addition, she receives bonus ki points per day if she has a high Wisdom score. Her race may also provide bonus ki points per day, as may certain feats and items.

Techniques Known: A monk begins play knowing two monk techniques of your choice. Each time she achieves a new level, she learns new techniques. Choose the techniques known from the monk technique list. A monk can perform any technique that has a ki point cost equal to or lower than her performer level.

The number of times a monk can perform techniques in a day is limited only by her daily ki points.

A monk simply knows her techniques. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent ki points.

The Difficulty Class for saving throws against monk techniques is 10 + the technique's level + the monk's Wisdom modifier.

Maximum Technique Level Known: A monk begins play with the ability to learn 1st-level techniques. As she attains higher levels, a monk may gain the ability to master more complex techniques.

To learn or perform a technique, a monk must have a Wisdom score of at least 10 + the technique's level.

Bonus Feat: The monk may choose her bonus feats from the following list: Improved Grapple, Greater Grapple, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Trip, Ki Leaping, Leap of the Clouds, Juggle Hit, Chain Combo, or a metatechnique feat.

NINJA

GAME RULE INFORMATION

Honor: Honorable. Ninjas adhere to the Code of Ninpo.

CLASS SKILLS

The ninja's class skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Bujutsu Lore (Int), Tumble (Dex).

Skill Points: 6 + Int modifier.

TABLE: THE NINJA						
Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus

1st	+0	+0	+2	+2	Sneak attack +1d6, ninja dodge	+3
2nd	+1	+0	+3	+3	Poison use, bonus feat	+3
3rd	+2	+1	+3	+3	Sneak attack +2d6, uncanny dodge	+4
4th	+3	+1	+4	+4	Speed of darkness, evasion	+4
5th	+3	+1	+4	+4	Sneak attack +3d6, bonus feat	+4
6th	+4	+2	+5	+5	Improved uncanny dodge	+5
7th	+5	+2	+5	+5	Sneak attack +4d6	+5
8th	+6/+1	+2	+6	+6	Bonus feat	+5
9th	+6/+1	+3	+6	+6	Sneak attack +5d6	+6
10th	+7/+2	+3	+7	+7	Poison use (move action)	+6
11th	+8/+3	+3	+7	+7	Sneak attack +6d6	+6
12th	+9/+4	+4	+8	+8	Improved evasion, bonus feat	+7
13th	+9/+4	+4	+8	+8	Sneak attack +7d6	+7
14th	+10/+5	+4	+9	+9	Poison use (swift action)	+7
15th	+11/+6/+1	+5	+9	+9	Sneak attack +8d6	+8
16th	+12/+7/+2	+5	+10	+10	—	+8
17th	+12/+7/+2	+5	+10	+10	Sneak attack +9d6, bonus feat	+8
18th	+13/+8/+3	+6	+11	+11	—	+9
19th	+14/+9/+4	+6	+11	+11	Sneak attack +10d6	+9
20th	+15/+10/+5	+6	+12	+12	—	+9

TABLE: NINJA KI AND TECHNIQUES

Level	Ki Points/Day	Techniques Known	Maximum Technique Level Known
1st	0*	1	1st
2nd	1	2	1st
3rd	3	3	1st
4th	5	4	2nd
5th	7	5	2nd
6th	11	6	2nd
7th	15	7	3rd
8th	19	8	3rd
9th	23	9	3rd
10th	27	10	4th
11th	35	11	4th
12th	43	12	4th
13th	51	13	5th
14th	59	14	5th
15th	67	15	5th
16th	79	16	6th
17th	91	17	6th
18th	103	18	6th
19th	115	19	6th
20th	127	20	6th

*The ninja has no ki points in her ki pool at 1st level. However, she does add any bonus ki points he gains from a high key ability score, and feats or other sources to her reserve. She can use these points (if any) to perform her techniques.

CLASS FEATURES

Ki Points/Day: A ninja's ability to perform techniques is limited by the ki points she has available. Her base daily allotment of ki points is given on Table: Ninja Ki and Techniques. In addition, she receives bonus ki points per day if she has a high Intelligence score. Her race may also provide bonus ki points per day, as may certain feats and items. A 1st-level ninja gains no ki points for her class level, but she gains bonus ki points (if she is entitled to any), and can perform the single technique she knows with those ki points.

Techniques Known: A ninja begins play knowing one ninja technique of your choice. Each time she achieves a new level, she learns a new technique.

Choose the techniques known from ninja technique list. A ninja can perform any technique that has a ki point cost equal to or lower than her performer level.

The total number of techniques a ninja can perform in a day is limited only by her daily ki points.

A ninja simply knows her techniques. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent ki points.

The Difficulty Class for saving throws against ninja techniques is 10 + the technique's level + the ninja's Intelligence modifier.

Maximum Technique Level Known: A ninja begins play with the ability to learn 1st-level techniques. As she attains higher levels, she may gain the ability to master more complex techniques. To learn or perform a technique, a ninja must have an Intelligence score of at least 10 + the technique's level.

Ninja Dodge: A ninja's defense resides in his ability to dodge hits rather than using a weapon to deflect them, thus, a ninja's AC Bonus is as a dodge bonus.

Bonus Feat: The ninja may choose her bonus feats from the following list: Improved Unarmed Strike, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Trip, Leap of the Clouds, Ki Leaping, Ki Speed, Run, Dodge, Mobility, Spring Attack, Jump-in Attack, Cross-up Attack, or Jump-in Combo.

Code of Conduct: A ninja must follow the Code of Ninpo (see Chapter Five), with a certain degree of flexibility allowed. Meaning, if the character unintentionally violated the Code of Ninpo or was forced to due to circumstances, then there would be no penalty. However, the character must attempt to follow Ninpo whenever possible.

EX-NINJA

A ninja who becomes dishonorable or who grossly violates the Code of Ninpo (see Chapter Five) retains all class abilities but cannot continue progressing as a ninja. Being an ex-ninja is a dangerous situation, since traitors are usually hunted down by the other members of the clan and killed for their treason. If the ninja leaves or betrays her clan, she also becomes an ex-ninja. If reconciliation between the character and her former clan can be established, then she may regain her former status as a ninja.

RANGER

GAME RULE INFORMATION

Honor: Any.

Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus
1st	+0	+2	+2	+0	1st favored enemy, Track, wild empathy	+3
2nd	+1	+3	+3	+0	Bonus feat	+3
3rd	+2	+3	+3	+1	Endurance	+4
4th	+3	+4	+4	+1	Animal companion	+4
5th	+3	+4	+4	+1	2nd favored enemy	+4
6th	+4	+5	+5	+2	Bonus feat	+5
7th	+5	+5	+5	+2	Woodland stride	+5
8th	+6/+1	+6	+6	+2	Swift tracker	+5
9th	+6/+1	+6	+6	+3	Evasion	+6
10th	+7/+2	+7	+7	+3	3rd favored enemy	+6
11th	+8/+3	+7	+7	+3	Bonus feat	+6
12th	+9/+4	+8	+8	+4	—	+7
13th	+9/+4	+8	+8	+4	Camouflage	+7
14th	+10/+5	+9	+9	+4	—	+7
15th	+11/+6/+1	+9	+9	+5	4th favored enemy	+8
16th	+12/+7/+2	+10	+10	+5	—	+8
17th	+12/+7/+2	+10	+10	+5	Hide in plain sight	+8
18th	+13/+8/+3	+11	+11	+6	—	+9
19th	+14/+9/+4	+11	+11	+6	—	+9
20th	+15/+10/+5	+12	+12	+6	5th favored enemy	+9

Level	Ki Points/Day	Techniques Known	Maximum Technique Level Known
1st	1	1	1st
2nd	2	2	1st
3rd	3	2	2nd
4th	5	3	2nd
5th	7	3	3rd
6th	11	4	3rd
7th	15	4	4th
8th	19	5	4th
9th	23	5	5th
10th	27	6	5th
11th	35	6	6th
12th	43	7	6th
13th	51	7	7th
14th	59	8	7th

15th	67	8	8th
16th	79	9	8th
17th	91	9	9th
18th	103	10	9th
19th	115	10	9th
20th	127	11	9th

CLASS FEATURES

Weapon and Armor Proficiency: Rangers are not proficient with any armor or shields.

Ki Points/Day: A ranger's ability to perform techniques is limited by the ki points she has available. Her base daily allotment of ki points is given on Table: Ranger Ki and Techniques. In addition, she receives bonus ki points per day if she has a high Wisdom score. Her race may also provide bonus ki points per day, as may certain feats and items.

Techniques Known: A ranger begins play knowing one ranger technique of your choice. At every even-numbered class level after 1st, she learns new techniques.

Choose the techniques known from the ranger/samurai technique list. A ranger can perform any technique that has a ki point cost equal to or lower than her performer level.

The number of times a ranger can perform techniques in a day is limited only by her daily ki points.

A ranger simply knows her techniques. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent ki points.

The Difficulty Class for saving throws against ranger techniques is 10 + the technique's level + the ranger's Wisdom modifier.

Maximum Technique Level Known: A ranger begins play with the ability to learn 1st-level techniques. As she attains higher levels, a ranger may gain the ability to master more complex techniques.

To learn or perform a technique, a ranger must have a Wisdom score of at least 10 + the technique's level.

Favored Enemy (Ex): In a Rokugan campaign, instead of a creature type, a character may choose a clan for her favored enemy. A character must be dishonorable to choose her own clan members as a favored enemy. Additionally, the ranger may choose creatures with any one of the following creature subtypes: Honorable, Oni, Shadowlands, Shapechanger, or Spirit. A ranger may not choose Dragons as her favored enemy.

Bonus Feat: The ranger may choose her bonus feats from the following list: Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Critical, Improved Initiative, Mounted Combat, Mounted Archery, Mounted Performing, Ride-By Attack, Spirited Charge, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise Shot, Power Attack, Cleave, Great Cleave, Quick Draw, Quick Sheath, Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Weapon Focus, Flurry of Strikes, Extra Hit, Extra Blow or a metatechnique feat.

Animal Companion: The ranger's animal companion follows the rules in the *Player's Handbook*, except it gains the following ability instead of *share spells*.

Share Techniques: At the ranger's option, she may have any technique she performs on herself also affect her animal companion. The animal companion must be within 5 feet at the time of performing to receive the benefit.

If the technique or effect has a duration other than instantaneous, it stops affecting the animal companion if it moves farther than 5 feet away and will not affect the animal companion again even if it returns to the ranger before the duration expires. Additionally, the ranger may perform a technique with a target of "You" on her animal companion (as a touch range technique) instead of on herself.

A ranger and her animal companion can share techniques even if the techniques normally do not affect creatures of the animal companion's type (animal).

ROGUE

As in the *Player's Handbook* except it has AC Bonus (as the Monk's).

Honor: Any.

CLASS FEATURES

Weapon and Armor Proficiency: Rogues are not proficient with any armor or shields.

SAMURAI

GAME RULE INFORMATION

Honor: Honorable. Samurais adhere to the Code of Bushido.

CLASS SKILLS

The samurai's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump* (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), and Bujutsu Lore* (Int). In addition, a samurai gains access to additional class skills based on her discipline:

Bajutsu: Handle Animal (Cha), and Ride (Dex).

Battojutsu: Balance (Dex), and Tumble (Dex).

Kyudo: Ride (Dex), and Spot (Wis).

Iaido: Iaijutsu Focus* (Cha), and Perform (Cha).

Kendo: Heal (Wis), and Ride (Dex).

Niten: Climb (Str), Survival (Wis).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

TABLE: THE SAMURAI						
Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus
1st	+0	+2	+0	+2	Ancestral weapon	+6
2nd	+1	+3	+0	+3	Bonus feat	+6
3rd	+2	+3	+1	+3		+7
4th	+3	+4	+1	+4		+7
5th	+3	+4	+1	+4	Bonus feat	+7
6th	+4	+5	+2	+5		+8
7th	+5	+5	+2	+5		+8
8th	+6/+1	+6	+2	+6	Bonus feat	+8
9th	+6/+1	+6	+3	+6		+9
10th	+7/+2	+7	+3	+7		+9
11th	+8/+3	+7	+3	+7	Bonus feat	+9
12th	+9/+4	+8	+4	+8		+10
13th	+9/+4	+8	+4	+8		+10
14th	+10/+5	+9	+4	+9	Bonus feat	+10
15th	+11/+6/+1	+9	+5	+9		+11
16th	+12/+7/+2	+10	+5	+10		+11
17th	+12/+7/+2	+10	+5	+10	Bonus feat	+11
18th	+13/+8/+3	+11	+6	+11		+12
19th	+14/+9/+4	+11	+6	+11		+12
20th	+15/+10/+5	+12	+6	+12	Bonus feat	+12

TABLE: SAMURAI KI AND TECHNIQUES			
Level	Ki Points/Day	Techniques Known	Maximum Technique Level Known
1st	1	2	1st
2nd	2	3	1st
3rd	3	5	2nd
4th	5	6	2nd
5th	7	8	3rd
6th	11	9	3rd
7th	15	11	4th
8th	19	12	4th
9th	23	14	5th
10th	27	15	5th
11th	35	17	6th
12th	43	18	6th
13th	51	20	7th
14th	59	21	7th
15th	67	23	8th
16th	79	24	8th
17th	91	26	9th
18th	103	27	9th
19th	115	29	9th
20th	127	30	9th

CLASS FEATURES

Weapon and Armor Proficiency: Samurai are not proficient with any armor or shields.

Ki Points/Day: A samurai's ability to perform techniques is limited by the ki points she has available. Her base daily allotment of ki points is given on Table: Samurai Ki and Techniques. In addition, she receives bonus ki points per day if she has a high key ability score. Her race may also provide bonus ki points per day, as may certain feats and items.

Discipline: Every samurai must decide at 1st level which martial discipline she will specialize in. Choosing a discipline provides a samurai with access to the class skills associated with that discipline (see above), as well as the techniques restricted to that discipline and the key ability the samurai will use. However, choosing a discipline also means that the samurai cannot learn techniques that are restricted to other disciplines.

Techniques Known: A samurai begins play knowing two samurai techniques of your choice. Each time she achieves a new level, she learns new techniques.

Choose the techniques known from the ranger/samurai technique list, or from the list of techniques of your chosen discipline. You cannot choose techniques from disciplines other than your chosen discipline. A samurai can perform any technique that has a ki point cost equal to or lower than her performer level. The number of times a samurai can perform techniques in a day is limited only by her daily ki points. A samurai simply knows his techniques. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent ki points.

The Difficulty Class for saving throws against samurai techniques is 10 + the technique's level + the samurai's key ability modifier determined by her chosen discipline.

Maximum Technique Level Known: A samurai begins play with the ability to learn 1st-level techniques. As she attains higher levels, a samurai may gain the ability to master more complex techniques.

To learn or perform a technique, a samurai must have a key ability score of at least 10 + the technique's level.

Ancestral Weapon: A samurai can enhance a weapon of her choice using the following table.

Class Level	Weapon Bonus	Minimum XP Cost**
4th	+1	80
7th	+2	320
9th	+3	720
11th	+4	1,280
13th	+5	2,000
14th	+6*	2,880
15th	+7*	3,920
16th	+8*	5,120
17th	+9*	6,480
18th	+10*	8,000

*A weapon can't actually have an enhancement bonus higher than +5, but it can have special abilities that are the equivalent of additional bonuses.

**The XP cost presented here assumes that the weapon does not already have an enhancement bonus. If it does, the cost to imbue it with additional power is reduced.

Bonus Feat: The samurai may choose her bonus feats from the following list: Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Critical, Improved Initiative, Mounted Combat, Mounted Archery, Mounted Performing, Ride-By Attack, Spirited Charge, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise Shot, Power Attack, Cleave, Great Cleave, Quick Draw, Weapon Focus, Quick Sheath, Flurry of Strikes, Extra Hit, Extra Blow, , Expanded Training, Dual School or a metatechnique feat.

SAMURAI DISCIPLINES

A discipline is one of six groupings of techniques, each defined by a common way of martial arts. The six disciplines are bajutsu, battojutsu, kyudo, iaido, kendo, and niten.

Bajutsu (Wis): The Art of Horsemanship. It focuses on mounted combat and techniques on horseback.

Battojutsu (Cha): The Art of Drawing the Sword. It consists of fast combat and tactical fighting primarily with the katana.

Kyudo (Wis): The Way of the Bow. A samurai trained in kyudo uses a longbow to fight and develops ranged techniques.

Iaido (Cha): The Way of Facing Life and Death. Samurai trained in iaido schools learn techniques to inflict great amounts of damage in short time.

Kendo (Wis): The Way of the Sword. It consists of defensive techniques using the katana and attacking the opponent powerfully.

Niten (Wis): The Two Swords. Niten samurai fight using two swords at once, generally a katana and a wakizashi, or two wakizashi; their techniques focus on attacking many times and fooling the opponent.

SAMURAI VARIANTS

Ronin: A character may choose to take the samurai class without being honorable, in such case, the character does not follow the *code of bushido* but does not gain the *ancestral weapon* special ability either. Likewise, a character who is not part of the noble caste—even if she is honorable—is also a ronin and does not gain the *ancestral weapon* ability. At 1st level of the samurai class, a ronin character gains a bonus feat instead of *ancestral weapon*.

Bushi: You can choose to have armored samurai in certain regions or all of your campaign setting. Armored samurai, or bushi, are proficient with all armors and shields. They must adhere to the *code of bushido*. Bushi can choose a piece of armor or shield instead for their *ancestral weapon* ability.

Xia, hwarang and kshatriya: Other eastern cultures have honorable warriors similar to the samurai. Characters using other cultural backgrounds can use the samurai class as described above with a few modifications. While these characters do not follow the Code of Bushido, they must still be honorable. Characters using this variant can choose either the *ancestral weapon* ability or a bonus feat for their first level.

EX-SAMURAI

A samurai who becomes dishonorable, loses her nobility, or violates the tenets of *bushido* can continue gaining levels as a samurai, but she becomes a ronin (see above). She retains all her bonus feats, but her ancestral weapons lose any “awakened” abilities. If the samurai returns to an honorable rank, she must atone for her violations and redeem her honor in order to restore her weapons to their prior status. Unlike ronin, an ex-samurai does not gain a bonus feat when she loses the *ancestral weapon* ability.

SHAMAN

As in *Oriental Adventures*. In addition, shamans deal more damage with their unarmed strikes and increase their unarmed damage in the same way as the monk. Use the following list to determine what feats the shaman may take every time he gains a bonus feat: Blind-Fight, Combat Reflexes, Iron Will, Deflect Arrows, Improved Disarm, Improved Trip, Martial Talent, Ki Leaping, Leap of the Clouds, Juggle Hit. The shaman must meet all the normal prerequisites for the feats he selects.

Honor: Any.

SHUGENJA

As in *Complete Divine*.

Honor: Any.

SOHEI

GAME RULE INFORMATION

Honor: Honorable.

Level	Base Attack Bonus	Fort	Ref	Will	Special	AC Bonus
1st	+0	+2	+0	+2	Ki frenzy 1/day, Weapon Focus, Martial Talent	+6
2nd	+1	+3	+0	+3	Reach weapon expertise	+6
3rd	+2	+3	+1	+3	Diehard	+7
4th	+3	+4	+1	+4	Ki frenzy 2/day	+7
5th	+3	+4	+1	+4	Deflect Arrows, strength of mind	+7
6th	+4	+5	+2	+5	Defensive strike	+8
7th	+5	+5	+2	+5	Damage reduction 1/—	+8
8th	+6/+1	+6	+2	+6	Ki frenzy 3/day	+8
9th	+6/+1	+6	+3	+6	Greater Weapon Focus, Mettle	+9
10th	+7/+2	+7	+3	+7	Damage reduction 2/—, improved reach weapon expertise	+9
11th	+8/+3	+7	+3	+7	Greater frenzy	+9
12th	+9/+4	+8	+4	+8	Ki frenzy 4/day	+10
13th	+9/+4	+8	+4	+8	Damage reduction 3/—	+10
14th	+10/+5	+9	+4	+9	—	+10
15th	+11/+6/+1	+9	+5	+9	Greater reach weapon expertise	+11
16th	+12/+7/+2	+10	+5	+10	Damage reduction 4/—, ki frenzy 5/day	+11
17th	+12/+7/+2	+10	+5	+10	Tireless frenzy	+11
18th	+13/+8/+3	+11	+6	+11	—	+12
19th	+14/+9/+4	+11	+6	+11	Damage reduction 5/—	+12
20th	+15/+10/+5	+12	+6	+12	Whirlwind frenzy, ki frenzy 6/day	+12

CLASS FEATURES

Reach Weapon Expertise: A sohei of 2nd level or higher can wield a two-handed reach weapon with one hand.

Improved Reach Weapon Expertise: Beginning at 10th level, a sohei can use reach weapons against an adjacent foe even if the weapon normally doesn't allow it.

Greater Frenzy: At 11th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +4, the penalty she suffers on attack rolls when making a flurry of blows is reduced to -1, and her speed increases by 20 feet during her frenzy.

Greater Reach Weapon Expertise: A sohei of 15th level or higher wielding a reach weapon may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Tireless Frenzy: At 17th level and higher, a sohei no longer becomes fatigued at the end of her frenzy.

Whirlwind Frenzy: At 20th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +6, the penalty she suffers no penalty on attack rolls when making a flurry of blows, and her speed increases by 30 feet during her frenzy.

SORCERER

As in the *Player's Handbook*.

Honor: Any.

WU JEN

As in *Complete Arcane*.

Honor: Dishonorable. Wu jens are apart from society and its codes of honor.

CHAPTER THREE: PRESTIGE CLASSES

PRESTIGE CLASS VARIANTS

A character can take any prestige class the DM allows, although, several considerations need to be made to ensure the affinity with the system described in this book. Here are described the changes made to some of the prestige classes that appear on *Oriental Adventures*. Use them as a start point to make changes to other prestige classes not shown here.

BATTLE MAIDEN

REQUIREMENTS:

Gender: Female

Honor: Honorable.

Base Attack Bonus: +7

Skills: Handle Animal 10 ranks, Ride 10 ranks.

Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Level	BAB	Special	Techniques Known
1st	+0	Special mount, Ride bonus +2	+1 level of existing class
2nd	+1	Burst of speed	+1 level of existing class
3rd	+2	Ride bonus (initiative) +2	+1 level of existing class
4th	+3	Defense riding	+1 level of existing class
5th	+3	Ride bonus (AC) +4	+1 level of existing class
6th	+4	—	+1 level of existing class
7th	+5	Ride bonus (attacks) +4	+1 level of existing class
8th	+6	<i>Heal mount</i>	+1 level of existing class
9th	+6	Ride bonus +6	+1 level of existing class
10th	+7	—	+1 level of existing class

CLASS FEATURES:

Techniques Known: When a new battle maiden level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of battle maiden to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a battle maiden, she must decide to which class she adds the new level of battle maiden for the purpose of determining ki points per day, techniques known, and performer level.

BLADE DANCER

REQUIREMENTS:

Base Attack Bonus: +7.

Skills: Jump 12 ranks, Tumble 12 ranks.

Feats: Ki Leaping, Leap of the Clouds.

Level	BAB	Special	Techniques Known
1st	+0	Acrobatics (+10), fast movement (+30 feet)	+1 level of existing class
2nd	+1	Enchanted blade I	+1 level of existing class
3rd	+2	Light body	+1 level of existing class
4th	+3	<i>Ku-aruki</i> , fast movement (+40 feet)	+1 level of existing class
5th	+3	Acrobatics (+20), acrobatic attack	+1 level of existing class
6th	+4	Enchanted blade II	+1 level of existing class
7th	+5	Fast movement (+50 feet)	+1 level of existing class
8th	+6	—	+1 level of existing class
9th	+6	—	+1 level of existing class
10th	+7	Acrobatics (+30), enchanted blade III, fast movement (+60 feet)	+1 level of existing class

CLASS FEATURES:

Techniques Known: When a new blade dancer level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of battle maiden to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a blade dancer, she must decide to which class she adds the new level of blade dancer for the purpose of determining ki points per day, techniques known, and performer level.

Enchanted Blade I (Su): The blade dancer can choose from the following special abilities when using enchanted blade I: defending, elemental, or ghost touch.

Light Body (Su): At 3rd level and beyond, a blade dancer can become almost weightless when she draws ki points. The blade dancer may choose whether to use this ability or not every time she draws ki points. While weightless, a blade dancer's weight effectively becomes zero and falls slowly enough to take no falling damage and land always on her feet (this applies also when knocked down or blown away). Whenever the blade dancer jumps deliberately or is raised in the air, she moves twice the indicated distance. Additionally, the blade dancer may walk on water and other non-solid or weak surfaces, such as a fine branch or weak rope, as long as she does not start or end her movement on the non-solid or weak surface, in which case the character sinks or fall down as appropriate.

Ku-Aruki (Tc): A blade dancer of 4th or higher can use *ku-aruki* as a tech-like ability once per day.

Enchanted Blade II (Su): The blade dancer can choose from the following special abilities when using enchanted blade II: bane, disruption, elemental, or wounding. Alternatively, she can add two enchanted blade I abilities.

Enchanted Blade III (Su): The blade dancer can choose from the following special abilities when using enchanted blade III: dancing, elemental, or speed. Alternatively, she can add three enchanted blade II abilities.

HENSHIN MYSTIC

REQUIREMENTS:

Base Attack Bonus: +7.

Honor: Honorable.

Skills: Knowledge (planes) 6 ranks, Knowledge (religion) 10 ranks.

Level	BAB	Special	Techniques Known
1st	+0	Monk abilities, riddle of awareness	+1 level of existing class
2nd	+1	Blind-Fight, diamond body	+1 level of existing class
3rd	+2	Happo zanshin	+1 level of existing class
4th	+3	Ki strike (honorable)	+1 level of existing class
5th	+3	—	+1 level of existing class
6th	+4	Blindsense 10 ft.	+1 level of existing class
7th	+5	Riddle of purity	+1 level of existing class
8th	+6	Timeless body, ki strike (adamantine)	+1 level of existing class
9th	+6	Riddle of protection	+1 level of existing class
10th	+7	Riddle of invulnerability	+1 level of existing class

CLASS FEATURES:

Monk Abilities: A henshin mystic's class levels stack with her monk levels for the purpose of determining her unarmed damage and unarmored speed.

Techniques Known: When a new henshin mystic level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of henshin mystic to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a henshin mystic, she must decide to which class she adds the new level of henshin mystic for the purpose of determining ki points per day, techniques known, and performer level.

Riddle of Awareness (Su): A henshin mystic gains a +4 insight bonus on all Listen, Search and Spot checks, and adds her Wisdom to performer level checks when performing *sense ki*.

Riddle of Purity (Su): Once per day, a henshin mystic of 7th level or higher can remove from herself 1 point of Taint.

Riddle of Protection (Su): At 9th level, a henshin mystic gains ki resistance equal to her monk level plus her henshin mystic level plus 10.

Riddle of Invulnerability (Su): A 10th-level henshin mystic gains damage reduction 10/magic.

IAIJUTSU MASTER

REQUIREMENTS:

Base Attack Bonus: +4.

Skills: Iaijutsu Focus 9 ranks.

Feats: Improved Initiative, Void Use, Weapon Focus (katana)

Techniques: Must be able to perform *iaijutsu strike*.

Level	BAB	Special	Techniques Known
1st	+0	Weapon finesse, canny defense	+1 level of existing class
2nd	+1	Lightning blade	+1 level of existing class
3rd	+2	—	+1 level of existing class
4th	+3	Bonus feat	+1 level of existing class

5th	+3	Strike from the Void	+1 level of existing class
6th	+4	—	+1 level of existing class
7th	+5	—	+1 level of existing class
8th	+6	One strike, two cuts	+1 level of existing class
9th	+6	Bonus feat	+1 level of existing class
10th	+7	Strike with no thought	+1 level of existing class

CLASS FEATURES:

Techniques Known: When a new iaijutsu master level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of iaijutsu master to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a iaijutsu master, she must decide to which class she adds the new level of iaijutsu master for the purpose of determining ki points per day, techniques known, and performer level.

Strike from the Void (Su): At 5th level, Hit techniques an iaijutsu master performs exclusively with ki points drawn using the Void Use feat deal half as much damage as normal (multiply damage by 1.5).

KISHI CHARGER

REQUIREMENTS:

Base Attack Bonus: +6.

Skills: Ride 9 ranks.

Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Weapon Proficiency: Uma-yari (lance.)

Level	BAB	Special	Techniques Known
1st	+0	Ride bonus +2, Combat Expertise	+1 level of existing class
2nd	+1	Deadly charge 1/day	+1 level of existing class
3rd	+2	Burst of speed	+1 level of existing class
4th	+3	Deadly charge 2/day, Ride bonus +4	+1 level of existing class
5th	+3	One spirit	+1 level of existing class
6th	+4	Deadly charge 3/day, full mounted attack	+1 level of existing class
7th	+5	Ride bonus +6	+1 level of existing class
8th	+6	Deadly charge 4/day	+1 level of existing class
9th	+6	Mounted Bonus	+1 level of existing class
10th	+7	Deadly charge 5/day, Ride bonus +8	+1 level of existing class

CLASS FEATURES:

Techniques Known: When a new kishi charger level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of kishi charger to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a kishi charger, she must decide to which class she adds the new level of kishi charger for the purpose of determining ki points per day, techniques known, and performer level.

Mounted Bonus (Ex): At 9th level, a kishi charger gains a +2 competence bonus on attack rolls when mounted on her animal companion.

NINJA SPY

The Ninja Spy prestige class is not available.

SHADOW SCOUT

The Shadow Scout prestige class is not available.

SHAPESHIFTER

The Shapeshifter prestige class is not available.

SHINTAO MONK

REQUIREMENTS:

Base Attack Bonus: +4.

Skills: Knowledge (religion) 8 ranks.

Special: Still mind class ability.

Level	BAB	Special	Techniques Known
1st	+0	Monk abilities, touch of the Void dragon	+1 level of existing class

2nd	+1	<i>Detect Taint</i> , smite Taint, <i>speak to the soul</i>	+1 level of existing class
3rd	+2	Grasp the earth dragon	+1 level of existing class
4th	+3	Purity of Shinsei	+1 level of existing class
5th	+3	Channel the fire dragon	+1 level of existing class
6th	+4	Great silence	+1 level of existing class
7th	+5	Steal the air dragon	+1 level of existing class
8th	+6	<i>Ancestral guidance</i>	+1 level of existing class
9th	+6	Ride the water dragon	+1 level of existing class
10th	+7	Kukan-do	+1 level of existing class

CLASS FEATURES:

Monk Abilities: A Shintao monk's class levels stack with her monk levels for the purpose of determining her unarmed damage and unarmored speed.

Techniques Known: When a new Shintao monk level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of Shintao monk to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a Shintao monk, she must decide to which class she adds the new level of Shintao monk for the purpose of determining ki points per day, techniques known, and performer level.

Touch of the Void Dragon (Su): Once per day, a Shintao monk can draw 2 ki points as a free action. This ability works like the Void Use feat, except the Shintao monk doesn't take ability damage.

Detect Taint (Tc): A Shintao monk of 2nd level or higher can use *detect taint* as a tech-like ability, at will. She uses this ability using her Shintao monk level as the performer level.

Smite Taint (Su): Once per day, a Shintao monk of 2nd level or higher may attempt to smite a tainted opponent with an unarmed strike. She adds a +4 bonus on her attack roll and deals +1 point of damage per class level. If the monk accidentally smites a creature that is not tainted, the smite has no effect but it still used up for that day.

Speak to the Soul (Tc): At will, a Shintao monk of at least 2nd level can use *sense ki*, using her Shintao monk level as the performer level.

Purity of Shinsei (Su): At 4th level, a Shintao monk can cause her entire body to become suffused with a heatless fire that sheds light as the *light* spell. The monk can use this ability once per level per day, and it lasts 10 minutes per level of Shintao monk she has attained.

Channel the Fire Dragon (Su): At 5th level, a Shintao monk gains resistance to fire 5.

Great Silence (Su): No change. A mute character cannot perform techniques with a verbal component.

Steal the Air Dragon (Ex): At 7th level, a Shintao monk gains the ability to wriggle free from magical effects that would otherwise control or compel her. If the Shintao monk is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Ancestral Guidance (Sp): At 8th level, a Shintao monk can use commune with greater spirit once per week, as a shaman of the monk's character level.

Kukan-Do (Su): Neither character can perform techniques or use ki feats while this ability is in effect.

SINGH RAGER

The Singh Rager prestige class is not available.

TATTOOED MONK

The Tattooed Monk presented in *Oriental Adventures* is not available. Instead, use the one from *Complete Warrior* modified as follows.

REQUIREMENTS:

Honor: Honorable

Base Attack Bonus: +3.

Skills: Knowledge (religion) 8 ranks.

Feats: Endurance, Improved Grapple, Improved Unarmed Strike.

CLASS FEATURES:

Tattoo: Some tattoos have received changes.

Centipede: This tattoo is not available.

Moon, Crescent: Once per day, a character with this tattoo can use *walk through the mountains* as a tech-like ability. A tattooed monk must be at least 9th level to gain this tattoo.

Phoenix: A character with this tattoo gains ki resistance equal to her class level +15. A tattooed monk must be at least 7th level to gain this tattoo.

Pine: A character with this tattoo gains the Diehard feat.

White Mask: A character with this tattoo is also immune to *sense ki* and any attempt to sense her ki.

VOID DISCIPLE

REQUIREMENTS:

Clan: Phoenix.

Feats: Heighten Spell, Spell Penetration.

Spells: Able to cast 3rd-level spells.

WEAPON MASTER (KENSEI)

The Weapon Master (Kensei) prestige class is not available.

WITCH HUNTER

REQUIREMENTS:

Clan: Crab.

Base Attack Bonus: +5.

Skills: Knowledge (Shadowlands) 4 ranks, Spellcraft 3 ranks.

Feats: Great Fortitude.

Spells: Able to cast *magic circle against Taint*.

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1st	+1	+2	+0	+2	<i>Detect Taint</i> , maho defense +2	+1 level of existing class
2nd	+2	+3	+0	+3	Kami's grace, smite evil	+1 level of existing class
3rd	+3	+3	+1	+3	Maho defense +4	+1 level of existing class
4th	+4	+4	+1	+4	Aura of courage	+1 level of existing class
5th	+5	+4	+1	+4	Maho defense +6	+1 level of existing class

CLASS FEATURES:

Maho Defense (Ex): A witch hunter receives a bonus on saving throws against maho spells and tainted creatures' spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

MAHO-BUJIN

Vitality Die: d10.

REQUIREMENTS:

Honor: Dishonorable.

Taint: The character's Taint score must be 4 or higher

Base Attack Bonus: +4

Level	BAB	Special	Techniques Known
1st	+0	Taint suppression, monk abilities, tainted ki	+1 level of existing class
2nd	+1	Bonus feat	+1 level of existing class
3rd	+2	Shadowlands blessing	+1 level of existing class
4th	+3	Death knell	+1 level of existing class
5th	+3	Bonus feat	+1 level of existing class
6th	+4	—	+1 level of existing class
7th	+5	Unbounded corruption	+1 level of existing class
8th	+6	—	+1 level of existing class
9th	+6	—	+1 level of existing class
10th	+7	Damage reduction 10/magic	+1 level of existing class

CLASS FEATURES:

Techniques Known: When a new maho-bujin level is gained, the character gains additional ki points per day and access to new techniques as if she had also gained a level in whatever performing class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that she adds the level of maho-bujin to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before she became a maho-bujin, she must decide to which class she adds the new level of maho-bujin for the purpose of determining ki points per day, techniques known, and performer level.

Taint Suppression: This ability is described in *Unearthed Arcana* under any of the tainted prestige classes.

Monk Abilities: A maho-bujin's class levels stack with her monk levels for the purpose of determining her unarmed damage and unarmored speed. A maho-bujin who had no monk levels before becoming a maho-bujin does not gain this ability.

