The Nex Traccace of the Sciences of Combac

d20 system

Requires The Dungeons and Dragons® Player's Handbook For Use.

1. Introduction

The New Tractat of the Sciences of Combat is a small fan-product for the world of Orfinlir, combining all the combat related house-rules in one guide. You will find rules for hit location, alternative armor rules, some feats, as well as some other rules that make combat more complicated.

The greatest part of this tractate belongs to a new system of combat maneuvers, that tries to make the fighter more versitile, without making them to powerful.

2. Fighter Options

Customizing the Fighter comes easy using feats. But you can go further. What follows, are some options for fighters.

Character Customization

Looking at the book Character Customization from throwing dice games, we see, that a fighter may sacrifice 4 feats to gain one track. Looking at the bonus-feat track, 4 feats seems a bit few as a sacrifice. The Orfinlir-Campaign requires a fighter to sacrifice 5 feats to gain an additional track: On level one, four, eight, twelve, and sixteen. This is harsh, because it allows the fighter to take weapon specialization two levels later. But considering, that he may substitute these feats for a rage-track or Sneak attack (allowing for a great archer), this seems to be still a good deal.
And never forget, that you can get two skill points and 6 skills more for one track.

Unarmored Defense

The unarmored defense feats are a great way to allow light-armored fighters to still make a difference in combat.
Considering that a fighter receives three armor feats for free, it is quite a waste to take unarmored defense, and making these feats redundant.
Therefor allow characters, that receive the light, medium and heavy armor proficiency feats on first level (Fighter and Paladin) to drop medium and heavy armor proficiency and grant them the unarmored defense proficiency (beginner) feat for free on first level.
Dropping two feats for one is more than fair and the character-concept profits from this deal.

3. Feats

Following are some feats, that refer to the optional rules described in this booklet or div iate from the standard description.

Ambidexterity [General]

Prerequisite: Dex 13+.
Benefit: The character reduces the penalties for using an off hand by 1+Dex-bonus. The character is neither left-handed nor right-handed.
Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.
Special: This feat helps offset the penalty for fighting with two weapons. If the characters Dex-bonus plus the bonus of +1 granted by this feat are above +4, the bonus thus generated lowers the two-weapon-fighting-malus accordingly. No attack-bonus can be generated this way.

Improved Parry [Fighter, General]

Prerequisite: Dex 13+.
Benefit: You are able to parry weapons up to two size-categories larger and receive a competence bonus of +1 on your parry rolls.

Light Weapon [Fighter, General]

One of the weapons, you are proficient with is considered to be a light weapon.
Prerequisits: DX 13
Benefit: One Weapon, you specifiy is considered to be light in all respects, even regarding Weapon Finesse and Two-Weapon-Fighting. The weapon must be one, you are proficient with and it must be a weapon you wield in one Hand.
Special: You can take this feat several times, each time with a different weapon.

Precise Strike [Fighter, General]

Due to your precise technique you use your dexterity bonus instead of your strength bonus for damage.
Prerequisits: Int 13, Weapon Finesse.
Benefit: You may use your dexterity bonus instead of your strength bonus to calculate damage.
Special: You can not use Precise Strike and Improved Critical at the same time.

Refuse to Fall [General]

The character is so resilient or determined they do not fall unconscious from damage until dead.
Prerequisites: Con 15+
Benefits: The character with this feat can continue to act despite falling to or below zero hit points. The character does not get a coagulation roll and suffers bleeding damage as normal, but can continue to act normally. The character cannot bandage their own wounds even with the healing proficiency but can administer magical healing to themselves if capable. The character will die normally the moment they reach –10 hit points. Characters with this feat tend to accumulate scars from their near mortal wounds.
Notes: This is for the character that wants that heroic last ditch effort. The –10 rule tends to keep characters alive, a character with this feat has a definite advantage in combat, but is much more likely to get themselves killed.

Self Awareness [General]

You know your body and his workings.
Prerequisits: Wis 11.
Benefit: Through long training and meditation, you have gained insight into the workings of his body and his mind, even his soul. This insight allows you to use your body in ways not possible to other beings. You are able to take greymantle feats and you may take ki-feats and the ki-skill substituting the latent psionic talent feat.
Special: Once a character has either taken the self awareness feat or the latent psionic talent feat, he can not take the other.
Special: The character is able to convert hit points into energy to fuel some maneuver-skills. The character takes one hit point of subdual damage for each energy point he requires. This damage can not be healed by any maneuver-skill.

Shielded Agility [Fighter, General]

You have learned to stay agile, even when using a shield.
Prerequisite: Unarmored Defense Proficiency (Beginner), Fighter lv. 6 or Ranger lv. 5.
Benefit: Shield bonuses to your AC do not deny you the benefit of your Unarmored Defense Proficiency anymore.

Unarmored Defense Proficiency (Beginner) [Fighter, General]

You have a general knack for protecting yourself when you are unarmored and your flesh is exposed to attack.
Benefits: Your base AC (normally a 10) is increased by a bonus determined by your level when you are unarmored. This bonus does not stack with any armor bonuses granted by armor. When wearing armor this bonus is not applied. The bonus is supplied below.

Level	Bonus	Level	Bonus
1	+3	11	+6
2	+3	12	+7
3	+3	13	+7
4	+4	14	+7
5	+4	15	+8
6	+4	16	+8
7	+5	17	+8
8	+5	18	+9
9	+6	19	+9
10	+6	20	+9

Special: This bonus is applied even when your character is caught flat-footed or is denied their DEX modifier to their AC. This bonus is an increase to the Character's Base AC and thus is not named.

Unarmored Defense Proficiency (Intermediate) [Fighter, General]

Your ability to defend yourself when unarmored has further improved.
Prerequisites: Unarmored Defense Proficiency (Beginner)
Benefits: The bonus to your character's AC granted by the beginner version of this feat is replaced with the following chart:

Level	Bonus	Level	Bonus
1	+5	11	+9
2	+6	12	+10
3	+6	13	+10
4	+6	14	+10
5	+7	15	+11
6	+7	16	+11
7	+8	17	+12
8	+8	18	+12
9	+8	19	+12
10	+9	20	+13

Special: This bonus is applied even when your character is caught flat-footed or is denied their DEX modifier to their AC. This bonus is an increase to the Character's Base AC and thus is not named.

Unarmored Defense Proficiency (Master) [Fighter, General]

You have mastered the ability when wearing no armor.
Prerequisites: Unarmored Defense Proficiency (Intermediate)
Benefits: The bonus to your character's AC granted by the intermediate version of this feat is replaced with the following chart:

Level	Bonus	Level	Bonus
1	+7	11	+12
2	+8	12	+13
3	+8	13	+13
4	+9	14	+14
5	+9	15	+14
6	+10	16	+15
7	+10	17	+15
8	+11	18	+16
9	+11	19	+16
10	+12	20	+17

Special: This bonus is applied even when your character is caught flat-footed or is denied their DEX modifier to their AC. This bonus is an increase to the Character's Base AC and thus is not named.

Weapon Style [General]

With this feat you are able to learn the skills belonging to one specified weapon style.
Prerequisits: Having found a teacher who knows at least the first Maneuver-skill of the weapon style. Proficiency in at least one weapon used in the style; the prerequisite feat; Weapon Focus with one of the weapons of the style, +1 BAB. Only characters with a BAB of at least +10 and a WIS of at least 19 may device their own style (though they would have to take this feat for the style, too).
Benefit: This feat represents your devotion to the style and your initial training. You receive the combat modifications of the style and are allowed to learn the Maneuver-skills.
Each style got a prerequisite feat, that differs from main Maneuver-group to main Maneuver-group.
Special: You may learn this feat several times, each time you learn a different weapon style. Fighter may take this feat as a bonus feat.

Weapon Style Maneuver [Weapon Style]

You may learn one Maneuver-skill.
Prerequisits: Weapon Style, that uses this Maneuver-skill. You got to have learned the prerequisit skills of this maneuver-skill of this style.
Benefit: You receive the knowledge and proficiency of one Maneuver-skill. You know this skill with a bonus base-rank of +8. You may take

this feat to increase the rank of a manoeuver skill you already possess by 8.
Special: You may learn this feat several times, each time you learn a different weapon style Maneuver. Fighters may take this feat as a bonus feat

4. Combat Options

Hit Location

For some GMs and players it is satisfying to score hits on the enemies of their characters and never knowing where the sword dug into the wound. These players and GMs should skip this chapter. For all others, it may be more satisfying to use hit location charts.
The following hit-location system uses two charts only and some common sense.
With the hit location come separate hit points for the body parts. This complicates the bookkeeping and requires a specifial combat sheet, showcasing the body-parts.
To calculate the hit points at each body part, take 30% of the original hit points for head and each leg, 20% for each arm, 10% for the neck and 40% for torso and abdamon adding up to 220% of the original hit points. Fractions are allways rounded up, otherwise first level wizards would start with zero hit points at several body parts.

Example: Shira, a 6th level fighter with 42 hit points got 5 hp at the neck, 9 hit points at the left arm, 9 hit points at the right arm, 13 hit points at the left leg, 13 hit points at the left leg, 13 hit points at the head and 17 hit points at the upper torso and 17 hit points at the lower torso.

If the character is hit, an additional d20 is rolled, and Table 1 consulted. Add the modifications from Table 1 if enemy is of a different size than you. (a medium sized creature receives a location modification against a small creature of +2, making it more likely, that the character will hit something about the wait-line). Use common sense. Sometimes it may be appropriate to change this modification, because of the build of the creature.

Table 1

Size	Location Modifier	Called Shot Modifier
Fine	-16	-16
Diminutive	-8	-8
Tiny	-4	-4
Small	-2	-2
Medium	0	0
Large	+2	0
Huge	+4	+1
Gargantuan	+8	+2
Colossal	+16	+4

After you have calculated your location roll, consult talbe 2, to find the body part hit.

You will find, that table 2 is constructed in a way, that the lower body-parts got the lower numbers with the head having the highest. In addition, the chance to hit one specific body part does not equal the size of the body part. This is due to the fact, that any character will mainly aim at body parts, that will cause the most harm to the enemy, i.e. head, neck, breast and belly.
If you roll a 1 or 2, consult table 3: "Not-so-funny-places to be hit.

Table 2

Roll 2	Area hit	Percent of HP	ID
01-02	"Not-so-funny-places to be hit" (Table 3)	-	-
03	Shield leg	30 %	1
04	Sword leg	30 %	2
05-06	Shield arm	20 %	3
07-08	Sword arm	20 %	4
09-13	Belly	40 %	5
14-17	Breast	40 %	6
18	Neck	10 %	7
19-20	Head	25 %	8

Table 3 shows very specific body parts, like toes, fingers, and eyes.
After consulting all tables required and specifying the body part hit, calculate the damage as allways and apply it to the hit points of the body part only. Each body part becomes useless when braught to zero hit points and if used, drops by one additional hit point per round till it is healed/ stabilized or it drops to –10 hit points. At this moment it dies.
If head, neck or upper torso are braucht to zero hit points, the

Table 3: Not so funny places to be hit.