Tainted Ki (Su): A maho-bujin's ki is tainted with the power of the Shadowlands. She uses her Taint score to determine her bonus ki points, and the save DC of her techniques, instead of the character's key ability modifier.

Bonus Feat: At 2nd and 5th level, a maho-bujin gains a bonus feat. The maho-bujin may choose any ki or meta-ki feat each time.

Shadowlands Blessing (Su): Once per encounter, a maho-bujin of 3rd level or higher may draw a number of ki points equal to her Taint score as a free action, instead of making an Iaijutsu Focus check. A maho-bujin may use this ability in an Iaijutsu duel in place of making Iaijutsu Focus checks. Every time the maho-bujin uses this ability, she gains 1 point of Taint.

Death Knell (Su): The maho-bujin also gains a +1 on her effective performer level when she uses this ability.

Unbounded Corruption (Su): Once per day, a maho-bujin of 7th level or higher may add her Taint score as a bonus to all attack rolls for 1 round. When the maho-bujin uses this ability, she gains 1 point of Taint.

MAHO-TSUKAI

Use the tainted sorcerer from the book *Unearthed Arcana*, making the following changes.

Vitality Die: d6.

REQUIREMENTS:

Honor: Dishonorable.

Base Will Save: +4

Skills: Concentration 8 ranks, Knowledge (maho) 4 ranks.

Spells: Ability to cast 1st level spells.

Taint: The character's Taint score must be 4 or higher.

Special: Must have learned the basics of maho from a maho-tsukai or a creature from the Shadowlands.

CLASS FEATURES:

Base Attack Bonus: As the shugenja.

NEW PRESTIGE CLASSES

Below you can find new prestige classes to present more options for players and enrich the use of the material in this book.

SUPER SAIYAJIN

Super saiyajins find the secrets of their race and evolve to hidden and amazingly powerful levels. It is said that the legendary super saiyajin must have a pure heart in order to reach these powers.

Vitality Die: d8

Requirements

To become a super saiyajin, a character must fulfill the following criteria.

Race: Saiyajin.

Honor: Honorable.

Techniques: Ability to perform 3rd level techniques.

Special: Must have experienced great anger because of a critical situation (such as the death of a family member or friend by the hands of an enemy).

Class Skills

The super saiyajin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Bujutsu Lore (Int).

Skill Points at Each Level: 4 + Int modifier.

Table: The Super Saiyajin

Level	BAB	Fort	Ref	Will	Special	Techniques Known
1st	+0	+2	+2	+2	Super saiyajin I form	+1 level of existing class
2nd	+1	+3	+3	+3	Toughen body	+1 level of existing class
3rd	+2	+3	+3	+3	Calm mind	+1 level of existing class
4th	+3	+4	+4	+4	Extended super saiyajin I form	+1 level of existing class
5th	+3	+4	+4	+4	Improved toughen body	+1 level of existing class
6th	+4	+5	+5	+5	Persistent transformation	+1 level of existing class
7th	+5	+5	+5	+5	Full power	+1 level of existing class
8th	+6/+1	+6	+6	+6	Super saiyajin II form	+1 level of existing class
9th	+6/+1	+6	+6	+6	Extended super saiyajin II form	+1 level of existing class
10th	+7/+2	+7	+7	+7	Super saiyajin III form	+1 level of existing class

Class Features

All of the following are class features of the super saiyajin prestige class.

Weapon and Armor Proficiency: A super saiyajin gains no new weapon, armor or shield proficiencies.

Techniques Known: When a new super saiyajin level is gained, the character gains additional ki points per day and access to new techniques as if he had also gained a level in whatever performing class he belonged to before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, ancestral daisho abilities, sneak attack, and so on). This essentially means that he adds the level of super saiyajin to the level of whatever performing class the character has, and then determines ki points per day, techniques known, and performer level accordingly. If a character had more than one performing class before he became a super saiyajin, he must decide to which class he adds the new level of super saiyajin for the purpose of determining ki points per day, techniques known, and performer level.

Super Saiyajin I Form (Su): A super saiyajin that gets angry can fly into a rage, changing physically and becoming stronger and more powerful. In order to achieve this transformation, the saiyajin must spend 5 ki points and take a standard action to change.

Under such form, the saiyajin's physical appearance slightly changes (his eyes become light green or blue, and his hair becomes bright yellow).

In super saiyajin I form, the super saiyajin gains a +4 enhancement bonus on Strength and Dexterity, a +1 to the saiyajin's performer level (this increases the number of ki points he can expend on a single technique performing, as well as increasing all performer level-dependent effects, such as range, duration, and overcoming ki resistance), and the super saiyajin's ki pool increases by 2. However, he takes a -2 penalty to Armor Class.

While in this form, a saiyajin cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Iaijutsu Focus, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he maintain concentration on techniques (such as techniques with a duration of concentration). The super saiyajin I form lasts a number of rounds equal to 3 + the saiyajin's Constitution modifier, or until the super saiyajin's ki pool completely empties. The super saiyajin I form also ends if the super saiyajin falls asleep or unconscious.

Toughen Body (Su): When a super saiyajin of 2nd level or higher uses his super saiyajin I form, he can increase his muscular mass at the expense of agility. A super saiyajin can increase his Constitution score by 1 per every 2 class levels. However, the super saiyajin's Dexterity score is decreased by the same amount. The change in the ability scores lasts for the duration of the super saiyajin I form. This ability is otherwise as the *shiki soku seku* technique. The super saiyajin must choose whether to use this ability when he changes shape. A super saiyajin cannot use this ability and extended super saiyajin on the same transformation.

Calm Mind (Ex): At 3rd level, a super saiyajin gains control of his transformation. He no longer suffers the -2 penalty to Armor Class when in super saiyajin form and can use all skills and perform all techniques normally. This ability applies to all super saiyajin forms.

Extended Super Saiyajin Form (Ex): Starting at 4th level, a super saiyajin can make his super saiyajin I form last minutes instead of rounds. At 9th level, the super saiyajin can extend his super saiyajin II form in the same fashion. The super saiyajin must choose whether to use this ability when he changes shape. A super saiyajin cannot use this ability and toughen body on the same transformation.

Improved Toughen Body (Su): At 5th level and higher, a super saiyajin can toughen his body to a higher degree. He can increase his Constitution score by the same amount he decreases his Dexterity score, up to a number equal to his super saiyajin class level.

Persistent Super Saiyajin (Ex): Starting at 6th level, the super saiyajin can make his super saiyajin I form last hours instead of minutes. The super saiyajin must choose whether to use this ability when he changes shape. A super saiyajin cannot use this ability and toughen body on the same transformation.

Full Power (Su): When using the toughen body ability, a super saiyajin of at least 7th level decreases his Dexterity score only half the amount (round down) he increases his Constitution score.

Super Saiyajin II Form (Su): At 8th level, a super saiyajin gains a second transformation. It is similar to the super saiyajin I form, except the super saiyajin must spend 7 ki points, the bonus on the saiyajin's performer level increases to +2, and the super saiyajin's ki pool increases by 4. Additionally, when in super saiyajin II form, the saiyajin's base attack bonus equals his character level (which may give him additional attacks).

Super Saiyajin III Form (Su): At 10th level, a super saiyajin gains his third transformation. It is similar to the super saiyajin II form, except the super saiyajin must spend 9 ki points, the bonus on the saiyajin's performer level increases to +3, and the super saiyajin's ki pool increases by 6. Additionally, when in super saiyajin II form, the saiyajin gains a +4 enhancement bonus on Constitution.

CHAPTER FOUR: SKILLS AND FEATS

NEW SKILL USES

CONCENTRATION (CON)

You are particularly good at focusing your mind. The following are additional uses for the concentration skill.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include performing a technique, concentrating on an active technique, directing a technique, or using a tech-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of performing a technique, the ki points are lost. If you were concentrating on an active technique, the technique ends as if you had ceased concentrating on it. If you were directing a technique, the direction fails but the technique remains active. If you were using a tech-like ability, that use of the ability is lost.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to perform a technique, you must add the level of the technique you are trying to perform to the appropriate Concentration DC.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15	Entangled.
Distracting technique's save DC	Distracted by nondamaging technique. ⁴
20	Grappling or pinned. (You can Dra. Ki points normally unless you fail your Concentration check.)

¹ If you are trying to perform, concentrate on, or direct a technique when the distraction occurs, add the level of the technique to the indicated DC.

² Such as during the performance of a technique with a performing time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the technique being performed (for techniques with a performing time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

³ Such as from standing in natural fire or lava.

⁴ If the technique allows no save, use the save DC it would have if it did allow a save.

Action: Usually none. In most cases, making a Concentration check does not require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success does not cancel the effects of a previous failure, such as the loss of the ki points for a technique being performed or the disruption of a technique being concentrated on.

JUMP (STR)

Use this skill to leap over opponents, move through the air or branches of trees, or perform certain techniques. The following explains in more detail the use of the jump skill.

Ascending and Descending: Whenever you are jumping (either ascending, landing, or falling) you lose both your Dexterity bonus and your class bonus to AC. You can not take the full-attack action or make attacks of opportunity against a jumping creature on a higher or lower position. Jumping 5 ft. is not a 5-foot step; it is not a free action but a movement action, and thus, it provokes an attack of opportunity.

Ascending: You jump as a movement-equivalent action, and you can not jump further than your speed, taking into account only the first half of the jump: the rise.

Sometimes you want to jump as long or high as you can, instead of a specified distance. To do this just roll a jump check, and use the result to determine the distance you have jumped.

Long Jump: The distance jumped (in feet) equals the Jump check result (or half the check result, rounded down, without a running start.) At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance.

High Jump: The distance jumped is equal to one-quarter the Jump check result, rounded down (or one-eighth the check result, without a running start.)

You can interrupt a jump at any point to attack or take other actions, but in your next turn you land vertically (unless you have the Spring Attack feat, in which case the jump goes on normally).

If you move at least 20 ft. before making a high jump you move horizontally a distance equal to half the vertical distance jumped.

Variant: Limitless Jumps

In this book, a variant regarding jumps is used. Jumping distance is not limited to the jumper's height, and thus, the ability Leap of the Clouds does not exist, and its name is reserved for a new feat found later in this chapter.

If you take damage while jumping, your jump turns into a fall (see below) unless you succeed on a Concentration check (DC 10 + damage dealt.)

Descending: Whenever you reach the top height of your jump, you start descending as far as your speed allows you, or 30 ft. (whichever is lower). If it is not enough to reach the ground, you continue your descent in subsequent rounds at a rate of 30 ft. per round. This descent is resolved at the end of your turn, and the descending distance after the first round does not count against your maximum movement, nor do you need to spend an action to descend. However, you may take one or more move actions to descend an additional distance at any time during your turn if you are landing (see below).

For example, Ryu's speed is 30 ft., and if he jumps 15 ft., in that same round he would land. On the other hand, if Ryu would have jumped 20 ft., he starts descending in that same round, but not enough to hit the ground. This way Ken's turn will come up before Ryu lands. Ryu is jumping, and thus Ken can not take the full-attack action against Ryu; moreover, Ryu is in a higher position, so Ken can not perform a technique against him unless he jumps to the same height as Ryu. On Ryu's turn, he will continue landing (or falling if he received any damage), and this distance is not counted against his maximum movement in that round.

Falling: Because of certain techniques and effects, creatures may rise in the air or fall not in their turn, and the distance moved this way does not provoke an attack of opportunity from the performer. Unless otherwise stated, a character raised in the air in another's turn falls until in his turn.

When you begin falling, you may make a tumble check (DC 15 x every 10 ft. you are from the ground, or 10 for a fall of less than 10 ft.) to turn the fall into a landing (see below). If your jump was turned into a fall by taking damage, the DC of the tumble check is increased by the same amount of the damage taken.

Falls of less than 5 ft. (such as a trip) are resolved immediately, even if it is not the turn of the falling character. Falls are always measured vertically, despite the type of jump performed.

Any creature already in the air which is forced to carry a jump path is falling, and will continue following the path until it reaches the ground. You can not make attacks of opportunity while falling.

Landing: When you are landing, you have some control of the descent. When landing, you can take a move action to descend a distance equal to your base speed. Likewise, you can take multiple move actions in order to make your landing faster. Also, by making a successful Tumble check (DC 40 – current height) you may move 5 ft. in any direction, but on a failed check you move following the path of the jump and you can not make further checks. You can make attacks of opportunity while landing (provided you and your opponent are at the same height).

Grid: For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

For easier grid use, we will say that when you leap (make a non-high jump), you move vertically, at 45 degrees, until you reach the top, so that the top horizontal distance equals half the ground horizontal distance (round down) plus 5 feet (although might be exceptions in which case you just need to fill the gap, see diagram 3). Some techniques interrupt the normal path of a jump (see diagram no. 5).

Diagram No.1
20 ft. (5 ft. high) leap

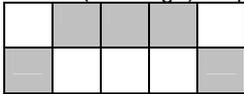


Diagram No.2
40 ft. (10 ft. high) leap

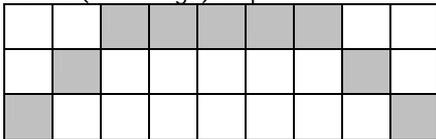


Diagram No.3
35 ft. (5 ft. high) leap

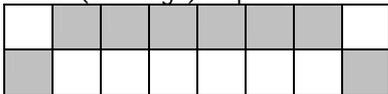


Diagram No.4
20 ft. (10 ft. long) running high jump

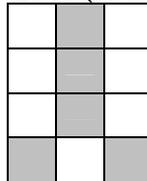
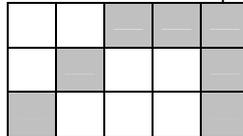


Diagram No.5
Kou'ou Ken technique (interrupted jump)



NEW SKILLS

IAIJUTSU FOCUS (CHA)

Use this skill to gather your personal energy (ki).

Check: You can draw a number of ki points from your ki pool depending on your check result (see the table below). You can use this skill only once per encounter. You can not take 10 or 20 on an Iaijutsu check, even if you are not threatened or distracted.

Action: It takes a swift action to gather your ki using this skill.

Try Again: Varies. You can retry only if you are engaged in an Iaijutsu duel (see New Feats below).

IAIJUTSU FOCUS	
Check Result	Ki Points Gathered
18-19	1
20-21	2
22-23	3
24-25	4
26-27	5
28-29	6
30-31	7
32-33	8
34+	9 (max)

BUJUTSU LORE (INT; TRAINED ONLY)

Use this skill to identify techniques as they are performed or techniques already in place.

Check: You can identify techniques and ki effects. The DCs for Bujutsu Lore checks relating to various tasks are summarized on the table below.

Bujutsu Lore DC	Task
15 + technique level	Identify a technique being manifested. (You must see or hear the technique's somatic or verbal component, to identify a technique.) No action required. No retry.
20 + technique level	Identify a technique that is already in place and in effect. You must be able to see or detect the effects of the technique. No action required. No retry.
25 + technique level	After surviving against a technique targeted on you, determine what that technique was. No action required. No retry.

Action: Varies, as noted above.

Try Again: See above.

Special: A samurai gains a +2 bonus on Bujutsu Lore checks when dealing with a technique or effect from her discipline.

FEAT VARIANTS

The Stunning Fist feat from the *Player's Handbook* is not available in a campaign using this system. Also some of the feats received minor changes:

Cleave: You gain the extra attack whenever you deal an opponent enough damage to reduce wound points to 0.

Improved Trip: Because a character that is being tripped is in the air (see Jump skill, above), he loses any Dexterity and class bonuses to AC against the additional attack granted by this feat.

Spring Attack: A character may use this feat while jumping, interrupting the jump at any point during the move, and then continuing with the normal path of the jump (instead of landing vertically after taking the action).

Two-Weapon Defense: The bonus to Armor Class granted by this feat is an addition to the class bonus to AC, and follows the normal rules for class bonuses (see Chapter Two).

For easier reference, all available feats from *Oriental Adventures* have been summarized in the Table: New Feats, below. Consider non-listed feats unavailable using this system. Some of those feats received changes, and they are described later as new feats.

NEW FEATS

KI FEATS

Ki feats are available only to characters and creatures with the ability to perform techniques. (In other words, they either have a ki user class or have tech-like abilities.) A character can make use of any ki feat it possesses only if it has at least 1 unspent ki point drawn.

Because ki feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as techniques can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to ki resistance and cannot be dispelled; however, they do not function in areas where ki is suppressed, such as an antimagic field. Leaving such an area immediately allows ki feats to be used.

META-KI FEATS

As a budouka's knowledge of ki grows, she can learn to perform techniques in ways slightly different from how the techniques were originally designed or learned. Of course, performing a technique while using a meta-ki feat is more expensive than performing the technique normally.

Performance Time: Techniques performed using meta-ki feats take the same time as performing the techniques normally unless the feat description specifically says otherwise.

Performance Cost: To use a meta-ki feat, an performer must pay an increased ki point cost as given in the feat description.

Limits on Use: As with all techniques, you cannot spend more ki points on a technique than your performer level. Meta-ki feats merely let you perform techniques in different ways; they do not let you violate this rule.

Effects of Meta-ki Feats on a Technique: In all ways, a meta-ki technique operates at its original level, even though it costs additional ki points. The modifications to a technique made by a meta-ki feat have only their noted effect on the technique.

Performing a technique modified by the Chain Technique feat does not provoke attacks of opportunity. Some meta-ki feats apply only to certain techniques, as described in each specific feat entry.

COMPLETE WARRIOR FEATS

The book *Complete Warrior* presents several new feats which fit very well with the system here explained. Especially notable feats include: Defensive Throw, Fleet of Foot, Hold the Line, Improved Combat Expertise, Improved Mounted Archery, Improved Rapid Shot, Improved Two-Weapon Defense, Prone Attack, Ranged Disarm, Ranged Pin, Ranged Sunder, and Zen Archery. Several of the new feats introduced here have some of these feats as prerequisites; they are marked with an asterisk (*).

On the other hand, some feats are inappropriate for this system, these are: Axiomatic Strike, Earth's Embrace, Extra Stunning, Fists of Iron, Flying Kick, Freezing the Lifeblood, Greater Kiai Shout, Kiai Shout, Pain Touch, and Rapid Stunning.

TABLE: NEW FEATS

General Feats	Prerequisites	Benefit
Call Familiar	Performer level 1st	Gain a familiar
Counter Strike	Dex 13, Bujutsu Lore 3 ranks, Combat Expertise, Dodge, Karmic Strike	Make attack of opportunity before technique is performed
Deadly Precision	Dex 15, base attack bonus +5	Reroll 1s on sneak attack dice
Depths of the Void	Void Use	Increase ki pool
Dual School	Samurai level 1st, Expanded Training with a technique of the discipline to be chosen	Have two disciplines
Duelist	—	+2 on Iaijutsu Focus and Intimidate
Empower Mode	Str 15, Hit combat mode, Power Attack	Draw ki points equal to Str modifier
Extra Blow	Base attack bonus +1, Unarmed Strike	Additional unarmed attack per round
Extra Hit	Base attack bonus +1, Weapon Focus with selected weapon	Additional attack per round with the hilt of a slashing weapon
Heavy Practice	—	+5 skill points
Iaijutsu Defense	Iaijutsu Focus 1 rank, Quick Draw	Retain class bonus to AC when flat-footed
Improved Delay	Sense Motive 4 ranks, Int 13	Interrupt another character's turn when using delay
Improved Ready	Sense Motive 4 ranks, Int 13	Ready a full-round worth of actions
Karmic Strike ¹	Dex 13, Combat Expertise, Dodge	Make attacks of opportunity when hit
Ki Affinity	—	+2 on Iaijutsu Focus and Bujutsu Lore
Ki Focus	—	Add +1 to technique save DC
Greater Ki Focus	Ki Focus	Add another +1 to technique save DC
Ki Penetration	—	+2 bonus to overcome ki resistance
Greater Ki Penetration	Ki Penetration	+4 additional bonus to overcome ki resistance
Martial Talent	—	Gain ki using ability and 2 ki points
Mounted Performing	Ride 1 rank, Mounted Combat	Perform techniques mounted with no Concentration checks
Opportunist	Iaijutsu Duel, Alertness	Chance of winning an iaijutsu duel automatically
Quick Sheath	Quick Draw	Sheath weapon as a free action
Ranged Bull Rush	Dex 13, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to bull rush foe within 30 feet
Ranged Trip	Dex 13, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to trip foe within 30 feet
Reckless Offense	Base attack bonus +1	Take -4 AC to gain +2 melee attack bonus
Scabbard Fighting	Dex 13	Extra attack with scabbard at -2 penalty
Sidestep Charge	Dex 13, Dodge	+4 bonus to AC against a charging foe
Special Mount	Samurai level 5th with the Bajutsu discipline	Gain a special mount
Stand Still	Str 13	Attack of opportunity stops foe's movement
Void Use	—	Take ability burn to draw ki points
Zen Iaijutsu Focus	Iaijutsu Focus 1 rank, Wis 13	Add Wis bonus to Iaijutsu Focus

Ki Feats	Prerequisites	Benefit
Battojutsu Focus	Quick Draw, Iaijutsu Focus 1 rank	+1d4 damage after drawing weapon
Chain Focus	Ki Focus	+1/previous attack to Hit techniques' save DC
Charging Technique	Chain Technique	Charge and perform techniques
Cleaving Technique	Str 13, Power Attack, Cleave	Evocation techniques have additional target
Custom Combo	Augment technique, base attack bonus +6	Make extra attacks after normal attacks
Disarming Technique	Str 13, Power Attack	Techniques disarm opponents
Dodge Leap	Str 13, Jump 5 ranks, Ki Leaping	Dodge ranged attacks with jumps
Elemental Ki	—	Ki techniques become aligned to an element
Expanded Training	Performer level 3rd	Add one new technique to techniques known
Flurry of Strikes	Base attack bonus +1, Weapon Focus with selected weapon	One additional attack per round
Focused Sunder	Str 13, Power Attack, Improved Sunder	Ignore 1/2 hardness of objects
Force Ki	—	Check incorporeal miss chance twice
Guard Crush	Str 13, Power Attack	Break a foe's full-defense
Iaijutsu Duel	Iaijutsu Focus 1 rank, Intimidate 1 rank	Establish iaijutsu duels
Juggle Hit	Str 13, Int 13, base attack bonus +2, Improved Trip	Knock foes down
Chain Combo	Str 13, Int 13, base attack bonus +2, Jump 5 ranks, Combat Expertise, Improved Trip, Juggle Hit, Ki Leaping, Leap of the Clouds	Make a full attack or technique after trip
Ki Body	—	+2 vitality points for each ki feat you have
Ki Dodge	Dex 13, Dodge	+1 dodge bonus to AC
Ki Grapple	Str 17, Improved Grapple	Use only one hand to grapple
Ki Leaping	Str 13, Jump 5 ranks	No running start needed to jump
Jumping Reflexes	Str 13, Jump 5 ranks, Ki Leaping	Free jump on successful Reflex save
Leap of the Clouds	Str 13, Jump 5 ranks, Ki Leaping	High jumps have a lower DC
Air Blocking	Str 13, Jump 5 ranks, Ki Leaping, Leap of the Clouds	Retain class bonus to AC while jumping
Improved Jump	Str 13, Jump 10 ranks, Ki Leaping, Leap of the Clouds	Gain jump speed
Ki Speed	Dex 13	+10 feet to speed
Jump-in Attack	Dex 13, Ki Speed or fast movement class feature	Jump up to twice your speed and attack
Jump-in Combo	Dex 13, Ki Speed or fast movement class feature, Dodge, Mobility, Spring Attack, Jump-in Attack	Jump up to twice your speed and make a full attack
Offensive Boost	Strong Ki	Ki blows away nearby creatures
Powerful Techniques	Base attack bonus +2 Str 13, Power Attack, Improved Bull Rush, Improved Trip	Push and raise larger opponents
Parry	Combat Expertise, Sense Motive 4 ranks	Attack roll replaces AC or save against attack or technique
Improved Parry	Combat Expertise, Sense Motive 4 ranks, Parry	Make attack of opportunity after parry
Greater Parry	Combat Expertise, Sense Motive 4 ranks, Parry, Improved Parry, Improved Disarm	Disarm opponent after parry
Grab Weapon	Combat Reflexes, Sense Motive 4 ranks, Improved Unarmed Strike, Parry	Grab foe's weapon after parry
Break Weapon	Combat Reflexes, Sense Motive 4 ranks, Improved Unarmed Strike, Parry, Grab Weapon	Break foe's weapon after parry

Quick Recovery	Con 13, Dex 13	Make attack of opportunity after foe's technique even if you did not avoid it
Quick Performance	Chain Technique	Do not provoke an attack of opportunity after performing technique
Relentless Movement	Str 13	Weight does not limit movement
Return Shot	Point Blank Shot, base attack bonus +3	Deflect ranged attacks back at attacker
Spring Technique	Chain Technique, Dodge, Mobility, Spring Attack	Move before and after technique
Strong Ki	Performer level 3rd	Resist ki countering
Technique Specialization	Weapon Focus, performer level 4th	Selected technique deals more damage
Threatening	Combat Reflexes, base attack bonus +2, Hold the Line*	Threatened area increases by +5 ft.
Up the Walls	Wis 13, base speed 40 ft.	Run on walls and ceilings
Meta-Ki Feats	Prerequisites	Benefit
Air Technique	—	Perform technique airborne
Augment Technique	—	Make additional extra attacks
Buffer Technique	—	Interrupt technique with another technique
Chain Technique	—	Perform Hit technique as attack action
Entwine Technique	—	Perform 2 evolution techniques at the same time
Fortify Technique	—	Extra attacks deal more damage
Maximize Technique	—	Maximize technique's variable, numeric effects
Mounted Technique	—	Perform Hit technique mounted
Sneak Technique	—	Add sneak attack to technique's damage
Swift Technique	—	Perform Trick technique as swift action
Technique of Opportunity	—	Make attacks of opportunity with Hit techniques
Item Creation Feats	Prerequisites	Benefit
Craft Talisman ²	Caster level 3rd	Craft magic talismans

*This feat is described in *Complete Warrior*.

¹This feat is described in *Oriental Adventures*.

²This feat is identical to the one described in *Oriental Adventures*, except it has the noted prerequisites instead.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

AIR BLOCKING [KI]

You can block attacks while jumping.

Prerequisite: Ki Leaping, Leap of the Clouds.

Benefit: You retain your class bonus to AC while jumping. However, you still lose your Dexterity bonus to AC, and you still lose your class bonus to AC while falling.

AIR TECHNIQUE [META-KI]

You can perform techniques in the air.

Benefit: You can perform techniques with Ground components while jumping or flying. You still have to be at the same height your target is. Use the height level you are in as if it were the ground for charges, jumps, leaps, landings and similar situations.

The air technique costs a number of ki points equal to its standard cost +4.

AUGMENT TECHNIQUE [META-KI]

You can boost your techniques with extra attacks and damage.

Benefit: You can augment techniques which grant extra attacks by spending additional ki points. You get one additional extra attack per each additional ki point spent. An augmented technique's number of extra attacks cannot exceed twice the number of original extra attacks. These extra attacks behave just like the normal extra attacks the technique would grant, following each of the technique's statements. You perform one additional extra attack after each original attack, resembling to strike twice with each hit.

As always, a character may not spend more ki points on a particular technique than her performer level. When buffering augmented techniques (see the Buffer Technique feat), the additional extra attacks are not suppressed, instead, it seems like you buffer the technique at a later time, or perform the whole technique before buffering it; they are only extra attacks though, and do not grant any other effects the

technique would state, except that you do displace yourself or any creatures if the technique states so (although you may not displace yourself more than the technique normally would). You can also augment techniques which deal or cure a base amount of damage during a single round, or that grant a damage bonus to a single attack as their only effect. Although the maximum of total damage dice of a technique augmented this way cannot exceed the number of original damage dice plus 5.

BATTOJUTSU FOCUS [KI]

You can evoke ki when drawing your sword.

Prerequisites: Quick Draw, Iaijutsu Focus 1 rank.

Benefit: Whenever you attack just after drawing your weapon, you inflict an additional 1d4 points of ki damage.

Special: This feat can be taken multiple times, its effects stack.

BREAK WEAPON [KI]

Prerequisites: Combat Reflexes, Sense Motive 4 ranks, Improved Unarmed Strike, Parry, Grab Weapon

Benefit: If you successfully grab a weapon, you can attempt to break it in your next turn. Breaking a weapon requires a Strength check. The DC varies with the type of weapon (a quarterstaff is DC 18, a sword is DC 24, a chain is DC 26, and an axe is DC 32).

BUFFER TECHNIQUE [META-KI]

You can cancel techniques into other techniques.

Benefit: A buffered technique stops abruptly another technique to perform itself. The buffered technique interrupts a technique you are currently performing, not allowing it to finish. You must choose the moment of the interruption, in which the current technique ends, and starts the performance of the buffered technique. The technique must be interrupted before it finishes.

You can only buffer Hit techniques with a performance time of 1 standard action, and you can only interrupt Hit techniques with a performance time of 1 attack action of 3rd level or lower. Techniques which deal an amount of damage as their only effect can be interrupted at any time, decreasing the damage dice to any number, to a minimum of 1 damage die subtracted. If the technique consists in only one attack or one damage die, it deals half damage instead.

A buffered technique has a performance time of 1 attack action instead, thus you need at least two attacks to use this feat. Because a buffered technique interrupts the previous technique, you can use it after a chained technique.

You can perform only one buffered technique per round.

The buffered technique costs a number of ki points equal to its standard cost +4.

CALL FAMILIAR [GENERAL]

You call a familiar.

Prerequisites: Performer level 1st.

Benefit: You call a special animal, linked by ki with you. This familiar is a normal animal that becomes a magical beast. Depending on the familiar you choose, you gain a special benefit as long as you are at least 1 mile from your familiar, as follows.

Familiar	Benefit
Cat	+3 bonus on Move Silently checks
Hawk	+3 bonus on Spot checks in bright light
Lizard	+3 bonus on Climb checks
Monkey	+3 bonus on Sleight of Hand checks
Owl	+3 bonus on Spot checks in shadows
Rat	+2 bonus on Fortitude saves
Raven	+3 bonus on Appraise checks
Snake (tiny viper)	+3 bonus on Bluff checks
Toad	+3 on Iaijutsu Focus checks
Weasel	+2 bonus on Reflex saves

Familiar Basics: Use the guidelines of the sorcerer's familiar, except some of the special abilities are different. See the table below.

Master Class

Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share techniques, empathic link
3rd–4th	+2	7	—
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Ki resistance
13th–14th	+7	12	—
15th–16th	+8	13	Channel ki
17th–18th	+9	14	—
19th–20th	+10	15	—

Share Techniques: At the master's option, she may have any technique she performs on herself also affect her familiar. The familiar must be within 5 feet at the time of performing to receive the benefit. If the technique or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may perform a technique with a target of "You" on her familiar (as a touch range technique) instead of on herself.

A master and her familiar can share techniques even if the techniques normally do not affect creatures of the familiar's type (magical beast).

Channel Ki (Tc): If the master is 15th level or higher, she can have any evocation technique originate from her familiar as long as it is within 1 mile. The familiar is treated as the technique's originator, and all ranges are calculated from its location.

CHAIN COMBO [KI]

You can follow up on a trip with a full attack or a technique.

Prerequisites: Str 13, Int 13, base attack bonus +2, Jump 5 ranks, Combat Expertise, Improved Trip, Juggle Hit, Ki Leaping.

Benefit: Whenever you successfully trip an opponent, you may choose that you and your opponent are immediately raised 10 feet in the air, and then you can either make a full attack or perform a Hit or Evocation technique against your opponent. You may also choose that only your opponent is raised in the air, and then perform a Hit or Evocation technique, or a full attack with a ranged weapon. This feat supersedes the Improved Trip feat.

Special: A monk can select this feat even if she does not have the Combat Expertise prerequisite.

CHAIN FOCUS [KI]

Your techniques are harder to resist after a chain of attacks.

Prerequisites: Ki Focus.

Benefit: You add a cumulative +1 to the save DC of a Hit technique you perform per each previous successful attack (normal or otherwise) you have made against the target or targets of the technique in the same round. The bonus granted by this feat does not stack with Ki Focus.

CHAIN TECHNIQUE [META-KI]

You can perform techniques as fast as normal attacks.

Benefit: You can perform a 1 standard action Hit technique as an attack action instead when you are using the full-attack action (attack actions do not provoke an attack of opportunity). You can not take actions after performing a chained technique. A chained technique uses the appropriate attack bonus of the attack it takes place.

The chained technique costs a number of ki points equal to its standard cost +4.

CHARGING TECHNIQUE [KI]

You can charge to your foes performing techniques.

Prerequisites: Chain Technique.

Benefit: When taking the charge action, you may perform a Hit technique instead of a melee attack after moving.

Normal: Charge actions do not involve casting spells or performing techniques.

CLEAVING TECHNIQUE [KI]

You can follow through with powerful techniques

Prerequisites: Str 13, Power Attack, Cleave.

Benefit: If with an Evocation technique you deal an opponent enough damage to reduce wound points to 0, the technique continues with its course as if it had not struck a target. If the technique was targeted, you may set another target or let the energy disappear harmlessly; if the technique was a ray, you may make a touch attack against another target in the same straight line as you and the first target. Other techniques just act like they did not hit anything (e.g. *hadoken*).

COUNTER STRIKE [GENERAL]

You can strike opponents as they perform a technique.

Prerequisites: Dex 13, Bujutsu Lore 3 ranks, Combat Expertise, Dodge, Karmic Strike.

Benefit: You can make an attack of opportunity against an opponent who performs a technique before it finishes performing it. The attack is resolved at the beginning of the performing. If you successfully deal damage, your opponent must make a Concentration (DC 10 + damage taken) or lose the technique. If you do not successfully disrupt your opponent's technique, you get a -4 penalty on AC and saving throws against the technique. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Normal: You can make an attack of opportunity after the technique is performed, and only if you avoided the technique's effects.

CUSTOM COMBO [KI]

You can increase your number of attacks by using your ki.

Prerequisites: Augment technique, base attack bonus +6.

Benefit: When using the full-attack action, you may choose to spend 2 ki points and gain one extra attack after each successful hit you make (see Chapter Six for information on extra attacks). These extra attacks are always successful (they use the same attack roll result of the previous attack).

DEADLY PRECISION [GENERAL]

You focus your energy and your mind, becoming an instrument of deadly precision.

Prerequisites: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEPTHS OF THE VOID [GENERAL]

You have an expanded ki reach because of your link to the Void.

Prerequisites: Void Use.

Benefit: When you take this feat for the first time, your ki pool increases by 2.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the increase to your ki pool increases by 1.

DISARMING TECHNIQUE [KI]

Your techniques can disarm opponents.

Prerequisites: Str 13, Power Attack.

Benefit: Whenever you perform a disarming technique, all affected targets of the technique are disarmed after the technique ends unless they avoided, at least partially, the effects of the technique. That is, they succeeded on their saving throw, or dodged at least one attack. Only Hit techniques can be disarming techniques.

DODGE LEAP [KI]

You can dodge ranged attacks by jumping.

Prerequisites: Str 13, Jump 5 ranks, Ki Leaping.

Benefit: Once per round, whenever you are attacked by any sort of ranged attack, you may perform a high jump or a leap. If your jump is at least 5-ft. high, you dodged the attack successfully and take no damage from it. The landing or falling is resolved until in your turn.

DUAL SCHOOL [GENERAL]

Your school teaches two disciplines at the same time.

Prerequisites: Samurai level 1st, Expanded Training with a technique of the discipline to be chosen.

Benefit: Choose a discipline from which you have learned a technique with the Expanded Training feat. You may learn and perform techniques of the chosen discipline in addition to your normal discipline. Additionally, the skills related to the chosen discipline become class skills for you.

Normal: You only have one discipline.

DUELIST [GENERAL]

You enjoy quick and clean fights.