Roll	Area hit
01	one toe left
02	one toe right
03	left foot
04	right foot
05	left knee
06	right knee
07	groin
08	left hand
09	right hand
10	one finger left
11	one finger right
12	one thump
13	left elbow
14	right elbow
15	face (scar)
16	nose
17	left ear
18	right ear
19	left eye
20	right eye

character falls unconscious.
If a specific body part from table 3 is hit apply the damage to the body part, this specific body part belongs to (e.g. you roll 11: one finger right. subtract the damage from the right arm of your enemy). In case, the major body part is braucht to hit points below zero, when a specific body part was hit, the specific body part is severed or entirely destroyed.

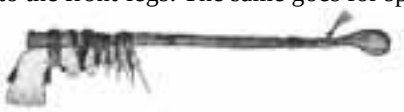
Attacks of Opportunity:
While character do have more hit points if these hit location rules are used, they drop rather easyly, if hit at the right location. Attacks of Opportunity are a way to simulate the danger on the battlefield and to force the players to think more about their movements.
But if they are used with these rules, they become far more dangerous, because a character drops so easyly from a random roll, that someone did without thinking much about it.
Because of this, it is advisible to half all damage coming from attacks of opportunity.

Everytime, the head is hit, the character attacked needs to make a fortitude saving throw vs. DC 5 + the damage taken. If he fails this save, he falls unconscious for 1d4 round. Helmets add their armor bonus to the save, except when the Armored Damage Reduction is used.

Attacks, who's target can not be specified, like fireballs, magic missiles or falling damage are applied differently:
Double the damage taken from these attacks and devide it across the body the best way, you can think of. For example when your right arm is already severely wounded you neck is down to one hit point and your left leg got broken, it is a wise move to subtract the damge points from the unharmed body parts. Only under special circumstances, should the GM force the damage on certain body parts. For example damage taken from a fall will most likely go to the legs and the lower torso. with a few hit points taken from upper torso and arms.

Locating Problems

It would be easy to create lots of tables to accommodate spiders, snakes, four armed demons and other creatures not fitting table 2, easy and tireing.
Rule one: Use common sense.
Use table 2 but take the position of the character into consideration when applying the damage. Attacking a horse from the front makes it unlikely, that the attacker will hit the hind-legs, therfor consider all rolls indicating a leg damage as damage to the front-legs. The same goes for spiders.



If something is hit, that is not there, got up the table to find something, that is there or re-interpret the die-roll. Arms become legs, lower torso becomes upper torso. If a body-part already is reduced to zero or less hit points, use the next body part, i.e. a character has already lost the use of his shield arm and is hit at this body part again. The location is re-interpreted as a hit to the sword arm.
Rule two: the GM is always right.
This rule, that holds true for all situations during a role-playing session, just says, that the GM is the last arbiter for rules-questions, and, in this special case, where someone is hit. But make this decision fast and be consistent in your ruling.
Cleaves are anther problem, that has to be handled. A character can only attempt a cleave, if his attack drops his enemy, i.e. the enemy is unconscious or dead and not able to attack the next round. A character who chops of an arm or a leg of his enemy, is not entitled to a cleave.

Healing Located Damage and Special Damage

Damage taken is healed in the normal way. A character heals one hit point per level per day of rest. This healed hit points are spread over the damaged body-parts as the player sees fit.
Likewise, magical healing is applied over the body and the player choses the body parts healed.
Unlike un-localised damage, which is doubled (s.o.), healing is not.

Sometimes a completely healthy unharmed character will drop from the first blow to the neck, even going below –10 hit points.
Allow the group the character belongs to, to heal him nonethelss, but allow it for only one round after the character dropped. Because the character would normally be dead already, normal healing will not suffice: take the hit points, the character is below zero and multiply this by 3. This is the number of hit points, that need to be healed in one round to save the character and bring him on zero hit points.

Thoughts about Hit Location

Hit Location have flair, they make the combat more gory and cause the players to rethink their strategies. d20 combat was designed to get rid of some of the randomness of combat. When two equally equiped characters with the same ability scores and the same feats fight each other, the one with the higher level will most likely win.
Not so with hit locations. With a lucky slash at the neck of the 20th level Paladin a first level commoner could kill him, too, making it likely, that

even high level characters dread unneccessary fights.
In addition, lasting injuries become a common sight, with one eyed or one armed character walking around and looking for the healing to make them whole again.
This step towards realism got his price, namely an additional roll with a d20. Try to reduce the time of rolling, by rolling once with two dice, one for the attack, the second (with a different color) for the location. Try to memorize Table 2, it is easy.

Hit Locations can shorten a combat drastically, when someone is immobilsed or killed with just one hit. But it can lengthen the combat in the same way, when constantly body-parts are hit, that where unharmed.

Called Shots

A called shot is an attack where the attacker anounces the body part, he wants to hit, beforhand. This is more difficult than attacking an enemy whereever he opens up.
Everyone making a called shot must anounce the body part befor he rolls his attack roll. The attack roll is made normally but with a modification according table 1. That means, that an attack against all legs, upper or lower body are at –2, attacks against head and arm at –4.when the character is attacking someone of his own size. Consider attacks against the neck as attacks against a tiny target: -16.
If you have to calculate the modifications in a combat between enemies of different sizes, replace the AC-modification for size with the modifications given in table 1.
Making a called shot opens the character for an attack of opportunity.

Armored Damage Reducing

Somehow, it allways seemed strange, that some piece of metal reduces the chance of a character to be hit, while it in the same instance reduces the ability of a character to evade the damage.
What armor does, is, hinder the characters movement and at the same time hinder weapons to hit the character, i.e. the armor reduces the damage taken by the character. This would mean, that armor would be considered to be some kind of Damage Reduction. But damage reduction is static and heavy armors would deny any damage coming from small weapons (DR 5/- would completely cancel out any dagger).
This is the reason, why the Armored Damage Reduction uses dice to lower the damage caused to the character. Take the AC-Bonus, the armor would grant, add two and use the result as the reduction die. For example a half-plate grants a +7 AC-bonus, +2 results in 9. There is no d9. Use instead a d10 and ignore each 10 rolled.

Shields and dexterity still grant a bonus on AC. All dodge bonuses are added to the AC, all armor bonuses are added to the damage reduction.
Creatures with a natural armor bonus are more difficult to calculate. Check the description of the creature. If the bonus comes from thick skin or any other kind of armor, calculate the damage reduction, using the bonus. If the bonus stems from quickness or flexibility, add the bonus to the AC. If a creature got both, add half the bonus to AC, use the other half to calculate damage reduction.
Monks may decide on first level if the their level dependend AC-bonus is a matter of toughening of the skin or of greater flexibility.
AC-bonuses coming from intelligience, wisdom or charisma are all added to the AC, while AC-bonuses from strength or constitution are calculated into armored damage reduction.
In this system, it is possible to use layers of armor. Only two armors can be worn over another. and one of these armors must be a light or natural armor. Add the reductions from both armors together and subtract three from the sum of both. To calculate the maximum dexterity bonus from two layers of armor, take the lower value and subtract one from this. The movement of two layers of armor is allways the lower one of these armors minus 5. Add up the check-penalties.

A side effect of this system is, that it becomes far easier to hit anyone, because most creatures have use damage reduction. To compensate for this, raise the base AC of all creatures to 12.

If you use hit locations, each armor protects only the parts it covers. Table 4 shows you which body-parts are protected by which kind of armor.

Damage to Armor:
Armor can withstand only so much damage. Whenever an armor reduces damage done to it's wearer, the same amount of damage is done to the armor. When an armor got no hit points left in one part, this part will not reduce any damage any more, until it is repaired. Repaires can be done with an Craft (Armorer) Skill-check vs. DC 5 + AC-Bonus of the armor. For each 5 minutes of repair done, one hit point is regained. For every hour of repair, one skill-check has to be made. An armor, that is reduced to –10 hit points in one part can not repaired in that part.
To repair one hit point a price has to be paid, equaling the price of the Armor divided by four times the base hit points of the armor (Half Plate: 600/200 = 3 gp).

Parrying

All characters are able to parry, i.e. using their weapons to block incoming attacks. Only melee attacks may be parried and only attacks of weapons of up to one size category larger than your weapon.
Parrying is handled as an attack against the weapon of the attacker. To be able to parry, the character must have left an attack in the round, he wants to parry. If the character has not attacked during this round, he may use all his attacks to parry. If he intends to parry attacks, that come in after his turn, he must hold back some of his attacks and can not use these attacks to attack the opponent. If the sum of attacks and parries is above one, the character may only make a five foot step in this round. Off-hand parries use the same modifications as off-hand attacks. You can declare any of your attacks to be used as a parry, with the corresponding attack bonus uses for the parry.
You can not parry when you are flat footed or unable to defend.
If a held back attack is not used up for the parry in the same round, the attack is wasted and can not be used during the next round.
The parry in itself is a simple attack roll against an AC equaling the modified attack roll of the attacker.

Example: Shira got two attacks per round. She and her opponents, a 4th level barbarian named Thrum and a 2nd level barbarian named Vral roll for initiative. Thrum comes out at 17, Shira at 11 and Vral at a meager 4. Shira is flat footed in the first round and can not parry, Thrum attacks and does a severe wound to Shiras shield-leg. Shira, not willing to take another hit in this round, declares her second attack as a parry for this round. She decides to get rid of the lesser threat first and attacks Vral, dispatching him with a lucky attack to his neck. Her second attack is wasted, because there is no one left to parry against.
Its Thums turn again, he makes another mighty attack in his rage against Shira with a modified attack-roll of 21. Stira decides to use her first attack with the better base attack bonus to parry this attack, because she has not attacked this round, she may use any of her attacks to parry. She rolls a 12, with her BAB of +6, her strength bonus of +3 and her weapon focus feat, this comes out at an attack of 22, one better than she would have actually needed to parry the attack. Now, it is Shiras turn and she uses her second attack to attack Thrum.

Anounced Damage

Sometimes, characters are aware, that all the damage they could do with their attacks would not be enough to kill the enemy and they would give anything to get this last mighty hit against him.
With this rule, a character can anounce, that he wants to do more than the normal amount of damage if he hits. He can anounce a multiplier to be used on his damage roll, for example, double, triple or even hundred times the normal damage.
The character makes a normal attack roll and and rolls a second die afterwards to multiply the damage: for example use 1d4 for double damage. on a roll of one and two, the damage is doubled. On a roll of three and four, the attack misses, even after a successful attack roll. To do hundred times the normal damage, roll d100 and on a rolled one, the damage is taken by hundred on any other roll no damage is done at all.
If such an attack misses through a botched multiplier roll, it is still considered to be a successful attack regarding charges, numbers of attack etc.
Multiplied are rolled damage, strength, weapon and feat bonuses, but not sneak attack damage or any other damage that comes from a die roll.

Example: Darthun a stalward dwarf managed to withstand the charms of a succubus. The enraged succubus attacks him. He has left his trusted war axe in his room and hast left a dagger only, to defend. Although he has great strength, he knows, that this will never suffice to overcome the damage reduction of the demon. With his first stab, he hits it and anounces tripple damage. He rolls a d6 with one and two being tripple damage, three to six no damage at all.
And Darthun is lucky indeed and does 24 points of damage with a single dagger stab.

Surprise Attacks

Sometimes, only small, dirty tricks may save the day. Grabbing sand and throwing it into the eyes of the enemy, throwing a small stone for distraction, kicking the pebbles etc.
Under the normal rules, it would be rather stupid for any character to grab sand and make an off-hand attack with it, causing attack-penalties to his main-hand and probably opening himself for attacks of opportunity.
As an alternative consider all attacks with a non-lethal object that can be easyly held in one hand as a free action. These attacks may not cause any damage, and receive an attack penalty for non-proficiency. In addition, using such weapons, the character as an off-hand attack (or with the feet, the mouth etc.) causes no penalty to the main-hand but the two-weapon-attack-penalties of both hands are added together and used for the off-hand attack only.

The penalties and that the attack may not cause any damage make this surprise attacks rather unatractive, but as a last resort to distract a enemy, it may do.

Combat Perception

Each charakter is subject to combat mishaps, like when he misses and loses his balance, opening him up to counter attacks.
Whenever an attack-roll shows a result, that is half the AC of the opponent attacked (getting 7 or lower and wanting to hit AC 14), each opponent actually in melee with the character failing his attack so miserably compares his combat perception value with the attack-roll of the character. If this value equals or exceeds the attack-result the opponent receives an Attack of Oportunity, that may not deal direct lethal damage, i.e. a bull rush is ok, a hit with the poisoned boot is not. If the character got no attacks of opportunity left in this round, he can not use this opportunity. In addition, only one aoo per round can be made against any enemy per round.
The attack roll is modified as follows:

+ Dx-bonus of the attacker.

+ one per Feat, that modifies only the weapon the character is fighting with or a feat, that modifies a weapon group, the weapon belongs to.

The combat-perception is calculated as follows:

+1 BAB of the character
+1 per five levels of fighter
+1 on first level fighter.
+ favorite enemy bonus against the favorite enemy.

If the attack roll is a one, check for damage of the weapon.

Table 4

Kind of armor	Area protected	Reduction	Armor hit-points per Area
Leather Trouser	1, 2	1d3 (1d6/2)	15
Leather Armbands	4, 5	1d3 (1d6/2)	15
Light Leather Armor	5, 6	1d4	20
Heavy Cloth	1, 2, 3, 4, 5, 6, 7 (variable)	1d4	13
Iron plate	6	1d4	35
Metalbands	1, 2 (lower leg only), 3, 4	1d4	30
Heavy Leather Armor/ Hide	3, 4, 5, 6	1d5	25
Armguards, Legguards	1, 2, 3, 4	1d5	35
Leather Cap	8	1d5 (1d10/2)	25
Studded Leather	3, 4, 5, 6	1d6	30
Chain-shirt	3, 4, 5, 6, 7	1d6	35
Scale Mail	3, 4, 5, 6, 7	1d6	35
Chain-mail	3, 4, 5, 6	1d7 (2d4-1 or d8, ignoring 8)	40
Chain-trouser	1, 2	1d7	40
Coif	7, 8	1d7	35
Open Helmet	1	1d8	40
Splint Mail	5, 6	1d8	45
Banded Mail	5, 6	1d8	45
Half-plate	1, 2, 3, 4, 5, 6, 7	1d9 (1d10 ignoring 10)	50
Hoplits-armor	5, 6	1d9	45
Closed Helmet	7, 8	1d9	50
Full Plate	1, 2, 3, 4, 5, 6	1d10	55
Breat Helmet	7, 8	1d10	55
Plate over Plate	1, 2, 3, 4, 5, 6, 7, 8	1d11 (1d12 ignoring 12)	60
Full Plate over Plate	1, 2, 3, 4, 5, 6, 7, 8	1d12	65

Body-Parts

Head (30%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Neck (10%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Shield Arm (20%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Upper Body (40%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Lower Body (40%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Sword Arm (20%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Shield Leg (30%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

Sword Leg (30%)
HP _____
Dmg _____
Armor _____
AHP _____
Dmg _____

5. Weapon Styles:

A weapon style is a combination of movements, weapon usage and mental training. This is similar to a combination of feats, but much more versitile.
Weapon styles use a kind of mini-feat, that require skill-checks to work. This allows for more combat-options for the fighter fighting using a style.

Anatomy of a Style

A weapon style is build around an idea. Many schools teached the art of combat during the centuries, each with the intention, to make their pupil invincible, at least under certain circumstances. Some teach speed, some teach all out attack, some defense. Most schools build their style around the idea, to defeat the style of another school. And all have their little maneouvers, that promise to give the pupil that edge over other fighters.

Creating a Style

Follow these steps:
I. Select one or two similar melee weapons for which the style is intended. Similar weapons are those weapons, that

a.) look similar,
b.) got the same damage type (Piercing, Bludgeoning, Slashing),
c.) are not more than one size category apart (small to medium, medium to large),
d.) the number of hands needed to use the weapon must be the same,
e.) use comon sense: while a bastard sword shares all features and statistics of a katana, they are used very differently. The same holds true for the ninja-to and the short-sword.

Example: As we go along the steps of creating a style, the example style of Xpoch Street Knifing.
The main weapons are an assortment of knives (folding knives, daggers etc.)

II. Think about, who created the style and for what purpose: was the style created for defense or attack, to be very impressive or just to be fast?
Was it created to be used on the battlefield or on the street or even in narrow spaces? What kind of weapon did you want for this style and is this weapon appropriate for where and when the style should be used? Was the style created by an old soldier, in a monestary by peasents or even by slaves? Does the first master sill live? etc.

The way, you describe the style will influence, what kind of weapon-stlye-type (WST)you may choose.
After you decided on the style take a look on table 5 and select the WST that fits your style. The modifications described for this WST will a character receive, when he takes the weapon style feat for this style, i.e. when he learns the first things about the style.

Example: The streets ov Xpoch are dangerous and require fast thinking and fast acting. Therefore we chose the speed wst for XSK.

III. The next step is to decide which maneuver-skill group will be the main maneuver-skill-group for the style? This will show you the ability score required to learn the skill. In addition, from no other skill group may be learned more skills than from this one. And last but not least, this will tell you, which feats may be selected as prerequisite for your style. The feats given for a style are not binding for the creator of a style. You as the creator can chose other feats that are do not belong to the standard feats or are not open gaming content. Sometimes, it may be more appropriate to require the student to learn a skill.

Example: Movement is THE group for the XSK-Style. The style pupils will need to move around and are mostly on the run from the knights of the hand. The prerequisit feat will be the run-feat and the required ability score is wisdom 13.

IV. You have to define the weapons, the mode of combat (one-handed, two-handed, weapon and shield, two-weapon) and the WST of other styles that are considered to be opposite to the style, you create. Against these styles, all characters fighting in the style you create will receive a bonus of +2 on attack and +1 on AC against characters fighting in this type of style. (In addition, if two fighters using the same weapon style, fight against each other, both receive a dodge-bonus of +2 to AC, because both know, how the other will move and attack). The opposite style may have the same WST, weapons and combat mode as the your style.

Example: Fighters of the XSK-Style are constantly in danger of being sacked by the knights. They are especially trained to counter the aggressive sword and shield style of the knights.

V. Choose the maneuver-skills: Each maneuver-skill got a rank. Add these ranks together, the result may not be higher than 15. Remember that from no other Maneuver group may belong more skills to this style than from the main-Maneuver-group. In addition, no style may have ability-score modifications from more than one Maneuver-style-group.

Example:XSK got Movement as main maneuver group.The style got the maneuvers Movement 1: Bluff, Movement4: Speed, Movement 5: Improve Missile Deflection, One-on-One 1: Positioning, Balance 2: Instant Stand, Defense 2: Parry.
All maneuvers added together make 15. from the movement come 3 maneuvers from all other groups only one each. All requirements are fullfilled.

Table 5

WST	Weapons allowed	Combat modifications
Attack	All weapons.	+1 on attack
Full Attack	All weapons, that do more than 1d3 of damage and are not parry-weapons or shields.	+2 on attack, -1 AC
Defense	All Weapons	+1 dodge bonus
Full Defense	All Weapons, that are not more than one size category smaller or bigger than the character	+2 dodge bonus, -1 damage (AC-bonus goes down to +1 if the combat option Defense is used.
Medium	All Weapons	one bonus skill point per level, that my be spend on manoeuver skill only
Speed	All weapons, that are can be considered to be light or that are double weapons (incl. Quarterstaff)	+1 on initiative, -1 attack, one BAB earlier additional attacks (at +5 instead of +6)
Slow	All Weapons	-1 on initiative, +1 on all waiting Maneuver-skills, +1 on parries and dodge skills, +1 dodge-bonus to AC, one BAB later additional attacks (at +7 instead of +6)
Show	All Weapons, that are on a cultural level above medieval	-1 on initiative, +1 attack, +1 on bluff, intimidation skill checks.

Learning a Style

The first step to mastering a style is to find a master, who is willing to teach a style (or being of high enough level to create a style yourself, s.b.). After finding the teacher, the character spends a feat to learn the weapon style feat. Befor he can take the feat, he has to have taken the required prerequisit feat for this style and must have taken a weapon focus with at least one weapon of the style. After taking this feat, the character is considered to be a pupil of the chosen style and receives the modifications for the WST of the style.

As soon as a character has spend the feat, he may start to learn the maneuver-skills from his style. To be able to use any maneuver-skill the character got to spend at least two skill points or has to buy the skill with the weapon style maneuver feat to make use of this skill and to be able to learn the next maneuver-skill.
The maneuver-skill got to be learned in the order, described for the style, from the maneuver skill with the lowest rank to the meaneuver skill with the hightest rank.

Example: A pupil of the XSK-Style got to start with the Movement 1 maneuver followed by the One-on-One 1 maneuver. Afterwards he got to learn the Balance 2 and than the Defense 2 maneuver. Only than may the character take the Movement 4 maneuver.

Learning more than one Style

It is possible for every character to learn more than one style even simultaneously. Each style requires the character to take an additional weapon style feat. The character got to learn the maneuver-skills for all styles he started, but if two styles got one or more maneuver-skills in common, the character got to learn these skills only once.
To combine two styles, both styles got to use the same weapon, otherwise, the character got to switch between the two weapons.

Creating a New Syle

To create a new style from scratch, a character got to possess a BAB of at least +10 and a WIS of at least 19. The character got to spend 500 XP and take the wapon style feat with the specifications of the style, he wants to create. Afterwards, he got to spend at least four skill points on each of the maneuver skills that are to become a part of the new style.
It takes three month to create a new style.
A new style can be created by taking two styles, a character knows, and combining these styles to one style, as long as both styles use the same weapons.