Benefit: You gain a +2 bonus on Iaijutsu Focus and Intimidate checks.

ELEMENTAL KI [KI]

You have an innate link with an elemental spirit.

Benefit: When you take this feat, choose one of the four elements (Fire, Water, Earth, or Air). Your ki is made the chosen element, instead of raw ki. This does not make your ki harmful, neither for yourself nor other creatures that touch you. However, all techniques you perform with the Ki descriptor have now the Fire, Water, Earth, or Air descriptor (as appropriate for the chosen element). Moreover, techniques you perform which already have the descriptor that matches with the element chosen, are performed at +1 performer level. Likewise, techniques of the opposed element (see *Oriental Adventures*) are performed at -1 performer level.

Special: Characters of the Phoenix clan may choose Void as their linked element (Void has no opposed element).

EMPOWER MODE [GENERAL]

You can draw more ki points than usual.

Prerequisites: Str 15, Hit combat mode, Power Attack.

Benefit: Every time you make an attack against an opponent you draw ki points equal to your Strength modifier instead of 2. An attack has not to be successful to draw ki points. Only normal attacks allow you to gain ki points this way, techniques or other means of attacks do not let you draw ki points.

Normal: Every time you make an attack against an opponent you draw 2 ki points.

ENTWINE TECHNIQUE [META-KI]

You can mix the effects of two techniques.

Benefit: You can perform two evolution techniques at the same time as a full round action. Only evolution techniques with personal range can be entwined. The entwined technique costs a number of ki points equal to the standard cost of both techniques +4.

EXPANDED TRAINING [KI]

You train harder and faster to learn more techniques than normal in the same time.

Prerequisites: Performer level 3rd.

Benefit: Add to your techniques known one additional technique of any level up to one level lower than the highest-level technique you can perform. For example, a 7th level samurai gains either a new 1st,

2nd, or 3rd-level technique. You can choose any technique, including techniques from another discipline's list or even from another class's list.

EXTRA BLOW [GENERAL]

You can add an unarmed attack to your attack sequence.

Prerequisite: Base attack bonus +1, Unarmed Strike.

Benefit: You can get one additional unarmed attack per round when using the full attack action with a melee weapon. This attack is at your highest base attack bonus, but each attack you make in that round (the additional one and the normal ones) takes a -1 penalty. This feat does not stack with the monk's flurry of blows ability.

EXTRA HIT [GENERAL]

Choose one type of slashing weapon, such as katana, for which you have selected the Weapon Focus feat. You can make an additional attack per round with the hilt of that weapon.

Prerequisite: Base attack bonus +1, Weapon Focus with selected weapon.

Benefit: You can get one additional attack per round when using the full attack action with the selected weapon. The attack is made with the hilt of the weapon. A weapon's hilt deals damage depending on whether it is a light weapon (1d3), a one-handed weapon (1d4), or a two-handed weapon (1d6). Add your Strength bonus (if any) to the damage for a light or one-handed weapon, or 1-1/2 your Strength bonus for a two-handed weapon or a one-handed weapon wielded in both hands. This attack is at your highest base attack bonus, but each attack you make in that round (the additional one and the normal ones) takes a -1 penalty.

FLURRY OF STRIKES [KI]

Choose one type of melee weapon, such as katana, for which you have selected the Weapon Focus feat. You can make an additional attack per round with that weapon.

Prerequisite: Base attack bonus +1, Weapon Focus with selected weapon.

Benefit: You can get one additional attack per round when using the full attack action with the selected weapon. This attack is at your highest base attack bonus, but you do not add your Strength bonus (if any) to its damage, and effects from feats such as Power Attack or Juggle Hit can not be used with the additional attack. Also, each attack you make in that round (the additional one and the normal ones) takes a -1 penalty.

FOCUSED SUNDER [KI]

You can sense the stress points on objects.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or ki enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE KI [KI]

Your ki against incorporeal foes always find its mark.

Benefit: When you perform a ki evocation against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the ki is treated as if it were force for the purpose of affecting the creature.

Special: You can not take this feat if you have the Elemental Ki feat. You can not take the Elemental Ki feat if you have this feat.

FORTIFY TECHNIQUE [META-KI]

You can perform techniques that deal more damage than normal.

Benefit: Whenever you fortify a technique, extra attacks damage dice go up one category, according to the Extra Attacks damage dice table (see Chapter Six). The fortified technique costs a number of ki points equal to its standard cost +4.

GRAB WEAPON [KI]

Prerequisites: Combat Reflexes, Sense Motive 4 ranks, Improved Unarmed Strike, Parry

Benefit: If you successfully parry an attack unarmed, you can choose to grab your attacker's weapon with your hand or hands. No check or roll is required, but it is otherwise resolved as a grapple, with the exception that the defender cannot use Escape Artist but can drop the weapon as a free action in his turn to break free of the grapple. The defender can still use grapple checks in order to free his weapon from you.

GREATER KI FOCUS [GENERAL]

You can use your ki to focus your techniques.

Prerequisites: Ki Focus.

Benefit: You add 1 to the save DC of all techniques you perform. This bonus stacks with the bonus from Ki Focus.

GREATER KI PENETRATION [GENERAL]

Your techniques are especially potent at breaking through ki resistance.

Prerequisites: Technique Penetration.

Benefit: You get a +2 bonus on performer level checks made to overcome a creature's ki resistance. This bonus stacks with the bonus from Technique Penetration (see below).

GREATER PARRY [KI]

You can disarm opponents when you parry their attacks.

Prerequisites: Combat Expertise, Sense Motive 4 ranks, Parry, Improved Parry, Improved Disarm.

Benefit: When you successfully parry an attack or technique, you may make a disarm attempt as a free action against your opponent (this is in addition to the attack of opportunity), provided your opponent is within melee range.

GUARD CRUSH [KI]

You can stop the defense of opponents.

Prerequisites: Str 13, Power Attack.

Benefit: Whenever you miss an attack against an opponent who has taken the full-defense action or who is fighting defensively, your opponent must succeed at a Fortitude save (DC 10 + 1 per previous check) or become stunned for 1 round.

HEAVY PRACTICE [GENERAL]

You practice every day to improve your skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skill they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another skill points.

IAIJUTSU DEFENSE [GENERAL]

You can react to danger in a passive way.

Prerequisites: Iaijutsu Focus 1 rank, Quick Draw.

Benefit: You retain your class bonus to AC when you are caught flat-footed. However, you still lose your Dexterity bonus to AC, and you still lose your class bonus to AC when struck by an invisible attacker, or if immobilized.

IAIJUTSU DUEL [KI]

You can establish an iaijutsu duel with another creature.

Prerequisites: Iaijutsu Focus 1 rank, Intimidate 1 rank.

Benefit: As a standard action and in the first round of combat, you may attempt to establish an iaijutsu duel with an opponent with a lower initiative than yours. You must be at 10 feet from the chosen creature and make an Intimidate check against it, if successful, you have established an iaijutsu duel between you and your opponent.

Once an iaijutsu duel is established, your initiative and your opponent's become the same, and both participants must make an Iaijutsu check to draw ki points. In subsequent rounds both participants may retry their Iaijutsu check (at the rate of one retry by round), until they are happy with their results.

While in an iaijutsu duel, both participants are unable to move and apart from making Iaijutsu checks, the only action they may take every turn is to ready an action to be taken on the opponent's slightest move. Any standard action may be readied, even techniques, and the readied action can be changed every round as the participant desires. Other purely mental actions can be taken instead of the ready action (such as performing a technique without somatic and verbal components), but this prevents a reaction in the case the opponent commits a move.

If either participant takes damage, makes any physical action or moves in the slightest way, the duel is over, and the readied action of its opponent (if any) will be triggered. Beginning in the second round, both participants must make a Will saving throw each round, starting at DC 10, and with a cumulative increase to the DC of 5 points each round. The first to fail the saving throw will accidentally commit a move, possibly triggering the readied action of its opponent. If either or both participants fail the saving throw, the iaijutsu duel is over, and both participants must roll initiative again to determine who acts first (though they are not beginning another combat, and none can make more iaijutsu checks). If both are successful, the iaijutsu duel continues.

You can not use this feat against a creature with an Intelligence score of 2 or lower.

Special: A character with the wild empathy ability may use this feat against animals and magical beasts, making a wild empathy check, instead of an Intimidate check.

IMPROVED DELAY [GENERAL]

You act in combat based on your opponent's moves.

Prerequisites: Sense Motive 4 ranks, Int 13.

Benefit: When using the delay action, you may interrupt another character's turn. You must designate the character whose turn you will interrupt at the time you choose to delay. You may decide to act either before or after (but not in the middle of) one of the designated character's actions. For example, if you choose a certain opponent who plans to move close to you and attack you as your designated character, you may take your turn either after or before he moves, or either after or before he attacks. A full attack is a full-round action, and thus, you can not act interrupting the attacks.

Normal: You can not interrupt anyone else's turn when using the delay action.

IMPROVED JUMP [KI]

You are accustomed to jump around instead of walking.

Prerequisites: Leap of the Clouds, Ki Leaping, Jump 10 ranks.

Benefit: You gain jump speed equal to half your base speed. Jump speed works like fly speed with clumsy maneuverability. As with any movement mode, you can use the double move and run actions with it.

IMPROVED PARRY [KI]

You can repel and counter opponents' attacks.

Prerequisites: Combat Expertise, Sense Motive 4 ranks, Parry.

Benefit: When you successfully parry an attack or technique, you get an immediate attack of opportunity against your opponent. An attack of opportunity interrupting a technique may disrupt it (see the Concentration skill.) This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

IMPROVED READY [GENERAL]

You act in combat based on your opponent's moves.

Prerequisites: Sense Motive 4 ranks, Int 13.

Benefit: You may ready a full-round worth of actions. Specify that you are using this feat in your action, just like readying an action, except that it takes a full-round action and you do not set the conditions or actions you are going to take. Instead, when your opponent is about to act, you make a Sense Motive check (DC 15 for movement, 20 for a normal attack, or 20 + technique level for a technique), if successful, you know what his next action will be, and ready a full-round worth of actions according to what you predicted. For example, against an opponent performing a *kame hame ha*, you can ready a move action to get out of the area of effect and a standard action to perform a *hado ken*. On a failed check, you couldn't guess what your opponent's actions will be (or you were fooled, see below), and thus, be unable to act and lose your Dexterity and class bonuses to AC until your next turn. An opponent may feint, in which case your Sense Motive check is opposed by your opponent's Bluff check.

Normal: You can only ready a free action, a move action or a standard action.

JUGGLE HIT [KI]

Your mighty blows can knock foes off their feet.

Prerequisites: Str 13, base attack bonus +2, Improved Trip.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). When you succeed in melee attack, in addition to dealing damage normally, you can make a trip attempt as a free action against your opponent. You may attempt a Juggle Hit only once per round.

JUMP-IN ATTACK [KI]

You are trained in jumping upon foes and attacking them.

Prerequisites: Dex 13, Ki Speed or Fast Movement class feature.

Benefit: You can make a special action similar to charge. A jump-in attack is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move. The whole movement must be a jump. You must move before your attack, not after. You must jump at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement. If you do not have line of sight to the opponent at the start of your turn, you can not make a jump-in attack against that opponent. You can not take a 5-foot step in the same round as a jump-in attack. After moving, you may make a single melee attack. You get a +2 bonus on the attack roll, and take a -2 penalty to your AC until the start of your next turn. Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a jump-in attack. You do not provoke attacks of opportunity from moving within your opponent's threatened area during a jump-in attack.

JUMP-IN COMBO [KI]

You mastered the methods of landing upon foes.

Prerequisites: Dex 13, Ki Speed or fast movement class feature, Dodge, Mobility, Spring Attack, Jump-in Attack.

Benefit: When making a jump-in attack, you can make a full attack instead of a single attack, even if you have already taken a move action. All the attacks you make in the round receive the jump-in attack bonus.

JUMPING REFLEXES [KI]

You can perform high jumps when evading techniques or effects.

Prerequisites: Str 13, Jump 5 ranks, Ki Leaping.

Benefit: Once per round, whenever you make a successful Reflex saving throw against a technique or effect, you can instantly perform a high jump. If that technique or effect normally deals half damage on a successful save and you jump high enough to exit the area of effect, then you take no damage instead, but if you can not jump high enough you must make a Concentration check (DC 10 + damage dealt) or fall. The landing or falling is resolved until in your turn.

KI AFFINITY [GENERAL]

You have a knack for ki endeavors.

Benefit: You get a +2 bonus on all Taijutsu Focus checks and Bujutsu Lore checks.

KI BODY [KI]

Your ki reinforces your body.

Benefit: When you take this feat, you gain 2 vitality points for each ki feat you have (including this one). Whenever you take a new ki feat, you gain 2 more vitality points.

KI DODGE [KI]

You are proficient at dodging blows.

Prerequisites: Dex 13, Dodge.

Benefit: You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

KI FOCUS [GENERAL]

You can enhance your performances with more ki.

Benefit: You add 1 to the save DC of all techniques you perform.

KI GRAPPLE [KI]

You can grapple enemies more firmly than normal.

Prerequisites: Str 17, Improved Grapple.

Benefit: When grappling an opponent, you can choose to use only one hand to hold the opponent. If you do so, you take a -10 penalty on grapple checks, but you are not considered grappling; you do not lose your Dexterity bonus and class bonus to AC, still threaten an area, and can attack with one-handed weapons or unarmed normally. You can move only if you can drag your opponent's weight (incurring the normal penalties for carrying load). You can not use this feat against a creature that is one or more size categories larger than you.

KI LEAPING [KI]

You can make amazing jumps.

Prerequisites: Str 13, Jump 5 ranks.

Benefit: Jumps you make without a running start do not have their DC doubled. This feat can only be used if you are unencumbered.

Normal: Jumps made without a running start have their DC doubled.

KI PENETRATION [GENERAL]

Your techniques are especially potent, breaking through ki resistance more readily than normal.

Benefit: You get a +2 bonus on performer level checks made to overcome a creature's ki resistance.

KI SPEED [KI]

Your ki energizes the alacrity of your body.

Prerequisites: Dex 13.

Benefit: You gain an enhancement bonus to your speed of 10 feet.

LEAP OF THE CLOUDS [KI]

You know the secrets of the wind, which help you to jump higher.

Prerequisites: Str 13, Jump 5 ranks, Ki Leaping.

Benefit: High jumps you make have a DC equal to 2 times the distance to be cleared.

Normal: High jumps have a DC equal to 4 times the distance to be cleared.

MAXIMIZE TECHNIQUE [META-KI]

You can perform techniques to maximum effect.

Benefit: All variable, numeric effects of a maximized technique, except damage from normal attacks are maximized. A maximized technique deals maximum damage, cures the maximum number of vitality points, affects maximum number of targets, and so on, as appropriate.

The maximized technique costs a number of ki points equal to its standard cost +6.

MARTIAL TALENT [GENERAL]

Your soul wakes to a previously unrealized talent for ki using.

Benefit: Your latent power of ki use flares to life, conferring upon you the designation of a ki user character. As a ki user character, you gain access to the standard combat mode and an additional combat mode of your choice, a ki pool of 2 ki points, and can take ki feats and meta-ki feats. You do not, however, gain the ability to perform techniques simply by virtue of having this feat.

MOUNTED PERFORMING [GENERAL]

You can perform techniques mounted without needing Concentration checks.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: You need not make Concentration checks when performing techniques on a moving mount.

Normal: When performing techniques on a moving mount you must make a Concentration check (DC 10 + the level of the technique you are performing) or lose the technique.

MOUNTED TECHNIQUE [META-KI]

You can perform techniques with somatic components while mounted.

Benefit: A mounted technique can be performed even if you are mounting. You can only apply this meta-ki feat to Hit techniques. Your mount makes all the attacks instead of you unless the technique needs a two-handed weapon, a special weapon, or a ranged weapon. Your mount also performs all movement required in the technique—including jumps, which are made using the *leap* task of the Ride skill.

The mounted technique costs a number of ki points equal to its standard cost +2.

OFFENSIVE BOOST [KI]

You can boost your ki points and blow nearby creatures away.

Prerequisites: Strong Ki.

Benefit: When you use the standard combat mode to draw ki points, you may choose to create a blast of ki that blows away nearby creatures. All creatures within a 10 feet radius are blown away 5 feet per every 5 ki points you draw this way. If you draw less than 5 ki points, creatures are knocked down instead. Only creatures of your size or smaller are affected by this feat.

OPPORTUNIST [GENERAL]

You take advantage of the slightest events that may break the concentration of an opponent in an iaijutsu duel.

Prerequisites: Iaijutsu Duel, Alertness.

Benefit: When in an iaijutsu duel, you have a chance each round of automatically winning the duel by outside means, such as a falling leaf blocking your opponent's vision for a moment. If the chance appears, you may end the iaijutsu duel, taking physical actions in your turn, without triggering your opponent's attack. This chance depends on the environment you are in, and several other special conditions, as follows.

Environment/Special Condition	Chance/Modifier
Indoors	5%
Desert	10%
Plains	10%
Mountain	10%
Hills	15%
Marsh	20%
Forest	25%
People fighting around	+10%
Precipitation	+10%
Strong wind	+10%
Severe wind	+15%
Storm	+25%

PARRY [KI]

You can predict opponents' attacks and avoid them completely.

Prerequisites: Combat Expertise, Sense Motive 4 ranks.

Benefit: You may take a special ready action, and in response to your opponent's next attack or technique you may make respectively a Sense Motive or Bujutsu Lore skill check against a DC of 15 + your opponent's base attack bonus; if successful, make an attack roll, the result will replace your AC against that attack or technique. If a technique does not need an attack roll to succeed, your attack roll result will replace the relevant saving throw. Only Hit techniques may be parried. If a technique consists of multiple attacks or damage dice, only the first one may be parried (you use your normal AC or saving throw for the rest of the attacks). If you parry a technique, you cannot use the evasion or improved evasion class feature against that technique.

If an opponent feints against this ability, his bluff check result is used instead as the check DC. If you fail on your check, you lose your Dexterity and class bonuses to AC for 1 round.

POWERFUL TECHNIQUES [KI]

You can perform exceptionally powerful techniques for your size.

Prerequisites: Improved Bull Rush, Improved Trip, Power Attack.

Benefit: When performing techniques, you can push and raise opponents up to one category larger than you.

Normal: You can push and raise creatures up to your size category.

PREPARED [ANCESTOR]

You are descended from Mirumoto Takeda, a brave Mirumoto warrior who was ever prepared to defend the will of his lord.

Clan: Dragon.

Benefit: You gain an additional +2 class bonus to your AC when fighting defensively and an additional +4 class bonus to your AC when using the total defense action.

QUICK RECOVERY [KI]

You recover quickly enough from techniques' effects and damage to react to them even if they are successful.

Prerequisites: Con 13, Dex 13.

Benefit: You may make an attack of opportunity against an opponent after it has performed a technique, even if you did not avoid the technique's effects or damage.

Normal: You can only make an attack of opportunity against an opponent after he has performed a technique if you avoided it successfully.

QUICK SHEATH [GENERAL]

You can sheath your weapon as quick as you can draw it.

Prerequisites: Quick Draw.

Benefit: You can sheath a one-handed weapon as a free action that does not provoke an attack of opportunity.

Normal: Sheathing a weapon is a move action that provokes an attack of opportunity.

QUICK PERFORMANCE [KI]

You can perform techniques more quickly than normal.

Prerequisites: Chain Technique.

Benefit: Choose a Hit technique you know. You do not provoke an attack of opportunity after performing the chosen technique

Special: You can take this feat multiple times, each time you take the feat, choose another Hit technique.

Normal: You provoke an attack of opportunity after performing a technique.

RANGED BULL RUSH [GENERAL]

You can bull rush a foe from a distance

Prerequisite: Dex 13, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a bull rush attempt with this weapon as long as your target is within 30 feet. You must succeed at a ranged attack (not a ranged touch attack), and in addition to dealing damage normally, you and the defender make an opposed Strength check (size modifiers still apply). If you beat the defender's Strength check, you push him back 5 feet, plus an additional 5 feet for each 5 points by which your check result is greater than the defender's check result.

RANGED TRIP [GENERAL]

You can trip a foe from a distance

Prerequisite: Dex 13, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a trip attempt with this weapon as long as your target is within 30 feet. You must succeed at a ranged attack (not a ranged touch attack), and in addition to dealing damage normally, you make a Strength check opposed by the defender's Dexterity or Strength check (size modifiers still apply).

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RELENTLESS MOVEMENT [KI]

You know the secrets of rapid movement.

Prerequisites: Str 13.

Benefit: Your weight does not limit your movement anymore. Carrying medium or heavy load does not reduce your speed, nor does it impose a check penalty.

Normal: Carrying medium or heavy load reduces your speed and imposes a check penalty.

RETURN SHOT [KI]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, base attack bonus +3.

Benefit: To use this feat, you must have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCABBARD FIGHTING [GENERAL]

Prerequisite: Dex 13.

Benefit: You gain proficiency with all scabbards of the weapons your proficient with. Treat the scabbard as a light weapon that deals 1d6 points of bludgeoning damage or 1d4 if it is the scabbard of a light weapon. Additionally, you can wield the scabbard of your weapon (if any) as a second weapon in your off hand. Doing this follows the rules for fighting with two weapons, but you have only a -2 penalty on the attack rolls.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each.

SIDESTEP CHARGE [GENERAL]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SNEAK TECHNIQUE [META-KI]

You can use your precision with techniques as you do with normal attacks.

Benefit: A sneak technique lets you add sneak attack bonus damage dice to the technique's damage. You can only sneak a Hit technique, and the sneak attack damage only applies as long as you are within 30 feet of your opponent. A sneak technique costs a number of ki points equal to its standard cost +2.

SPECIAL MOUNT [GENERAL]

You have a special mount.

Prerequisites: Samurai level 5th with the Bajutsu discipline.

Benefit: Your mount is superior to a normal mount of its kind and has special powers. This familiar is a normal animal that becomes a magical beast. This feat can be applied to a heavy warhorse, a wolf, or other mount the DM allows. The special mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share techniques, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Ki resistance

Special Mount Basics: Use the base statistics for a creature of the mount's kind, as given in the *Monster Manual*, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The samurai has an empathic link with her mount out to a distance of up to 1 mile. The samurai cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the samurai has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars in the *Players Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Techniques: At the samurai's option, she may have any technique she performs on herself also affect her special mount. The familiar must be within 5 feet at the time of performing to receive the benefit.

If the technique or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the samurai before the duration expires. Additionally, the samurai may perform a technique with a target of "You" on her special mount (as a touch range technique) instead of on herself.

A samurai and her mount can share techniques even if the techniques normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it does not share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two samurai levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and

warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it is being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 samurai's level + samurai's Cha modifier) to negate the effect.

Ki Resistance (Ex): A mount's spell resistance equals its master's samurai level + 5. To affect the mount with a technique, a performer must get a result on a performer level check (1d20 + performer level) that equals or exceeds the mount's ki resistance.

SPRING TECHNIQUE [KI]

You are trained in fast performance of techniques while moving.

Prerequisite: Chain Technique, Dodge, Mobility, Spring Attack

Benefit: When performing a Hit technique with a performance time of 1 standard action, you can move both before and after performing the technique, following the normal rules for a Spring Attack.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

STRONG KI [KI]

Your ki is stronger than normal.

Prerequisites: Performer level 3rd.

Benefit: When a technique that releases ki will counter your own ki evocation, the performer of such technique must make a ki resistance check (against a ki resistance of 11 + your performer level), your opponent gains a +1 to this check for each level his technique is greater than yours. If your opponent succeeds, the ki is countered as normal, but on a failed check your ki is not countered, and what is more, it counters your opponent's energy instead.

Normal: Ki counters other energies which's source is a technique of an equal or lesser level than its own source.

SWIFT TECHNIQUE [META-KI]

You can perform techniques faster.

Benefit: You can perform a 1 standard action Trick technique as a swift action instead. The swift technique costs a number of ki points equal to its standard cost +4.

TECHNIQUE OF OPPORTUNITY [META-KI]

You can make techniques as attacks of opportunity.

Benefit: You can make attacks of opportunity using any technique you know with the Hit descriptor. The technique attack of opportunity does not preclude the normal performance of a technique during the same round. The technique used in conjunction with this feat costs a number of ki points equal to its standard cost +4.

Normal: Attacks of opportunity do not involve casting spells or performing techniques.

TECHNIQUE SPECIALIZATION [KI]

You deal more damage with a specific technique.

Prerequisites: Weapon Focus, performer level 4th.

Benefit: Choose a Hit technique you know. When performing the selected technique with the weapon for which you have selected the Weapon Focus feat, you deal additional points of damage equal to your key ability modifier.

THREATENING [KI]

You threaten a wider area.

Prerequisites: Combat Reflexes, base attack bonus +2, Hold the Line*.

Benefit: Your threatened area increases by +5 feet. This feat has no effect on your natural reach.

UP THE WALLS [KI]

You can run on walls for brief distances.

Prerequisite: Wis 13, base speed 40 feet.

Benefit: You can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat

the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity, or jump to or from the wall.

VOID USE [GENERAL]

You have learned to focus your concentration upon the Void. You can transform a portion of the Void that lies in you into ki.

Benefit: You can draw 2 ki points by taking 1 point of ability burn damage to each of your physical ability scores: Strength, Dexterity, and Constitution. You can draw additional ki points for a proportional cost to the same ability scores.

Ability burn is a special form of ability damage that cannot be healed magically or through the use of ki. It returns only through natural healing.

ZEN IAIJUTSU FOCUS [GENERAL]

You use your spiritual teachings to fight death.

Prerequisites: Iaijutsu Focus 1 rank, Wis 13.

Benefit: You gain a bonus to Iaijutsu Focus skill checks equal to your Wisdom bonus. This bonus stacks with your Charisma bonus (if any) and with all other skill bonuses.

FEAT CHAINS

Feat chains are series of feats that are taken in a particular order. They are presented as suggestions of how to use the feats presented in this book quickly, providing different fighting styles for each class. The DM may rule that players must use feat chains for their characters, or use them only as flexible suggestions for taking feats. For each character class (or discipline) two feat chains are presented: a power chain and a speed chain. Power chains focus in attack and damage power, while speed chains improve the character's defense and number of attacks per round.

TABLE: FEAT CHAINS

Character Class	Power Chain	Speed Chain
Barbarian	Power Attack, Reckless Offense, Improved Sunder, Martial Talent, Focused Sunder, Guard Crush	Weapon Focus, Unarmed Strike, Extra Blow, Extra Hit, Martial Talent, Flurry of Strikes
Fighter	Dodge, Weapon Focus, Combat Expertise, Power Attack, Weapon Specialization, Martial Talent, Parry, Karmic Strike, Improved Parry, Counter Strike	Martial Talent, Ki Speed, Weapon Focus, Combat Expertise, Improved Trip, Juggle Hit, Weapon Specialization, Ki Leaping, Leap of the Clouds, Chain Combo
Monk	Weapon Focus, Power Attack, Technique Specialization, Skill Focus (Iaijutsu Focus), Zen Iaijutsu Focus, Void Use, Disarming Technique, Fortify Technique, Guard Crush	Ki Leaping, Improved Trip, Juggle Hit, Chain Technique, Leap of the Clouds, Chain Combo, Augment Technique, Buffer Technique, Custom Combo
Ninja	Improved Initiative, Combat Expertise, Improved Faint, Void Use, Expanded Training, Sneak Technique, Deadly Precision, Swift Technique, Chain Technique	Dodge, Ki Speed, Ki Leaping, Jump-in Attack, Mobility, Leap of the Clouds, Improved Jump, Spring Attack, Jump-in Combo
Ranger	Improved Initiative, Power Attack, Disarming Technique, Improved Bull Rush, Combat Expertise, Improved Trip, Ki Leaping, Relentless Movement, Powerful Techniques	Two-Weapon Fighting, Weapon Focus, Ki Leaping, Two-Weapon Defense, Chain Technique, Improved Two-Weapon Fighting, Expanded Training, Greater Two-Weapon Fighting
Rogue	Dodge, Mobility, Deadly Precision, Spring Attack, Martial Talent, Up the Walls, Improved Delay	Martial Talent, Ki Speed, Dodge, Mobility, Spring Attack, Jump-in Attack, Ki Leaping
Samurai (bajutsu)	Mounted Combat, Mounted Performing, Ride-by Attack, Improved Initiative, Mounted Technique, Spirited Charge, Special Mount, Chain Technique, Charging Technique, Augment Technique	Skill Focus (Ride), Mounted Combat, Mounted Archery, Mounted Performing, Point Blank Shot, Rapid Shot, Mounted Technique, Quick Draw, Chain Technique, Buffer Technique, Charging Technique
Samurai (battojutsu)	Improved Initiative, Quick Draw, Battojutsu Focus, Quick Sheath, Reckless Offense, Battojutsu Focus, Skill Focus (Iaijutsu Focus), Chain	Improved Initiative, Quick Draw, Battojutsu Focus, Weapon Focus, Extra Hit, Quick Sheath, Flurry of Strikes, Combat Expertise, Improved

	Technique, Fortify Technique, Battojutsu Focus	Trip, Juggle Hit, Augment Technique, Custom Combo
Samurai (kyudo)	Dodge, Point Blank Shot, Precise Shot, Ranged Trip, Weapon Focus, Mobility, Ki Focus, Maximize Technique, Void Use, Improved Ready	Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus, Precise Shot, Chain Technique, Ranged Bull Rush, Ki Leaping, Leap of the Clouds
Samurai (iaido)	Quick Draw, Improved Initiative, Skill Focus (Iaijutsu Focus), Iaijutsu Duel, Duelist, Void Use, Battojutsu Focus, Weapon Focus, Maximize Technique, Technique Specialization, Opportunist	Quick Draw, Improved Initiative, Weapon Focus, Dodge, Iaijutsu Defense, Flurry of Strikes, Chain Technique, Combat Expertise, Parry, Improved Parry, Technique of Opportunity
Samurai (kendo)	Weapon Focus, Power Attack, Guard Crush, Chain Technique, Disarming Technique, Charging Technique, Ki Dodge, Augment Technique, Custom Combo, Ki Body	Dodge, Weapon Focus, Ki Leaping, Combat Expertise, Ki Dodge, Chain Technique, Flurry of Strikes, Improved Trip, Juggle Hit, Leap of the Clouds, Chain Combo
Samurai (niten)	Two-Weapon Fighting, Weapon Focus, Improved Initiative, Void Use, Reckless Offense, Chain Technique, Technique Specialization, Improved Two-Weapon Fighting, Two-Weapon Defense, Greater Two-Weapon Fighting	Two-Weapon Fighting, Combat Expertise, Two-Weapon Defense, Chain Technique, Improved Trip, Juggle Hit, Improved Two-Weapon Fighting, Ki Leaping, Leap of the Clouds, Chain Combo, Greater Two-Weapon Fighting
Sohei	Combat Reflexes, Power Attack, Reckless Offense, Guard Crush, Hold the Line, Threatening	Dodge, Extra Hit, Mobility, Spring Attack, Flurry of Strikes, Ki Dodge

CHAPTER FIVE: DESCRIPTION AND ALIGNMENT

This chapter presents the rules governing alignment, honor, and taint, as well as new equipment and variants to previous equipment rules.

HONOR AND ALIGNMENT

As discussed briefly in the book *Oriental Adventures*, in an oriental campaign, alignment is not a very important issue. The following rules should be taken into consideration when making an oriental campaign.

ALIGNMENT

In completely oriental worlds such as Rokugan, alignment should not be used at all. While Good and Evil are cosmic forces in these worlds, they are conceived slightly differently, and Lawful and Chaotic tendencies don't have as much strength as in the standard D&D cosmologies. What matters the most among oriental societies is whether you're honorable or not, and whether you are tainted. You could roughly translate "honorable" to Lawful Good, and any other alignments should be considered "non-honorable." If a Tainted character would have to bear an alignment, it should be Evil, whether that character acts as an evil person or not.

HONOR

The honor can be tracked with game mechanics or adjudicated free-form, as alignment is. The detailed information on honor is found in *Unearthed Arcana*. Below is presented a new code of honor: the Code of Ninpo.

CODE OF NINPO:

Ninja are lawful and traditionalist, and they must adhere to a code, much like the samurai follow the Code of Bushido.

Kyojitsu Tenkan Ho: *Method of interchanging truth and falsehood.* This refers to the ninja's preference for utilizing deceptive and non-direct means to accomplishing her goals. Violence and direct confrontation are to be avoided unless no other option is viable. This involves the use of stealth, political manipulation, espionage, reconnaissance, illusion, reverse psychology, suggestion, sabotage, and surprise tactics such as ambushes. Even when the ninja is forced into a direct battle, she will attempt to make use of evasive and deceptive tactics, including sneak attacks.

Wa: *Harmony and balance.* In Ninpo, life is regarded as the most sacred, superseding value in the universe and it is to be protected at all costs. This refers to the lives of not only the ninja's friends and family, but those of the supposed 'enemy' as well. Killing another sentient being is regarded as violating the Laws of Nature, unless deemed absolutely necessary as a last resort. Connected with this ideal is Ninpo's prescribed goal of continually attempting to ensure a peaceful balance within society — by any means necessary. As something of a paradox, it is sometimes required to perform acts of violence to maintain this balance (but always as a last resort). However, the motivation of the true ninja must always be to fight not only for the peace of her loved ones, but for the peace of one's enemies as well.

Ninniku Seishin: *Spirit of perseverance.* The true ninja is expected to receive all threats, insults, and oppression with a calm, enduring heart. She is not to allow her personal desires to dictate her actions, and is not to indulge herself in such things as hatred, anger, guilt, jealousy, sadness, or malice. Such motivations are not only unhealthy but can also interfere with the success of the ninja's mission.

Nagare: *Flow.* In the end, there should be no such thing as surprise to the true ninja. She is expected to constantly prepare herself for any situation in not only her martial arts training but her mental outlook, as well. She is to develop the flexibility of mind and adaptability of spirit to face any unforeseen obstacles.

Fudoshin: *Immovable spirit.* The true ninja is not to allow herself to be possessed by such things as greed, personal desire, luxury, laziness, pride, or egotism. She is discouraged from relying too much on others, even close friends, to accomplish her goals.

Jin: *Humanity.* The true ninja is expected to develop a kind and compassionate, yet detached, understanding of others. She is taught to allow her heart to grow into a warm palace and not wither away as a cold fortress. According to Ninpo traditions, the ninja is encouraged to develop the Kajo Chikusei (Flower Heart, Bamboo Spirit) — a heart that is as kind and pure as a flower, but as firm and flexible as the bamboo.

Gambatte: *Keep going.* The true ninja is expected to train intensively in all the prescribed areas of training, and master many forms of weaponry. The Ninja no Hachimon ('Eight Gates of the Ninja') are Ninja no Kiai (harmonizing of spirit), Ninja no Taijutsu (skill with the body), Ninja no Ken (sword), Ninja no Yari (spear), Ninja no Shuriken (throwing blades), Ninja no Kajutsu (use of explosives), Ninja no Yugei (deceptive skills), and Ninja no Kyomon (philosophical training).

Bunbu Ichi: *Pen and sword are one.* The true ninja is expected to study and master many things in addition to the martial arts. These include varying different arts, sciences, philosophies, and so forth. Besides the personal development afforded such study, the goal is to be prepared for any situation one might encounter — particularly during espionage missions.

Giri: *Duty and obligation.* First and foremost, the true ninja is loyal and respectful to her clan and its allies. She is not to betray her clan for any reason and not to go against the teachings of Ninpo. If the ninja is asked to do something that either weakens or endangers the clan and its members, or that violates the teachings of Ninpo, she is to report the request to the clan heads to determine what the appropriate course of action is to be.

NOT USING HONOR

If you don't want to use honor in your campaign and use the standard alignment system, take into account the following changes.

- Honorable classes: Honorable classes (such as samurai and ninja) have Lawful as their alignment.
- Honorable techniques: They have the Lawful (or Good) descriptor instead.
- Items: Items that affect honorable creatures affect Lawful (or Good) creatures instead.