Maneuvers

Maneuvers are a bit like feats, with the difference, that maneuver-skills require a check to be activated or that the maneuver skill can be used to replace a bonus for another check.
Most maneuvers are grouped in maneuver-groups by five and numbered from the weakest to the strongest maneuver. The exception being those maneuvers belonging to the Unnamed group. No style can be build around the Unnamed group and there is a non-fixed number of maneuvers to this group. This makes only sense, when you consider, that lots of feats can be turned into maneuvers and are automatically members of the Unnamed maneuvers group.
All maneuver-skills are allways class skills for the pupil of a style, that grants access to the maneuver. Maneuver-skills can not be learned without being a pupil of the style, i.e. there are no cross-class Maneuver-skills.
A character can learn only two maneuver-skills per level.
Maneuver-skills grant a special synergy: each skill of one Maneuver-group grants a bonus of +1 to each other skill of that group
All Maneuver skill of one group share the same relevant ability score.

Feats to Maneuvers and vice versa

A feat that is to be turned into a maneuver skill must be a combat-orientated feat, i.e. no metamagic, item creation, skill-bonus giving, divine or eldritch feats. Feats, that grant a flat bonus, like weapon focus or weapon specialization are not eligible either, nor are feats, that grant access to weapons or armor. Greymantle and ki feats may be eligible, but use common sense.
To turn a feat into a maneuver take a look at the feat. All prerequisits of the feat must be fullfilled, even when taken as a maneuver, although any feat prerequisit, that got an equivalent maneuver-skill can be taken either as the feat or as the maneuver-skill.
The DC to activate the new maneuver depends on the number of prerequisits. The base DC is 10. Per feat or skill prerequisit add three to the DC.

Example: Endurance, a feat without any prerequisits got a DC of 10. Cleave on the other side got power attack as a prerequisit which adds up to a DC of 13.

If you convert enough feats into new maneuver skills with the same ability score prerequisit and a similar theme, think about creating a new maneuver-group.

Maneouver Groups

Table 6

Balance: *Dex: 13 (Agile Limbs, Quick Draw)*	1. Fall 2. Instant Stand; 3. Prone Fighting; 4. Class Skill: Balance 5. Dexterity.

Combat Rituals *Cha 11 (Skill Focus on knowledge, perform, Craft, Profession)*	1. Greeting 2. Kata/ Combat Prayer 3. Weapon Cleansening 4. Iaijutsu
Counter: *Dex; 15 (Combat Reflexes, Lightning)*	1. Cat Stand 2. Reflex 3. Evade 3. Second Chance 5. Reflex Attack
Defense: *Dex: 11 (Dodge, Expertise)*	1. Class Skills: Listen, Spot 2. Parry 3. Two-Weapon Parry 4. Weapon Catch 5. Arrow Cutting.
Education *Int 13 (Skill Focus on one knowledge, craft or profession skill)*	1. Class Skill: Knowledge (styles) 2. Class Skill: Knowledge (your choice) 3. Class Skill: Spellcraft 4. Mental Resistance 5. Intelligence
Energy *Con 13 (Self Awareness)*	1. Energetic Weapon 2. Increase 3. Resist 4. Magic Blast 5. Learn Psionic Feat
Grappling *Wis 13 (Unarmed Combat)*	1. Sole-Dodge; 2. Class Skill: Escaping Bonds 3. Improve Grapple 4. Pause and Silence 5. Greater Improve Grapple
Mass Combat *Cha 13 (Combat Reflexes)*	1. Class Skill: Sense Motive 2. Class Skill: Knowledge (war) 3. Formation Skill 4. Reduce Exhaustion 5. Combat Sense
Mental Training *Int 13 (Alertness, Quick Draw)*	1. Carefully 2. Class Skill: Autohypnosis 3. Quick Strike 4. Wisdom 5. Unflankable
Movement *Wis 13 (Dodge, Expertise, Run)*	1. Class Skill: Bluff 2. Parting Blow; 3. Improve Bull Rush 4. Speed 5. Improve Missile Deflection.
Mystic Ability Scores	1. Prowess 2. Inner Juxtapose 3. Ability Boost 4. Elastomorph 5. Vim
Mystic Awareness *Wis 13*	1. Whispers of the Mind 2. Black Eyes 3. Far Glimpse 4. Vitus Double 5. Temporal Cataclysm

Mystic Body	1. Expulse Poison 2. Big Lungs 3. Spike Proof 4. Sustain 5. Living Body
Mystic Higher Defense	1. Mystic Circle 2. Mystic Healing 3. Whispers of the Body 4. Celular Evolution
Mystic Movement	1. Celerity 2. Hover 3. Springboard Retreat 4. Flying Lunge 5.Explosive Blows
Mystic Weapon Use	1. Eject Weapon 2. Call Weapon 3. Motion Blur 4. Doom Strike
One-on-Many *Wis 15 (Combat Reflexes)*	1. Positioning 2. Running Fight 3. Glancing Hit 4. Class Skill: Tumble 5. Improve Whirlwind
One-on-One *Dex 13 (Power Attack)*	1. Positioning 2. Weapon`s Length; 3. Riposte; 4. Special Move 5. Dance
Philosophy *Wis 13 (Skill Focus one knowledge skill, Iron Will)*	1. Class Skill: Meditation 2. Weapon Familiarity 3. Enemylove 4. The Way 5. Sacrifice
Physical Training *Str 13 (Toughness, Endurance, Great Fortitude, Refuse to Fall)*	1. Ironskin 2. Resist Unconsciousness 3. Constitution 4. Strength; 5. Summon Strength
Show-Skill *Cha 13 (Light Weapon, Skill Focus on Profesison or Perform)*	1. Class Skill: Intimidation 2. Offensiv Spin 3. Improve Jump 4. Surprise Attack 5. Defensiv Spin
Specific Hits *Cha 13 (Weapon Specialization, Weapon Finesse)*	1. Heavy Blow; 2. Limb Paralysis 3. Blind 4. Bleed 5. Strike of Precision
Waiting *Wis 15 (Light Weapon, Unarmed Combat)*	1. Incorporate Martial Arts 2. Flowing Water 3. Close in 4. Wait 5. Reflection.

Weapon Skill *Str 13 (Exotic Weapon Proficiency, Light Weapon)*	1. Entangle; 2. Cape Use 3. Improve Attack vs. Weapons 4. Blind Throw 5. Body Catch

Mystic Maneuvers
Some manoeuver-groups are marked by the name "Mystic". These manoeuvers are conversions of the techniques described in the Mystic Warriors book. All of these Groups have the Focus Inner Strength Feat as prerequisite. The character using these manouvers may not enhance these, or learn it additional times. The character makes a skill check vs. the according sktill, not a harness vitus-check, to initiate the tecnique. Some of these skills have additional prerequisits, that have to be met in addition. The energy cost is paid in points of subdual damage the character takes and converts with the self awareness feat.

Implementing Ki-Abilities from the Alternative Psionic System
The Alternative Psionic System describes psionic powers, that can be accessed as ki-abilities.
The first way to integrate the ki-abilities into the weapon styles it by following the standard method. The character got to take the selv awareness feat and the ki-use feat, as described in the alternative psionic system and the companion.
After taking both these feats, the character got access to the ki-use-skill as well as to some feats. While it makes no sense to convert the skills, the feats as well as the greymantle feats can be converted to maneuvers just like other feats. To use the ki-skill as maneuvers take the extra ki-ability feat.
A better way is to take the sealf awareness feat as the sole prerequisit and use wild talents as maneuvers. The DC for each maneuver is calculated according to the pp needed to initiate the power. To a base of 10 add 1 per pp required to initiate the wild talent in its entirety. Calculate the pp as if the character had the wild talent feat.
Double the amount of energy required (and the subdual damage taken) by doubling the pp required. If you are using this method, it is recommended to drop the the mystic maneuvers.

Maneuvers

Balance

Class Skill: Balance:
DC: none
You receive the Balance Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the balance skill to rank 2.

Fall:
DC: 15
This maneuver enables a character to roll with a fall or to position himself to lessen the damage from a fall. A character thus protected suffers only half damage from falls of up to 40 feet if he succeeds at a skill-check vs. DC 15; his carried equipment receives a +2 bonus to save vs. fall.

Instant Stand:
DC 12
Knowing this skill allows a character to instantly regain his feet as a free action, whether he's knocked off balance, prone, or recovering from a fall. Only light armor may be worn when executing an Instant Stand.

Prone Fighting:
DC: 13
This maneuver has many functions. First, a fighter with this skill is empowered to fight as effectively when knocked to the ground as if he was on his feet. The only limitation is that no other special maneuvers except Instant Stand may be used when fighting in this manner. Second, all die rolls made to escape a grappling-attack gain a +1 bonus. Third, this maneuver allows a character to overcome penalties when fighting in tight places, such as a cavern with a low ceiling, due to the character's practice in fighting in unusual or off-balance positions. All functions will immediately start to work when required, if the character succeds at a skill-check vs. DC13. For each function, a separate check has to be made.

Dexterity:
DC: 9
After an initial training time of one week plus one week per dexterity-bonus point a character is introduced to a regimen of exercises that creates greater agility, nimbleness, speed, and flexibility. He gains one point on his dexterity score. This reflects commitment and hard work, and it takes an hour per day of exercises to keep this bonus as well as a skill-check vs. DC 9. If you ever succeed in this check by more than 14, you will raise your Dex-score by two for this day only. Failure to keep this regimen causes these skills to atrophy quickly. A character who misses training for more than three consecutive days or misses his skill-checks loses the benefit of the dexterity bonus and requires two day's of double workouts for every day missed, or must begin intensive retraining as if the skill had never been learned.

Combat Rituals

Iaijutsu
DC: s.b.

You may use this maneuver to do additional damage, if your attack is the first attack in any combat. This skill will work only with the first attack in the first round. The enemy, you are using it against may not have had any attacks prior to you and your weapon must have been sheathed befor the attack. Add your skill to a d20. For every divide the result by eight. The result rounded down is the number of d6 you do as additional damage.

Greeting
DC: 10
Your style includes a special form of greeting, that is done before starting a fight. This greeting requires one round to complete and a check vs. DC 10. After fullfilling the greeting, you gain a bonus +2 on all manoeuver-skills during the fight. While doing your greeting, you are subject to attacks of opportunity.

Kata/ Combat Prayer
DC: 12
A special form of combat preperation, that may even be done during a fight. You need two rounds for doing your kata or combat prayer in which time you are open to attacks of opportunity. You need to succeed at a check vs. DC 12 to gain a ritual-bonus to concentration- and autohypnosis-checks of +6

Weapon Cleansening
DC: 16
With a full-round-action you may clean your weapon, that will open you to attacks of opportunity. To get the weapon clean, you need to succeed at a skill check vs. DC 16.
The cleansening may be a very hard slash that will cleansen the weapon from all blood, or it may be the simple cleaning with a piece of cloth, folding of the cloth, throwing it and cutting it to thousend pieces, while it drops.
All enemies, that see you use this weapon cleansening need to succeed at a will-save vs. DC 10 + ½your level. to not receive a modification of –2 on will-saves and –1 on attacks for the rest of the encounter.