SHADOWLANDS TAIN

The Shadowlands Taint is the evil force that corrupts humans throughout the world. The mechanics for handling Taint are found in *Unearthed Arcana*.

ADDITIONAL WAYS OF ACQUIRING THE TAIN

In addition to spending time in the Shadowlands or carrying a Tainted item, here are presented new ways of acquiring Taint.

Any wound resulting from a natural weapon of a tainted creature automatically inflicts 1 point of Taint in the wounded character, as long as the wounded character has a lower Taint score than the Tainted creature. Techniques and spells also inflict 1 point of Taint to affected creatures (unless the affected creatures are willing to receive the effects of the technique or spell). Techniques and spells with the (Shadowlands) descriptor inflict the point of Taint on their victims, even if the affected character has a higher Taint score than the performer or caster. If the victim carries jade with her, she is not affected by the Taint, although the days the jade will continue working are decreased by one for each Taint point ignored this way.

NOT USING TAIN

If you don't want to use taint in your campaign and use the standard alignment system, take into account the following changes.

- Shadowlands techniques: They have the Evil descriptor instead, and they can only be performed by evil creatures.
- Items: Items that affect tainted creatures affect Evil creatures instead.

ARMOR

The armors described in *Oriental Adventures* are available, even though they interfere with technique performing the same way they do with arcane spells. In addition, besides to the normal AC bonus it confers, armor also grants damage reduction to its wearer (according to the "Armor as Damage Reduction" variant in *Unearthed Arcana*) that only applies to wound points (it does not affect vitality point damage).

WEAPONS

A few considerations should be taken to improve the use of weapons.

VARIANTS

Katana: This sword is used in many ways by samurai, swinging it in a variety of ways it can inflict different types of wounds. Thus, change the katana's damage type to slashing/piercing. The way of wielding the katana determines the type of damage it inflicts, as desired by the wielder.

Wakizashi: Similar to the katana, the wakizashi has many uses, some of them piercing (e.g. seppuku), and some others slashing (attacking, cutting). Change the wakizashi's damage type to slashing/piercing.

NEW EXOTIC WEAPONS

Kasa: A kasa is a "war umbrella". It is a specially designed weapon with the shape of an iron umbrella, with sharp tips. The kasa is a two-handed melee weapon that can be used in two ways: hitting with it closed, as if using a stick, or opening it and spinning it, slashing with its sharp tips. However, a kasa is not a double weapon, and it cannot be used as such. Cost 30 gp; dmg (S) 1d4 stick or 1d3 tips; dmg (M) 1d6 stick or 1d4 tips; critical x2 stick or 19-20/x2 tips; range increment —; weight 4 lb.; type bludgeoning or slashing.

Prayer Beads: Sometimes giant prayer beads are made and used as weapons. This two-handed melee weapon consists of wooden spheres joined by a cord, and it is favored by monks and shamans. Cost 10 gp; dmg (S) 1d4 (nonlethal); dmg (M) 1d6 (nonlethal); critical x2; range increment —; weight 6 lb.; type bludgeoning.

CHAPTER SIX: KI

Ki is a neutral, elemental energy (that is, it is not aligned to any element). *Ki* is the universal creating force, essence of life manifestation. It is the force that manifests mountains on Earth, which leads the rivers, keeps oceans and the rhythm of anything which exists in nature. It is source and director of the evolution of the mineral, vegetal, animal, and human realms. The human being is a conduit through which this force flows, and moreover, it has the faculty to be conscious of it. The *ki* flows through the human body, it manifests by means of fertile harvests, fruit, plants, flowers, forests and prairies. The *ki* can take many forms, from positive to negative energy, the four elements, or even the Void.

The *ki* of a creature is a measure of how much energy its body can contain, the *ki* in a creature's body becomes a part of it, and to *ki* user characters *ki* is the important part of the human body. A creature's *ki* can be found out of its body when it releases it through special techniques, or when the creature shares its own *ki* with another subject (such as a samurai with her ancestral *daisho*).

TECHNIQUES

Techniques are an important feature of the oriental fighting styles; they are the "art" of fighting. Techniques consist in a series of movements, blows, cuts, jumps, and so on, but also they channel the *ki* into different combat maneuvers otherwise impossible to accomplish.

PERFORMING TECHNIQUES

Ki users perform techniques. Whether they cost *ki* points when performed by a character with a *ki* user class, or are performed as tech-like abilities, techniques' effects remain the same. The process of performing a technique is akin to casting a spell, but with significant differences.

To perform a technique, you must know it, and have the proper amount of *ki* points drawn, you must spend the *ki* points cost given in each technique's description to perform that technique.

Unless stated otherwise, you can't perform techniques with somatic components if you're not standing on the ground or other solid surface.

Attack of Opportunity: You provoke an attack of opportunity after you finish performing a technique. Affected creatures can only make this attack of opportunity only if they avoided, at least partially, the effects of the technique—that is, they succeeded on their saving throw, or dodged an attack. If a technique requires several attack rolls or saving throws, only the last one matters.

You can't use feats or special attacks with the attacks granted by techniques, techniques consist in a series of attacks, or special ways of attacking the enemy, so you can't alter their way as you would with normal, non-technique attacks.

You can't perform a technique against a target on a higher or lower ground, unless the technique specifically specifies that you can.

Mounted Performing: You can perform techniques mounted as long as the techniques do not have ground components. Even so, if the mount moves in the same round you perform the technique, you must make a Concentration check (DC 10 + the level of the technique you are performing) or lose the technique.

KATA

To perform a technique, you must follow a series of movements, special breathing, and other gestures; this is called *kata*. If something threatens to interrupt your *kata* while you are performing a technique, you must succeed on a Concentration check or lose the *ki* points without performing the technique. The more distracting the interruption and the higher the level of the technique that you are trying to perform, the higher the DC. (Higher-level techniques require more physical and mental effort.)

Injury: Getting hurt or being affected by hostile techniques while trying to perform a technique can break your concentration and ruin a technique. If you take damage while trying to perform a technique, you must make a Concentration check (DC 10 + points of damage taken + the level of the technique you're performing). The interrupting event strikes during performing if it occurs between when you start and when you complete performing a technique (for a technique with a performing time of 1 round or longer) or if it comes in response to your performing the technique (such as a contingent attack from a readied action).

If you are taking continuous damage half the damage is considered to take place while you are performing a technique. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the technique you're performing).

If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Technique: If you are affected by a technique while attempting to perform a technique of your own, you must make a Concentration check or lose the technique you are performing. If the technique affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the technique you're performing, If the technique interferes with you or distracts you in some other way, the Concentration DC is the technique's save DC + the level of the power you're performing. For a technique with no saving throw, it's the DC that the technique's saving throw would have if a save were allowed.

Grappling or Pinned: To perform a technique while grappling or pinned, you must make a Concentration check (DC 20 + the level of the technique you're performing) or lose the power, although, unless otherwise stated, you can't perform Hit techniques while grappling or pinned, even if you succeed on a Concentration check.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the technique you're performing) or lose the technique.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the technique you're performing) or lose the technique.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the technique you're performing. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the technique you're performing. In either case, you lose the technique if you fail the Concentration check. If the weather is caused by a technique, use the rules in the Technique subsection above.

Entangled: If you want to perform a technique while entangled in a net or while affected by a spell with similar effects you must make a DC 15 Concentration check to perform the technique. You lose the technique if you fail. Again, unless otherwise stated, you can't perform Hit techniques while entangled, even if you succeed on a Concentration check

KI COUNTERING

Ki can counter ki, as well as any other kind of energy that deals damage. When ki flows out of the body, it can counter (destroy) other energies it strikes.

How Ki Countering Works: Ki evocations counter other energies which's source is a technique (or spell) of an equal or lesser level than its own source, or that is a mundane energy. Note that two energies that come from sources of the same level counter each other.

You can ready an action to counter an opponent's ki evocation which's source is a technique with instantaneous duration, such attempt follows the rules explained above.

Countering Results: An energy that is countered is destroyed (fire is put out, acid is evaporated, etc). Countered ki simply vanishes into thin air.

PERFORMER LEVEL

The variables of a technique's effect often depend on your performer level, which is equal to your ki user class level.

You can perform a technique at a lower performer level than normal, but the performer level must be high enough for you to perform the technique in question, and all level-dependent features must be based on the same performer level.

In the event that a class feature or other special ability provides an adjustment to your performer level, this adjustment applies not only to all effects based on performer level (such as range and duration) but also to your performer level check to overcome your target's ki resistance and to the performer level used in dispel checks (both the dispel check and the DC of the check).

TECHNIQUE FAILURE

If you try to perform a technique in conditions where the characteristics of the technique (range, area, and so on) cannot be made to conform, the performing fails and the ki points are wasted.

Techniques also fail if your kata is broken (see Kata, above) and might fail if you are wearing armor while performing a technique with the armor component (see Components, below).

SPECIAL TECHNIQUE EFFECTS

Certain special features apply to all techniques.

Extra Attacks: Many Hit techniques consist in two or more attacks. All attacks that the technique confers after the first attack are referred thereafter as "extra attacks"; the first hit of a technique is a normal attack.

Extra attacks differ from normal attacks in many ways. Extra attacks use the same attack roll and attack bonus of the normal attack, even though, not the same damage; thus, generally if the first hit of a technique is successful, all the rest strike too, and if you miss with the first one, all the rest fail to hit as well. Although, if the technique consist in melee attacks as well as ranged attacks, attacks using different weapons, touch attacks or other different types of attacks, roll once for each attack type separately.

If you are fighting with two weapons—unless it is otherwise stated—you may choose how to divide the extra attacks among the two weapons.

Extra attacks' damage dice is determined by the base damage die (or dice) your weapon deals, they get no strength bonus, and they have no critical range. Moreover, any special ability the weapon may have, does not apply to extra attacks.

Moving opponents: Several techniques state that one or more opponents are pushed, raised into the air, blown away or knocked down; this is true only if the creatures or objects are the same size or smaller than you. The distance moved by your opponents does not count against their allowed movement in a round. A raised creature flies upward in the air as if following the path of a high jump, and is falling if it took damage.

EXTRA ATTACKS

Weapon Base Damage Die	Extra Attacks Damage Die
Less than 1d4	1
1d4	1d2
1d6	1d3
1d8	1d4
1d10	1d6
1d12	1d8
2d6	1d8
2d8	1d10
2d10	1d12
3d6	1d12
3d8	2d6
4d6	2d6

For the rest use half the base damage dice, rounded up.

A blown away creature flies through the air as if following the path of a leap, if the distance the creature is blown away is 20 feet or more, it is also raised 5 feet at the mid point (and thus it doesn't hit the ground until in its turn). This effects are otherwise as the bull rush and trip special attack as appropriate.

Attacks of Opportunity: Some techniques may include actions that normally would provoke attacks of opportunity, unless otherwise noted, these actions never provoke attacks of opportunity when done as part of a technique.

Angles: Some techniques refer to angles; angles above the ground are expressed in positive numbers, while angles below your feet are expressed with negative ones. All angles part from the ground, or otherwise from where your feet are on (tracing an imaginary line for airborne situations).

<i>Angles in the side-view grid (facing right)</i>		
135°	90°	45°
180°	→	0°/360°
-135°	-90°	-45°

KI AND MAGIC

Magic is one of the forms the ki can take, thus, techniques interact with spells and spells interact with techniques in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability.

Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect ki do affect ki.

Spell resistance is effective against techniques, using the same mechanics. Likewise, ki resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against techniques of the same level using the same mechanics, and vice versa.

The spell detect magic detects techniques, their number, and their strength and location within 3 rounds (though a Bujutsu Lore check is necessary to identify the style of the technique).

Dead magic areas are also dead ki areas.

Multiple Effects: Techniques or ki effects usually work as described no matter how many other techniques, ki effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a technique does not affect the way another technique or spell operates. Whenever a technique has a specific effect on other techniques or spells, the technique description explains the effect (and vice versa for spells that affect techniques). Several other general rules apply when techniques, spells, magical effects, or ki effects operate in the same place.

Stacking Effects: Techniques that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different techniques, or one from a technique and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different techniques, or a technique and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one technique or spell is dispelled or its duration runs out, the other technique or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same technique or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells or techniques are actually removed or dispelled, but their effects become irrelevant while the final spell or technique in the series lasts.

Techniques and Spells with Opposite Effects: Techniques and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some techniques and spells negate or counter each other. This is a special effect that is noted in a technique's or spell's description.

KI AND PSIONICS

Power points are essentially the same as ki points. Your DM could state that they are different; in that case the following rules do not apply.

Power points and ki points, as do ki points from various sources, do not stack, they overlap. So you will have the greater amount of power/ki points you can get, either from your psionic class levels, or by your ki user class levels. You can use ki points to manifest powers, and likewise, use power points to perform techniques. Even though, techniques, feats, and powers are not equivalent, and any references to powers and psionic feats, strictly apply for powers and psionic feats only, as do those which refer to techniques and ki feats. The above rules about ki and magic also apply to ki and psionics.

KI POINTS AND TECHNIQUES

Ki users perform techniques, which involve the direct manipulation of personal energy, or *ki*. These manipulations require special training and personal meditation. A character's class level limits the number of ki points available to perform techniques per day, but a ki user must draw ki points from her ki pool to be able to perform techniques. A character's relevant high score might allow her to gain extra ki points per day. She can perform the same technique more than once, but each performing subtracts ki points from her ki pool. Performing a technique is an arduous physical and mental task. To do so, a ki user must have a key ability score of at least 10 + the technique's level.

Ki Point Acquisition: You can't spend ki points unless you first draw them, this can be accomplished through your combat mode (see Chapter Two), or using the Iaijutsu Focus skill (see Chapter Four).

Daily Ki Point Replenishment: To regain used daily ki points, a ki user character must sleep for 8 hours. The character does not have to slumber for every minute of the time, but she must refrain from movement, combat, performing techniques, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest, and she must have at least 1 hour of rest immediately prior to regaining lost ki points. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before regaining ki points.

Recent Performing Limit/Rest Interruptions: If a ki user character has performed techniques recently, the drain on her resources reduces her capacity to regain ki points. When she regains ki points for the coming day, all ki points she has used within the last 8 hours count against her daily limit.

Death and Ki Points: If a character dies, all ki points stored in her body are wiped away, that is, her ki pool is emptied, and the character loses all drawn ki points.

ADDING TECHNIQUES

Ki user characters can learn new techniques when they attain a new level. A ninja can learn any technique from the ninja list. A monk can learn any technique from the monk list. A ranger can learn any technique from the ranger/samurai list. A samurai can learn any technique from the ranger/samurai list and techniques from her chosen discipline's list.

Techniques Gained at a New Level: Ki user characters train at schools between adventures to learn new techniques. Each time a ki user character attains a new level, she learns additional techniques according to her class description. Ki user characters learn new techniques of their choice in this fashion. These techniques represent fighting moves their sensei teaches them or that they learn by themselves. The techniques must be of levels the characters can perform.

Independent Research: A ki user character also can research a technique independently, duplicating an existing technique or creating an entirely new one. If characters are allowed to develop new techniques, use these guidelines to handle the situation.

Any kind of ki user character can create a new technique. The research involved requires access to a retreat conducive to uninterrupted meditation and practice. Research involves an expenditure of 200 XP per week and takes one week per level of the technique. At the end of that time, the character makes a Bujutsu Lore check (DC 10 + technique level). If that check succeeds, the character learns the new technique if her research produced a viable technique. If the check fails, the character must go through the research process again if she wants to keep trying.

SPECIAL ABILITIES

Some creatures can create technique-like effects without having levels in a ki user class (although they can take a ki user class to further enhance their abilities), such creatures have the ki user subtype.

In addition to existing spell-like and supernatural abilities, creatures can also have tech-like abilities.

Tech-Like Abilities (Tc): The performing of techniques by a ki user character is considered a tech-like ability, as is the performing of techniques by creatures without a ki user class (creatures with the ki user subtype, also simply called ki users). Usually, a ki user's tech-like ability works just like the technique of that name. A few tech-like abilities are unique; these are explained in the text where they are described. Tech-like abilities have no verbal, somatic, or material components, nor do they require a focus or have an XP cost (even if the equivalent technique has an XP cost). The user activates them either physically. A tech-like ability has a performing time of 1 standard action unless noted otherwise in the ability description. In all other ways, a tech-like ability functions just like a technique. However, a ki user does not have to pay a tech-like ability's ki point cost.

Tech-like abilities are subject to ki resistance and to being dispelled by dispel ki. They do not function in areas where ki is suppressed or negated.

Supernatural Abilities: Some creatures have technique-like abilities that are considered supernatural. Ki feats are also supernatural abilities. These abilities cannot be disrupted in combat, as techniques can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to ki resistance and cannot be negated or dispelled; however, they do not function in areas where ki is suppressed.

TECHNIQUE DESCRIPTIONS

The description of each technique is presented in a standard format. Each category of information is explained and defined below.

Name: The first line of every technique description gives the name by which the technique is generally known. A technique might be known by other names in some locales, and specific ki user characters might have names of their own for their techniques.

Type: Beneath the technique name is a line giving the type (and subtype) that the technique belongs to. Each type is a group of related techniques that have a similar goal for their performing.

Hit: Hit techniques are offensive techniques, and seek to damage in some or other way the opponent. Its subtype is Evocation.

Defense: Defense techniques seek protection over all things, and cannot be used offensively under any circumstances. Its subtype is Evocation.

Evolution: Evolution techniques transform you or other being in some manner, they seek improvement. Its subtypes are Divination, Scrying, Healing, and Teleportation.

Trick: Trick techniques seek to fool the opponent into something. Its subtypes are Illusion and Compulsion.

Descriptor: Appearing on the same line as the type and subtype (when applicable) is a descriptor that further categorizes the technique in some way. Some techniques have more than one descriptor.

The descriptors that apply to techniques are acid, cold, darkness, death, dishonorable, earth, electricity, fire, force, good, honorable, ki, language-dependent, light, Mind-Affecting, shadowlands, sonic, void, and water.

Most of these descriptors have no game effect by themselves, but they govern how the technique interacts with other techniques, with spells, with special abilities, with unusual creatures, with honor, and so on.

An honorable technique can only be performed by an honorable character.

A language-dependent technique uses intelligible language as a medium.

A mind-affecting technique works only against creatures with an Intelligence score of 1 or higher.

A Shadowlands technique uses the power of taint to be performed. At the time you perform the technique, you must succeed at a Fortitude saving throw (DC 20 + technique level) or acquire a number of Taint points equal to the technique level.

Level: The next line of the technique description gives a technique's level, a number between 1 and 9 that defines the technique's relative strength. This number is preceded by the name of the class whose members can perform the technique.

Performing Time: If the range of a technique requires any type of movement, it is already considered within the performing time, but you must have enough speed or you can't perform the technique; for instance if you have a speed of 30 ft., you could move 20 ft. and then perform a technique that requires you to move 10 ft., such as a technique with jump range.

Range: The following are new ranges that techniques use.

Attack: As far as you can reach with an attack (melee or ranged).

Melee attack: As far as you can reach with a melee attack.

Ranged attack: As far as you can reach with a ranged attack.

Jump: As high as you can reach with a standing high jump. Unless otherwise stated, you always jump as high as you can (up to your speed), and stay airborne until the next round, while in this state you lose any class bonus and Dexterity bonus to AC. If you move at least 20 ft. before performing the technique, the jump turns into a running jump.

(C) Controllable: If a leap or jump technique ends with "(C)" you can control the jump, setting the specific distance you want to move, instead of jumping as high as you can.

Charge: As far as you can reach with a charge (up to twice your speed in a straight line). Unless specified otherwise, you cannot use the charge action to perform techniques other than ones with a range of charge.

Leap: As far as you can reach with a standing (non-high) jump. If you move at least 20 ft. before performing the technique, the jump turns into a running leap

Running Leap: As far as you can reach with a running (non-high) jump. You move 20 ft. and leap as you perform the technique.

Area: Several techniques have new areas.

Threatened: All the area you threaten (a 15 ft.³ cube [5 ft. reach] for a medium creature).

Opponent: A technique can ask for a target of one or more opponents, in which case you designate anything you consider an opponent at the time of performing the technique, such as a creature or object. If the technique is a Hit technique, your opponent has to be at the same height level as you, and it can't be prone.

Ki Resistance: Ki resistance is a special defensive ability. If your technique is being resisted by a creature with ki resistance, you must make a performer level check (d20 + performer level) at least equal to the creature's ki resistance for the technique to affect that creature. The defender's ki resistance functions like an Armor Class against techniques. Because magic is a form of ki, spell resistance is equivalent to ki resistance, and vice versa. Include any adjustments to your performer level on this performer level check.

The Ki Resistance line and the descriptive text of a technique description tell you whether ki resistance protects creatures from the technique. In many cases, ki resistance applies only when a resistant creature is targeted by the technique, not when a resistant creature encounters a technique that is already in place.

The terms "object" and "harmless" mean the same thing for ki resistance as they do for saving throws. A creature with ki resistance must voluntarily lower the resistance (a standard action) to be affected by a technique noted as harmless. In such a case, you do not need to make the performer level check described above.

Components: Techniques have components just like spells do. They represent what you must do or possess to perform the technique.

Somatic (S) components represent mudras or hand gestures. You need at least one hand free in order to perform a technique with a somatic component. A performer wearing armor may perform techniques with somatic components without incurring in technique failure chance.

Vocal (V) components usually involve warcries or mantras, but can also include normal speech.

Armor (A) denotes that the performer has a technique failure chance if wearing armor (use figures given for arcane spell failure).

Ground (G) means the technique requires body movements and conditions only possible if the performer is standing on the ground or similar solid surface while performing the technique. Techniques with this component cannot be performed mounted.

Jumping (J) indicates the performer must be jumping, flying or otherwise in the air at least 5 ft. above the ground to perform the technique.

Focus (F) commonly refers to a weapon the performer must wield in order to perform the technique.

Material (M) components are substances or objects required to perform the technique, they are always consumed in the process.

Experience (XP) components require the expenditure of experience by the performer.

Ki Points: All techniques have a Ki Points line, indicating the technique's cost.

The class tables show how many ki points a character has access to each day, depending on level.

A technique's cost is determined by its level, as shown below. Every technique's cost is noted in its description for ease of reference.

Table: Ki Points by Technique Level

Technique Level	1	2	3	4	5	6	7	8	9
Ki Point Cost	1	3	5	7	9	11	13	15	17

Drawing upon your personal energy requires a great deal of focus, so a frightened or panicked character may not spend ki points for any reason.

Ki Point Limit: The maximum number of ki points you can spend on a technique (for any reason) is equal to your performer level.

CHAPTER SEVEN: TECHNIQUES

This chapter contains the technique lists of all martial styles. An ^H denotes an honorable technique, and an ^S denotes a Shadowlands technique. Refer to Chapter Six for information on these technique types.

NINJA TECHNIQUES

1ST-LEVEL NINJA TECHNIQUES

- Akuma no Hayasa:** Doubles your speed.
Iroshibuki: Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Akari: Light shines like a torch.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Detect Secret Doors: Reveals secret doors within 60 ft.
Disguise Self: Changes your appearance.
Fuzuki: Bubble interposes, damages and dazes opponent.
Ninpo Enbu: Become invisible for 1 round.
Silent Image: Creates minor illusion of your design.
Soft Fall: You halt your fall.
Summon Nature's Ally I: Calls animal to fight.
Ghost Sound: Figment sounds.
Obscuring Mist: Fog surrounds you.
Shizune: You disappear for 1 round.
Stunning Attack: Hit stuns opponent for 1 round.
Tobitatsu: Jump up to half your speed.
Utsusemi Chizan: Surprise an opponent with a knock-down attack.
Utsusemi Tenbu: Surprise an opponent with an air attack.

2ND-LEVEL NINJA TECHNIQUES

- Alter Self:** As *disguise self*, plus more drastic changes.
Ki Dodge: Attacks miss you 20% of the time.
Yami: 20-ft. radius of supernatural darkness.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Enmezuki: Strike deals sneak attack damage.
Feat Emulation: Emulate a ki feat for 1 round.
Fire Shuriken: Ki shuriken deal 3d6 fire damage.
Invisibility: You become invisible for 10 min./level or until you attack.
Kage Bunshin: Create decoy duplicates of you (1d4+1/three levels).
Minor Image: As *silent image*, plus some sound.
Pass without Trace: One subject/level leaves no tracks.
Seigen Ken: Attack slows subject for 1 round/level.
Silence: Negates sound in 20-ft. radius.
Spider Climb: Grants ability to walk on walls and ceilings.
Suggestion: Compel subject to follow suggested action.
Summon Nature's Ally II: Calls animal to fight.
Undetectable Taint: Conceals taint for 24 hours.

3RD-LEVEL NINJA TECHNIQUES

- Animate Dead^S:** Creates undead skeletons and zombies.
Do Don Pa: Ray of ki deals 1d8/level damage.
Fuka Hoin: Extinguishes nonmagical fire or one magic item.
Ki Dodge, Greater: Attacks miss you 50% of the time.
Kuji-Kiri: Fascinates (2d4 + level) HD of creatures.
Lower Ki: Others can't sense your ki.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Midare Reppu Shuriken: Throws 1 shuriken/level, then charges and places a bomb.

Summon Nature's Ally III: Calls animal to fight.

Taiyoken: Blind and dazzle creatures in a cone.

4TH-LEVEL NINJA TECHNIQUES

- Daisan no Me:** Invisible floating eye moves 30 ft./round.
Fujite Doku Ryu: Leaps on target and sets a series of bombs. 1d6/level of fire damage.
Gaseous Form: You become insubstantial and can fly slowly.
Invisibility, Greater: As *invisibility*, but you can attack and stay invisible.
Ku-Aruki: Tread on air as if solid.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Ninpo Baku En Ryu: As *baku en ryu* except 1 snake/5 levels and lifts creatures and objects in the air.
Poison: Touch deals 1d10 Con damage, repeats in 1 minute.
Shin Mozu Otoshi: As *mozu otoshi*, except kills and paralyzes the opponent.
Summon Nature's Ally IV: Calls animal to fight.

5TH-LEVEL NINJA TECHNIQUES

- Ashura Senku:** Instantly move to any spot you can see in close range.
Doryu Heki: You create a stone wall that can be shaped.
Fujite Mijin Gakure: Become invisible for 1 round/level.
Hakke no Me: 1d4 +1/level floating eyes scout for you.
Jiketsu^{HX}: Commit suicide; revive 1 minute later.
Kai: Grapple kills subject.
Summon Nature's Ally V: Calls animal to fight.

6TH-LEVEL NINJA TECHNIQUES

- Bunshin:** Create one duplicate of yourself/5 levels.
Cho-Onsoku: You fight at supersonic speed.
Dokukiri: Poisonous gas deals 1d8 Constitution damage.
Bakudan: Acorns and berries become grenades and bombs.
Ginban: Freeze water or deal water damage.
Summon Nature's Ally VI: Calls animal to fight.

MONK TECHNIQUES

1ST-LEVEL MONK TECHNIQUES

- Cannon Spike:** 5-ft jumping kick.
Daichi Hasai: Subjects are knocked down and take 1d4 points of earth damage.
Flying Kick: Charge, leap and kick. +1d6/10 ft. damage.
Hado Ken: Energy ball deals 1d8 +1/level points of damage to one subject.
Hikizuri Mawashi: Drag opponent around and knee him in the face.
Inazuma Kakato Wari: Feint and kick, can ready against knock-down.

Kiko Ha: Missile deals 1d6; +1 missile per 2 levels above 1st.
Ki Strike: Unarmed attacks gain +1 on attack and damage rolls.
Kuzushi: Unbalancing strike at joints.
Ryo: Leap and grapple. Critical range doubles.
Sakotsu Wari: Feint and punch, can ready against knock-down.
Sakura Otoshi: Leap and hit with both hands.
Senpu Kyaku: One juggle kick.
Seoi Nage: Throws your opponent over your shoulder.
Shakunetsu Kon: Fiery bolts dart from your hands.
Shigure: Attack and bounce on opponent.
Shunpu Kyaku: 2 hurricane kicks.
Stunning Attack: Hit stuns opponent for 1 round.
Tenma Kujin Kyaku: Kick at -45° angle.
Tobitatsu: Jump up to half your speed.
Tomoe Nage: Throws your opponent 10 ft. away with a kick.
Ushiro Geri: Kick makes opponent rebound.
Verve: You gain 1d10 temporary vitality points.

2ND-LEVEL MONK TECHNIQUES

Cannon Drill: Spinning kick, dodges projectiles.
Choke Hold: Grapple and render unconscious an opponent.
Dai Baku Satsu: Grapple and blow away one opponent.
Feat Emulation: Emulate a ki feat for 1 round.
Hanaha-Dashi Ken: Awesome hit blows away opponent.
Hyakki Shu: Leap and attack or grapple.
Jigoku Guruma: Throws your opponent 30 ft. away with a kick.
Jakoha: Grabs and pins airborne creature.
Mozu Otoshi: Grapples opponent and drops him from the air.
Reverse Shaft Breaker: 1 rising kick/level.
Shoken^S: Extra pair of arms give +2 to attacks and AC.
Shoryu Ken: Hits 3 times one subject.
Sustenance: You can go without food and water.
Tatsumaki Senpu Kyaku: One kick/level.
Tatsumaki Zanku Kyaku: 1 kick/level in the air.
Tsuchi-Do: Pin deals 1 wound damage each round.
Ultimate Fist: Your unarmed damage die increases one step.
Wholeness of Body: You heal 1d12 vitality points.
Zanji: You gain blindsense 60 ft.

3RD-LEVEL MONK TECHNIQUES

Freeze the Lifeblood: Attack paralyzes opponent.
Gush: Water deals 1d6/level damage.
Hashu Ken: Make 8 attacks as standard action.
Ki Strike, Greater: Unarmed attacks gain +1/four performer levels on attack and damage rolls.
Pain Strike: Attack nauseates opponent.
Ryusei Ken: Strike blinds subject.
Shakunetsu Hado Ken: As *hado ken*, plus 1d6/level points of fire damage.
Shakunetsu Shoryu Ken: As *Shoryu Ken*, plus 1d6/vitality points of fire damage.
Sho'o Ken: 6 attacks blow away subject.
Spin Drive Smasher: Cannon drill and cannon spike, 1 extra attack/level with each.
Tsukami Nage: Grapple and kick several times a foe.
Varuna: You fly at speed of 90 ft.

4TH-LEVEL MONK TECHNIQUES

Denjin Hado Ken: Stunning energy ball.

Homura Geri: Grapple and several kicks with fire.
Kame Hame Ha. Ki deals 1d8/level damage.
Ko'o Ken: Eight hits against an airborne target.
Ku-Aruki: Tread on air as if solid.
Midare Zakura: 1 hit/level plus jumping attack.
Oto no Hayasa: You fight at the speed of sound.
Ryoku^S: Touch attack drains 2 ki points/level from foe.
Sankaku Ho: 1d8/level damage in 20-ft cube.
Shinpikaibyaku: Eight hits against one target.
Shippu Jinrai Kyaku: Ten kicks, push and raise opponent.
Shoryu Reppa: 9 hits blow away opponent.
Tongue of the Sun and the Moon: Speak any language.

5TH-LEVEL MONK TECHNIQUES

Adapt Body: Adapt your body to hostile environments.
Ashura Senku: Instantly move to any spot you can see in close range.
Genki Dama^H: Ki ball deals 1d8/level damage and can be enlarged by other creatures.
Kajoken: Increase your performer level.
Ki Teleport: Instantly transports you to specific ki.
Nagatabi: Fly at speed of 40 ft. and can hustle over long distances.
Shitenshu: 1 hit/level plus stunning.
Shinku Hado Ken: You create 1 energy ball/2 levels (1d8+5 each.)
Telekinesis: Move objects, attack creature, or hurl object or creature.
Wall of Ki: Create wall immune to damage.

6TH-LEVEL MONK TECHNIQUES

Adamant Grasp: You gain a +10 bonus on grapple checks.
Cho-Onsoku: You fight at supersonic speed.
Haru Ichiban: 1 kick/level and knock-down.
Messatsu Go Rasen: 1 rising kick/level.
Messatsu Go Senpu: 1 kick/level in the air.
Quivering Palm: Kill one subject.
Shinku Tatsumaki Senpu Kyaku: 1 kick/level and flanking.
Shinryu Ken: 1 hit/level, raise opponent.
Walk through the Mountains: You travel to the Ethereal World.

7TH-LEVEL MONK TECHNIQUES

Big Bang: 1d8/level in a 40-ft. radius.
Ki Teleport, Greater: As *ki teleport*, but no off-target arrival.
Makkankosappo^S: Ray deals 2d6/level damage.
Setsurei^S: Destroy subject's soul.
Shin Shoryu Ken: Three hits, +5d8 damage each, blows opponent away.
Telepathy: Send messages, create a telepathic bond, or learn about a place or person.

8TH-LEVEL MONK TECHNIQUES

Fusion: You and other ki user character fuse into one being.
Hiryu: You and one opponent fly to the atmosphere.
Iron Body: Your body becomes living iron.
Kienzan: Disk of energy attacks opponents.
Kongo Kokuretsu Zan: Destructive ki deals 1d8/level points of damage.
Messatsu Go Hado: Line of energy deals 1d8/level.
Shakunetsu Shoryu Reppa: As *Shoryu Reppa*, plus 1d6 points of fire damage per hit.

Shin Sankaku Ho: 1d8/level damage in 20-ft cube.

9TH-LEVEL MONK TECHNIQUES

Evil Ryu^S: An evil spirit possesses your body.
Hikari no Hayasa: You fight at the speed of light.
Implosion: Kills one creature/ round.
Messatsu Go Shoryu: 21 attacks, raise opponent.
Samidare Giri: Spin kasa, 1 attack/level.
Shakunetsu Jinrai Kyaku: As *Shippu Jinrai Kyaku*, plus 1d6 points of fire damage per hit.
Shakunetsu Shinryu Ken: As *Shinryu Ken*, plus 1d6/vitality points of fire damage.
Shun Goku Satsu^S: Hit 1 time/level and kill subject.

RANGER/SAMURAI TECHNIQUES

1ST-LEVEL RANGER/SAMURAI TECHNIQUES

Detect Honor: Reveals honorable creatures, spells, or objects.
Detect Taint: Reveals tainted creatures, spells, or objects.
Hisame Gaeshi: Knock-down hit with kasa, reflects projectiles.
Insight, Defensive: You gain a +1 insight bonus against an opponent's attacks.
Insight, Offensive: You gain a +1 insight bonus in attacks against an opponent.
Jasen: Roll and attack one creature.
Katto Suigetsu To: One-handed weapon damage travels along the ground.
Ki Armor: Tangible field of force provides you with +4 armor bonus to AC.
Kiai: Shout makes opponents shaken for 1d4 rounds.
Kirisame Jin: Throw weapon at an opponent, then it returns back.
Ki Sword: Weapon gains +1 bonus.
Kiri Tsume: Acrobatic jumping attack.
Kyodaika^S: Become one size category larger.
Kurenai: Projects one slash 10 feet.
Muhoken: Strike with off-hand fist.
Muso Kasumi: Powerful attack knocks opponent down.
Musubi: Reactive attack in total defense.
O Ka Zan: Creates a cherry blossom that explodes, 1d4/ level damage.
Protection from Honor^S: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Protection from Taint^H: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Sai En: Creates small fireballs which empower other techniques.
Shield of Honor^H: Aura grants +2 or higher deflection bonus.
Stunning Attack: Hit stuns opponent for 1 round.
To'o Zan: Attack and move 10 ft. backwards.
Toha Koyokujin: Circular attack hits airborne subject.
Shizukujin: Air raises you and a foe in the air, and then you attack your opponent.
Zenpo Tenshin: Avoids one melee attack completely.