Counter

Cat Stand:
DC: 18
You land always on your feet regardless of if you are thrown, pushed or dropped. You got to succeed at a skill check vs. DC 18. This will not lower the damage (only in combination with other skills).

Evade
DC: 5+attack
This maneuver allows a character to evade ranged or magical attacks directed at him after his turn during a combat round. Such attacks can be normal ranged attacks or magical attacks that affect a 10'-square area or less. To evade, the character got to succeed at a skill-check with the modified attack roll of +5 as the DC. This special combat maneuver may not be used while wearing any armor and is used instead of an attack, i.e. the character can try to evade one attack per attack he sacrifices for evasion.

Reflex:
DC: 20
This skill allows you to go with slashes, blows and strikes. This Maneuver requires one attack to be used, i.e. you got to have at least one attack left in this round, either because it was not your turn yet, or you kept some attacks for other purposes than attack. The Maneuver does not need to be anounced, but can be used as a free action, when the opponent scores a hit on you during the turn of the enemy.
If you succeed at a skill-check vs. DC 20, you are able to half the damage taken and are even allowed to subtract the strength-damage-bonus of your enemy. If you succeed, you will be thrown away by the blow by a distance equalling the strength of your opponent devided by four. in yards and you will lie prone, if you do not have a skill to help you keep standing (like Cat Stand). Should there be not enough room for you to cover with the movement from the blow, you will hit whatever is in your way and take the full damage (if you hit someone or something, that is moveable, he/it will take ¼ of the damage instead of you. If you land prone or hit something, you will loose one action, i.e. you will not be able to do anything for one action. This Maneuver can only be used once per round but any time, even during the turn of another character.
Reflex is done instead of one of your attacks of opportunity for this round. If you got no AoO left for this round, you can not use this maneuver.

Reflex Attack:
Prerequisits: Reflex-Skill
DC: 15
Works just like the Reflex-Maneuver-skill, which is allways the prerequisite for this skill. If you succeed at an additional skill-check vs. DC 15, you will be entitled to a parting attack at –4 against the opponent, who sends you flying. This attack is done instead of one of your attacks of opportunity, i.e. if you got no AoO left for this round, you will not be able to do your reflex attack. You need only one AoO if you use both Reflex and Reflex-Attack, not two.

Second Chance
DC: 20
If you do miss your opponent while you are using a slashing or bludgeoning weapon, you are entitled to

a second attack with the same BAB, if you succeed at a skill-check vs. DC 20 (you use your momentum to attack again). The weapon got to be in your primary hand, the attack may not have been parried and it will only work with your first attack of the round or if you got another attack left this round. If you again fail your attack roll, you will loose your next attack (either this round or the next).

Defense

Arrow Cutting
DC: s.b.
You are able to use your weapon to cut projectiles and thrown weapons aimed in your direction. You may make a skill-check vs the modified attack-roll of the attacker to cut one weapon per attack you got left in this round, counting Attacks of opportunity as well. After learning this skill you are entitled to take the Deflect Arrow Feat, as if you got the Improved Unarmed Attack Feat and an Dexterity of 13, even if you did not have neither the ability score or the feat.

Class Skill: Listen, Spot
DC: none
You receive the Listen and Spot Skills as class skills. To learn the next Maneuver-skill of the style, you have to spent two skill-points on these skill, either on one two points, or on two one point each.

Parry
DC: none
While you are using the parrying rules from chapter you receive one third of the skill (rounded down) as a bonus to your check.

Two-Weapon Parry
DC: none
You may use your skill as a second roll to parry an attack. You must have tried to parry the attack with your primary hand. You make your skill roll instead of an attack with your secondary hand.
In addition, using this skill allows you to parry weapons one size category larger than you would normally be able to, although you still need to use up an attack of your secondary hand.

Weapon Catch
DC: attack
When parrying a weapon thrust with your melee weapon, you try to catch your opponent's weapon in place by leverage. Your weapon may not be more than one size-category smaller than your opponent's weapon. If Weapon Catch is announced at the start of a round, the opponent's weapon is caught and rendered ineffective if his attack fails and if you make a successful skill-check vs. a DC that equals the modified Attack-roll. The opponent may drop his weapon or may sacrifice his next attack to automatically pull his weapon free. Should the opponent's weapon be trapped with an entangling weapon, a dexterity check vs. DC 10 is required to break free.
An individual who has caught an opponent's weapon may strike a blow with his free hand wih a +2 circumstance-bonus to his attack, either during the same round (if he has attacks left to make) or during the next round (if the opponent has not released or freed his weapon). He may disarm his foe instead. The DM should administer this maneuver carefully, with an eye toward realism and logic. This action must be used instead of an attack.

Education

Class Skill: Knowledge (styles)
DC: none
You receive the knowledge (styles) Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the knowledge (styles) skill to rank 2.

Class Skill: Knowledge (any)
DC: none
You receive one knowledge Skill belonging to your style as class skill. To learn the next Maneuver-skill of the style, you have to raise this knowledge skill to rank 2.

Class Skill: Spellcraft
DC: none
You receive the spellcraft Skill belonging to your style as class skill. To learn the next Maneuver-skill of the style, you have to raise the spellcraft skill to rank 2.

Mental Resistance
DC: 11
The mental exercises and ordeals of your training has toughened and strengthened your will so that you receive + 2 bonus on all Will saves. To keep this bonus, the character got to exercise every day for the quarter of an hour and succeed at a sill check vs. DC 11.

Inteligience
DC: 9
After an initial training time of one week plus one week per Inteligience-bonus point the a character is introduced to a regimen of learning, logical thinking and education. He gains one point on his Inteligience score. This reflects commitment and hard work, and it takes an hour per day of exercises to keep this bonus as well as a skill-check vs. DC 9. If you ever succeed in this check by more than 14, you will raise your Inteligience-score by two for this day only. Failure to keep this regimen causes

these skills to atrophy quickly. A character who misses training for more than three consecutive days or misses his skill-checks loses the benefit of the Inteligience bonus and requires two day's of double workouts for every day missed, or must begin intensive retraining as if the skill had never been learned.

Energy

Energetic Weapon
Prerequisits: Self Awareness
DC: 12
You imbue your weapon with magical might. For every 6 points of subdual hit points you take, you increase the magical bonus of your weapon by +1. This is not an attack or damage-bonus and does not stack with other magical modifications. But it will grant the possibility to cancel damage reductions. The bonus will last your skill-points times two in rounds. Initiating is a standard action.

Increase
Prerequisits: Self Awareness
DC:
Per three points of subdual damge you take, you may add 2 skill points to any Maneuver-skill for a number of rounds equalling your skill divided by two. Increase can be used as a free action.

Learn Psionic Feat
Prerequisits: Self Awareness
DC: 10
After spending two skill-points on this Maneuver, you are entitled to learn a Psionic Feat. You got to power these Feats with your own energy (see Self Awareness) and by making a check against DC 10. You must spend double the points of subdual damage compared to the psionic points required for the feat.

Magic Blast:
Prerequisits: Self Awareness
DC: 10
You are able to discharge an energetic blast from your weapon. The weapon has to be already charged with magical/ psionic Energy through the use of Energetic Weapon. This blast will do 1d4 points of damage and got a range increment of 15. You got to succeed at a ranged touch attack. Per 4 points of subdual damage taken above the first six, you increase the damage by d4. Magic Blast is a free action. You have to make a skill check to start initiate the magic blast.

Resist:
Prerequisits: Self Awareness
DC: 15
The first 8 points of subdual damage taken a Spell Resistance of 10. For each additional 2 points add one to the SR. Resist is a free action. This resistance will last for 1 round per skill point.

Grappling

Class Skill: Escaping Bonds
DC: none
You receive the Escaping Bonds Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the escaping bonds skill to rank 2.

Improve Grapple
DC: none
You may use your skill instead of any of your base attack-bonus to calculate your grapple ability.

Great Improve Grapple
Prerequisit: Improve Grapple
DC: 14
You are treated as if you were one size category larger for calculating your grapple ability. In Addition, you receive a bonus of +2 on your melee-touch attack to start a grapple. All these abilities start to work, if you succeed in a skill-check vs. DC 14.

Pause and Silence
DC: variable
When you are using this skill, you give up one standard action to pause and study your opponent. You must succeed at a skill check vs. the AC of the opponent. Success indicates that you have found a weakness in your opponent's style and thus gain a +2 bonus on all attack rolls against that particular opponent for the duration of the melee. Failing the Pause and Silence attack roll bestows no penalty other than the loss of a standard action. You may perform this maneuver as many times as you wish, but once the weakness is found in the opponent's style, repeated attempts do not improve the attack bonus above +2. If the same opponent is fought again in a different melee, the +2 bonus is not gained automatically. The Pause and Silence maneuver must be tried anew to find an opponent's weakness.
You gain a synergy bonus of +2 for both 5 ranks in Spot and Listen.

Sole-Dodge:
DC: 10
This maneuver may be used in place of an attack, bestowing a bonus of +2 to a character's armor class against all melee attacks. The defender must be aware of all of his attackers. The dodge maneuver is not negated until the character attacks and than only against the target of the attack. This skill gives +1 to Reflex-Saves and other magical

attacks that may be dodged. This maneuver cannot be used if the character is wearing any armor other than light. This stacks with „Total Defense“.

Mass Combat

Class Skill: Knowledge (War)
DC: none
You receive the knowledge (war) Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the knowledge(war) skill to rank 2.

Class Skill: Sense Motive
DC: none
You receive the sense motive Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the sense motive skill to rank 2.

Combat Sense
DC: 15
Allows to evaluate a combat situation. If you succeed at a sill check vs. DC 15, you receive a bonus of +1 to all Maneuver-skill-checks during this combat situation. In addition, you receive a bonus of +2 to all charisma based skills during this combat situation, if the person(s) you are using these skills upon is/are aware of your knowledge of the art or war.

Formation Skill:
DC: 12
If two or more characters with this Maneuver-skill try to fight in an organized formation (e.g. phalanx or any beforehand discussed close formation etc.) they may make a skill check vs. DC 12 to gain a bonus of +1 to AC, attack and parries. This bonus applies to those, who know this skill only, even when others are involved in the formation. If some combatants try to build a formation spontaneously, all who want to participate have to succeed at a skill-check vs. DC 10 or a sense motive check (respectively). The chararacter receives a +2 synergy bonus for 5 ranks in the Innuendo skill.

Reduce Exhaustion
DC: 18
If you succeed at a skill check vs. DC 18 – your constitution-bonus, you may avoid fatigue. For each time, you succeed in this check, your DC is raised by 10, until you are able to rest completely. Regarding this period of rest, you got to take into account the fatigue, you avoided, too.