2ND-LEVEL RANGER/SAMURAI TECHNIQUES

Baiu Ensatsu Juin: Attack 1 time/ level, rise in the air.
Darma Chakra: 1d4/ level damage to single target.
Feat Emulation: Emulate a ki feat for 1 round.
Gekko: Creates water pillar. 1d4/ level damage.

Hanaha-Dashi Ken: Awesome hit blows away opponent.
Hiken Kagero: Projects your ki beyond the weapon.
Katana of Fire: Touch attack deals 1d10 +1/two levels damage.
Kogetsu Zan: Jumping slash, hits 3 times airborne target.
Nikkaku Rato: Attack, push and raise opponent in the air.
Oboro Gatana: Several slashes confuse opponent.
Oga: Leap 3 times and hit opponent.
Resist Elements: You gain resistance 10 (or more) to one element.
Sense Ki: Sense ki within 60 ft.
Shippu Kogetsu Zan: Hit subject 3 times.
Shitsupuzan: Attack damage travels along the ground.
Tenhozan: Bull rush and attack.
Void Restoration: You restore 1d4 points of ability damage.
Way of Air: You gain +4 to Cha for 1 min./ level.
Way of Earth I: You gain +4 to Str for 1 min./ level.
Way of Earth II: You gain +4 to Con for 1 min./ level.
Way of Fire I: You gain +4 to Dex for 1 min./ level.
Way of Fire II: You gain +4 to Int for 1 min./ level.
Way of Water: You gain +4 to Wis for 1 min./ level.

3RD-LEVEL RANGER/SAMURAI TECHNIQUES

Annu Mutsube: Slide and attack once/ level.
Circle of Protection from Honor^S: As *protection from honor*, but 10-ft. radius and 10 min./level.
Circle of Protection from Taint^H: As *protection from taint*, but 10-ft. radius and 10 min./level.
Goko Zan: Raise opponent and strike 6 attacks.
Hyakki Satsu: Score a critical hit on an opponent.
Ipoteki na Shinzo: Paralyze one humanoid for 1 round/level.
Kagetai^S: Become immune to movement and distraction.
Ki Sword, Greater: Weapon gains +1/four performer levels bonus.
Lela Mutsube: Slide, leap and attack once/ level.
Meiyo Zan^H: Attack kills, paralyzes, blinds, or deafens dishonorable subject.
Nagi Yaiba: Take defense position and attack opponent reactively.

4TH-LEVEL RANGER/SAMURAI TECHNIQUES

Buryoku: You gain attack bonus, +6 to Str, and 1 vitality point/level.
Death Ward: Grants immunity to death techniques and negative energy effects.
Fatal Slash: Bestow your wounds on another.
Gashintotsu: Boost weapon with ki. +2d6/ round.
Hidama: Explosion deals 1d6/level fire damage.
Kiai, Greater: Shout makes opponents shaken for 1 round/level.
Kinjite Bo Kyofu Zan: 1 attack/level using a kasa.
Ku-Aruki: Tread on air as if solid.
Locate Ki: Indicates direction to familiar ki.
Onitsume^S: You grow claws like those of a demon.
Ura Goko: 1 slash/ level raise opponent in the air.
Yakushibari: Ki cherry blossom traps subject.

5TH-LEVEL RANGER/SAMURAI TECHNIQUES

Ashura Senku: Instantly move to any spot you can see in close range.
Cho no Ryoku: As *ipoteiki na shinzo*, but any creature.
Getsu Rin Ha: Creates up to 3 waterballs. 5d6 damage each.
Honor Aura^H: +4 to AC, +4 resistance, and ki resistance 25 against techniques made by tainted subjects.
Jiketsu^{HX}: Commit suicide; revive 1 minute later.
Koga: Leap and hit 3 times.
Kubigatana: Slash kills subject.
Baku En Ryu: Creates fire snakes that explode (1 snake/ 3 levels).
Zan'ei: 1 attack/level plus blow-away hit.

6TH-LEVEL RANGER/SAMURAI TECHNIQUES

Hakkyo Gyoshi^S: Target becomes sickened, panicked, and comatose.
Kaen Geki. You burst into magical flame, becoming a dangerous weapon.
Midare Setsu Gekka: Charge and slash 1 time/ level against one opponent.
Mirror Slice: 1 slash/ level and knock-down hit.
Rakurai: 1d6/level damage; 1 secondary bolt/level, each deals half damage.
Shoha Fugetsu Zan: Several slashes and water pillar against one opponent.

7TH-LEVEL RANGER/SAMURAI TECHNIQUES

Dai En Sho: Huge column of fire emanates from you. 1d8+1/ level fire damage.
Gessho Suichoha: Huge column of water emanates from you. 1d8+1/ level nonlethal damage.
Mei Kyo Shisui Kyoki: Attack 1 time/ level and raise opponent 40 ft.
Mind Blank: You are immune to mental/ emotional effects and scrying.
Shin Kubigatana: Slash deals 10 points of damage/level.

8TH-LEVEL RANGER/SAMURAI TECHNIQUES

Discern Ki: Find and sense specific ki.
Hyoro: Ice prison entraps subject permanently.
Jishin: Intense tremor shakes 5-ft./level radius.
Ketsuniku no Hono'o: 1 hit/ 2 levels plus 10d6 fire in 10-foot radius.

9TH-LEVEL RANGER/SAMURAI TECHNIQUES

Hiogi Tenha Fujin Zan: 18 attacks, raise opponent.
Magma Burst: Transforms one 10-ft. cube with subsequent fire damage and effects.
Tensho Renge: Great secret combo that plays with the opponent.
Omnislash: 20 slashes among any number of opponents within a 30-foot radius.
Oni no Mai^S: Attack 1 time/ level, then 15d6 fire.

SAMURAI DISCIPLINE TECHNIQUES BAJUTSU TECHNIQUES

- 1 **Golden Barding:** Your mount gets force armor.
- 2 **Shield Other^H:** You take half of subject's damage.
- 3 **Heal Mount:** Cures damage, diseases, and mental conditions on mount.
- 4 **Tenba:** Your mount grows wings and flies at speed of 60 ft.
- 5 **Tenken^H:** Ancestral weapon becomes +5, deals +2d6 damage against tainted subjects.
- 6 **Nubeki Kamui Shikite:** You and your mount attack an opponent.
- 7 **Energy Reflection:** Shield reflects energy attacks.
- 8 **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
- 9 **Irusuka Emutsu Newa Shikite:** Several attacks riding your mount.

BATTOJUTSU TECHNIQUES

- 1 **Tsubame Gaeshi:** Jumping attack. +2/level damage bonus, critical range doubles.
- 2 **San Ren Satsu:** Three separate attacks against an opponent.
- 3 **San Ku Satsu:** Three slashes raise target in the air.
Sasame Yuki: Several slashes push creatures away.
- 4 **Oto no Hayasa:** You fight at the speed of sound.
- 5 **Tsubame Rokuren:** As *tsubame gaeshi* except 6 attacks plus 1d6/level points of fire damage.
- 6 **Cho-Onsoku:** You fight at supersonic speed.
Sasame Yuki Sen: Several slashes against target creature or object.
- 7 **Izayoi Gekka:** Up to 16 hits against one opponent within 15 ft.
- 8 **Kuzu Ryu Zen:** Nine critical hits plus 2d4 Con damage against one subject.
- 9 **Hikari no Hayasa:** You fight at the speed of light.

KYUDO TECHNIQUES

- 1 **Michi Ya:** Ranged attack ignores cover bonus.
Yagokoro: You threaten 30 ft. with your bow and fire without provoking attacks of opportunity.
- 2 **Jikyu Shin:** 1 ranged attack/level against one subject.
- 3 **Hiya:** Arrow deals 1d6/level damage, blows away opponent.
- 4 **Akisame:** Fire arrows to the sky and call them down to strike opponents.
- 5 **Hyosen:** Ki arrow deals 1d6/level damage, makes opponent shaken.
- 6 **Hanmei Kai:** 10-ft. field hedges out living creatures.
- 7 **Sekiryoku:** Creatures can't approach you.
- 8 **Hikari no Ya:** Arrows shed light, ignore class bonus to AC.
- 9 **Shi no Ya:** Ranged attack reduces to 0 all vitality points and deals wound damage.

IAIDO TECHNIQUES

- 1 **Iaijutsu Strike, Lesser:** Extra damage to flat-footed opponent or inanimate object; 1d6 plus 1d6 per every 2 levels above first.
- 2 **Iaijutsu Strike:** 1d6/level extra damage to flat-footed opponent or inanimate object.
Hibari: Deals ki damage directly with the grip of a katana.
- 3 **Kenryu:** Stream of air deals 1d8 +1/level damage.
- 4 **Mokusatsu:** Ignore opponents ki resistance and damage reduction.
- 5 **Shiki Soku Seku:** Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.
- 6 **Iaijutsu Strike, Greater:** 1d6/level extra damage to flat-footed opponent or inanimate object.
- 7 **Shinken:** 1d6/level extra damage against one opponent; you can postpone damage for 5 rounds.
- 8 **Roga Zero:** 1d6/level extra void damage and 1d4 to one ability score of subject.
- 9 **Muso Zankoka:** Powerful technique that requires huge quantities of ki.

KENDO TECHNIQUES

- 1 **Senpu Retsu Zan:** Creates a small hurricane that raises opponents to the air.
- 2 **Budo:** Readied grapple and strike.
Resshin Zan: Leap attack, stuns opponent.
- 3 **Hisho Resshin Zan:** Strike a slash from the air.
- 4 **Sawa Yakanaze:** Wind blows away opponents.
Tenha Danku Retsu Zan: Hit 5 times, raise and land upon a subject.
- 5 **Ki Resistance:** You gain ki resistance 12 + level.
- 6 **Kenseki:** Wall of blades deals 1d6/level damage.
- 7 **Mugenho:** Great waves of ki destroy opponents.
- 8 **Hikari no Katana:** Katana sheds light, ignores class bonus to AC.
- 9 **Senken:** "Sixth sense" warns of impending danger.

NITEN TECHNIQUES

- 1 **Tsuyubarai:** Attack at opponent's feet.
- 2 **Tenho Rin:** Several slashes as you rise in the air.
- 3 **Hage Danmaku:** 1 slash/ level creates ki barrier that gives cover bonus.
- 4 **Yagyū Sogetsu Jin:** Attack that mustn't be blocked, then 1 slash/ level.
- 5 **Tatsumaki Tsume:** 1 slash/ level. Multiple targets, rise in the air.
- 6 **Tenma Hajun:** Several jumping slashes against one opponent.
- 7 **Zetsu Suigetsu To:** 1d6/level plus normal damage in a 20-ft.-radius.
- 8 **Nai Kyōki:** 1 slash/ level plus critical hit, rising slash.
- 9 **Geki Soran Jin:** Fire ki balls, charge and raise opponent.

TECHNIQUE DESCRIPTIONS

The techniques herein are presented in alphabetical order.

Adamant Grasp

Evolution

Level: Monk 6

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Ki Points: 11

You gain a +10 enhancement bonus on grapple checks.

Adapt Body

Evolution

Level: Monk 5

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Ki Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you perform this technique; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Akari

Trick [Light]

Level: Ninja 1

Components: S, M

Performing Time: 1 standard action

Range: 0 ft.

Effect: Light sphere

Duration: 10 min./level (D)

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Light. You create a small sphere of light which glows like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet). The sphere appears in either of your hands, and stays attached to your hand until the technique ends.

This technique is otherwise as the *light* spell.

Akisame

Hit

Level: Kyudo 4

Components: V, S, F, M

Performing Time: 1 round

Range: Medium (100 ft. +10 ft./level)

Area: Cylinder (40-ft. radius, 100 ft. high)

Duration: 1 round/level

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Autumn rain. You fire up to 1 arrow per performer level to the sky (maximum 15 arrows). Immediately after that, and once per round thereafter, you may call down one of the arrows you fired as a swift action. Each time you must succeed at a ranged attack against an opponent within the area of the technique. You can choose a different target each time. Alternatively, you can take a standard action on your turn and call down 3 arrows instead. All arrows use the best attack bonus and deal damage as normal attacks.

Focus: A bow, which is used in the technique to fire the arrows.

Material Component: Up to 15 arrows.

Akuma no Hayasa

Evolution

Level: Monk 1

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Ki Points: 1

Speed of the demon. This technique provides you with amazing fleetness of foot, enabling you to run in great leaps and bounds. Your speed and maximum jumping distances both double. These

benefits count as enhancement bonuses.

Alter Self

Trick

Level: Ninja 2

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Ki Points: 3

As the *alter self* spell, except as noted here.

Animate Dead

Evolution

Level: Ninja 3

Components: V, S

Performing Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

As the *animate dead* spell, except as noted here.

Annu Mutsube

Hit

Level: Ranger/samurai 3

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Sliding attack. You attack your opponent sliding along the ground (see below), and attack him 1 time/level (maximum 10 times). While performing this technique you become able to slide along solid ground as if on smooth ice, you gain a +15 bonus to your base speed, sliding up an incline reduces your speed to the normal rate, while sliding down a decline adds +30 to the normal speed. This bonus lasts for the rest of the round.

Any other creature in the way takes the damage of one extra attack as it's struck by the

weapon you're using to perform this technique.

Focus: A one-handed slashing weapon, which must be used in the technique to perform the slashes.

Ashura Senku

Evolution (Teleportation)

Level: Ninja 5, monk 5, ranger/samurai 5

Components: G

Performing Time: 1 move action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You; see text

Duration: Instantaneous

Ki Points: 9

Dimension slide. You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *ashura senku* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the technique simply fails to function.

Baiu Ensatsu Juin

Hit

Level: Ranger/samurai 2

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Rainy season circle sword battle. You attack your opponent 1 time/ level (up to 5) as you and your opponent rise in the air 5 feet.

Baku En Ryu

Hit (Evocation) [Fire]

Level: Ranger/samurai 5

Components: S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One fire snake/ 3 levels

Duration: 1 round/ level

Saving Throw: See text

Ki Resistance: Yes

Ki Points: 9

Blazing dragon bomb. This technique creates several fire snakes that will crawl to the spot you command. The medium-size fire snakes' speed is 20 ft., and when they get to the designed target, each one will make a touch attack against it (attack bonus +4), if successful, it will deal 5d6 points of fire damage (no save), exploding itself; on a failed attack roll, the target is allowed a Reflex saving throw to halve the damage. You create one of these snakes per every three levels you have attained, but no more than 5 snakes.

Bakudan

Hit [Fire]

Level: Ninja 6

Components: S

Performing Time: 1 standard action

Range: 0 ft.

Effect: Up to four fire grenades or up to eight fire bombs

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see spell's text

Ki Resistance: No

Ki Points: 11

Explosives. As the *fire seeds* spell, except as noted here. With this technique, a character creates the fire grenades or bombs, which appear in his hands.

Big Bang

Hit (Evocation) [Void]

Level: Monk 7

Components: S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex

Ki Resistance: Yes

Ki Points: 13

You form a small void energy ball in the palm of your hand and then throw it to any spot within the range. Upon impact, the energy ball will detonate making a big explosion. Any creature within the area of the explosion takes 1d8/level (maximum 15d8).

Budo

Hit

Level: Kendo 2

Components: F

Performing Time: 1 readied action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

No movement. You ready a special action, and when your opponent attacks you, he will automatically miss. Then you grapple your opponent (make a grapple check) with your off hand without provoking an attack of opportunity, and if successful, you attack your target with your weapon (this is a normal attack). You are not considered grappling when using this technique and your opponent loses any Dexterity and class bonus to AC against your attack, which also knocks down your opponent.

You must have at least one free hand at the time you perform this technique. While performing this technique, you do not have the usual penalties of grappling with only one hand.

Focus: A katana, which must be used in the technique to perform the slash.

Bunshin

Evolution

Level: Ninja 6

Components: S, M

Performing Time: 1 round

Range: 10 ft.

Effect: One duplicate/5 levels

Duration: 1 minute

Saving Throw: None

Ki Resistance: No

Ki Points: 11

Duplication. As the *body outside body* spell described in *Complete Arcane*, except as noted here.

Buryoku

Evolution

Level: Ranger/samurai 4

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Ki Points: 3

War power. You imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional

attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary vitality point per performer level.

Cannon Drill

Hit
Level: Monk 2
Components: A, G
Performing Time: 1 standard action
Range: 10 ft.
Area: Line (5 ft. wide, 10 ft. long)
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Also called *spiral arrow*, this technique makes you spin along the ground striking a kick on every creature standing in the area, with each hit the creature is blown away 10 feet (thus, an opponent can be hit twice using this technique). Its particular way of spinning prevents flying projectiles such as mundane arrows and bolts, or other projectiles such as *hado ken* from striking you while performing this technique.

Cannon Spike

Hit
Level: Monk 1
Components: A, G
Performing Time: 1 standard action
Range: Melee attack or Jump (C)
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

You perform a jumping kick which makes your opponent fall prone.

Cho no Ryoku

Trick (Enchantment) [Mind-Affecting]
Level: Ranger/samurai 5
Components: S
Performing Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Target: One living creature
Duration: 1 round/level (D); see spell text
Saving Throw: Will negates; see spell text
Ki Resistance: Yes
Ki Points: 9

Butterfly power. As the *hold monster* spell, except as noted here.

Choke Hold

Hit
Level: Monk 2
Components: A, G
Performing Time: 1 standard action plus 1 round
Range: Melee attack
Target: One opponent
Duration: 1d3 rounds
Saving Throw: Fortitude negates
Ki Resistance: No
Ki Points: 3

You grapple your opponent and try to render him unconscious. You must pin your target and maintain the pin for one full round, and at the end of that round your opponent falls unconscious (unless on a successful save) for the duration of the technique.

Cho-Onsoku

Evolution
Level: Ninja 6, Battojutsu 6, Monk 6
Components: A, S
Performing Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Ki Points: 11

Supersonic speed. You become able to move and fight at supersonic speed. While in this state, you gain the benefits of *oto no hayasa*. Additionally, you can act a second time in the same round you perform this technique. Your second turn has an initiative count equal to your normal initiative count -10. Effects that trigger or finish at the end of your turn (such as the automatic descent) take place in your second turn.

Circle of Protection from Honor

Defense [Shadowlands]
Level: Ranger/samurai 3
Ki Points: 5

This technique functions like *circle of protection from taint*, except that it is similar to *protection from honor* instead.

Circle of Protection from Taint

Defense [Honorable]

Level: Ranger/samurai 3
Components: V, S
Performing Time: 1 standard action
Range: Personal
Area: 10-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Ki Points: 5

You, as well as all creatures within the area gain the effects of a *protection from taint* technique, and no tainted summoned creatures can enter the area either. You must overcome a creature's ki resistance in order to keep it at bay (as in the third function of *protection from taint*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' ki resistance.

Iroshibuki

Trick (Illusion) [Mind-Affecting]
Level: Ninja 1
Components: S, M
Performing Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous; see spell text
Saving Throw: Will negates
Ki Resistance: Yes
Ki Points: 1

Color spray. As the *color spray* spell, except as noted here.

Dai En Sho

Hit (Evocation) [Fire]
Level: Ranger/samurai 7
Components: V, S
Performing Time: 1 standard action
Range: 0 ft.
Area: Cylinder (10 ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: Yes
Ki Points: 13

Big fire rising. A huge column of fire bursts in the area, emanating from you. Creatures and objects in the area take 1d8+1/level points of fire damage (up to 15d8+15).

Dai Baku Satsu

Hit (Evocation) [Fire]
Level: Monk 2
Components: S
Performing Time: 1 standard action
Range: Melee attack

Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 3

Big explosion. You grab your opponent (make a grapple check) with one hand, if you get a hold, evoke fire from your hand, in the form of an explosion, which in addition to deal 1d6/ level points of fire damage (up to 5d6), will blow your target away (length equals damage dice times 4).

You must have at least one free hand at the time you perform this technique. While performing this technique, you do not have the usual penalties of grappling with only one hand.

Daichi Hasai

Hit [Earth]
Level: Monk 1
Components: D, S
Performing Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped spread
Duration: Instantaneous
Saving Throw: Reflex negates
Ki Resistance: No
Ki Points: 1

Earth smash. You hit the ground with your fist or foot, and a ki shockwave travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the technique's area. Creatures that fail their saves are knocked down and take 1d4 points of earth damage.

Daisan no Me

Evolution (Divination)
Level: Ninja 4
Components: S
Performing Time: 10 minutes
Range: Unlimited
Effect: Ki sensor
Duration: 1 min./level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 7

Third eye. As the *arcane eye* spell, except as noted here.

Darma Chakra

Hit (Evocation) [Ki]
Level: Ranger/samurai 2
Components: S
Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 3

You create a circular concentration of ki right in the spot where your target is, dealing 1d4/ level points of ki damage (maximum 5d4).

Death Ward

Evolution
Level: Ranger/samurai 4
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Ki Points: 7

As the *death ward* spell, except as noted here.

Delay Poison

Evolution
Level: Ninja 2
Components: S
Performing Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Ki Resistance: Yes (harmless)
Ki Points: 3

As the *delay poison* spell, except as noted here.

Denjin Hado Ken

Hit (Evocation) [Air]
Level: Monk 4
Components: G, V, S,
Performing Time: 1 standard action
Range: Long (400 ft. + 40 ft./ level)
Target: One opponent
Duration: Concentration
Saving Throw: Fortitude partial
Ki Resistance: Yes
Ki Points: 7

Electric surge fist. An energy ball comes out of your hands. You may hold the energy ball in your hands for as long as you concentrate, and then release it making a ranged touch attack. The *denjin hado ken* travels instantly to the designed target, in a straight line parallel to the ground. When you perform the technique you create a 5-ft.-

radius energy ball which deals 1d4 points of electricity damage to the target, and stuns him for 1 round (a Fortitude save negates this effect). For every subsequent round you hold the *denjin hado ken*, you empower this energy ball, making it deal an additional 1d4 points of damage, and increasing the number of rounds your opponent will be stunned by 1. For example if you hold the *denjin hado ken* for three rounds (and release it in the fourth), you'll create an energy ball that'll deal a total of 3d4 points of damage, and that will stun your opponent for 3 rounds. Concentrating to hold the energy ball is a standard action that does not provoke attacks of opportunity and makes you lose any class bonus to AC. Releasing the energy ball is a standard action.

Creatures immune to electrical damage are not affected by the stunning effect, and creatures resistant to electrical damage add their resistance as a bonus to their Fortitude saving throw.

If you take any damage while concentrating, the technique is lost unless you succeed at a Concentration check DC 14 + damage dealt.

You must have both hands free in order to perform this technique.

Detect Honor

Evolution (Divination)
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *detect evil* spell, except as noted here. *Detect honor* reveals honorable creatures, spells or objects.

Detect Magic

Evolution (Divination)
Level: Ninja 1
Components: S
Performing Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None

Ki Resistance: No
Ki Points: 1

As the *detect magic* spell, except as noted here.

Detect Poison

Evolution (Divination)
Level: Ninja 1
Components: S
Performing Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *detect poison* spell, except as noted here.

Detect Secret Doors

Evolution (Divination)
Level: Ninja 1
Components: S
Performing Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *detect secret doors* spell, except as noted here.

Detect Taint

Evolution (Divination)
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *detect evil* spell, except as noted here. *Detect taint* reveals tainted creatures, spells or objects.

Discern Ki

Evolution (Divination)
Level: Ranger/samurai 8
Components: S
Performing Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration, up to 1 min./level (D)

Ki Points: 15

You become able to find and sense a specific ki which may be at any distance. The technique reveals the exact location of the ki (including if the subject is in another plane of existence), and its power (see *sense ki*).

To find a ki with this technique, you must have sensed at least once the ki you want to find, or else have met the subject personally.

A dead creature doesn't have ki.

Disguise Self

Trick (Illusion)
Level: Ninja 1
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Ki Points: 1

As the *disguise self* spell, except as noted here.

Do Don Pa

Hit (Evocation) [Ki]
Level: Ninja 3
Components: S
Performing Time: 1 standard action
Range: 120 ft.
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 5

Finger blast. A ray of ki springs from your index and pointing finger. You must make a ranged touch attack to hit. Any creature struck by the ray takes 1d8 points of damage per performer level (maximum 10d8).

Dokukiri

Hit (Evocation)
Level: Ninja 6
Components: S
Performing Time: 1 round
Range: 30 ft.
Effect: Cone-shaped emanation
Duration: Instantaneous
Saving Throw: Fortitude negates
Ki Resistance: Yes
Ki Points: 11

Poison mist. You breathe a poisonous purple gas that deals 1d8 points of temporary Constitution damage to any creature in the area.

Doryu Heki

Defense [Earth]
Level: Ninja 5
Components: S
Performing Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Stone wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Saving Throw: See spell's text
Ki Resistance: No
Ki Points: 9

Mudslide barrier. As the *wall of stone* spell, except as noted here.

Energy Reflection

Defense [Void]
Level: Bajutsu 7
Components: S
Performing Time: 1 standard action
Range: 0 ft.
Effect: Void shield in front of you
Duration: Concentration (up to 1 round/level)
Saving Throw: None
Ki Resistance: Yes
Ki Points: 13

You create a shield made of void which reflects back energy evocations that would otherwise affect you. Such energies travel back away from you in a straight line at their original speed to a maximum distance of 100 ft. +10 ft. per performer level (possibly affecting the original performer).

Any kind of energy, even ki or void, can be reflected by this technique.

Energy attacks requiring a touch attack retain their original attack roll and modifiers.

Only energy evocations and ranged energy attacks can be reflected by *energy reflection*.

Stationary energies (even if attached to a moving object or creature), bursts, emanations and spreads are not affected by this technique.

Enmezuki

Hit
Level: Ninja 2
Components: A, G
Performing Time: 1 standard action
Range: Charge
Target: One living opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No

Ki Points: 3

Hatred slash. You charge towards your opponent and attack him in a weak spot. You deal sneak attack damage with this hit, even if your opponent is not denied her Dexterity bonus to AC or is not flanked.

Evil Ryu

Evolution [Shadowlands]

Level: Monk 9

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Ki Points: 17

Evil spirit. You invoke an ancient malign spirit to possess your body; this has several effects while the technique lasts:

-You gain a +8 profane bonus to Str, Con and Wis.

-You gain a +2 bonus to level checks.

-You become immune to Mind-Affecting effects.

-Your unarmed damage die increases by one step.

-You deal an additional 1d6 of dishonorable damage with every successful unarmed attack.

-You gain 1d8 temporary vitality points per level (up to 20d8).

-You can perform the techniques (as if you knew them): *Ashura Senku*, *Hado Ken*, *Tatsumaki Zanku Kyaku*, and *Shun Goku Satsu*.

-Your speed triples (as enhancement bonus).

-You gain a +30 competence bonus on Jump checks.

-You gain a +12 insight bonus to AC.

Fatal Slash

Hit

Level: Ranger/samurai 4

Components: S

Performing Time: 1 standard action

Range: Melee attack

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Ki Resistance: Yes

Ki Points: 7

You attack your opponent with rage, dealing to him as much damage you have received so far. Make an attack against your target, if successful, you deal additional damage equal to your maximum vitality points minus your current vitality points.

Feat Emulation

Evolution

Level: Ninja 2, monk 2, ranger/samurai 2

Components: S

Performing Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Ki Points: 3

You emulate a feat for a short duration. The chosen feat must be a ki feat and you must meet any prerequisites for the feat. Furthermore, you must have seen the feat being performed at least once before you can attempt to emulate it.

Fire Shuriken

Hit [Fire]

Level: Ninja 2

Components: S, M

Performing Time: 1 standard action

Range: 0 ft.

Targets: One ki shuriken/3 levels

Duration: Instantaneous

Saving Throw: None

Ki Resistance: Yes

Ki Points: 11

As the *fire shuriken* spell described in *Complete Arcane*, except as noted here.

Flying Kick

Hit

Level: Monk 1

Components: A, G

Performing Time: 1 round

Range: Charge and leap; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

You charge at least 20 ft. toward your target and then leap at least 10 ft. (Jump DC = distance), making a kick in the air. In addition to the normal benefits and hazards of a charge, you deal 1d6 additional points of impact damage per every 10 ft. you jumped to your opponent.

Freeze the Lifeblood

Hit

Level: Monk 3

Components: S

Performing Time: 1 standard action

Range: Melee attack

Target: One humanoid creature

Duration: 1 round/ level

Saving Throw: Fortitude negates

Ki Resistance: No

Ki Points: 5

You attack your target, if successful, you deal no damage but your opponent must succeed on a Fortitude save or be paralyzed for the duration of the technique.

Fuzuki

Defense (Evocation) [Water]

Level: Ninja 1

Components: S

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: 1 round/ level (D)

Saving Throw: Fortitude partial

Ki Resistance: Yes

Ki Points: 1

Floating moon. You create a small bubble of water that will interpose between you and one opponent. If that opponent tries to attack you in melee, the bubble will pop just before he can, dealing 1d4 points of water damage (nonlethal damage), and dazing him for 1 round (unless on a successful Fortitude save).

You can concentrate as a standard action on further rounds to move the bubble 5 ft. in any direction; it will always interpose between you and your opponent, but not beyond your melee range. Also, if you move it to a space occupied by a creature, you can make a ranged touch attack against it to pop the bubble.

You can have more than one bubble at a time by performing this technique many times, but if one of them is closer than 5 ft. from the other, that is, two of them share the same square in the grid, both will pop.

Fujite Doku Ryu

Hit (Evocation) [Fire]

Level: Ninja 4

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One opponent

Duration: Instantaneous

Saving Throw: See text

Ki resistance: Yes

Ki Points: 7

Curse of the Fire Dragon. You leap upon the target, and drop a series of supernatural bombs made of fire ki. Whenever you reach the target, make a grapple check, the target takes 1d6/level points of damage (maximum 10d6). If you get a hold, the target is not allowed a saving throw, otherwise it is allowed a Reflex save to half the damage.

Fujite Mijin Gakure

Hit (Evocation) [Fire], Trick
Level: Ninja 3
Components: S, G
Performing Time: 1 standard action
Range: 15 ft.
Area: Cylinder (20 ft. high, 15 ft. radius) centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: Yes
Ki Points: 5

Fire explosion disappearance. At the time you touch the ground performing this technique, huge gouts of twisting flame surround you. Any creature in the area takes 1d4/level points of fire damage (maximum 10d4), then you disappear (become invisible) for 1 round/level. You do not need to concentrate to keep the invisibility, although if you are dealt damage, you must succeed at a Concentration check DC 13+ damage dealt or become visible again.

Fuka Hoin

Hit [Water]
Level: Ninja 3
Components: S
Performing Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area or Target: One 20-ft. cube/level (S) or one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Ki Resistance: No or Yes (object)
Ki Points: 5

Suppress fire. As the *quench* spell, except as noted here.

Fusion

Evolution
Level: Monk 8
Components: A, G, S, V, XP
Performing Time: 1 round
Range: Touch

Target: You and one other creature

Duration: 1 minute/level (D)

Saving Throw: None

Ki Resistance: No

Ki Points: 15

You and another ki user character fuse into one being. Both must know this technique and perform it simultaneously, both must be willing, corporeal, living creatures of equal size.

Normally both control the actions of the fused being, although on a conflict you may make an opposed Charisma check to decide who takes the control. Once control taken by one of the members of the fusion, it cannot change again. The fused entity has your current vitality points plus the constituent creature's current vitality points, which are treated as temporary vitality points. The fused entity knows all the techniques you and the constituent creature know, possesses the sum of both your and the constituent creature's ki points, and knows/has prepared any spells you or the constituent creature possessed (if any). Likewise, all feats, racial abilities, and other class abilities are pooled (if both creatures have the same ability, the fused creature gains it only once). The fused being possesses the best ability score of either you or the constituent creature, and the best character level, HD, or performer level (these values are not doubled, but instead overlap)—this effectively means the fused being uses the best saving throw, attack bonus, and skill modifiers of either member, and he or she performs techniques at the highest performer level either you or the constituent creature possessed alone.

Both decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the technique ends, the fused being separates into its constituent members. The constituent creature appears in a random area adjacent to you. If separation occurs in a cramped space, the constituent creature is expelled through the astral plane, finally coming to rest materially in the nearest empty space, having suffered 1d6 points of damage for each

10 feet of solid material passed through.

Damage suffered by the fused being is split evenly between you and the constituent creature, though you never leave fusion with more vitality points than you entered (unless you were damaged prior to fusion, and the fused being was somehow healed). In a like manner, the fused being's remaining ki points are split between you and the other member. Ability score reductions and negative levels are also split between you and the other member. (If an odd number of negative levels or ability score reductions must be split, it is decided randomly whether you or the other member receives it.)

If the fused being is killed, it separates into its constituent creatures, each of which is also dead.

XP Cost: 100.

Gaseous Form

Evolution
Level: Ninja 4
Components: S, M
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 2 min./level (D)
Ki Points: 7

As the *gaseous form* spell, except as noted here.

Gashintotsu

Evolution, Hit [Ki]
Level: Ranger/samurai 4
Components: F
Performing Time: 1 standard action
Range: Melee attack
Target: One weapon you are wielding
Duration: Concentration and 1 standard action; see text
Saving Throw: None
Ki resistance: No
Ki Points: 7

You boost your sword with your ki, making it pure energy and then make a piercing attack on an opponent. For each round you boost your sword before the attack, it will deal 2d6 additional points of damage (to a maximum of 15d6).

If you boost your weapon for at least three rounds, it becomes a reach weapon (you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe).

Concentrating to boost the sword is a standard action that does not provoke attacks of opportunity but makes you lose any class bonus to AC.

In any given round, instead of boosting your weapon you may make a single melee attack with it (it takes a standard action to do so), ignoring any class bonus to AC. This attack will knock down your opponent.

If you take any damage while concentrating, the technique is lost unless you succeed at a Concentration check DC 14 + damage dealt.

Focus: A two-handed piercing or slashing weapon, which must be used in the technique to perform the slash.

Geki Soran Jin

Hit (Evocation) [Ki]

Level: Niten 9

Components: A, G, F

Performing Time: 1 standard action

Range: See text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki resistance: See text

Ki Points: 17

Fang god lunge. You perform 10 slashes, if you can't reach your opponent in melee, the damage flies through the air as to reach him provided he is at least at 25 ft. + 5ft./2 levels (ki resistance applies for this effect). After this, you move to your opponent, charging if you can, slashing 10 times again and pushing him back 1 foot with every hit. The last slash is a jumping slash, which carries your target with you all the way up, and then lets him fall.

Focus: Two swords, which must be used in the technique to perform the slashes.

Gekko

Hit (Evocation) [Ki, Water]

Level: Ranger/samurai 2

Components: G, S

Performing Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more geysers 5 ft. wide and 10 ft. high

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 3

Moonlight. When you perform this technique, you hit the

ground and evoke a water geyser which that deals 1d4/level points of damage (maximum 5d4), half the damage dealt is ki damage, and the other half is nonlethal damage. The gush of water comes out from the ground at whatever target point you choose within the technique's range (measured from your position at the time). Any creature in the target square or in the path of the water geyser is affected. Creatures that failed their saving throw are raised 10 ft. and take damage from the fall.

You may evoke an additional geyser per every 2 performer levels after the first (two geysers at 3rd level, three geysers at 5th level, four geysers at 7th level, and the maximum of five geysers at 9th level or higher).

Genki Dama

Hit (Evocation) [Ki, Honorable]

Level: Monk 5

Components: G, S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: See text

Duration: Concentration

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 9

Positive energy ball. You create a ki energy ball above your head that you can hurl and it will explode dealing 1d8/performer level (maximum 15d8) points of damage to every creature in a 20-ft.-radius spread. This energy ball can be enlarged with the ki of other willing creatures and spirits nearby. Every willing creature must spend up to 1 ki point per performer level she has (minimum 1 ki point) and take one standard action raising her arms, this provokes an attack of opportunity. Every creature helping this way makes the energy ball deal 1d8/point spent additional points of damage, and increases the area of effect by 5 ft. for every 5d8 provided.

You may take the ki of only one willing creature per round to enlarge the *genki dama*.

Additionally, every round you maintain concentration on the *genki dama*, increases the damage of the energy ball by 1d8. The area of effect also

increases at the same rate described above.

You must keep concentration on the *genki dama* until you hurl it at an enemy.

Gesho Suichoha

Hit (Evocation) [Water]

Level: Ranger/samurai 7

Components: S

Performing Time: 1 standard action

Range: 0 ft.

Area: Cylinder (10 ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 13

Rising moon water pillar wave. A huge column of water bursts in the area, emanating from you. Creatures in the area take 1d8+1/level points of nonlethal damage (maximum 15d8+15).

Getsu Rin Ha

Hit (Evocation) [Water]

Level: Ranger/samurai 5

Components: S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one opponent/5 levels

Duration: Instantaneous

Saving Throw: None

Ki Resistance: Yes

Ki Points: 9

Moon ring wave. You create one waterball/5 performer levels (up to 3) and hurl them to your opponents, each one when touches an opponent will deal 5d6 points of water (nonlethal) damage. Make a ranged touch attack with each one, the waterballs divide as you desire among the opponent or opponents you chose.

Ghost Sound

Trick (Illusion)

Level: Ninja 1

Components: S, M

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Ki Resistance: No

Ki Points: 1

As the *ghost sound* spell, except as noted here.

Ginban

Hit (Evocation) [Water]

Level: Ninja 6

Components: S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See spell's text

Duration: Instantaneous or 1 round/level; see spell's text

Saving Throw: Reflex half; see spell's text

Ki Resistance: Yes

Ki Points: 11

Ice formation. As the *Otiluke's freezing sphere* spell, except as noted here. The damage dealt by this technique is water damage.

Goko Zan

Hit [Air]

Level: Ranger/samurai 3

Components: A, G, S

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Strike of the Five Lights. You grapple your opponent (make a grapple check) and if you get a hold both you and your opponent are propelled 10 feet up in the air and you attack him 6 times while airborne.

At the end of the technique both you and your opponent must make a Tumble check (DC 15, or 15 + damage dealt for your opponent) or fall. On a failed check the character receives 1d6 points of damage from the fall and is prone.

Golden Barding

Defense [Force]

Level: Bajutsu 1

Components: V, S

Performing Time: 1 standard action

Range: Touch

Target: Your touched mount

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Ki Resistance: Yes (harmless)

Ki Points: 1

As the *golden barding* spell described in *Complete Divine*, except as noted here.

Gush

Hit (Evocation) [Water]

Level: Monk 3

Components: V, S

Performing Time: 1 standard action

Range: 120 ft.

Area: 120-ft.-line

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 8

You release a powerful gush of water that deals 1d6 points of water (nonlethal) damage per performer level (maximum 10d6) to each creature within the area. Creatures that sustain damage from *gush* are knocked down.

The gush of water begins at your joined palms, so you must have both hands free to perform this technique.

Hado Ken

Hit (Evocation) [Ki]

Level: Monk 1

Components: V, S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 5-ft.-diameter energy ball

Duration: 1 round/level

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 1

Surge fist. An energy ball comes out of your hands, it explodes if it touches anything solid. The explosion deals 1d8 points of Ki damage +1 point per level (up to +5), though a successful Reflex save halves the damage. It is strong enough to push a creature back 1 foot (treat the *hado ken* as a medium creature). The *hado ken* will travel in a straight line in the direction you choose as it comes out of your hands, with a speed of 10 ft. per round. If it hasn't hit anything while the technique lasts, the *hado ken* vanishes in the air harmlessly, the same is true if it exceeds the technique's range. You must have both hands free to perform this technique.

Hage Danmaku

Hit

Level: Niten 3

Components: A, G, S, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Sword barrier. You strike 1 slash/level (maximum 10) advancing forward 1 foot per hit, every hit pushes your opponent back as well.

While performing this technique you create a ki barrier with the rapid slashes that provides a +4 cover bonus to AC.

Focus: Two slashing weapons, one in each hand, which must be used in the technique to perform the slashes.

Hakke no Me

Evolution (Divination)

Level: Ninja 5

Components: S

Performing Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see spell's text (D)

Saving Throw: None

Ki Resistance: No

Ki Points: 9

Eyes of divination. As the *prying eyes* spell, except as noted here.

Hakkyo Gyoshi

Evolution [Shadowlands]

Level: Ranger/samurai 6

Components: V, S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see spell's text

Saving Throw: Fortitude negates

Ki Resistance: Yes

Ki Points: 11

Insanity glare. As the *eyebite* spell, except as noted here.

Hanaha-Dashi Ken

Hit

Level: Monk 2, Ranger/samurai 2

Components: V

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: Reflex partial

Ki Resistance: No

Ki Points: 3

Awesome blow. You strike a powerful attack upon an

opponent that blows him away in addition to dealing normal damage. The creature is sent flying 10 ft./2 levels (50 ft. maximum) in any direction you choose, and takes 1d6 points of damage from the falling per every 10 feet the creature is blown away (regardless of the distance traveled or whether he hits an obstacle). On a successful save, the creature is knocked down instead.

Hanmei Kai

Defense

Level: Kyudo 6

Components: V

Performing Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Ki Resistance: Yes

Ki Points: 11

Antilife shell. As the *antilife shell* spell, except as noted here.

Haru Ichiban

Hit

Level: Monk 6

Components: S

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 11

First storm of Spring. You kick 1 time/level (up to 15), spinning around with your legs and sliding across the ground. Each kick you perform displaces you ahead, and pushes your opponent 2 feet. The last kick you make always knocks down your opponent.

Hashu Ken

Evolution

Level: Monk 3

Components: V, G, S

Performing Time: 1 round

Range: Personal

Target: You

Duration: Concentration or until discharged

Ki Points: 5

Eight fists. You can perform this technique only if you are unarmed or wielding a light weapon. You swing your arms very fast and gain the ability to make 8 attacks (1 normal attack and 7 extra attacks) as a

standard action for as long as you concentrate or until you successfully hit an opponent.

Heal Mount

Evolution (Healing)

Level: Bajutsu 3

Components: V, S

Performing Time: 1 standard action

Range: Touch

Target: Your touched mount

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Ki Resistance: Yes (harmless)

Ki Points: 11

As the *heal* spell, except as noted here.

Hibari

Hit

Level: Iaido 2

Components: G, S, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Skylark. You use the grip of the sword to hit your opponent, inflicting 1d4 points of nonlethal damage plus your Strength modifier. Additionally, you deal 1d6/level points of additional ki damage.

Focus: A katana, which is used to perform the hit.

Hidama

Hit (Evocation) [Fire]

Level: Ranger/samurai 4

Components: S, M

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread; see text

Duration: Instantaneous

Saving Throw: Reflex half; see text

Ki Resistance: Yes

Ki Points: 7

Fireball. You throw a ball of ki that detonates and explodes in the designated area dealing 1d6 points of fire damage per performer level (maximum 10d6) and knocking down all creatures in the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *hidama* is to burst.

Hidama sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *hidama* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other technique effect does.

Alternatively, you may aim the *hidama* at a specific creature, in such case, the technique only affects that creature, and not all creatures in the area. If you want to throw the *hidama* at a specific creature, make a ranged touch attack to strike the target with the ball. Any creature struck by the *hidama* is raised 20 feet in the air and receives no saving throw against the technique's fire damage.

Material Component: A tiny ball of soil and grass.

Hikari no Hayasa

Evolution

Level: Battojutsu 9, Monk 9

Components: A, G, S

Performing Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One opponent

Duration: Instantaneous (1d4+1 rounds apparent time); see text

Saving Throw: Reflex partial

Ki Resistance: No

Ki Points: 17

Speed of light. You become able to move and fight at the speed of light. Your chosen target is entitled a Reflex saving throw to become able himself to move at your speed as well. All other creatures (and your opponent if he failed in his saving throw) seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you.

While the *hikari no hayasa* is in effect, other creatures than you and your target are invulnerable to attacks. Neither you, nor your opponent may perform techniques, cast spells, or draw ki points by any means.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *hikari no hayasa* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *hikari no hayasa*.

Hikari no Katana

Evolution

Level: Kendo 8

Components: V, F

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One katana

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Ki Resistance: Yes (harmless, object)

Ki Points: 15

Katana of light. You transform a single katana into a weapon of brilliant energy. A brilliant weapon sheds light as a torch (20-foot radius) and ignores nonliving matter. Armor and shield bonuses to AC (including class bonus to AC by using a manufactured weapon) do not count against it because the sword passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects.

Focus: A katana, which is transformed into a brilliant weapon.

Hikari no Ya

Evolution

Level: Kyudo 8

Effect: Up to fifty projectiles (all of which must be in contact with each other at the time of performing)

Ki Points: 15

Arrow of light. This technique works like *hikari no katana*, except you transform up to fifty projectiles into weapons of brilliant energy.

The effect of this technique on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Focus: Up to fifty arrows, which are transformed into brilliant weapons.

Hiken Kagero

Hit (Evocation) [Ki]

Level: Ranger/samurai 2

Components: S, F

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Energy slash

Duration: Instantaneous

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 3

Energy flash. You project your ki beyond the reach of the sword against a flat-footed opponent, the energy can be seen as the slash you perform to the air, and traveling at a high speed through the air in the direction you swing the weapon. Make a ranged touch attack against your desired target, if successful, your ki will deal 1d6/ 2 levels points of damage to your opponent (10d6 max). If directed against a living creature, the projection of ki may stun him, unless on a successful Fortitude save.

Focus: A slashing weapon, which is used to perform the slash.

Hikizuri Mawashi

Hit

Level: Monk 1

Components: G, S

Performing Time: 1 standard action

Range: Melee attack

Target: You

Saving Throw: None

Ki Resistance: No

Duration: Instantaneous

Ki Points: 1

Dragging around. You grapple your opponent (make a grapple check) and drag him around making him lose his balance. If you get a hold, your opponent is thrown off balance for a moment, losing any Dexterity and class bonuses to AC and giving attackers a +2 bonus on their attack roll. You take advantage of this, hitting with your knee on your target's face (this is a normal, unarmed attack) that will also knock your opponent down.

Hiogi Tenha Fujin Zan

Hit

Level: Ranger/samurai 9

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 17

Heaven constraint blast. You make five consecutive circular movements with your sword against your target, making 15 attacks and pushing your target 30 feet. Then you raise your target, jumping and attacking 3 more times, one per every 2 ft. you jump.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slashes.

Hiryu

Hit

Level: Monk 8

Components: A, G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One medium or small humanoid

Duration: 1 round/level (D)

Saving Throw: None; see text

Ki Resistance: No

Ki Points: 15

Rising dragon. You grapple your opponent (make a grapple check), and if you get a hold you start ascending with him at an overwhelming speed, every round your opponent has a chance to break free (as with a normal grapple), and you may end the technique at any point you wish.

After 1d4 rounds of ascending, you reach the atmosphere, and things become more dangerous. Each round you and your opponent spend in the atmosphere requires both to make a Fortitude saving throw, or take damage and suffer the effects of high altitude (see the table below). On a failed check, the character takes the indicated damage plus a number of points of ability damage in each of her ability scores equal to the number of rounds spent in the atmosphere (but no more than 10 points in a single round). Additionally, if a character's Constitution score drops to a number lower than half the rounds spent in the atmosphere (round up), she must immediately make a Constitution check (DC 10) or die instantly from inhaling

poisonous gases, if the character is successful, she must repeat the saving throw each round, each time increasing the DC by 1.

When the technique ends (either because you ended it, or the duration expires) both you and your opponent fall to the ground 2d10 x 5 feet away from the starting spot, in a random direction, taking 10d6 falling damage.

Rounds	DC	Damage
1st	17	8d6 cold
2nd	18	12d6 cold
3rd	19	16d6 cold
4th	20	20d6 cold
5th	22	8d6 cold
6th	—	—
7th	22	8d6 cold
8th	23	12d6 cold
9th	25	20d6 cold
10th	28	32d6 cold
11th	25	20d6 cold
12th	23	12d6 cold
13th	22	8d6 cold
14th	—	—
15th	22	8d6 fire
16th	26	16d6 fire
17th	30	24d6 fire
18th	34	32d6 fire
19th	38	40d6 fire

Hisame Gaeshi

Hit

Level: Ranger/samurai 1

Components: G, S, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent or projectile; see text

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Scarlet sword hallfire. You open your kasa and thrust it forward. If you target an opponent you deal the proper damage as if hitting with the stick of the kasa, and knock the opponent down. Alternatively you can target a projectile (mundane or otherwise), in which case it is reflected back to the opponent.

Focus: A kasa, which is used to perform the hit.

Hisho Resshin Zan

Hit

Level: Kendo 3

Components: J

Performing Time: 1 standard action

Range: See text

Target: One opponent

Duration: Instantaneous

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 5

Air quake slash. You land striking fiercely upon the target, until you reach the ground. Besides the normal damage, you deal 2d6 additional points of impact damage per every 5 ft. you landed (up to 10d6). Also your opponent is stunned for 1 round unless he succeeds at a Fortitude saving throw.

Hiya

Hit [Fire]

Level: Kyudo 3

Components: V, F, M

Performing Time: 1 standard action

Range: Ranged attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Fire arrow. You sheath an arrow in fire and make a ranged attack. In addition to inflicting normal damage, the flaming arrow deals 1d6 points of fire damage per performer level (maximum 10d6), exploding upon contact with your target. The explosion blows away your opponent 10 feet.

Focus: A bow, which is used in the technique to perform the attack.

Material Component: An arrow, which is fired at the opponent.

Homura Geri

Hit [Fire]

Level: Monk 4

Components: G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Burning kick. You grapple your opponent (make a grapple check). If you get a hold, you kick in his gut 3 times plus 1 time for every subsequent level (up to 5 times), your opponent is grappling so he loses any Dex bonus to AC. While doing this technique, your critical range doubles, and each successful kick deals 1d6 additional points of fire damage.

Honor Aura

Defense [Honorable]

Level: Ranger/samurai 5

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/ level (D)

Ki Points: 9

A brilliant honorable radiance surrounds you, protecting you from attacks, granting you resistance to techniques performed by tainted creatures, and causing tainted creatures to become blinded when they strike you. This technique has four effects.

First, you gain a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from taint*, this benefit applies against all attacks, not just against attacks by tainted creatures.

Second, you gain ki resistance 25 against shadowlands techniques, maho spells, and techniques and spells cast by tainted creatures.

Third, the defense blocks possession and mental influence, just as *protection from taint* does.

Finally, if a tainted creature succeeds on a melee attack against you, the offending attacker is blinded (Fortitude save negates, as *ryusei ken*, but against *honor aura's* save DC).

Hyakki Shu

Hit

Level: Ranger/samurai 2

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Hundred demon raid. Jump to the air as far as you can. You can interrupt the normal path of this leap in any position with an attack, and you don't provoke an attack of opportunity in doing so. Or, if you wait to hit the ground, you may perform a kick that will knock your opponent down. If your opponent is in the air as well, you can grapple him with a *seoi nage*, *tomoe nage*, or *jigoku guruma*, falling to the ground, and you don't take any falling damage.

Hyakki Satsu

Hit

Level: Ranger/samurai 3

Components: A, G, F

Performing Time: 1 round

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Hundred demon death. You perform one attack per every 4 performer levels you have (maximum 5 attacks), and each swing of your sword displaces you 1 foot forwards (even if you miss), if close to your enemy, he is pushed back the same distance. Whenever you succeed on a hit, you stop attacking, and the technique ends. The hit in which you succeeded is a normal attack, and it is always a critical threat. Unlike normal techniques, you must make a different attack roll for each attack, but each attempt after the first has a -2 cumulative penalty to the attack roll.

Focus: A one-handed piercing weapon, which must be used in the technique to perform the attacks.

Hyoro

Hit [Water]

Level: Ranger/samurai 8

Components: V, S

Performing Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One medium or smaller opponent

Duration: Instantaneous

Saving Throw: Reflex negates

Ki Resistance: Yes

Ki Points: 15

Ice prison. You form a large cube of ice and entrap your opponent in it. The subject inside will not grow older, its body functions virtually cease, and no force or effect can harm it. The ice is made with ki, and cannot be harmed by normal means, it won't melt and it's immune to fire of any kind. The ice can be countered by a ki evocation of equal or higher level than *hyoro*. Only artifacts can deal damage to the ice prison.

Hyosen

Hit [Water]

Level: Kyudo 5

Components: V, F

Performing Time: 1 standard action

Range: Ranged attack

Target: One opponent

Duration: Instantaneous

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 9

Cold ray. You shoot an ice arrow created with your own ki. You must succeed in a ranged touch attack to hit with the arrow. The ice arrow deals 1d6 points of water (lethal) damage per performer level (maximum 15d6). Additionally, any target hit by the ice arrow may become shaken (a Fortitude save negates this effect).

Focus: A bow, which is used in the technique to perform the attack.

Iaijutsu Strike

Hit

Level: Iaido 2

Components: G

Range: Melee attack

Target: See text

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

This technique functions like *lesser iaijutsu strike*, except you deal 1d6/level additional points of damage, and the maximum damage you can deal is 10d6 at 10th level.

Iaijutsu Strike, Greater

Hit

Level: Iaido 6

Components: G

Range: Melee attack

Target: See text

Duration: Instantaneous

Ki Points: 11

This technique functions like *lesser iaijutsu strike*, except you deal 1d6/level additional points of damage, and the maximum damage you can deal is 25d6 at 25th level.

Iaijutsu Strike, Lesser

Hit

Level: Iaido 1

Components: G

Performing Time: 1 standard action

Range: Melee attack

Target: See text

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

You perform a powerful attack against either a flat-footed opponent, or an inanimate object. In any case, you deal 1d6 additional points of ki damage. For every two performer levels beyond the first you deal another 1d6 points of damage, to a maximum of 5d6 points of ki damage at 9th level.

Implosion

Hit

Level: Monk 9

Components: S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Ki Resistance: Yes

Ki Points: 17

As the *implosion* spell, except as noted here.

Inazuma Kakato Wari

Hit

Level: Monk 1

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Lighting flash heel split. This technique consists of two overhead axe kicks. The first one is actually a feint (make a bluff check) to make the opponent lose his Dexterity bonus to AC for the second one. You can ready this technique to attack an opponent trying to knock you down (by tripping you or performing a hit technique which's first hit will knock you down). If you do so you will avoid the trip completely (or counter the technique), even if you miss your attack.

Insight, Defensive

Defense

Level: Ranger/samurai 1

Components: S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One opponent

Duration: 1 min./level (D)

Ki Points: 1

You become able to predict your opponent's moves, allowing you to better evade its blows.

You gain a +1 insight bonus to AC and on all saving throws against attacks and techniques of your target. You lose this bonus to AC and saving throws if you also lose your Dexterity bonus to Armor Class.

Insight, Offensive

Defense

Level: Ranger/samurai 1

Components: S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One opponent

Duration: 1 min./level (D)

Ki Points: 1

You become able to predict your opponent's moves, allowing you to better land blows against it. You gain a +1 insight bonus to your attack rolls against your target.

Invisibility

Trick (Illusion)

Level: Ninja 2

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Ki Points: 3

As the *invisibility* spell, except as noted here.

Invisibility, Greater

Trick (Illusion)

Level: Ninja 4

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Ki Points: 7

As the *invisibility, greater* spell, except as noted here.

Ipoteki na Shinzo

Trick (Enchantment) [Mind-Affecting]

Level: Ranger/samurai 3

Components: V, S

Performing Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Target: One humanoid creature

Duration: 1 round/level (D);

see spell text

Saving Throw: Will negates; see spell text

Ki Resistance: Yes

Ki Points: 7

One-sided Heart. As the *hold person* spell, except as noted here. Also, an opponent who is not able to see your eyes at the time of the performing is not affected (treat it as a gaze attack).

Iron Body

Evolution

Level: Monk 8

Components: V, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Ki Points: 15

As the *iron body* spell, except as noted here. Also, unarmed damage increases by one step (as opposed to the damage described in the spell), and because your weight increases, you are not subject to pushing, raising, and cannot be knocked down. Additionally, you can't be distracted when performing a technique, concentrating on an active technique, directing a technique, or using a tech-like ability.

Irusuka Emutsu Newa Shikite

Hit

Level: Bajutsu 9

Components: A, G, F

Performing Time: 1 standard action

Range: See text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 17

Greater split attack. Your mount attacks 5 times in melee attack range, and then you ride ahead to charge back with a mounted running leap, your mount attacking 10 more times.

While in the air, you dismount, land and wait for your mount to finish the attacks. Finally, before your opponent reaches the ground, both you and your mount jump 5 feet and make 5 more attacks each, hitting the target at the same time in the air.

Focus: A light slashing weapon to perform the slashes, and a mount which must be mounted at the time you perform the technique.

Izayoi Gekka

Hit

Level: Battojutsu 7

Components: A, G, F

Performing Time: 1 standard action

Range: 15 ft., see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: None

Ki Points: 13

Moonlight flash. You draw your katana, and attack 6 times an opponent within range. After the first 6 attacks, you attack 5 more times per every 5 ft. your target is closer to you than 15 feet. That is, you get to hit 6 hits if your opponent is 15 ft. from you, 11 hits if 10 feet, or 16 hits if within 5 ft. from you. In any case, your opponent is pushed back outside the range.

Focus: A sheathed katana, which is used to perform the slashes.

Jasen

Hit

Level: Ranger/samurai 1

Components: A, G

Performing Time: 1 standard action

Range: See text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Serpent drill. You roll towards your target in a straight line and hit it. The distance rolled may not exceed your normal speed. While rolling you do not provoke attacks of opportunity.

Jakoha

Hit

Level: Monk 2

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Snake bite opening. You leap and catch a creature in the air,

then grapple it, and pin it to the ground. When you get a hold on your target, you start to descend vertically (interrupting the normal path of a leap) with it until both hit the ground. In addition to deal your normal damage, the target creature takes the proper damage from the fall, though you don't take any damage.

Jigoku Guruma

Level: Aiki 2
Ki Points: 3

Hell wheel. As *tomoe nage*, but you throw your opponent 30 ft. away, dealing 3d6 points of damage from the fall.

Jiketsu

Evolution [Honorable]
Level: Ninja 5, ranger/samurai 5
Components: A, F, XP
Performing Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Ki Points: 9

Suicide. By performing this technique, you commit suicide by stabbing yourself with a wakizashi.

While this automatically kills you, 1 minute later you are restored to life as per by the *raise dead* spell, except you receive no level loss and no Constitution loss.

XP Cost: 100 XP.

Focus: A wakizashi, which is used in the technique to perform the slash.

Jikyū Shin

Hit
Level: Kyudo 2
Components: A, V, F
Performing Time: 1 round
Range: Ranged attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Earth bow heart. You fire 1 arrow/level against one opponent (maximum 5 arrows). The attacks push your target back 5 feet.

Focus: A bow, which is used in the technique to perform the attack.

Jishin

Hit [Earth]
Level: Ranger/samurai 8
Components: G, V
Performing Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft.-radius spread (S)
Duration: 1 round
Saving Throw: See spell's text
Ki Resistance: No
Ki Points: 15

Earthquake. You strike the ground and cause an intense but highly localized tremor that rips the ground. As the *earthquake* spell, except as noted here.

Kaen Geki

Evolution [Fire]
Level: Ranger/samurai 6
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Ki Points: 11

Fires of purity. As the *fires of purity* spell from *Complete Divine*, except as noted here.

Kage Bunshin

Trick (Illusion)
Level: Ninja 2
Components: S
Performing Time: 1 standard action
Range: Personal; see spell's text
Target: You
Duration: 1 min./level (D)
Ki Points: 3

Shadow image. As the *mirror image* spell, except as noted here.

Kagetai

Evolution [Shadowlands]
Level: Ranger/samurai 3
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Ki Points: 5

Shadow armor. You cover your body with the power of the Shadowlands making you temporarily immune to all sort of movement to your body against your will. While under the effect of this technique you are not subject to pushing,

raising, and cannot be knocked down by any means. Additionally, you can't be distracted when performing a technique, concentrating on an active technique, directing a technique, or using a tech-like ability.

Kai

Hit [Death]
Level: Ninja 5
Components: S, F
Performing Time: 1 standard action
Range: Melee attack
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Ki Resistance: Yes
Ki Points: 9

Punishment. You grapple your opponent, and if you get a hold strike right at your opponent's neck, killing him.

The subject can avoid death with a successful Fortitude save. If he succeeds, the subject takes 3d6 points of damage +1 point per level instead.

Focus: A wakizashi or tanto, which must be used in the technique to perform the slash.

Kajoken

Evolution
Level: Monk 5
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Ki Points: 9

Overchannel. You become more powerful, exceeding the normal limits of ki your body can resist. You increase your effective performer level by any number between 1 and 20, and no more than twice your original performer level, but in so doing you take 1d8 points of damage per level increased each round. Additionally, for each level increased this way, your ki pool increases by 2.

The effective increase in performer level increases the number of ki points you can expend on a single technique performing, as well as increasing all performer level-dependent effects, such as range, duration, and overcoming ki resistance.

Kame Hame Ha

Hit (Evocation) [Ki]
Level: Monk 4
Components: V, S
Performing Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: Yes
Ki Points: 7

Turtle blast. You release a powerful stroke of ki that deals 1d8 points of damage per performer level (maximum 10d8) to each creature within its area. The beam begins at your joined palms.

Katana of Fire

Evolution [Fire]
Level: Ranger/samurai 2
Components: S
Performing Time: 1 standard action
Range: 0 ft.
Effect: Swordlike beam
Duration: 1 min./level (D)
Saving Throw: None
Ki Resistance: Yes
Ki Points: 3

A blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a katana. Attacks with the *katana of fire* are melee touch attacks. The blade deals 1d10 points of fire damage +1 point per two performer levels (maximum +10), and threatens a critical hit on a 19 or 20. Since the blade is immaterial, your Strength modifier does not apply to the damage, and your opponents don't add their class bonus to AC. A *katana of fire* can ignite combustible materials such as paper, straw, dry sticks, and cloth.

Katto Suigetsu To

Hit (Evocation) [Ki]
Level: Ranger/samurai 1
Components: G, F
Performing Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 1

Raging watermoon slash. You hit the ground with a one-handed weapon and it releases its

damage in form of ki traveling to the spot you design. Make a ranged touch attack against a target you designate, the wave of ki will shoot along the floor to reach it and explode, dealing the damage you otherwise would deal with a normal attack with that weapon.

Focus: A one-handed weapon, which is needed to slash the ground.

Kenryu

Hit [Air]
Level: Iaido 3
Components: V, S
Performing Time: 1 standard action
Range: 60 ft.
Area: Line from your hand
Saving Throw: Reflex half
Ki Resistance: Yes
Duration: Instantaneous
Ki Points: 5

Sword stream. You cause moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the area takes 1d8 points of damage, plus 1 additional point per performer level (maximum +10). Ki resistance is rolled separately for each opponent, and on a failed attempt, the technique is disrupted.

Kenseki

Defense
Level: Kendo 6
Components: V, S
Performing Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high
Duration: 1 minute/level (D)
Saving Throw: Reflex half or Reflex negates; see spell's text
Ki Resistance: Yes
Ki Points: 11

Blade barrier. As the *blade barrier* spell, except as noted here.

Ketsuniku no Hono'ō

Hit [Fire]
Level: Ranger/samurai 8
Components: A, G
Performing Time: 1 standard action
Range: Melee attack

Target and Area: One opponent; 10-ft.-radius spread centered on you
Saving Throw: See text
Ki Resistance: See text
Duration: Instantaneous
Ki Points: 15

Burning of flesh and blood. You burn your opponent's flesh and blood by attacking him 1 time/2 performer levels (maximum 10 attacks) and then releasing a powerful explosion of fire in a 10-ft.-radius centered on you (though you're not harmed by the explosion) that deals 10d6 fire damage to any creature in the area, spell resistance applies for this effect, and a Reflex saving throw halves the damage from the explosion to creatures other than your target.

Ki Armor

Defense (Evocation) [Force]
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Ki Points: 1

Your ki generates an invisible, tangible field of force that provides a +4 armor bonus to Armor Class (this bonus applies to AC flat-footed, and AC touch against ki evocations). Unlike mundane armor would, *ki armor* entails no armor check penalty or speed reduction. Because *ki armor* is composed of ki energy, it counters and can be countered by other ki evocations of 1st level if it successfully stops them from harming you.

Ki Dodge, Greater

Trick (Illusion)
Level: Ninja 2
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Ki Points: 3

As the *blur* spell, except as noted here.

Ki Dodge, Greater

Trick (Illusion)
Level: Ninja 3
Components: S
Performing Time: 1 standard action
Range: Personal

Target: You
Duration: 1 round/level (D)
Ki Points: 5

As the *displacement* spell, except as noted here.

Ki Resistance

Defense
Level: Kendo 5
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Ki Points: 9

You gain ki resistance equal to 12 + your performer level.

Ki Strike

Evolution
Level: Monk 1
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Ki Points: 1

As the *magic fang* spell, except as noted here.

Ki Strike, Greater

Evolution
Level: Monk 3
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Ki Points: 5

As the *magic fang, greater* spell, except as noted here.

Ki Sword

Evolution
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Ki Resistance: Yes (harmless, object)
Ki Points: 1

As the *magic weapon* spell, except as noted here. You can use *ki sword* on a natural weapon, but you cannot use this technique on a monk's

unarmed strike, even when it is considered a weapon.

Ki Sword, Greater

Evolution
Level: Ranger/samurai 3
Components: S
Performing Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Ki Resistance: Yes (harmless, object)
Ki Points: 5

As the magic weapon, greater spell, except as noted here. You cannot use this technique on a monk's unarmed strike, even when it is considered a weapon.

Ki Teleport

Evolution (Teleportation)
Level: Monk 5
Components: S
Performing Time: 1 standard action
Range: Personal and touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Ki Resistance: No and Yes (object)
Ki Points: 9

As the *teleport*, except as noted here.

Instead of choosing a destination you choose a specific ki. To see how well the teleportation works, consult the Teleport table with the following adjustments: there is no "false destination", and the familiarity column refers to the knowledge you have of the subject (Familiar, you know the subject well; firsthand, you have met the subject; secondhand, you have heard of the subject; or none). In the case you haven't met the subject, you must first sense the ki of the subject (by using *sense ki* or the like) If your result is "on target", you appear in the most adjacent square to the creature as possible.

Ki Teleport, Greater

Evolution (Teleportation)
Level: Monk 7
Ki Points: 13

As *ki teleport*, except that there is no range limit and there is no chance you arrive off target.

Kiai

Hit (Evocation) [Sonic, Mind-Affecting]
Level: Ranger/samurai 1
Components: V
Performing Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1d4 rounds
Saving Throw: Will negates
Ki Resistance: No
Ki Points: 1

Warcry. You bellow forth a shout that strikes terror into your enemies. Opponents who can hear you shout and who are within the area of the technique become shaken unless they succeed at a Will save. Creatures with 6 or more Hit Dice are immune to this effect.

Kiai, Greater

Hit (Evocation) [Sonic, Mind-Affecting]
Level: Ranger/samurai 4
Duration: 1 round/level
Ki Points: 7

This technique works like *kiai*, except as noted above.

Kienzan

Hit (Evocation) [KI]
Level: Monk 8
Components: S
Performing Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One disk
Duration: Concentration
Saving Throw: None
Ki Resistance: Yes
Ki Points: 15

Slicing weapon. You create a disk of energy that appears in the palm of your hand. The disk strikes at any opponent within its range, as you desire, starting in the round that you perform the technique. The disk attacks its designated target once each round on your turn. It uses your base attack bonus + your key ability modifier as its attack bonus. It deals 4d6+3 points of ki damage, with a threat range of 20 and on a successful critical hit it cuts the target in half, killing it.

The disk always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the disk goes beyond the technique range from you, if it goes out of your sight, or if you are not directing it, the disk returns to you and hovers.

Each round after the first, you can switch the disk to a new target. If you do not, the disk continues to attack the previous round's target.

The disk cannot be attacked or harmed by physical attacks, but as a Ki effect, it is subject to ki countering. The disk's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has ki resistance, the resistance is checked the first time *kienzan* strikes it. If the technique is successfully resisted, the disk is dispelled. If not, the disk has its normal full effect on that creature for the duration of the technique.

Kiko Ha

Hit (Evocation) [Ki]

Level: Monk 1

Components: S

Performing Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Ki Resistance: Yes

Ki Points: 1

Energy missile. As the *magic missile* spell, except as noted here. Also, each missile deals 1d6 points of damage instead.

Kinjite Bo Kyofu Zan

Hit

Level: Samurai/ranger 4

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Hurricane shredder. You attack your opponent 1 time/level (up to 15) as you and your opponent rise in the air 15 feet.

Focus: A kasa, which must be used in the technique to perform the slashes.

Kirisame Jin

Hit

Level: Ranger/samurai 1

Components: G, F

Performing Time: 1 standard action

Range: 10 ft. + 1ft./2 levels

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Mist blast. You throw a weapon you have in your hands to an opponent, even if it is not a throwing weapon, then the weapon returns to your hands. You must succeed to a ranged attack against the opponent to deal the weapon's damage.

Focus: A melee weapon, which is thrown to the target.

Kiri Tsume

Hit

Level: Ranger/samurai 1

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Talon cut. You perform a special acrobatic attack, spinning in the air as you attack your opponent. After you hit it, you spin back half the distance moved; you spin back only if you hit AC vs. touch.

Kongo Kokuretsu Zan

Hit (Evocation) [Ki]

Level: Monk 8

Components: G, S

Performing Time: 1 standard action

Range: Melee attack

Target: Cylinder (60 ft radius, 60 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 15

Continent-destroying blast. You strike a powerful hit on the ground, releasing your ki in a 60 ft. radius as destructive energy. Any creature caught in the area takes 1d8/level points of damage (20d8 max), they may

make a Reflex saving throw to halve this damage.

Any creature reduced to 0 vitality points by this damage is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

Koga

Hit

Level: Ranger/samurai 5

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: Up to three opponents

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 9

Wandering fang. You make up to three attacks, and you can leap any distance after each hit without provoking attacks of opportunity. Each one of these three attack uses your full base attack bonus and deals damage as a normal attack. No more than one attack can be made by target. You cannot exceed your normal movement in a round using this technique.

Kogetsu Zan

Hit

Level: Ranger/samurai 2

Components: A, G, F

Performing Time: 1 standard action

Range: Jump

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Crescent moon slash. This technique resembles the arc of a crescent moon.

You perform three slashes while you are jumping, one per every 2 ft. you jump. Your opponent is also raised if the attacks are successful.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slash.

Ko'o Ken

Hit

Level: Monk 4

Components: A, G, S

Performing Time: 1 standard action

Range: Leap (13 ft. high, see text)

Target: One opponent

Duration: Instantaneous

Saving Throw: None
Ki Resistance: No
Ki Points: 7

Emperor strike. You strike with your knees and feet rapidly, a total of 8 hits, as you push any creature in the way following the path of your jump. You kick at the same time you jump, one kick per foot jumped after the first 5 ft., then, interrupting the normal path of a leap, you land vertically (16 ft. ahead), and any creature struck falls vertically as well in its respective turn.

Ku-Aruki

Evolution
Level: Ninja 4, monk 4, ranger/samurai 4
Components: A, G
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Ki Points: 7

Air walk. As the *air walk* spell, except as noted here. Being knocked down or blown away while under the effects of this technique works as normal, and the character falls to the ground (possibly taking damage from the fall).

Kubigatana

Hit [Death]
Level: Ranger/samurai 5
Components: F
Performing Time: 1 standard action
Range: Melee attack
Target: One living opponent
Duration: Instantaneous
Saving Throw: Fortitude partial
Ki Resistance: Yes
Ki Points: 9

Neck slash. You strike right at your opponent's neck, killing him. The subject can avoid death with a successful Fortitude save. If he succeeds, he instead takes 3d6 points of damage +1 point per level.