Mental Training

Carefully
DC: 15
You will not loose your dexterity bonus to your AC when you are flat-footed, if you succeed at a skill-check vs. DC 15.

Class Skill: Autohypnosis
DC: none
You receive the autohypnosis Skill as class skill. To learn the next Maneuver-skill of the style, you have to spent two skill-points on the autohypnosis skill.

Wisdom
DC: 9
After an initial training time of one week plus one week per wisdom-bonus point you are introduced to a regimen of exercises that does not educate you but trains your insight into the world surrounding you. You gain one point on your wisdom score. This reflects commitment and hard work, and it takes an hour per day of exercises to keep this bonus as well as a skill-check vs. DC 9. If you ever succeed in this check by more than 14, you will raise your Wisdom-score by two for this day only. Failure to keep this regimen causes these skills to atrophy quickly. A character who misses training for more than three consecutive days or misses his skill-checks loses the benefit of the wisdom bonus and requires two day's of double workouts for every day missed, or must begin intensive retraining as if the skill had never been learned.

Quick Strike
DC: 10
This maneuver bestows a +2 bonus to all initiative rolls made by the martial artist. This manoeuver does only work when fighting in style and succeeding at a skill-check vs. DC 10. At the start of Combat, this is a free action. If you do not succeed at your skill-check, you may retry this skill as move equivalent action to raise your initiative during the combat. The bonus stacks with the Improved Initiative-Feat.

Unflankable
DC: 16
You have trained your perception so much, that you are able to avoid being flanked. If you succeed at a skill check vs. DC 16, you will be able to avoid being flanked except from characters 4 levels higher than you are.

Movement

Class Skill: Bluff:
DC: none
You receive the bluff Skill as dass skill. To learn the next Maneuver-skill of the style, you have to raise the bluff skill to rank 2.

Improve Bull Rush

DC: none
You may make your opposed strength check using half your skill instead. The relevant ability score for this Maneuver skill is strength, not dexterity.

Improve Missile Deflection
Prerequisit: Deflect Arrows or similar feat
DC: 20
Prerequite to this skill is the Deflect Arrows or a similar feat. You may use your skill instead of your reflex-save to deflect a missile. In addition, you may deflect more missiles, by giving up attacks. Instead of using the DC of 20, you use the modified attack-roll of your opponent.

Parting Blow
DC: 13
By holding your attack and allowing all melee opponents their remaining attacks, you may strike the final blow in a round. Should the attack hit successfully, you may make a 10 foot step (instead of a 5 foot) without any opponents pursuing or striking at you (unless you are restrained or surrounded). This allows you to close the distance with a different opponent, lend aid in another portion of the battle, or get a head start if you intend to flee on the following round. If the Parting Blow fails, the character is still engaged in melee combat. If you got multiple attacks you may fell an enemy with your first blow you may use Parting Blow to move up to 10' and attack a second foe within that range, as long as you are allowed another attack in that round. It is possible to strike a Parting Blow but lose initiative in the following round. When you try your parting blow, you got to succeed at a skill-check vs. DC 13. This skill may not be combined with cleave or great cleave.

Speed
DC: 20
Through concentration and muscle control, you gain double the amount of melee attacks and twice your normal combat movement rate. This maneuver is very tiring and can be done only once per day for one round per 3 skill points. After this time, you can fight normally for 1d4 rounds more, during which time you can move at only half speed and can only defend yourself (no spell-casting or psionics). You may fight and move normally thereafter. All Attacks are done with –2 and damage is reduced by –1 during the time of speed. to get into it, you need to succeed at a skill check vs. DC 20. You may not combine speed with cleave or great cleave.

Mystic Ability Scores

Ability Boost
Prerequisite: Self Awareness
Inner Energy Cost: 8 points per ability point
Duration: 1 round/ level
DC: 3
You may raise one ability score per use of this manoeuver for one point per 8 points spend. The score may not be raised above double the original score.

Elastomorph
Prerequisite: Self Awareness
Inner Energy Cost: 3
Duration: Instantaneous
DC: 12
You can stretch your limbs increasing your reach by 5 ft. You may do this with weapons of your size or smaller that not got reach already, only. After the attack the limb snaps back.

Inner Juxtapose
Prerequisite: Self Awareness
Inner Energy Cost: 3
Duration: 1 round/ level
DC: 11
You are able to increase one of your body-ability-scores (Str, Dex, Con) by lowering another. The maximum number of points, that may be switched between the scores are three points.

Prowess
Prerequisite: Self Awareness
Inner Energy Cost: 3 per skill rank
Duration: 1 round/ level
DC: 10
This manoeuver allows you to enhance one physical skill per use. You have to spend 3 energy-points to raise the skill by one point. The skill may never be raised above twice the starting rank.

Vim
Prerequisite: Self Awareness
Inner Energy Cost: 4
Duration: 1 round/ level
DC: 11
You gain a +10 boost to dexterity. This is very taxing. After the duration elapses, you take 2d6 points of temporal ability damage, even if you would normally be immune to ability damage.

Mystic Awareness

Black Eyes
Prerequisite: Blind Fighting Feat, Self Awareness
Inner Energy Cost: 3
Duration: 3 round/ level
DC: 10
Your eyes become black and you are not able to see any longer. Your non-visual senses compensate for this. You need not make spot or listen checks to notice invisible creatures and are unhindered by

darkness. This ability may not be used to detect ethereal or incorporeal creatures. The range of detection is 10 ft.

Far Glimpse
Prerequisite: You must be blind, Self Awareness
Inner Energy Cost: 3
Duration: 1 minute
DC: 11
You need a full round action to activate this ability. You are able to get a glimpse, of what is happening to a person of creature, you spend a regular amount of time with. You will be able to see one minute of what is happening. All your senses are at the location of the glimpse and you are helpless. The creature may make a will-save vs. DC 10 + ½your level to avoid the glimpse, if it does not want to be spied on.

Temporal Cataclysm
Prerequisite: Self Awareness
Inner Energy Cost: 5
Duration: Special
DC: 12
You an additional standard action after activating this manoeuver. After initiating this skill, you have to spend the five points of energy each round, until your points are depleted. After you are not able to spend any points anymore, you fall comatose and will stay so for 24 hours. Once started, nothing can stop this skill.

Vitus Double
Prerequisite: Self Awareness, Toughness
Inner Energy Cost: 4
Duration: 1 round/ level
DC: 12
You are able to form a duplicate of yourself made out of your body-energy. The double appears five feet in from of you and contains your consciousness. Your body falls to a cataleptic state and is totally helpless. The double looks like a glowing silhouette of you an can perfom any action, that you are capable of. The double got the same statistics as you but is naked regarding AC, weaponry and items carried. It can equip itself normally. Damage done to the double is taken as subdual damage by you.

Whispers of the Mind
Prerequisite: Self Awareness , Iron Will
Inner Energy Cost: 3
Duration: 1 round/ level
DC: 11
You gain a bonus of +4 bonus on saves vs. mind-influencing effects. If no save is normally available, this skill allows a save at a bonus +2.

Mystic Body

Big Lungs
Prerequisite: Con 13, Self Awareness
Inner Energy Cost: 1
Duration: 1 minute/ level
DC: 11
After initiating this manoeuver (a standard action) you may hold your breath for the duration, without suffering any negative effect. This will stop any chance of inhaled poison or spell effects to work against the warrior. This may be used underwater.

Expulse Poison
Prerequisite: Self Awareness
Inner Energy Cost: 3
Duration: Instantaneous
DC: 10
By taking a full round action to initiate this manoeuver, that provokes an attack of opportunity, you may expell all poisons from your body through the point of entry. Aside slightly repulsive to see, the warrior is no longer affected by the poison. However, damage, that the poison may have already caused, is not negated. This does not prevent the character from being further poisoned.

Living Body
Prerequisite: Self Awareness, spike proof
Inner Energy Cost: 4
Duration: 1 round/ level
DC: 14
After initiating this skill, all the cells in your body are animated. You may cause your blood to move, severed limbs to crawl, and you are even able to function, when your head is severed from your body. When your limbs are reattached to where they belong, they graft themselves to the body. In addition, you gain fast healing 5 and a +20 bonus on saves vs. poison and disease.

Spike Proof
Prerequisite: Self Awareness
Inner Energy Cost: 2
Duration: 2 round/ level
DC: 12
You are able to modify all your organs, blood vessels and even bones, so that they avoid sharp objects. You gain damage reduction 5 against piercing weapons and attacks. You could have a sword skewered through your body and be totally unharmed. This does not stack with other damage reduction, you might got.

Sustain
Prerequisite: Self Awareness
Inner Energy Cost: 4
Duration: 1 round/ level
DC: 13

You may sustain yourself even when taking ability score damage to a physical score, that would reduce you below one point. Per usage of this ability one ability score is considered to be 3 for the duration of the manoeuver.

Mystic Higher Defense

Celular Evolution
Prerequisite: Self Awareness
Inner Energy Cost: 2
Duration: 5 round/ level
DC: 13
You may change your celular structure to rsist one energy type. As side effect, you become more vulnerable to another type of energy. Only one resistance may be gained regardless of number of celular evolutions activated.
You may gain a resistance of 20 vs. to Acid, Cold, Fire or Electricity damages. You will receive double damage according to the following matrix:

Acid <-> Elecritcity
Fire <-> Cold

Mystic Circle
Prerequisite: Self Awareness
Inner Energy Cost: 10
Duration: 1 round/ level
DC: 11
You may draw an invisible circle with a 5 foot diameter with your weapon. The power of the circle will only work as long as you are inside of the circle. You must choose the type of circle on creatins:
*Circle of power:*you gain a +1 attack bonus.
Circle of protection: you gain a bonus +1 on your armor class.

Mystic Healing
Prerequisite: Self Awareness
Inner Energy Cost: 3
Duration: permanent
DC: 10
You heal 1d8 points of damage. This manoeuver will only work on yourself. This will not heal subdual damage.

Whispers of the Body
Prerequisite: Self Awareness, Whispers of the Mind
Inner Energy Cost: 4
Duration: 1 round/ level
DC: 11
After initiating this manoeuver, you are immune against extra damage from a critical hit for the duration, through protection of the vital organs.

Mystic Movement

Celerity
Prerequisite: Self Awareness
Inner Energy Cost: 4
Duration: 2 round/ level
DC: 11
You may move around faster while in combat. Your base speed is increased by 10 and you may make a 10 foot step instead of a 5 foot step.

Explosive Blows
Prerequisite: Self Awareness
Inner Energy Cost: 6
Duration: Instantaneous
DC: 14
After initiating this manoeuver, you make one attack and one damage roll. You apply this attack and damage roll to all creatures that stand in a threatened area of you, i.e. you may attack all these.

Flying Lunge
Prerequisite: Hover, Self Awareness
Inner Energy Cost: 5
Duration: Instantaneous
DC: 13
You may hurl yourself like a missile over a distance at your target. Your range increment is 10 ft. You make an attack roll, as if attacking with a ranged weapon. If you succeed, you land one square before your enemy and do double damage. If you miss, you will travel only one range increment. You will always land on your feets, cause no attack of opportunity and have no modifications to your AC.