Focus: A light or one-handed piercing or slashing weapon, which must be used in the technique to perform the slash.

Kuji-Kiri

Trick (Illusion) [Mind-Affecting]
Level: Ninja 2
Components: S, M
Performing Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Effect: Colorful lights in a 10-ft.-radius spread
Duration: Concentration +2 rounds
Saving Throw: Will negates
Ki Resistance: Yes
Ki Points: 3

Confusing mist. As the *hypnotic pattern* spell, except as noted here.

Kurenai

Hit (Evocation) [Ki]
Level: Ranger/samurai 1
Components: F
Performing Time: 1 standard action
Range: 10 ft.
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 1

Scarlet slash. You project a single attack 10 feet ahead. Using this technique you can strike opponents 10 feet away, but you can't use it against an adjacent foe. This attack will knock down your opponent.

Focus: A slashing weapon, which must be used in the technique to perform the slash.

Kuzu Ryu Zen

Hit
Level: Battojutsu 8
Components: A, G, V
Performing Time: 1 standard action
Range: Melee attack
Target: One living creature
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 15

Nine-headed dragon flash. You attack your opponent from nine different directions at the same time with incredible speed. None of the attacks can be blocked and thus, your opponent loses his class bonus and Dexterity bonus to AC as well as any dodge bonuses to AC against this technique. All nine attacks of the *kuzu ryu zen* technique are critical hits (they deal damage to the target's wound points and ignore damage reduction). As additional damage dice, each extra attack deals 1 point of damage on a critical hit. Additionally, your opponent, if still alive, falls prone on the ground.

A creature that is not subject to critical hits is immune to this technique, and a creature with a chance of ignoring a critical hit has the same chance of ignoring the effects of this technique.

Kuzushi

Hit
Level: Monk 1
Components: G
Performing Time: 1 attack action
Range: Melee attack
Target: One humanoid opponent
Duration: Instantaneous
Saving Throw: Fortitude negates
Ki Resistance: No
Ki Points: 1

Demolisher strike. You strike your opponent's joints to knock him off balance. Make a normal attack roll, if successful, you deal normal damage and your target must attempt a Fortitude saving throw. If the target fails this saving throw, he is thrown off balance for 1 round, losing any Dexterity and class bonuses to AC and giving attackers a +2 bonus on their attack roll.

Kyodaika

Evolution [Shadowlands]
Level: Ranger/samurai 1
Components: S
Performing Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Ki Points: 1

Double size. As the *enlarge person* spell, except as noted above.

Lela Mutsube

Level: Ranger/samurai 3
Range: Running leap
Ki Points: 5

Air sliding attack. As *annu mutsube* except as noted here. You cannot start attacking until you're at least 5 ft. from the ground. Also, if the technique hits, your opponent is carried with your jump, other creatures in the way are hit, but not carried.

Locate Ki

Evolution (Divination)
Level: Ranger/samurai 4
Components: S
Performing Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./ level
Ki Points: 7

You can sense the direction of a known or familiar ki. You slowly turn and sense when you are facing in the direction of the ki to be located, provided it is within 400 ft. + 40 ft./ performer level from you. You also know in which direction the ki is moving, if any.

Lower Ki

Trick
Level: Ninja 3
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/ level (D)
Ki Points: 5

You momentarily lower your ki pool to 0, making your ki impossible to detect. While this technique lasts, you cannot draw ki points from your ki pool (because your ki pool has no ki points), but ki points already drawn remain unchanged. Any *sense ki* attempts against your ki do not detect it. *Lower ki* also prevents location by techniques such as *locate ki* or *discern ki*. Once the technique is dismissed or its duration expires, your ki pool goes back to normal.

Major Image

Trick
Level: Ninja 3
Components: S
Performing Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration +3 rounds
Saving Throw: Will disbelief (if interacted with)
Ki Resistance: No
Ki Points: 5

As the *major image* spell, except as noted here.

Makkankosappo

Hit (Evocation) [Ki, Shadowlands]
Level: Monk 7
Components: V, S
Performing Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 13

Evil ray. A spiral-like ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by *makkankosappo* takes 2d6 points of damage per performer level (to a maximum of 40d6).

Magma Burst

Hit (Evocation) [Earth, Fire]
Level: Ranger/samurai 9
Components: V, S
Performing Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10-ft. cube
Duration: Instantaneous
Saving Throw: Reflex half, see spell's text
Ki Resistance: No
Ki Points: 17

As the *transmute rock to lava* spell described in *Complete Arcane*, except as noted above.

Mei Kyo Shisui Kyoki

Hit
Level: Ranger/samurai 7
Components: A, G, F
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 13

Delirium drubber. You attack your opponent, 1 time/ level (maximum 20 attacks). The last slash will raise your target 40 feet in the air.

Focus: A slashing weapon, which must be used in the technique to perform the slashes.

Meiyo Zan

Hit [Honorable]
Level: Ranger/samurai 3
Components: V
Performing Time: 1 standard action
Range: Attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes

Ki Points: 5

Honor strike. You strike a creature with an honorable attack. If you succeed and the creature is dishonorable, it suffers the following ill effects depending on its HD.

HD	Effect
Equal to performer level level	Deafened
Up to performer level -1	Blinded, deafened
Up to performer level -5	Paralyzed, blinded, deafened
Up to performer level -10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent.
Deafened: The creature is deafened for 1d4 rounds.
Blinded: The creature is blinded for 2d4 rounds.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.
Killed: Living creatures die. Undead creatures are destroyed. Creatures whose HD exceed your performer level are unaffected by *meiyo zan*.

Messatsu Go Hado

Hit (Evocation) [Ki]
Level: Monk 8
Components: G, S
Performing Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: Yes
Ki Points: 15

Great surge deadly attack. You create a line of energy that deals to each creature or object in the area 1d8/ level points of damage (maximum 20d8.) If any creature struck by the energy is reduced to 0 wound points, it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

Messatsu Go Rasen

Hit
Level: Monk 6
Components: A, G
Performing Time: 1 standard action
Range: Jump
Area: Threatened
Duration: Instantaneous
Saving Throw: None

Ki Resistance: No
Ki Points: 11

Great spiralling deadly attack. You kick 1 time/level (up to 15), as you rise in the air spinning with your legs. You hit once per every 2 feet you jump, and each hit you strike on any creature raises it as well. An opponent already in the air takes fewer hits accordingly.

Messatsu Go Senpu

Hit
Level: Monk 6
Ki Points: 11

Great whirlwind deadly attack. As *tatsumaki zanku kyaku* except you kick once per level, as you and your opponent rise in the air, instead of following the path of the jump. You rise 1 feet with each hit (15 hits max), and each hit you strike on your opponent raises it as well.

Messatsu Go Shoryu

Hit
Level: Monk 9
Components: A, G
Performing Time: 1 standard action
Range: Melee attack and Jump (C)
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 17

Great rising dragon deadly attack. You make several uppercuts hitting your target 6 times and pushing your opponent 10 feet. Then, you hit your target up to 15 more times as you jump and raise your opponent in the air which each blow. You make one attack per foot you jump.

Michi Ya

Hit
Level: Kyudo 1
Components: V, F
Performing Time: 1 standard action
Range: Ranged attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Guided arrow. You make a ranged attack against an opponent. Your opponent does not get bonuses to Armor Class

because of cover. You still can't hit creatures with total cover using this technique.

Focus: A ranged weapon, which is used in the technique to make the attack.

Midare Reppu Shuriken

Hit
Level: Ninja 3
Components: G, S, F, M
Performing Time: 1 standard action
Range: Ranged attack and charge; see text
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 5

Great shuriken volley. You throw one shuriken to the target, if hit, throw 1 more shuriken / level (up to 10). Then charge to him, attacking with a slashing weapon and placing the bomb, and then continue running 20 ft. following the straight line of the charge after the slash. After this the bomb will explode, dealing the proper damage.

Focus: A slashing weapon, used to perform the slash.

Material Components: Several shuriken used in the technique to throw them at the target. You must have one shuriken plus one more per each extra attack you perform in the technique. And one bomb, which you place on the target after slashing with the slashing weapon.

Midare Setsu Gekka

Hit
Level: Ranger/samurai 6
Components: A, G, F
Performing Time: 1 round
Range: Charge
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 11

Wild seasons. You charge with your blade extended and attack your opponent with rage, performing 1 slash/ level (maximum 15 slashes). Any other creature in the way takes also damage from one extra attack.

You knock down creatures struck by the last slash, and by slashes to creatures in the way before getting to your opponent.

Focus: A two-handed slashing weapon, which must be used in

the technique to perform the slashes.

Midare Zakura

Level: Monk 4
Components: A, G
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 7

Cherry blossom kick. You hit your target 1 time/ level (10 max), pushing your opponent 1 foot and then jump slightly with one more attack (no check required). With the last blow your opponent is blown away 10 feet.

Mind Blank

Evolution [Void]
Level: Ranger/samurai 7
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 day
Ki Points: 13

As the *mind blank* spell, except as noted here.

Mind blank does not conceal your ki, and thus, *sense ki* attempts detect you normally.

Minor Image

Trick
Level: Ninja 2
Components: S
Performing Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration +2 rounds
Saving Throw: Will disbelief (if interacted with)
Ki Resistance: No
Ki Points: 3

As the *minor image* spell, except as noted here.

Mirror Slice

Hit
Level: Ranger/samurai 6
Components: A, G, F
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent

Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 11

You attack your opponent 1 time/level (up to 15 times), and then attack your opponent one more time, inflicting 1d4 additional points of ki damage. You push your opponent 1 foot with every slash, and with the last hit, you knock down your opponent.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slashes.

Mokusatsu

Evolution
Level: Iaijutsu 4
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Ki Resistance: Yes; see text
Ki Points: 7

Smother. Your great will to survive and concentration on the void give you the ability to ignore your opponent's resistances. While this technique is in effect, you treat opponents' ki resistance and damage reduction each reduced by 10 points.

Opponents attempt Fortitude saves and check KR when first attacked by you. If they make their save or the technique fails to overcome their KR, they are thereafter unaffected by that performance of *mokusatsu*. Opponents who fail their saves or whose KR is overcome by the technique are affected for the remainder of the technique's duration.

Moment of Prescience

Evolution
Level: Bajutsu 8
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged
Ki Points: 15

As the *moment of prescience* spell, except as noted here.

Moza Otoshi

Hit
Level: Monk 2
Components: A, G
Performing Time: 1 standard action
Range: Melee attack; see text
Target: One creature
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Falling strike. You grapple your target (make a grapple check), and if you get a hold, you strike 1 hit/level (up to 5), the defender loses any Dexterity bonus to AC, then, you spin upwards carrying your grappled opponent up, make another blow, and then drop him for damage. You raise your opponent as high as you can, and then fall with him until reach the ground, making his fall more lethal, dealing double falling damage.

Mugen Danmaku

Level: Ranger/samurai 7
Ki Points: 13

Infinite barrier. As *hage danmaku*, except the maximum slashes is 20, and the last slash will blow away your opponent 5 feet.

Mugenho

Hit (Evocation) [Ki]
Level: Kendo 7
Components: A, G, F
Performing Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: No
Ki Points: 13

Infinite wave. You slash the air with your sword, and create 1 wave/ 2 levels (max 10) made of ki energy that will travel along the ground and strike any creature and/or object in the area. Each one of these waves deals 1d8 points of damage plus 1d8 points of damage per every 2 waves ahead of it (the first wave deals 1d8, the third one 2d8, the fifth one 3d8, etc). The size of the first wave you create is 10 ft², but each other subsequent wave is 1 ft² smaller than the previous one, and travels 1 ft. higher from the

ground. Therefore creatures or objects are struck by 1 wave per foot they are above the ground, counting their height (assume all medium creatures are 5 feet tall, small creatures 2 feet tall, tiny creatures 1 foot tall, large creatures 10 feet tall, huge creatures 15 feet tall, gargantuan creatures 30 feet tall, and colossal creatures 60 feet tall).

For example a medium creature standing in the ground is struck by 5 waves (it is 5 feet tall), taking this way only 9d8 (1+1+2+2+3), while this same creature jumping 2 ft. is struck by 7 waves, thus taking 16d8 (1+1+2+2+3+3+4). Diminutive and smaller creatures, and creatures 11 feet or more above the ground are not struck by any wave, and thus take no damage.

Any creature reduced to 0 wound points by this damage is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

Surviving creatures (regardless of their save) are pushed backwards outside the range of the technique, and creatures who failed their saving throws are knocked down as well.

Focus: A katana, which must be used in the technique to perform the slash.

Muhoken

Hit
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Outrageous strike. You attack your opponent with your off-hand fist, inflicting 1d8 points of damage plus half your Strength modifier. This attack will knock down your opponent.

Muso Kasumi

Hit
Level: Ranger/samurai 1
Components: V
Performing Time: 1 standard action or 1 round; see text
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No

Ki Points: 1

Dream mist. You strike a powerful attack upon an opponent that knocks him down in addition to inflicting normal attack's damage.

You can choose to delay the performing of this technique to 1 round instead and make 3 attacks instead; the opponent falls prone until after the third slash.

Focus: A one-handed or two-handed slashing weapon, which must be used in the technique to perform the slashes.

Muso Zankoka

Hit [Darkness]

Level: Iaido 9

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: See text

Daydream light mist. This powerful technique requires great quantities of ki, which can be almost impossible to achieve by other means.

You slide backwards, and then charge towards your target, attacking him; darkness spreads in a 60 ft. radius just before your attack, masking the secret technique, and denying your opponent's Dexterity and class bonuses to AC (although you can see in this darkness normally.) You strike your target 15 times and all damage dice dealt is maximized.

The control of the ki of this technique is very difficult, after performing it, make a Will save against your own save DC, or automatically empty your ki pool, lose all your drawn ki points, and fall unconscious for 1d10 minutes. On a successful save you spend ki points equal to your performer level.

Focus: A one-handed or two-handed slashing weapon, which must be used in the technique to perform the slashes.

Musubi

Hit

Level: Ranger/samurai 1

Components: G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: See text

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Conclusion strike. You take the total defense action (see the *Player's Handbook*), and if your opponent attacks you and misses, you attack your opponent reactively with a +4 bonus on your attack roll.

Nagatabi

Evolution

Level: Monk 5

Components: S

Range: Personal

Target: You

Duration: 1 hour/level

Ki Points: 9

Overland flight. As the *overland flight* spell, except as noted here.

Nagi Yaiba

Hit

Level: Ranger/samurai 3

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Serene slice. You take the total defense action as you perform this technique (see the *Player's Handbook*), and if your opponent attacks you and misses, you slash your target once, and then jump as high as you can striking two more times raising your target 10 feet.

Focus: A one-handed or two-handed slashing weapon, which must be used in the technique to perform the slashes.

Nai Kyoki

Hit

Level: Niten 8

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 15

Dangerous weapons. You attack your opponent once, and if you succeed, you unleash one additional slash per level (up to 20), and to finish, a last,

powerful slash with both swords at once that deals 4d6 points of damage, which also will raise your opponent 10 feet in the air.

Focus: Two swords, which must be used in the technique to perform the slashes.

Neutralize Posion

Evolution

Level: Ninja 4

Components: S

Performing Time: 1 standard action

Range: Touch

Effect: Creature or object touched of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Ki Resistance: Yes (harmless, object)

Ki Points: 7

As the *neutralize poison* spell, except as noted here.

Nikkaku Rato

Hit

Level: Ranger/samurai 2

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Flying sword strike. You attack your opponent 1 time/ level (up to 5), pushing him 1 foot with each attack, and then rise with him in the air with a jumping slash.

Focus: A slashing weapon, which must be used in the technique to perform the last slash.

Ninpo Baku En Ryu

Hit (Evocation) [Fire]

Level: Ninja 4

Effect: One fire snake/ 5 levels

Ki Points: 7

Blazing shadow dragon bomb. As *baku en ryu* except as noted above. And any creature or object dealt damage by the snakes is lifted in the air with the explosions, a number of feet equal to the damage dealt.

Ninpo Enbu

Trick (Illusion)

Level: Ninja 1

Components: S

Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Monkey dance. You become invisible until the beginning of your next turn. This technique is otherwise as the *invisibility* spell.

Nubeki Kamui Shikite

Hit
Level: Bajutsu 6
Components: A, G, F
Performing Time: 1 standard action
Range: Melee attack and jump (C); see text
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 11

Split attack. You have to be mounted to perform this technique. Your mount attacks 1 time/level (up to 10 times), and then you dismount jumping and attacking your opponent, carrying him in the air with you. You strike the target once per level (up to 10), as you raise it in the air. You hit once per foot you jump, and each hit you strike on the target raises him as well.

If all slashes are successful you gain an additional attack against the target, forcing it to fall, and take the according falling damage and half as much. Or 1d6 if the fall is lower than 10 ft.

Focus: A slashing weapon, which must be used in the technique to perform the slashes, and a mount which must be mounted at the time the technique is performed.

O Ka Zan

Hit (Evocation) [Force]
Level: Ranger/samurai 1
Components: V, S
Performing Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One force cherry blossom
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 1

Cherry blossom slice. This technique creates a cherry

blossom which you may throw at an opponent. The cherry blossom explodes, dealing 1d4 points of damage per level (up to 5d4) to everything in a 5 ft. radius with the first contact with something solid.

Oboro Gatana

Hit, Trick (Illusion)
Level: Ranger/samurai 2
Components: A, G
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Haze attack. You strike your target 1 time/ level (up to 5), while you create an illusion of yourself moving somewhere else. The illusion always moves forward, confusing your opponent, and giving you a +2 to your attack roll.

Obscuring Mist

Trick
Level: Ninja 1
Components: S, M
Performing Time: 1 standard action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *obscuring mist* spell, except as noted here.

Material Component: A pinch of dust.

Oga

Hit
Level: Ranger/samurai 2
Components: A, G
Performing Time: 1 standard action
Range: Leap; see text
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Wander. This technique is mostly used against running or far opponents. You leap up to three times (make a different Jump check for each one) and then strike a blow. You do not provoke attacks of opportunity from your opponent leaping this

way. And you can exceed your base speed using this technique.

Omnislash

Hit
Level: Ranger/samurai 9
Components: A, G
Performing Time: 1 standard action
Range: Leap (C)
Area: 30-foot radius burst
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 17

This powerful technique consists of a total of 20 attacks performed with amazing speed and agility, distributed among any number of creatures within the area. Surviving creatures are knocked down.

Oni no Mai

Hit (Evocation) [Fire, Shadowlands]
Level: Ranger/samurai 9
Components: A, G, M
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: See text
Ki Points: 17

Dance of the demon. You perform a demonic dance attacking your opponent 1 time/performer level (maximum 20 attacks), and then release three consecutive explosions centered on your opponent, dealing each one 5d6 fire damage (spell resistance applies for this effect), and each one blowing away your opponent 5 feet.

Material Component: A bottle of sake.

Onitsume

Evolution [Shadowlands]
Level: Ranger/samurai 4
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./ level
Ki Points: 7

Demon claws. Your hands become to long and strong claws. The claws deal damage based on size.

Creature Size	Claw Damage
Fine	1
Diminutive	1d2

Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

You can make attacks with both claws as if you were proficient with them. Just as a creature that has natural weapons, you take no penalty for making two claw attacks. The subject is treated as armed. Furthermore, these claws gain a +2 enhancement bonus on attack and damage rolls, and bypass damage reduction as if they were ki weapons.

If you already have claws, those claws gain a +2 enhancement bonus on attack and damage rolls, they bypass damage reduction as if they were ki weapons, and the claws' damage increases as if you were two categories larger.

Oto no Hayasa

Evolution

Level: Battojutsu 4, Monk 4

Components: A, G, v

Performing Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/ level (D)

Ki Points: 7

Speed of sound. You become able to move and fight at the speed of sound. While in this state, you gain the benefits of the *haste* spell. Additionally, opponents not moving at the speed of sound or a better speed who perform techniques must make separate attack rolls for each extra attack against you until they miss (all further attacks also miss.)

Pain Strike

Hit

Level: Monk 3

Components: V

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: 2 rounds

Saving Throw: Fortitude partial; see text

Ki Resistance: No

Ki Points: 5

You attack your opponent, if you successfully deal damage, your opponent must succeed at a Fortitude save or be nauseated

with pain for the duration of the technique. round.

Pass without Trace

Trick

Level: Ninja 2

Components: S, M

Performing Time: 1 standard action

Range: Touch

Targets: One creature/ level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Ki Resistance: Yes (harmless)

Ki Points: 3

As the *pass without trace* spell, except as noted here.

Poison

Hit

Level: Ninja 4

Components: S

Performing Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates

Ki Resistance: Yes

Ki Points: 7

As the *poison* spell, except as noted here. The saving throw for the poison is calculated as normal.

Protection from Honor

Defense [Shadowlands]

Level: Ranger/samurai 1

Ki Points: 1

This technique functions like *protection from taint*, except that the deflection and resistance bonuses apply to attacks from honorable creatures, and honorable summoned creatures cannot touch you.

Protection from Taint

Defense [Honorable]

Level: Ranger/samurai 1

Components: V, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Ki Points: 1

You ward yourself from attacks by tainted creatures, from mental control, and from

summoned creatures. You create a ki barrier around yourself at a distance of 1 foot. The barrier moves with you and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by tainted creatures.

Second, the barrier blocks any attempt of possession or to exercise mental control over you. The protection does not prevent such effects from targeting you, but it suppresses the effect for the duration of the *protection from taint* effect. If the *protection from taint* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command you. This second effect works regardless of taint.

Third, you prevent bodily contact by tainted summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching you. Honorable summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if you make an attack against or try to force the barrier against the blocked creature. Ki resistance can allow a creature to overcome this protection and touch you.

Quivering Palm

Hit [Ki]

Level: Monk 6

Components: V, S

Performing Time: 1 standard action

Range: Melee attack

Target: One living creature

Duration: 1 day/ level (D)

Saving Throw: Fortitude negates; see text

Ki Resistance: Yes

Ki Points: 11

You attack your opponent and set up vibrations within its body that can thereafter be fatal if you so desire. If you strike successfully and the target takes damage from the blow, the technique succeeds. Thereafter you can try to slay the victim at any later time before the duration of the technique expires. To make such an attempt, you merely will the target to die (a free action), and

unless the target succeeds a Fortitude saving throw, it dies. If the saving throw is successful, you can't make further attempts to slay the subject.

Rakurai

Hit [Air]

Level: Ranger/samurai 6

Components: V, S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 11

Lightning bolt. As the *chain lightning* spell, except as noted here.

Resist Elements

Defense

Level: Ranger/samurai 2

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./ level

Ki Points: 5

This technique grants a creature limited protection from damage of whichever one of the four elements you select: fire, water, earth, or air. The subject gains element resistance 10 against the element chosen, meaning that each time the creature is subjected such damage, that damage is reduced by 10 points before being applied to the creature's vitality points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The technique protects the recipient's equipment as well.

Water damage also includes cold damage. Earth damage involves also impact damage from stones or ice. Air damage includes as well any sort of damage (acid, sonic, electricity) caused by storms or lightning.

Resist elements absorbs only damage. The subject could still suffer unfortunate side effects.

Resshin Zan

Hit

Level: Kendo 2

Components: A, G

Performing Time: 1 standard action

Range: Leap (C); see text

Target: One opponent

Duration: Instantaneous

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 3

Earthquake slice. You must be at least 10 ft. away from your opponent to perform this technique. You jump forward and strike your weapon fiercely upon the target (Jump DC = distance x2, or DC = distance if you move at least 20 ft. before performing the technique), until you reach the ground. Besides the normal damage, you deal 1d6 additional points of impact damage per every 5 ft. jumped (up to 5d6). Also your opponent is stunned for 1 round unless he succeeds at a Fortitude saving throw.

Reverse Shaft Breaker

Hit

Level: Monk 2

Components: A, G

Performing Time: 1 standard action

Range: Jump (C)

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

You kick your opponent spinning upwards, carrying your opponent with each kick. You kick 1 time/ level (up to 5), but make only one kick per foot you jump. An opponent already in the air takes less hits accordingly. The last kick always knocks down your opponent.

Roga Zero

Hit [Void]

Level: Iaido 8

Components: A, G, F

Performing Time: 1 standard action, see text

Range: Charge

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 15

Zero slash. You focus your mind for a moment, and then strike a powerful attack on an opponent from the very void. In addition to the normal damage, you inflict 1d6/level additional

points of void damage (maximum 20d6), and deal 1d4 points of damage to any one ability score you desire at the time you perform the technique. You may choose to perform this technique with a performing time of 1 round instead. If you do, your attack is resolved as a touch attack instead.

Focus: A piercing weapon, which must be used in the technique to perform the attack.

Ryusei Ken

Hit

Level: Monk 3

Components: V

Performing Time: 1 standard action

Range: Melee attack

Target: One living creature

Duration: 1 round/ level

Saving Throw: Fortitude negates

Ki Resistance: No

Ki Points: 5

Falling star strike. You strike a nerve that blinds a living creature. Make a normal attack, and if you deal damage, your target must succeed at a Fortitude save or be blinded for the duration of the technique. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity and class bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Ryo

Hit

Level: Monk 1

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Snap. This technique consists of a jumping grapple against a creature's neck.

Perform a leaping grapple towards an opponent, and if you get a hold, you strike a normal attack with unarmed strike or a small weapon. The critical range for the weapon used to deal the damage is doubled. After

performing this technique you end up standing in an adjacent square from your target.

Ryoku

Hit [Shadowlands]

Level: Monk 4

Components: S

Performing Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Ki Resistance: Yes

Ki Points: 7

Power. This technique shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's ki.

If you perform this technique to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 ki points from your foe for every performer level you have. Drawn ki points are drained first, and then ki points in the subject's ki pool. The drained points simply dissipate.

If you perform this technique to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the technique's benefit.

Sai En

Evolution (Evocation) [Fire]

Level: Ranger/samurai 1

Components: V, S

Performing Time: 1 standard action

Range: 0 ft.

Effect: One fire-essence ball/level (up to 5)

Duration: 1 minute/level or until discharged

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Fire friend. You create one small fireball/level (up to 5) which contain the essence of the fire ki. They stay by your side, floating around you until you require their power.

Each small fire-essence ball will "store" one fire damage die per level (up to 5d6). They don't deal damage by themselves, and are not harmful in any way, they are only warm, and shed a dim light.

Whenever you perform an Evocation technique with the

Fire descriptor that deals damage, you may call one or more of the fire-essence balls to empower the attack, performing the damage dice stored.

Sakotsu Wari

Hit

Level: Monk 1

Components: G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Collarbone. This technique consists of two overhead punches. The first one is actually a feint (make a bluff check) to make the opponent lose his Dexterity bonus to AC for the second one. You can ready this technique to attack an opponent trying to knock you down (by tripping you or performing a hit technique which's first hit will knock you down). If you do so you will avoid the trip completely (or counter the technique), even if you miss your attack.

Sakura Otoshi

Hit

Level: Ranger/samurai 1

Components: A, G

Performing Time: 1 standard action

Range: Leap

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Cherry blossom drop. You leap and make a two-handed attack (add Str modifier x 1.5 to damage). You gain a +2 attack bonus for this attack.

Samidare Giri

Hit

Level: Ranger/samurai 9

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Area: Threatened area

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 17

Downpour thrust. You open and spin your kasa, slashing 1 time/level (up to 20 hits) any

creature in the area. The slashes knock down any creature struck by them.

Focus: A kasa, which must be used in the technique to perform the slashes.

San Ku Satsu

Hit

Level: Battojutsu 3

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump (2 ft., see text)

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Three heavens death. This uppercut technique hits multiple times a foe.

You attack three times the target, but unlike normal techniques, roll all the attacks separately; if the first one succeeds, your opponent loses his Dexterity bonus (if any) to AC, as well as his Defense Bonus for the rest of the attacks, which are performed while jumping 2 ft. in the air, make a separate jump check for each slash: the first one is a running high jump, and treat the rest as standing high jumps (as if you were on the ground); with each slash you make a turn and raise higher in the air, as if jumping again standing on the air. Each slash raises your target as well. You can make a fourth attack at 10th level and a fifth at 20th level.

Focus: A katana, which must be used in the technique to perform the slashes.

San Ren Satsu

Hit

Level: Battojutsu 2

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Triple death hack. This unblockable technique hits multiple times a foe.

You attack three times the target, but unlike normal techniques, roll all the attacks separately. Your opponent loses his Dexterity bonus (if any) to

AC, as well as his class bonus for all the attacks after the first one. You can make a fourth attack at 10th level and a fifth at 20th level.

The secret of this technique is to keep moving, thus, you gain the benefits of the Spring Attack feat while performing this technique, and you need to pass through your opponent after making each attack, even if it is not successful.

This way, you cannot perform more than two attacks standing in the same position for the technique to be unblockable.

Focus: A katana, which must be used in the technique to perform the slashes.

Sankaku Ho

Hit

Level: Monk 4

Components: S

Performing Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Area: One 20-ft. cube

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: No

Ki Points: See text

Triangle beam. This dangerous technique consists of a beam of ki that emerges from your hands and explodes in an area of a 20-ft. cube dealing 1d8/level points of damage to all creatures in the area (10d8 max). The control of the ki of this technique is very difficult, after performing it, make a Will save against your own save DC, or automatically empty your ki pool, lose all your drawn ki points, and fall unconscious for 1d10 minutes. On a successful save you spend ki points equal to your performer level.

Sasame Yuki

Hit

Level: Battojutsu 3

Components: A, G, F, M

Performing Time: 1 standard action

Range: Melee attack

Area: 15 ft. adjacent within threatened area

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Snowfall slash. You slash several times, representing a snowfall, and pushing enemies away.

You feint, and then strike 1 slash/ level (maximum 10) towards three adjacent squares (sharing a side) you threaten until the beginning of your next turn. You may direct your attacks against one or more opponents in the area, and with each attack against an opponent you push it back 1 foot out of the technique's area. All creatures in the area lose their Dexterity bonus to AC for the attacks of the whole technique if they failed on their Sense Motive check against the feint.

Material Component: A tiny fruit, such as an apple, which is used to perform the feint.

Focus: A katana, which must be used in the technique to perform the slashes.

Sasame Yuki Sen

Hit

Level: Battojutsu 6

Components: A, G, F, M

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 11

Snowfall thousand slash. You strike several times a foe, representing a snowfall.

Make a feint, then perform one attack/ level against the target (up to 15). If you succeeded in your feint, your opponent loses his or her Dexterity bonus to AC (if any) for the whole technique.

Focus: A katana, which must be used in the technique to perform the slashes.

Material Component: A katana, such as an apple, which is used to perform the feint.

Sawa Yakanaze

Hit (Evocation) [Air]

Level: Kendo 4

Components: V, S

Performing Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped blast of air emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Ki Resistance: Yes

Ki Points: 7

Gust of wind. You create an extremely strong blast of air

(approximately 170 mph), affecting all creatures in its path. A Medium or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Medium or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Large creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Huge creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Gargantuan or larger creatures may move normally within a *sawa yakanaze* effect.

A *sawa yakanaze* can't move a creature beyond the limit of its range.

Any creature, regardless of size, cannot make ranged attacks and Listen checks in the area of a *sawa yakanaze*.

The force of the wind automatically extinguishes all flames.

In addition to the effects noted, a *sawa yakanaze* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Seigen Ken

Hit

Level: Ninja 2

Components: V

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: 1 round/level

Saving Throw: Fortitude negates

Ki Resistance: No

Ki Points: 3

Slowing strike. You strike at your opponent's legs, hampering its movement. An affected creature is slowed. A slowed creature can take only a single move action or standard action each turn, but not both (nor it may take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the

creature's jumping distance as normal for decreased speed. Other speeds (fly, burrow, and so on) aren't affected.

Sekiryoku

Defense
Level: Kyudo 7
Components: V
Performing Time: 1 standard action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Ki Resistance: Yes
Ki Points: 13

Repulsion. As the *repulsion* spell, except as noted here.

Senken

Defense
Level: Kendo 9
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Ki Points: 17

Foresight. As the *foresight* spell, except as noted here.

Senpu Kyaku

Hit
Level: Monk 1
Ki Points: 1

Tornado kick. As *tatsumaki senpu kyaku* except you kick only once and your target is raised 5 ft. from the ground.

Senpu Retsu Zan

Hit (Evocation) [Air]
Level: Ranger/samurai 1
Components: V
Performing Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One flow of wind
Duration: 1 round/ level
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Cyclone slash. You slash the air softly, evoking a little cyclone which transforms into a tall flow of wind with the first contact with something solid, such as a corporeal creature. It travels at the rate of 10 ft. per round, and you can change its direction as a standard action each turn. The flow of wind raises anything in a 5 ft. radius up to 10 ft./ level up

in the air (up to 40 ft.). Creatures are allowed a Reflex save to negate this effect.

Sense Ki

Evolution (Divination)
Level: Ranger/samurai 1
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: Concentration, up to 1 min./level (D)
Ki Points: 1

You can sense the presence of ki in a 60-foot cone emanation. The amount of information about the ki depends on how long you study the ki of a particular area or subject.

1st Round: Presence or absence of ki.

2nd Round: Number of different ki auras in the area, and the power of the most potent aura.

3rd Round: The power and location of each aura.

Ki Power: A ki's power depend on the number of ki points in the creature's ki pool.

Power	Creature's Ki Pool
Faint	1-25
Moderate	26-75
Strong	76-200
Overwhelming	201 or higher

Note that every creature possesses ki points, even when not stated. All creatures have a minimum of ki points in their ki pool equal to half their Hit Dice. A dead creature doesn't have ki. Spellcasters' ki pool depend on their free spells slots. Consult the following table to determine the ki point value for each spell slot. Use the same method to determine the ki pool of a creature with tech-like or spell-like abilities. Supernatural and extraordinary abilities do not affect a creature's ki points.

Free Slot Level	Ki Point Value
0	1
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

Seoi Nage

Hit
Level: Monk 1

Components: S
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Shoulder throw. You trip your opponent (make a trip check), if successful, you throw your opponent over your shoulder, raising him 5 feet. The height is not enough to deal falling damage, but your opponent falls prone, and you can choose the square in which the opponent lands within your threatened area. In addition, you deal your normal unarmed strike damage to the opponent. As with any technique that raises an opponent, you can't use it against an opponent one or more size categories larger than yourself.

Setsurei

Hit [Shadowlands]
Level: Monk 7
Components: S
Performing Time: 1 standard action
Range: Melee attack
Target: One living opponent
Duration: Instantaneous
Saving Throw: Fortitude partial
Ki Resistance: Yes
Ki Points: 13

Assassination of the soul. You make a special unarmed attack against your target that if successful, it deals no damage but instead it allows you to grab the subject's soul and crush it with your hand. This effectively kills the subject. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this technique is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Shakunetsu Hado Ken

Hit (Evocation) [Fire, Ki]
Level: Monk 3
Ki Points: 5

Scorching surge fist. As *hado ken* plus 1d6/level points of fire damage (up to 10d6).

Shakunetsu Jinrai Kyaku

Hit

Level: Monk 8
Ki Points: 15

Scorching lightning kick. As *shippu jinrai kyaku*, except you deal 1d6 points of fire damage per successful hit.

Shakunetsu Kon

Hit (Evocation) [Fire]
Level: Monk 1
Components: S
Performing Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: 1 target/level
Duration: Instantaneous
Saving Throw: Reflex half
Ki Resistance: Yes
Ki Points: 1

Fire missile. One fiery bolt/level (up to 5) dart forth from your hands. You must make a ranged touch attack for each one, on a successful hit they deal 4d4 points of fire damage each (Reflex half). All bolts dart at the same time but at different directions, thus, you can't direct more than one bolt to the same target.

Shakunetsu Shinryu Ken

Hit [Fire]
Level: Monk 9
Ki Points: 17

Scorching divine dragon strike. As *Shinryu Ken* plus 1d6 points of fire damage per hit.