Hover
Prerequisite: Self Awareness
Inner Energy Cost: 4
Duration: 5 rounds/ level
DC: 11
You hover 12 inches above the ground, giving no preasure to the ground. You may cross even water without any reduction in speed. This will not reduce the effects of falling. If you are not longer standing, you will no longer hover. You are immune to trip attacks

Springboard Retreat
Prerequisite: Hover, Self Awareness
Inner Energy Cost: 4
Duration: Instantaneous
DC: 12
You jump into the air, move 15 feet into a desired direction and land on your feet. This happens so quickly and unexpectedly, that this will not cause an attack of opportunity. You need a ceiling of at least twice the height of your enemy. You can not get higher than 15 feet. If you hit a barrier in your way, you take 1d6 points of damage.

Mystic Weapon Use

Eject Weapon
Prerequisite: proficiency with the weapon used, Self Awarenes
Inner Energy Cost: 2
Duration: Instantaneous
DC: 11
You may propell your weapon at a range increment of 10 ft. (add 10 ft to the range increment, if the weapon is a ranged weapon already). Your weapon must be a medium sized or smaller piercing weapon

Call Weapon
Prerequisite: proficiency with the weapon used, Self Awareness
Inner Energy Cost: 3
Duration: Instantaneous
DC: 10
You may call one weapon lying in the area threatened by you. The weapon will move in a straight line to you. A held or constrained weapon can not be called.

Motion Blurr
Prerequisite: None
Inner Energy Cost: 8
Duration: Instantaneous
DC: 10
You increase your overall speed in such a way, that you may take an additional move-equivalent action.

Doom Strike
Prerequisite: two other mystic manoeuvers, Self Awareness
Inner Energy Cost: 24
Duration: 1 hour
DC: 16
You initiate this manoeuver as a partial action. You charge your weapon with energy. A blow done with this weapon will disrupt every cell in a creature's body, and will affect both living and non-living tissue.
A living creature hit will be killed outright, if it does not succeed at a fortitude save vs. DC 10 + ½ or your level. If the save is successful, the hit will be nevertheless a critical hit.
Non living creatures will have to succeed at a will save vs. 10 + ½your level or take 10d10 +10 points of positive energy damage on top of the damage done by the attackc. A successful save halves this damage.

One-on-One

All Maneuver-skills of this group are possible only in a combat one on one. You will draw attacks of opportunity of any enemy above the first, if you try to use them in a combat against more enemies.

Dance
DC: 15
Prerequisite for this skill are at least one rank in Perform (Dancing). With this skill, you may "dance" the fight. You "dance" around your enemy, looking for openings in his defense. This is possible in single combat, only. Your AC increases by one and you receive a bonus of +2 to your initiative. If you fight against opponents who are using shields, every second attack is done against the enemy's side unshielded. In addition, you may move up to 10 feet as a hustle, instead of 5 feet. And you may dance through threatened areas of your enemy, without drawing an attack of opportunity.
The drawbacks: you need room to use Dance, at least a 10x10 feet square in front of your enemy. This skill will work against enemies one size-category taller than you are, only. Other opponents attacking you receive a bonus of +2 on all attacks made on you as long as you dance. Two characters dancing will cancel each other out. And this maneuver is very tirering. you may dance for two times your constitution bonus +2 in rounds only. Afterwards you are fatigued and can not use this skill for at least 20- con-bonus in minutes. To start a dance, you need to succeed at a skill-check vs. DC 15.

Positioning
DC: 12
You know how to position best in a fight one on one. You receive a dodge-bonus of +1 on AC, parries, evasions and all skill checks and saves that involve evading (e.g. Deflect Arrows). To find your perfect position you need to succeed at a skill-check vs. DC 12. This is a free action You may repeat this check as a move equivalent action during the fight, if your check failed.

Riposte
DC: special
This maneuver is an attack as well as a defense. To use this skill, a character must withhold at least one attack allowed to him in a round and have an equal or greater initiative roll than his antagonist. The character waits until his foe begins his assault, then parries with his weapon and rapidly strikes his own blow. If you are fighting defensively, using total defense or the parry skill, every attack, that would have hit if you had not used one of these defenses is considered a parry. If you succeed at a skill check vs. the defenders attack roll, you may start a Riposte. This is an attack of opportunity against your enemy with a bonus of +2.

Special Move
DC: 12+special

The special move is one of those family-secrets of the style you are learning, a combination of moves and weapon display, that your enemy should be defenseless against (theoretically).
You have to succeed at a skill check vs. DC 12 plus the intelligence-bonus of your opponent. If the roll succeeds, you receive your skill-points of the special-move maneuver to one specific other Maneuver-skill of your style and every bonus, that would come from the modified Maneuver will be doubled. If this is not possible, the duration will be doubled.. Each special move may modify only one other Maneuver, but each style may have several special moves. Unlike Surprise Attack, you may use special move as often as you like against one opponent. Initiating a special move is a free action (plus the action required for the other Maneuver).

Weapon's Length:
DC: 10
A character using this maneuver, and employing a weapon with reach of equal or greater length than his foe's in melee, may strike the first blow when closing with a foe regardless of initiative rolls. If the blow is successful, the opponent is also forced to remain just beyond the thrusting weapon's reach, unable to close with the character. Failure to deal a successful blow allows the opponent within the character's guard, and the opponent hits with a +2 bonus. The maneuver cannot be reestablished after failure until a round when the opponent fails to attack successfully. Additionally, if the opponent attempts to rush the character, the character may remain in place but thrust at the attacker, striking first and doing double damage as if his weapon were set for a charge. Both of these functions are effective against only one attacker, and both require sufficient room in which to wield the thrusting weapon. To initiate this skill, the character has to succeed at a skill check vs. DC 10 (also when reestablishing it)

One-on-Many

All Maneuvers of this group may only be used during a combat where you fight against more than one opponent.

Class Skill: Tumble:
DC: none
You receive the tumble Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the tumble skill to rank 2.

Glancing Hit
DC: 14
With this skill, you make an attack, that slices past your first enemy and hits the second, too. Each of this attacks has to be rolled seperatly with a modification of –2. If the first attack does not hit, you may not do the second. Your enemies may not be apart more than 5 feet. The damage, you do to the first opponent is halfed and your strength-bonus to damage is not added. For the second opponent you may not add your strength bonus. You need a slashing weapon to use this Maneuver. You may not use powerattack with it. To initiate this skill as a free action, you must succeed at a skill check vs. DC 14.

Improve Whirlwind
Prerequisit: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack Whirlwind attack
DC: 18
If you succeed at a skill check vs. DC 18, you may extend the range of you whirlwind attack to a 10 feet radius. This will not allow you to attack people standing in second row if got no reach. If you do not succeed in your check, you may do a normal whirlwind, but lose one action from your next round.

Positioning
DC: 12
You know how to best position yourself when fighting several opponents. Your opponents bonus to attack when flanking you is reduced to +1 and you may attack every opponent surrounding you without using a 5 feet step or receiving any modification due to you being surrounded. You must succeed at a skill check vs. DC 12 to initiate this Maneuver.

Running Fight
DC: 16
Characters using this Maneuver are suicidal inclined or desperate. You may make a double-move and attack on your way any opponent that is close to your path as long as you got attacks and attacks of opportunity left, i.e. you may use your attacks of opportunity to make an aktive attack. You can only make one attack per ten feet you move and can never attack any opponent twice. In exchange, you are subject to any attack of opportunity your opponents are able to muster. You are counted as flanked when it comes to attack modifications and sneak attacks. Weapons can be set against you.. Running Fight is a kind of charge, although you may make 45° turns. You take double damage from set spears. To initiate running fight, you got to succeed in a skill check vs. DC 16. Even if you fail your check, you must make a double move. You can only use this maneuver, if there are three or more enemies in your path.

Philosophy

Class Skill: Meditation
DC: none
You receive the meditation Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the meditation skill to rank 2.

Enemy-Love:
DC: 15 +
„To conquere your enemy, you have o love hin. If you hate him, you will conquere yourself."
You try to understand your enemy. If you succeed at a skill-check vs. a DC of 15 plus the wisdom-bonus of your enemy, you are able to see the motivations and fears of your enemy. With this knowledge, you are able to find the weeknesses of your enemy, giving you a bonus of +4 to your attack. In addition, you receive another save vs. fear and aggression magic and effects from the enemies, even, if you did not succeed at other saves beforehand. The drawback of this way to fight is, that you are not very eager to do damage to your oppenent. Therefore your damage is halfed and you may not apply your strength-damage-bonus.

Sacrifice
DC: none
"You have to give something of yourself, before you can receive the victory."
You delay your attacks until you are the last to attack in the round (if this is not possible, you are not able to use this skill.) The last attack of your enemy you intend to use this Maneuver on will automatically hit you and is automatically a critical hit (this will not allow a sneak attack). In return, you receive a bonus of +10 to your attack and will do tripple damage. You have to spend at least two skill points to use this maneuver.

The Way
DC: 17
"The way is the goal/ not victory is, what counts, but the fight."
When using this Maneuver, you become very focused on the fight at hand. This skill may only be used while fighting more than three opponents at once and if your next ally is at least 10 feet away. While these conditions apply, you receive +2 on all rolls and AC as well. The bonus applies to your base attack, too, i.e. that your number of attacks may be increased. To initiate this skill, you got to succeed at a skill check vs. DC 17. Initiating is a free-action.
Each round, one of your allies comes closer than 10 feet or the number of enemies 10 feet away from you drops below 4, you loose all bonuses from this Maneuver and have to re-initiate it.

Weaponfamiliarity
DC: 10
"The weapon must be a part of you, be one with you."
As long, as you were involved creating your weapon, you may invoce your deeper connection to this weapon by perform a small kata for two rounds (DC 10). As long as you perform your kata, you are subject to attacks of oportunity. After performing the cata you receive boni to initiative and attack. These will last for the next combat, although the next combat must begin in the next two minutes and the combat may not be interupted for more than 10 rounds.

Your involvement with the weapon creations	ini-bonus	attack-bonus
got materials OR helped smithing	+1	-
got materials AND helped smithing	+1	+1
got help while smithing (or got help through spells or other magic)	+2	+1
created the weapon alone	+2	+2

Physical Training

Constitution
DC: 9
Following double normal training time, consisting of running and aerobic exercise, your stamina is increased enough to gain one point on your constitution score. An additional hour of exercise is necessary each day to retain this bonus, requireing a maneuver check vs. DC 9. Neglect allows your body to lose its form quickly. Missing exercises for more than three consecutive days disallows the constitution bonus and requires two days of double workouts for every day missed. The other option would be to retrain as if the maneuver were never learned, but you need not expend new skill slots.