Shakunetsu Shoryu Ken

Hit [Fire]
Level: Monk 2
Ki Points: 3

Scorching rising dragon. As *Shoryu Ken* plus 1d6 points of fire damage per hit.

Shakunetsu Shoryu Reppa

Hit [Fire]
Level: Monk 8
Ki Points: 15

Scorching rising dragon render. As *Shoryu Reppa* plus 1d6 points of fire damage per hit.

Shi no Ya

Hit [Death]
Level: Kyudo 9
Components: V, F
Performing Time: 1 standard action
Range: Ranged attack

Target: One living creature with 100 vitality points or less
Duration: Instantaneous
Saving Throw: None
Ki Resistance: Yes
Ki Points: 17

Arrow of death. You make a ranged attack against your target. If successful, you reduce your target's vitality points to 0 and deal normal damage to its wound points.

Focus: A ranged weapon, which is used in the technique to make the attack.

Shield of Honor

Evolution (Honorable)
Level: Ranger/samurai 1
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Ki Points: 1

As the *shield of faith* spell, except as noted here.

Shield Other

Defense (Horable)
Level: Bajutsu 2
Components: V, S
Performing Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Ki Resistance: Yes (harmless)
Ki Points: 3

As the *shield other* spell, except as noted here.

Shigure

Hit
Level: Monk 1
Components: A, J
Performing Time: 1 attack action
Range: Melee attack; see text
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Purple dusk. You must be landing and above your opponent, threatening his space, while you perform this technique. You perform one attack, if you deal damage you may jump again standing on your opponent. You don't provoke an attack of opportunity from your

opponent when you move this way in his area.

Shiki Soku Seku

Evolution [Void]
Level: Iaido 5
Components: V, S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Ki Points: 9

Matter is Void, Void is Matter. You can readjust the elements that constitute your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be healed magically or by means of techniques—it goes away only through natural healing.

You can boost your Strength, Dexterity or Constitution score by an amount equal to your performer level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this technique expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

Shin Kubigatana

Hit [Death]
Level: Ranger/samurai 7
Saving Throw: Fortitude half
Ki Points: 13

Greater neck slash. As *kubigatana*, except instead of dying immediately, the target receives 10 points of damage per performer level, or half damage on a successful save.

Shin Mozu Otoshi

Level: Ninja 4
Ki Points: 7

Greater falling strike. As *Mozu Otoshi*, except the third hit is automatically a critical threat, with the fourth hit the victim must succeed at a Fortitude saving throw or die, and when he falls, he must succeed at another Fortitude save (provided he is still alive), or be paralyzed forever. Creatures

immune to critical hits are also immune to this paralysis. Only a *heal* spell can remove the paralysis in case on a failed save.

Shin Sankaku Ho

Hit

Level: Monk 8

Ki Points: See text

Greater triangle beam. As *sankaku ho*, except the maximum number of damage dice you can deal is 20d8, and if you fail the saving throw you die instantly instead of falling unconscious.

Shinken

Hit

Level: Iaido 7

Components: A, G

Performing Time: 1 round

Range: Charge

Target: One opponent

Duration: 5 rounds or less; see text

Saving Throw: None

Ki Resistance: No

Ki Points: 13

Divine sword. You perform a powerful attack against an opponent that leaves no apparent wound or deals any damage up to 5 rounds after the technique is performed. The attack deals 1d6 points of damage per performer level (maximum 20d6).

Shinken can deal damage immediately if you desire, or you can choose to delay the damage for as many as 5 rounds. You select the amount of delay upon completing the technique, and that time cannot change once it has been set.

After attacking (successful or not), you can continue your movement in a straight line and do not provoke attacks of opportunity from your opponent.

Shinku Hado Ken

Hit (Evocation) [Ki]

Level: Monk 5

Components: G, V, S

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 energy ball/ 2 levels

Duration: 1 round/ level

Saving Throw: Reflex half

Ki Resistance: Yes

Ki Points: 9

Greater surge fist. An energy ball/ 2 levels (maximum 10

energy balls at 20th level) come out of your hands, they explode if they touch anything solid. Each energy ball deals 1d8+5 points of ki damage, though a successful Reflex save halves the damage from all the energy balls. Each ball is strong enough to push a creature back 1 foot (treat the energy ball as a medium creature). All energy balls will travel in a straight line in the direction you choose as they come out of your hands, with a speed of 10 ft. per round. All energy balls follow the same direction. If they haven't hit your anything while the technique lasts, the energy balls vanish in the air harmlessly, the same is true if they exceed the technique's range. You must have both hands free to perform this technique.

Shinku Tatsumaki Senpu Kyaku

Hit [Void]

Level: Monk 6

Ki Points: 11

Greater hurricane kick. As *tatsumaki senpu kyaku*, except you hit 1 kick/level (15 max), you don't displace yourself, and your opponent is considered flanked (loses any Dex bonus to AC and you get a +2 attack bonus).

Shinpikaibyaku

Hit

Level: Monk 4

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

God's door. You strike with your elbows and fists rapidly, a total of 8 hits, as you push any creature in the way 1 foot per hit.

Shinryu Ken

Hit

Level: Monk 6

Components: A, G

Performing Time: 1 standard action

Range: Jump (C)

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 11

Divine dragon strike. This technique resembles a flying dragon.

You hit your target up to 1 time/level (maximum 15) as you jump and raise your opponent in the air which each blow. You make one attack per foot you jump. An opponent already in the air takes less hits accordingly.

Shin Shoryu Ken

Hit

Level: Monk 7

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 13

Greater rising dragon. You hit twice your target and then jump slightly with a third blow (no check required). Each hit deals 5d8 extra points of damage, and with the last blow your opponent is blown away 40 feet.

Shippu Jinrai Kyaku

Hit

Level: Monk 4

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Lightning kick. You kick 5 times your target pushing him 10 feet forwards, and then raise your opponent 10 feet making 5 kicks spinning around with your legs as you rise in the air.

Shippu Kogetsu Zan

Hit

Level: Ranger/samurai 2

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Hurricane thrust. This technique resembles the arc of a crescent moon.

You slash your target once, and then jump as high as you can striking two more times raising your target 10 feet.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slashes.

Shitenshu

Hit

Level: Monk 5

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: 1d10 rounds; see text

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 9

Death point curse. Shitenshu, the secret touch, consist of a touch attack, and then if succesful 1 hit/ level (15 max). Also, if you deal damage, the target must succeed at a Fortitude save or become stunned for one round, 1d10 rounds later. The DC increases by 5 per each round waited.

The effect on a second application of this technique before the time is up only increases the time waited (and DC), your opponent needs to roll a Fortitude saving throw again to negate this increase of time.

You can act normally while the time runs, even though if you take any damage, you need to succeed at a Concentration check DC 15 + damage dealt or the stunning effect is lost.

Shitsupuzan

Hit (Evocation) [Ki]

Level: Ranger/samurai 2

Components: G, V

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One opponent

Duration: Instantaneous

Saving Throw: Reflex half

Ki Resistance: No

Ki Points: 3

Sliding attack. You make an attack and release a ki wave across the ground that strikes your target, dealing to your opponent the normal damage you deal with that attack.

Shizukujin

Hit [Air]

Level: Ranger/samurai 1

Components: A, G, S

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Death drop. You grapple your opponent (make a grapple check) and if you get a hold both you and your opponent are propelled 10 feet up in the air and you attack him while airborne.

At the end of the technique both you and your opponent must make a Tumble check (DC 15, or 15 + damage dealt for your opponent) or fall. On a failed check the character receives 1d6 points of damage from the fall and is prone.

Shizune

Trick (Illusion)

Level: Ninja 1

Components: G, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Silent shadow. You disappear for 1 round, and then reappear at the beginning of your next turn in the same spot you were before performing the technique. If an opponent guesses wrong that you'll appear above him (*utsusemi tenbu*), or below him (*utsusemi chizan*), and you attack him, he's caught flat-footed.

If your opponent locates you or sees you somehow while disappeared (using *see invisibility* or the like), and attacks you, you are caught flat-footed.

See the descriptions of the techniques mentioned above for more information.

Shoha Fugetsu Zan

Hit (Evocation) [Water]

Level: Ranger/samurai 7

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: See text

Ki Points: 13

Spring strike. You attack your opponent once per level (maximum 15 attacks), and then evoke a water pillar that will deal 5d6 points of water (nonlethal) damage, and raise your opponent 10 ft. in the air (Ki resistance applies for this effect).

Shoken

Level: Monk 2 [Shadowlands]

Components: V, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Ki Points: 3

Monster limbs. You grow an additional pair of arms. The extra arms give you a +2 bonus to melee attack rolls and increase your class AC bonus by 2 points.

Sho'o Ken

Level: Monk 3

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Cherry blossom attack. You hit 5 times your target, pushing your opponent 5 feet and then jump slightly with a sixth blow (no check required). With the last blow your opponent is blown away 10 feet.

Shoryu Ken

Hit

Level: Monk 2

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Rising dragon strike. This technique resembles a flying dragon.

You hit twice your target and then jump slightly with a third blow (no check required). With the last blow your opponent is blown away 10 feet.

Shoryu Reppa

Hit

Level: Monk 4

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Rising dragon render. You make several uppercuts hitting your target 8 times and pushing your opponent 15 feet.

Then you jump slightly with a 9th blow (no check required) which blows away your opponent 10 feet.

Shun Goku Satsu

Hit [Darkness, Death, Shadowlands]

Level: Monk 9

Components: A, G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Ki Resistance: No

Ki Points: 17

Imprisoning death flash. This powerful technique uses the darkest powers of the Shadowlands.

You grapple your target (make a grapple check), darkness spreads in a 60 ft. radius if you succeeded in your melee touch attack, masking the secret technique, you can see in this magical darkness though. Then, if you get a hold, you hit your target 1 time/ level (20 max). With the last hit, your opponent must succeed at a Fortitude save (provided he is still alive) or die instantly.

Shunpu Kyaku

Hit

Level: Monk 1

Components: A, G

Performing Time: 1 standard action

Range: Leap; see text

Area: Threatened area

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Spring breeze. You kick 2 times, spinning around with your legs and jumping ahead (which

makes it impossible to trip you or knock you down). Each kick you perform displaces you ahead (and raises and pushes any creature in the way) following the path of your jump. You kick once before the jump peak, and once after.

Silence

Trick (Illusion)

Level: Ninja 2

Components: S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

Saving Throw: Will negates; see text or none (object)

Ki Resistance: Yes; see text or none (object)

Ki Points: 3

As the *silence* spell, except as noted here.

Silent Image

Trick

Level: Ninja 1

Components: S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Ki Resistance: No

Ki Points: 1

As the *silent image* spell, except as noted here.

Soft Fall

Evolution

Level: Ninja 1

Components: S

Performing Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Ki Points: 1

You halt your fall just a few feet above the ground, taking no damage from the fall.

You can perform this technique with an instant utterance, quickly enough to save yourself if you unexpectedly fall. You may even perform this technique while it isn't your turn,

but you cannot perform it while another technique is being performed. You cannot perform this technique while grappling or carrying heavy load.

Spider Climb

Evolution

Level: Ninja 2

Components: A, G, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Ki Points: 1

As the *spider climb* spell, except as noted here.

Spin Drive Smasher

Hit

Level: Ranger/samurai 3

Ki Points: 5

You perform a *cannon drill* followed by a *cannon spike*. Making with each one 1 additional extra attack per level (up to 4 each).

Stunning Attack

Hit

Level: Ninja 1, monk 1, ranger/samurai 1

Components: V

Performing Time: 1 attack action

Range: Attack

Target: One humanoid opponent

Duration: 1 round

Saving Throw: Fortitude negates

Ki Resistance: No

Ki Points: 7

You attack your opponent, and if your target receives any damage from the hit, she must succeed at a Fortitude save or be stunned for 1 round.

Suggestion

Trick (Compulsion) [Language-Dependant, Mind-Affecting]

Level: Ninja 2

Components: V

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Ki Resistance: Yes

Ki Points: 1

As the *suggestion* spell, except as noted here.

Summon Nature's Ally I

Trick (Summoning)
Level: Ninja 1
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 1

As the *summon nature's ally I* spell, except as noted here.

Summon Nature's Ally II

Trick (Summoning)
Level: Ninja 2
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 3

As the *summon nature's ally II* spell, except as noted here.

Summon Nature's Ally III

Trick (Summoning)
Level: Ninja 3
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 5

As the *summon nature's ally III* spell, except as noted here.

Summon Nature's Ally IV

Trick (Summoning)
Level: Ninja 4
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 7

As the *summon nature's ally IV* spell, except as noted here.

Summon Nature's Ally V

Trick (Summoning)
Level: Ninja 5
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 9

As the *summon nature's ally V* spell, except as noted here.

Summon Nature's Ally VI

Trick (Summoning)
Level: Ninja 6
Components: V, S
Performing Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 11

As the *summon nature's ally VI* spell, except as noted here.

Sustenance

Evolution
Level: Monk 2
Components: V
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Ki Points: 3

You can go without food and water for one day. Each time you perform this technique, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Taiyoken

Hit
Level: Ninja 3
Components: V, S, F
Performing Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 round + 1 minute; see text
Saving Throw: Fortitude partial
Ki Resistance: No

Ki Points: 5

Solar strike. You can only perform this technique if there is sunlight. You reflect the sunlight in a cone, and all creatures within the area are blinded for 1 round unless they succeed at a Fortitude save. Additionally, all creatures, regardless of their save result, are dazzled for 1 minute. Sightless creatures are immune to the effects of *taiyoken*.

Focus: Sunlight, which is reflected in the technique.

Tatsumaki Senpu Kyaku

Hit
Level: Monk 2
Components: A, G
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 3

Hurricane kick. This technique resembles a whirlwind of kicks. You kick 1 time/level (up to 5), spinning around with your legs 2 ft. from the ground (which makes it impossible to trip you or knock you down). Each kick you perform displaces you ahead, and pushes your opponent 2 feet.

Tatsumaki Tsume

Hit
Level: Niten 5
Components: A, G, F
Performing Time: 1 standard action
Range: Jump
Area: Threatened area
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 9

Whirlwind sword. You jump and spin in the air, performing one attack/level (maximum 15 hits) to each creature and object in the area. You must spin and raise yourself 5 ft. per attack, thus you'll need to jump 75 ft. to be able to strike the fifteen slashes. Each successful strike carries any creatures and objects within the area up in the air as well.

Focus: Two slashing weapons, one in each hand, which must be used in the technique to perform the slashes.

Tatsumaki Zanku Kyaku

Hit

Level: Monk 2

Components: A, J

Performing Time: 1 standard action

Range: Melee attack; see text

Target: One opponent in the air

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Air hurricane kick. You kick 1 time/level (up to 5.) If you're jumping, you push your opponent 2 feet per kick as you follow the path of your jump.

Telekinesis

Hit

Level: Monk 5

Components: S

Performing Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See spell's text

Duration: Concentration (up to 1 round/level) or instantaneous; see spell's text

Saving Throw: Will negates (object) or None; see spell's text

Ki Resistance: Yes (object); see spell's text

Ki Points: 9

As the *telekinesis* spell, except as noted here.

Telepathy

Evolution (Divination)

Level: Monk 7

Components: S

Performing Time: See spells' text

Range: See spells' text

Target or Targets: See spells' text

Duration: See spells' text

Saving Throw: None

Ki Resistance: No

Ki Points: 13

You gain the ability to communicate mentally or learn about past events. Depending on the version selected, you can send a message to another creature, forge a telepathic bond, or learn legends about important places or persons.

Sending: As the *sending* spell, except as noted here.

Legend Lore: As the *legend lore* spell, except as noted here.

Telepathic Bond: As the *Rary's telepathic bond* spell, except as noted here.

Tenba

Evolution

Level: Bajutsu 4

Components: V

Performing Time: 1 standard action

Range: Touch

Target: Your touched mount

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Ki Resistance: Yes (harmless)

Ki Points: 7

As the *winged mount* spell described in *Complete Divine*, except as noted here.

Tenha Danku Retsu Zan

Hit [Air]

Level: Kendo 4

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: Reflex partial and Fortitude partial; see text

Ki Resistance: No

Ki Points: 7

Heaven cruncher. You slash your target three times making a circular motion with your sword, and evoking a hurricane that raises your target up to 10 ft./level up in the air (up to 40 ft.). Your target is allowed a Reflex save to negate this effect.

Then you must jump and hit your opponent while is airborne, performing a standing high jump. If you jump high enough to be within melee range of your opponent, you may continue performing the technique, attacking your target in the air once more, and finally land striking fiercely upon your opponent, until you reach the ground. Besides the normal damage for this last blow, you deal 1d6 additional points of impact damage per every 5 ft. you landed (up to 5d6). Also your opponent is stunned for 1 round unless he succeeds at a Fortitude saving throw.

Focus: A slashing weapon, which must be used in the technique to perform the slashes.

Tenho Rin

Hit

Level: Niten 2

Components: A, G, F

Performing Time: 1 standard action

Range: Jump

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Heavenly ring. You attack twice your target, once with each sword, and then jump and spin in the air, making two additional attacks with each sword per every 2 feet you jump. Each strike raises your opponent up in the air as well.

Focus: Two swords, which must be used in the technique to perform the slashes.

Tenhozan

Hit

Level: Ranger/samurai 2

Components: G, V

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Heaven crash. You bull rush your opponent without provoking an attack of opportunity. If your bull rush is successful, your opponent is thrown off balance for a moment, losing any Dexterity and class bonuses to AC and giving attackers a +2 bonus on their attack roll. You take advantage of this attacking your target (this is a normal attack) that also knocks your opponent down.

Tenken

Evolution [Honorable]

Level: Bajutsu 5

Components: V, F

Performing Time: 1 standard action

Range: Touch

Target: Ancestral weapon touched

Duration: 1 round/level

Saving Throw: None

Ki Resistance: No

Ki Points: 7

Holy weapon. You channel holy power into your ancestral weapon. The weapon becomes a +5 honorable weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 against tainted opponents). It also emits a *circle of protection*

against taint effect (as the technique). If the *circle of protection against taint* ends, the weapon creates a new one on your turn as a free action. The technique is automatically canceled after the weapon leaves your hand. You cannot have more than one *tenken* at a time.

The powers of this technique supersede any ancestral daisho abilities that the weapon may have, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the technique.

This technique does not work on artifacts.

Focus: Your ancestral weapon.

Tenma Hajun

Hit

Level: Nitén 6

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump (5 ft., see text)

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 11

Sky demon wave. You make an attack with each sword at your opponent's feet. If your attack rolls are successful, your target is raised 5 ft. in the air. Before he falls you jump and perform 6 attacks with each weapon, and to finish, a last powerful jumping slash that raises the target 20 ft. in the air.

Focus: Two swords, which must be used in the technique to perform the slashes.

Tenma Kujin Kyaku

Hit

Level: Monk 1

Components: A, J

Performing Time: 1 attack action

Range: 10 ft.

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Air demon blade leg. You must be no more than 10 ft. above the ground when you perform this technique.

You slide through the air, making one kick/ level (3 max) against your opponent.

This technique interrupts the normal path of a jump, so if you

jump to get above your target, you land right after him.

Tensho Renge

Hit (Evocation) [Water]

Level: Ranger/samurai 9

Components: A, G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: See text

Ki Points: 17

Sky rising lotus. You attack your opponent 10 times, and then strike a powerful hit that raises your opponent 40 ft. in the air, you must then jump and attack him 10 more times.

To finish, you create 1 medium-size water bubble per level (up to 20), all at 20 ft. from the ground, each one occupies one whole square of the grid, spreading through the air, forming in up to 4 columns of 5 bubbles each.

In the target's turn, he'll fall, if he touches one of this bubbles (passes through its square), will take 1d6 points of nonlethal damage as it pops, and will rebound to one of the adjacent squares (but never a square higher or lower), roll 1d8 to determine what square he rebounds to. If he falls again in another bubble, this will pop, he'll take another 1d6 points of nonlethal damage, and he will rebound again, and again until falls in a square without a bubble or one that has already popped.

Ki resistance applies with this last effect, if any.

Tobitatsu

Trick [Air]

Level: Ninja 1, monk 1

Components: A, G

Performing Time: 1 move action

Range: Personal

Target: You

Duration: Instantaneous

Ki Points: 1

Jump. You make a high jump or a leap without requiring a Jump check. You can move up to half your base speed and do not have the usual maximums for jumping distance.

Tomoe Nage

Hit

Level: Aiki 1

Components: A, g

Performing Time: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Comma drop. You trip your opponent (make a trip check) throwing it 10 ft. away with a rolling kick. Besides the normal unarmed damage, your opponent takes 1d6 points of damage from the fall, and is prone.

Tongue of the Sun and the Moon

Evolution (Divination)

Level: Monk 4

Components: V

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Ki Points: 7

As the *tongues* spell, except as noted here.

To'o Zan

Hit

Level: Ranger/samurai 1

Components: G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Rolling attack. You perform a low attack, while rolling backwards 10 ft., keeping distance with your opponent. You don't provoke an attack of opportunity from your opponent when rolling this way.

Focus: A light weapon, which is used in the technique to perform the slash.

Toha Koyokujin

Hit

Level: Ranger/samurai 1

Components: A, G, F

Performing Time: 1 standard action

Range: Jump (C)

Target: One airborne opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Lightning wings. You make a circular movement with your sword while you jump and attack your opponent, inflicting 1d4 additional points of ki damage.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slash.

Tsubame Gaeshi

Hit

Level: Battojutsu 1

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack or jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Swallow swipe. This technique, based on the flight of the swallow, attacks the back of the target from the air.

Your attack gains a +2 slashing damage bonus/ level (up to +10), and your opponent falls prone after the attack.

Additionally, while performing this technique, the critical range for your weapon doubles (as per the Improved Critical feat), and your opponent loses any class bonus to AC.

You must be over the target's body to perform this technique. You can accomplish this by means of one the following three ways:

Running jump: You move 20 feet before performing the technique, and then jump at the time you perform the technique (this movement doesn't provoke attacks of opportunity), the distance jumped must equal the natural reach of the target (5 ft. for a medium creature, that is, a Jump check DC 20).

Standing jump: Same as above, except you don't need to move 20 feet before performing the technique (although the Jump check DC is doubled).

Other: If by any other means you are above your target and threaten its area, then you can perform the technique with a melee range instead.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slash.

Tsubame Rokuren

Hit [Fire]

Level: Battojutsu 5

Ki Resistance: See text

Ki Points: 9

Six swallows swipe. As *tsubame gaeshi*, except you make six attacks (although the damage bonus only applies to the first, normal attack) and the target takes 1d6 points of fire damage per hit; ki resistance, if any, applies to this damage.

Tsuchi-Do

Hit

Level: Monk 2

Components: A, G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One living opponent

Duration: Concentration

Saving Throw: None

Ki Resistance: No

Ki Points: 3

Earth's embrace. You grapple and pin your opponent. As a standard action on each subsequent round you maintain the pin you may make a grapple check, and in addition to dealing normal damage, you deal 1 point of damage to the target's wound points. While concentrating on the technique you give opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (though you are not helpless).

Tsukami Nage

Hit

Level: Monk 3

Components: G, S

Performing Time: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 5

Holding throw. You grapple your opponent (make a grapple check). If you get a hold, you kick in his gut 3 times plus 1 time for every subsequent level (up to 10 times). Your opponent is grappling so he loses any Dex bonus to AC against your attacks. Then, you trip your opponent (make a trip check). While doing this technique, your critical range doubles.

Tsuyubarai

Hit

Level: Niten 1

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Dew. You make an attack with each sword at your opponent's feet. If your attack rolls are successful you knock down your target.

Focus: Two swords, which must be used in the technique to perform the slash.

Undetectable Taint

Trick

Level: Ninja 2

Components: V, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

Ki Points: 3

You conceal your taint from all forms of detection.

Ultimate Fist

Evolution

Level: Monk 2

Components: V, S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./ level

Ki Points: 3

Your fists grow and harden. The technique grants you an increase of the damage die of your unarmed attacks by one step, as if you were one size category larger.

Ura Goko

Hit

Level: Ranger/samurai 4

Components: A, G, F

Performing Time: 1 standard action

Range: Melee attack and jump; see text

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 7

This technique, similar to *shizukujin*, is a variation, which

tries to raise the opponent higher.

You attack your target once and then jump and make a slash every 2 ft., raising your target the same distance. You get to hit up to 1 time/ level (maximum 10 slashes) after the first attack. The last hit always sends the target to impact on the ground fiercely, dealing the proper falling damage.

Focus: A two-handed slashing weapon, which must be used in the technique to perform the slashes.

Ushiro Geri

Hit

Level: Monk 1

Components: G

Performing Time: 1 standard action

Range: Melee attack

Target: One opponent

Duration: Instantaneous

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Backward kick. You perform a special kick that makes an opponent hit by it fly away 10 feet and rebound the same distance if it strikes a medium or larger strong, solid object, such as a tree, a wall, or a creature.

If the target hits a creature on its way, the creature is allowed a Reflex saving throw to dodge the target, if this save is successful your opponent doesn't rebound on the creature. If the check fails, your target rebounds, and the creature is knocked down.

Utsusemi Chizan

Hit, Trick (Illusion)

Level: Ninja 1

Components: A, G

Performing Time: 2 standard actions

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Ground slash. You disappear for 1 round, then reappear at the beginning of your next turn attacking at the target's feet (this attack counts as another standard action), knocking him down. Your opponent is surprised by your attack and loses any Dexterity and class

bonus to AC unless he recognizes the technique (succeeds at a Bujutsu Lore check) or otherwise guesses that you will appear below him (if he has seen this technique before), and readies an action.

If your opponent locates you or sees you somehow while disappeared (using *see invisibility* or the like) and attacks you, you lose your Dexterity and class bonus to AC against his first attack.

Note: After performing this technique once against an opponent he'll possibly be ready for the next time, you can fool him by performing *utsusemi tenbu* or *shizune* instead.

Utsusemi Tenbu

Hit, Trick (Illusion)

Level: Ninja 1

Components: A, G

Performing Time: 2 standard actions

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None

Ki Resistance: No

Ki Points: 1

Sky slash. You disappear for 1 round, then in the beginning of your next turn, you reappear above the target's head and attack (this attack counts as another standard action). Your opponent is surprised by your attack and loses any Dexterity and class bonus to AC unless he recognizes the technique (succeeds at a Bujutsu Lore check) or otherwise guesses that you will appear above him (if he has seen this technique before), and readies an action.

If your opponent locates you or sees you somehow while disappeared (using *see invisibility* or the like) and attacks you, you lose your Dexterity and class bonus to AC against his first attack.

Note: After performing this technique once against an opponent he'll possibly be ready for the next time, and you can fool him by performing *utsusemi chizan* or *shizune* instead.

Varuna

Evolution [Air]

Level: Monk 3

Components: S

Performing Time: 1 standard action

Range: Personal)

Target: You

Duration: 1 min./level

Ki Points: 5

Fly. As the *fly* spell, except as noted here.

Verve

Evolution (Healing)

Level: Monk 1

Components: V

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Ki Points: 1

You suffuse yourself with power, gaining 1d10 temporary vitality points. Using this technique again when an earlier performing has not expired merely replaces the older temporary vitality points (if any remain) with the newer ones.

Void Restoration

Evolution (Healing) [Void]

Level: Ranger/samurai 2

Components: V, S

Performing Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Ki Points: 3

You take from the void the parts of yourself that have been lost. Void restoration dispels any ki effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain or ability burn damage.

Walk through the Mountains

Evolution

Level: Monk 6

Components: S

Performing Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Ki Points: 11

As the *ethereal jaunt* spell, except as noted here.

Wall of Ki

Defense (Evocation) [Force]

Level: Monk 5

Components: V, S
Performing Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level
Duration: 1 round/level (D)
Ki Points: 9

As the *wall of force* spell, except as noted here. Also, because the wall is made of ki, it is susceptible to ki countering (see Chapter Six).

Wholeness of Body

Evolution (Healing)
Level: Monk 2
Components: S
Performing Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Ki Points: 3

You take control of your body's healing process, curing yourself of 1d12 points of damage.

Yagokoro

Evolution
Level: Kyudo 1
Components: V, F
Performing Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level
Ki Points: 1

Arrow heart. You focus your mind and soul to the bow, gaining supernatural expertise with it. While this technique is in effect and you are wielding any kind of bow, you threaten squares within 30 feet with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Focus: A bow, in which the mind and heart are focused.

Yagyu Sogetsu Jin

Hit
Level: Niten 4
Components: A, G, F
Performing Time: 1 standard action
Range: Melee attack
Target: One creature
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No

Ki Points: 7

Twin moon slash. Developed by Yagyu Jubei, this secret technique fools the opponent into thinking he can block all your attacks.

You attack your target with the wakizashi with a -5 penalty on the attack roll, and if your attack roll is still successful, your opponent takes no damage (because it was a false attack). Even though, if your opponent successfully blocks your attack, you continue performing the technique. The attack was actually a trap, if the defender blocks it, you lock the wakizashi with the weapon or weapons the defender may have, holding him immobile while you slash him with the katana 1 time/ level (up to 10).

Focus: A wakizashi and a katana, which are needed to perform the slashes.

Yakushibari

Hit (Evocation) [Ki]
Level: Ranger/samurai 4
Components: V, S
Performing Time: 1 standard action
Range: Close (25 ft. +5 ft./ 2 levels)
Effect: 1-ft.-diameter/level cherry blossom, centered around a creature
Duration: 1 min./level (D)
Saving Throw: Reflex negates
Ki Resistance: Yes
Ki Points: 7

Cherry blossom trap. As the *Otiluke's resilient sphere* spell, except as noted here, and because the cherry blossom is made of ki, it is susceptible to ki countering (see Chapter Six).

Yami

Trick [Darkness]
Level: Ninja 2
Components: S, M
Performing Time: 1 standard action
Range: 0 ft.
Effect: Darkness sphere
Duration: 10 min./level (D)
Saving Throw: None
Ki Resistance: No
Ki Points: 1

Darkness. You create a small sphere darkness which radiates shadowy illumination out to a 20-foot radius. The sphere appears in either of your hands, and stays attached to your hand until the technique ends. This technique is otherwise as the *darkness* spell.

Zan'ei

Hit
Level: Ranger/samurai 5
Components: A, G
Performing Time: 1 standard action
Range: Melee attack
Target: One opponent
Duration: Instantaneous
Saving Throw: None
Ki Resistance: No
Ki Points: 9

Cruel phantom. This technique consists of 1 attack/level (15 max), then a powerful hit that raises your opponent into the air, imitating the path of a 10 ft. leap.

Zanji

Evolution
Level: Monk 2
Components: S
Performing Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)
Ki Points: 3

Awareness. You can sense your surroundings by feeling the ki of creatures and objects. You effectively gain blindsense 60 ft., you know where the creatures or objects are, but you they still have full concealment if you cannot see them. If you can see normally and perform this technique, you gain a +4 circumstance bonus on all Spot and Search checks.

Zenpo Tenshin

Defense
Level: Ranger/samurai 1
Components: A, G
Performing Time: 1 readied action
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: Will negates
Ki Resistance: No
Ki Points: 1

Forward dodge. By readying an action, you can avoid one melee attack completely. Your

opponent misses his first attack; any further attacks he could make are not affected. Although, if your opponent performs a technique that targets your feet, you lose any Dexterity and class bonus to AC against his attack.

Zetsu Suigetsu To

Hit (Evocation) [Ki]

Level: Niten 7

Components: G, F

Performing Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex negates

Ki Resistance: Yes

Ki Points: 13

Water blade. You hit the ground with a wakizashi and it will release its damage in form of ki, then you slash the ground again with the katana, widening and empowering the ki from the wakizashi, performing an explosion in a 20-ft.-radius. Each creature caught in the area who failed the Reflex saving throw, takes the normal damage you deal with an attack with the wakizashi and the katana, plus 1d6/ level points of additional ki damage (maximum 15d6).

Focus: A wakizashi and a katana, which are needed to slash the ground.

CHAPTER EIGHT: KI ITEMS

MAGIC WEAPON SPECIAL ABILITIES

Some magic weapon special abilities from the core rules are not available using this system: *flaming*, *frost*, *shock*, *ki focus*, *thundering*, *anarchic*, *axiomatic*, *flaming burst*, *icy burst*, *holy*, *shocking burst*, and *unholy*. The following are new weapon special abilities that make up for the ones removed.

Corrupt: A corrupt weapon is imbued with the power of the Shadowlands. This power makes the weapon tainted and thus bypasses the corresponding damage reduction. It deals +2d6 points of damage, and bestows 1 point of Taint on each attack to both, the opponent and its wielder.

Moderate evocation [shadowlands], CL 7th, Craft Magic Arms and Armor, *cloud of taint*, creator must be tainted; Price +2 bonus.

Elemental: Upon command, an elemental weapon is sheathed in elemental energy. This energy does not harm the wielder. The effect remains until another command is given. An elemental weapon deals an extra 1d6 points of damage of the respective element (see below) on a successful hit. Bows, crossbows, and slings so crafted bestow the elemental energy upon their ammunition.

There are four types of elemental weapons, one for each element (fire, water, earth, air). The extra damage the weapon deals is aligned to the respective element (a fire weapon deals fire damage, a water weapon deals water damage, etc.)

You may apply this special ability more than once on the same weapon (provided you choose the same element); its effects do not stack, each time, the weapon gains new benefits (see table below). Sometimes, the weapon gains the benefit to deal a different amount of extra damage on a critical hit instead of the normal damage (1 point per damage die). Multiple applications of the *elemental* special ability are grouped into a single special ability (e.g. three applications would make it a +3 ability, instead of 3 separate +1 abilities.)

Number of Applications	Extra Damage	Extra Damage on Critical Hit
1st application	+1d6	+1
2nd application	+1d6	+1d4
3rd application	+2d6	+2
4th application	+2d6	+1d8

Moderate evocation, CL 10th, Craft Magic Arms and Armor and any spell of the respective element descriptor; Price +1 bonus.

ANCESTRAL DAI SHO SPECIAL ABILITIES

The following special abilities follow the normal rules for magic weapons' special abilities, except they can only be placed on a magic weapon through the use of Ancestral Daisho.

Budoka: This kind of weapon generates 5 ki points once per day that the wearer can use when performing a technique she knows. These ki points must all be used on the same technique. As usual, a performer cannot pay a technique's cost with ki points from more than one source, so the ki points in the weapon must be used for discrete performances.

Moderate evolution; PL 11th; Ancestral Daisho; Price +3 bonus.

Energy: Upon command, an energy weapon glows from the inside with lethal ki. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is pure ki in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate hit; PL 7th; Ancestral Daisho; Price +1 bonus.

Energy Burst: This weapon functions as an energy weapon that also releases a blast of destructive ki upon scoring a successful critical hit. In addition to the extra damage of the energy ability (see above), an energy burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add 2d6 points of extra damage instead, and if the multiplier is x4, add 3d6 points of extra damage. This extra damage is pure ki in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong hit; PL 9th; Ancestral Daisho; Price +2 bonus.

Genki: A genki weapon's power depends on its wielder's ki. When wielded by a ki user, this weapon has an enhancement bonus based on the wielder's current ki pool, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends ki points, and it increases whenever the wielder gains enough ki points (by any means) to put his ki pool into the next higher category.

Ki Pool	Enhancement Bonus
1–4	+1
5–29	+2
30–79	+3
80–129	+4
130 or higher	+5

Strong evolution; PL 13th; Ancestral Daisho; Price +4 bonus.

Righteous: A righteous weapon is imbued with honorable power. This power makes the weapon honorable and thus bypasses the corresponding damage reduction. It deals +2d6 points of damage against all dishonorable creatures. It bestows one negative level to any dishonorable creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the

weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Moderate hit [honorable], PL 9th, creator must be honorable; Price +2 bonus.

SPECIAL MATERIALS

Obsidian: Obsidian weapons allow a tainted character to inflict Taint on other creatures as if the tainted character were using a natural weapon.