Ironskin
DC: 12
By physical training and toughening, you make yourself more resistant to physical damage, improving your armor class by one step. Dexterity bonuses, rings or cloaks of protection, bracers of defense, shields, and like items may be used with this skill, but Ironskin cannot be used when wearing any type of armor. Each day, you wish to use Ironskin, you got to succeed at your morning-training at a skill-check vs. DC 12.

Resist Unconsciousness
DC: 13

When you reach zero hit points or lower, but not below –9 hp, you may function for one round per skill-point before falling unconscious. You might have time to call for aid, bind one wound, drink a potion, or even slay your attacker before blacking out. Note that, if you continue to lose hit points each round after reaching hit points below 0, nonetheless. To initiate this skill, you will need to succeed at a skill-check vs. DC 13.

Strength
DC: 9
Already physically fit, you may now build on your physical power. An initial training time of one week per strength-bonus-point is required. Through strength-building exercises and weightlifting, your strength score will increase by one point. Only half an hour of additional exercise per day is required to sustain this ability, but a maneuver check vs. DC 9 has to be made, too. In all other aspects, this maneuver behaves as the Constitution-skill.

Summon Strength
DC: 18
After one round of concentration and a successful skill check vs. DC 18, you can increase your strength by 6 for one round blus one round per constution-bonus-point in rounds. Ten minutes of rest are required immediately afterward.

Show-Skill

Class Skill: Intimidation
DC: none
You receive the intimidation Skill as class skill. To learn the next Maneuver-skill of the style, you have to raise the intimidation skill to rank 2.

Defensive Spin
DC: 13
You spin your melee weapon around yourself, creating a defensive shell around yourself. This is a full-round action and you may only make a 5 feet step. You receive a bonus of +1 on your AC and you are entitled to an attack of opportunity against everyone, who attacks you, each time he attacks, up to your maximum number of attacks. To initiate this Maneuver, you got to succeed at a skill check vs. DC 13. Initiation is a free action.

Improve Jump
DC: 15
You may add half your Improve Jump-skill to your jump-skill check, to calculate the distance or height you achieved. If this height exceeds your normal limit set by your own height, the bonus given by leap is used as height or distance gained nonetheless. Instead of gaining extra distance or height, you may use improve jump to gain an attack bonus. If you succeed at a skill check vs. DC 15, you may use your jump skill to overcome the distance between you and your opponent. With your next attack against this enemy, you will gain a bonus of +4 on attack. If either the improve jump-check or the jump-skill-check miss, you will loose your next action. The opponent got to be 10 feet away at least, for this maneuver to work.

Offensive Spin
DC: 14
You may spin your melee weapon as a full round action, but sill move half your normal movment rate. You must inititate this as a full round action with a skill check vs. DC 14. During this round, you may not attack and gain no bonus from this spin. In the next round, you will receive an attack bonus of +2 on your first attack. If you succeed, your opponent takes normal damage and must succeed at a will-save vs. 10 plus your skill. If he fails his save, he will try to stay away from you for at least 10 feet for the rest of the combat. He will defend himself, if attacked by you and got no way to get away, but will not attack you himself. You may attempt this Maneuver on each opponent only once in one combat.

Surprise Attack
DC: none
Surprise attack starts with you making a d20 roll. The Enemy is allowed a spot-check vs. this roll plus the your maneuver-skill-bonus. If this check is successful, you lose your next action. If your opponent misses his check, you receive a bonus to your next attack equalling the points, your opponent missed his check by. plus one (max +7). This attack must be made with something that you have not used during this combat at all (either another weapon, your fist, the weapon-pommel, using a sword as a club, a scabbard, a kick, elbow, a bottle lying around etc.) You may use the surprise attack as often during a combat, as you like, but your opponent receives a bonus +1 per surprise attack done by you against him and your max. attack bonus from this skill is reduced by one each time to a min. of +1. This will only rise by one per combat against this opponent without using surprise attack or by one per level.

Specific Hits

Bleed
DC: 20
A major artery is nicked using this maneuver if you succeed at a skill-check vs. DC 20 after a successful attack. If you fail the save, you cause no damage at all. The victim loses 1 hp initially but will lose 3 hp per round thereafter until the wound is attended to. If the attacker misses, he does no damage and loses

his following action. This Maneuver is not possible with bludgeoning weapons.

Blind
DC: 20
The attacker using Blind inflicts a cut above one of the victim's eyes, if you succeed at a skill-c8heck vs. DC 20 after atacking the victim successfully. If you fail the save, you cause no damage at all. Normal damage occurs, but if your check reaches DC 25, your hit incures temporary blindness on the victim on the victim, reducing armor class (-2 penalty) and attack rolls (-2 penalty). If both eyes are blinded, the victim takes further penalties to armor class (-4) and attack rolls (-4). Blindness lasts until the wound is treated. There is a 2% chance that the blindness will be permanent.

Limb Paralysis
DC: none
When you hit someone with a bludgeoning weapon, he suffers a paralysis for finger hand arm foot or leg for 10 minutes per skill-point hours. You must attack successfully and the victim is allowed a fortitude-save vs. 5 plus your skill-bonus. If your opponent fails his save, one bodypart of the victim is paralyzed (randomly, targeted or hit location).

Heavy Blow
DC: 16
This blow inflicts double damage. A miss results in the loss of your next attack. This Skill stacks with the critical hits. To initiate it, you need to succeed at a skill-check vs. DC 16. If you fail the save, you cause no damage at all. Only bludgeoning and slashing weapons may be used for this skill.

Strike of Precision
DC:
You must anounce the use of this Maneuver before rolling your attack. You may try this Maneuver one time per 7 skill points of this skill. If you score a critical hit, your attack severs one bodypart. This Maneuver is only possible with slashing weapons.

Waiting

Close In
DC: 16
With a successfull skill check vs. DC 16 you may close in on someone that would cause an attack of opportunity. (like: Large and In Charge-Feat, Weapon's-Length Maneuver), without causing an attack of opportunity.

Flowing Water
DC: 10
This maneuver improves your armor class by +2 through great speed, agility, and evasion techniques. To receive this bonus, you got to succeed at a skill-check vs. DC 10 each round. This is a dodge bonus, i.e. you will not receive it, if you are denied your dexterity bonus.

Incorporate Martial Arts
DC: 5
You may learn any martial arts style, you find a teacher for. After learning this skill with at least two skill points, you may incorporate all moves you learned from the style while using your normal weapon style. You got to succeed each time at a skill check vs. DC 5 to incorporate one Maneuver. It is a free action.

Reflection
DC: 10+
With this Maneuver, you are able to reflect attacks directed at you back at the attacker. You got to succeed at a skill check vs. the attack directed at you plus 10. If you succeed at your check. Your enemy has to succeed at a reflex-save vs. 10 plus the difference between his attack and your check, to avoid this reflected attack. If you succeed, your opponent will take normal damage, without strength bonus but with all other modifications. This Maneuver only works, if you are aware of the attack and only with melee attacks.
The reflection is done as an attack of opportunity, i.e. the character must have left an attack of opportunity, but he may have made an attack of opportunity against the attacker.

Wait
DC: 12
You hold your attack, waiting until all attacks of your opponent are through. After succeeding at a skill check vs. DC 10, you may try one maneuver with a bonus of +4 against the opponent. If your wait-Maneuver does not succeed, you will loose one move action.

Weapon Skill

Blind Throw
Prerequisit: Blindfighting
DC: 15
If you succeed at a skill-check vs. DC 15, you may extend your blindfighting abilities to throwing weapons.

Body Catch
DC: none
This Maneuver may be used with pole-arms, that have a wide (Tetsubo) or forked (Partisane, Helbard, Spetum, Ranseur, Pole-axe, Bill Hook, Glaive fork, Fauchard Fork, Trident, Military Fork) head. You may try to trip your opponent or block one arm or try to catch your oppenent like using a

mancatcher, with your weapon by making a touch-attack (with modification for hitting specified body-parts) and using your skill for all opposed checks. You will do only 1d2 points of damage without any bonus.

Cape-Use
DC: 8
With this skill, you may use your cape like a net without a rope (movement rate is not reduced) after succeeding at a skill-check vs. DC 8. Instead, you may use your cape to disarm your opponent without causing an attack of opportunity by dropping your cape over the weapon of your enemy (normal attack vs. the weapon, the opponent may make a reflex-save vs. 5 + your skill-bonus.). If your opponent fails his save, he may drop his weapon or try to get it free by spending a full round action.
At last, you may use your cape as a parrying weapon by rolling it around you're a hand and lower arm. This will work vs. piercing weapons only and you may use it as if you got a small shield if you succeed at a skill-check vs. DC 10.

Entangle
DC: none
Entangle allows you to hit successfully with a weapon possessing entangling capabilities (like a morning star with chain, a whip, a flail, or a net) to entangle an opponent's weapon and disarm him, unless the foe makes his reflex-save (DC 5 + your skill-check). If an adversary's saving roll turns out to be one less than was needed to save, then both the opponent's and character's weapons are hopelessly entangled, taking a full round to disengage them. Normal damage is scored on a successful hit in any case. You may use weapons to entangle, that are not normally used for this, like a flail or that are improvised).

Improve Attack vs. Weapons
DC: none
You receive half your skill as a bonus to sunder and disarm attack, when doing opposed attack rols.

Maneuvers without Group

Use Weapons Butt
DC: 12
You are able to use the other end of your polearm during combat as a club or staff (dmg d6). If you succeed at a skill check vs. DC 12, you may use this as a off hand attack, without penalty to the first attack for the combat.

Example Styles

Style Name: Passglacer Pole-Arms Style
Prequisits: Expertise **Weapons:** Piercing Polearms
Style Type: Defense
Primary: Defense
Maneuvers: Defense 1,5 One on One 2 Mental Training 1 Weapon Skill 5 Show Skill 3

Style Name: Torathian Swords
Prequisits: Weapon Finesse **Weapons:** Fencing and Long Swords
Style Type: Offensiv
Primary: Specific Hits
Maneuvers: Specific Hits 3,5 Defense 1 One on One 1,3 One on Many 2

Style Name: Seirean Knight
Prequisits: Toughness **Weapons:** Two-Handed Swords
Style Type: Offensiv
Primary: Physical Training
Maneuvers: Physical Training 2, 3, 5 One on One 4 Combat Rituals 1

Style Name: Sword and Dagger of Zur
Prequisits: Dodge, Two-Weapon-Fighting **Weapons:** Sword and Dagger
Style Type: Defensiv
Primary: Defense
Maneuvers: Defense 1, 5 One on One 3 Movement 1 Mental Training 1 Physical Training 3

Style Name: Blades of Erdal
Prequisits: Unarmed Combat **Weapons:** Knifes
Style Type: Speed
Primary: Grappling
Maneuvers: Grappling 1, 3, 5 Mental Training 1, 4 Balance 1

Style Name:
Prequisits: **Weapons:**
Style Type:
Primary:
Maneuvers:

Style Name:
Prequisits: **Weapons:**
Style Type:
Primary:
Maneuvers:

Style Name:
Prequisits: **Weapons:**
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Maneuvers:

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