

Guide to Martial Arts of the Shattered Empire

Schools

The following schools of martial arts are practised in the shattered empire. Most techniques are quite reclusive and will only be taught to those who can pass rigorous tests.

Shan Da Style

Also called the "Way of the Fan", this martial arts school is practised almost exclusively by the Red Sash Society, even though there are some masters willing to teach anybody for the right price. Shan Da involves using a fan or umbrella in combat, waving it in complex patterns to confuse and/or strike the enemy.

Prerequisites: Dodge, Defensive Fan Use, Offensive Fan Use, Exotic Weapon Proficiency (War Fan), Ambidexterity, 6 ranks in Bluff

Benefits: While holding a fan or umbrella, the master gets +4 to AC vs. attacks of opportunity due to the distraction.

Sin Saat Style

This style is very similar to Shan Da and the differences are minor in game effects. However, Sin Saat focuses far more on quick movements rather than elaborate patterns. It is practised mostly by the Red Sash goons of the coastal regions. Also, war fans are seldom used.

Prerequisites: Dodge, Defensive Fan Use, Offensive Fan Use, Improved Initiative, Ambidexterity, 6 ranks in Bluff

Benefits: When employing the Offensive Fan Use feat, the character gains a +2 bonus to damage.



Way of the Dark Fist

The way of the dark fist is an ancient technique that is practised by evil shamans with the grave domain that travel the lands in order to cause fear and terror.

Prerequisites: The ability to channel negative energy (to spontaneously cast *inflict* spells), improved unarmed strike, fist of iron, stunning fist, touch of death, fist of ghoukind, vampiric palm strike.

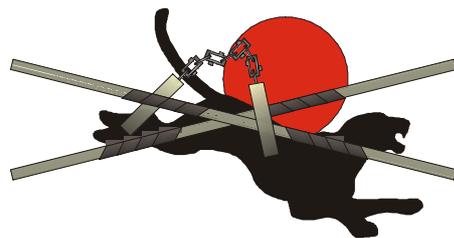
Benefit: The master of this discipline gains two more uses of negative channelling per day.

Way of the Staff

This popular technique is taught in many red and yellow monasteries. It is quite popular among peasants since staffs are cheap weapons.

Prerequisites: 4 ranks in climb, 4 ranks in jump, expertise, dodge, weapon focus (quarter staff), mobility, staff dodge

Benefit: Attacks made with a staff get a +1 competence bonus. This counts as part of the base attack bonus for expertise purposes (i.e. it can be traded in for an AC bonus). The threat range for critical hits when using a staff is 18-20.



Steps of the Wind

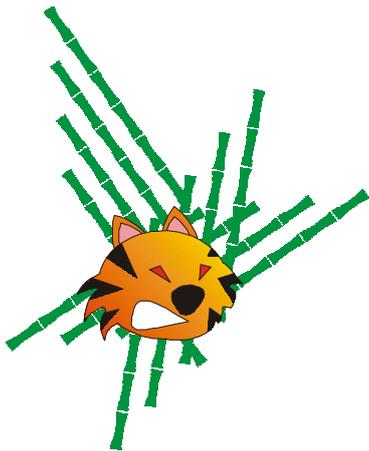
The steps of the wind technique is a style based on brute force, practised by many monks of the yellow orders in the Northern mountains. It was created by Master Dao Tao, who had his arms chopped off as a punishment for a crime that he did not commit. He was helpless and had to be fed for by his pupils but

eventually he regained his confidence and developed the steps of the wind style which only uses the feet for attacks.

Monks who learn this style are trained in balancing plates on thin sticks while kicking at wooden logs thrown at them. This training lecture is so fundamental that it has become almost synonymous with the technique and is often used in taunts against the followers of Dao Tao.

Prerequisites: Improved Unarmed Strike, Power Attack, Feet of Iron (*use: Fists of Iron*), Twin Kick, Flying Kick, Ki Shout, 6 or more ranks in balance, 6 or more ranks in jump.

Benefit: The benefits of this technique are the same as that of empty hand mastery, only that all this damage is done with the feet.



Shuang Bang Style

This martial arts style involves fighting with two sticks (i.e. clubs or tonfas). The techniques focus on rapid incapacitation of the foe, often at the expense of the own safety. Striking with both sticks at once is rare and masters will often own sticks with different magical abilities that serve them well in various situations.

Prerequisites: Ambidexterity, Power Attack, Cleave, Run, Insane Charge, Reckless Blow, and Vital Strike Technique.

Benefit: If a charge attack made with sticks is successful, the opponent must make a fortitude save vs. DC 12 +

strength modifier + damage inflicted, or be *dazed* for 1d4 rounds.

New Feats

Defensive Fan Use

Prerequisites: Dodge

Benefit: When holding a fan or umbrella in one hand, the character can use it to confuse an opponent and gets a +2 rather than +1 bonus when using the dodge feat. A war fan cannot be used for attacking otherwise the bonus is lost.

Fist of Ghoukind

Prerequisites: Stunning fist, ability to control undead

Benefit: By giving up one controlling attempt for the day, the character can channel negative energy into his fist.

When making an unarmed attack the player can declare to use the fist of ghoukind. When the attack hits the target is *stunned* for 2 rounds (as with a stunning fist) unless she passes a fortitude save against DC 10 + level + charisma modifier.

Special: shamans can take this feat as a bonus feat.

Insane Charge

Prerequisites: Run

Benefit: When using an insane charge, the character may move up to triple his movement allowance. She gains +2 to their attack roll and +2 to damage, however, AC is reduced by -3 for the next round.

Improved Feint

Prerequisites: 6 ranks in bluff

Benefit: The character is a master at feinting. When choosing to perform an improved feint, the character voluntarily lowers his guard (decreasing his AC by 2) and gains a +2 competence bonus on his melee attack(s).



Special: This has nothing to do with a normal feint and the two can actually be combined (see pg. 64 of the Player's Handbook).

Improved Offhand Weapon

Prerequisites: Offhand Weapon

Benefit: When holding a light weapon in her offhand, and not attacking with it, a character gains an additional +1 dodge bonus.

Offensive Fan Use

Prerequisites: Dodge, Defensive Fan Use

Benefit: When holding a fan (or umbrella) and any light weapon, the character can use the fan to cover movements made with his weapon hand and thus gets a +1 circumstance bonus to attacks (which stacks with weapon focus). This bonus is only applicable if the fan is not used for an attack that round.

Offhand Weapon

Prerequisites: Expertise *or* Dex 13+

Benefit: When holding a light weapon in her offhand, and not attacking with it, a character gains the same benefits as if wearing a buckler (i.e. +1 to AC).

Reckless Blow

Few schools teach the reckless blow for it is an attack not without risks. However, for those who feel they can withstand a hit, this feat is somewhat useful.

Prerequisites: Str 13+, base attack bonus +1

Benefits: The character may reduce his AC by a value up to his base attack bonus and add this value to his attack roll as a competence bonus. This feat *can* be combined with a power attack.

Staff Dodge

Prerequisites: Dodge

Benefit: When carrying a staff the character can use it to keep enemies at bay, make jumps and take other defensive actions. This feat works just like dodge but provides an additional +1 dodge bonus as long as a staff is carried in at least one hand.

Special: Can be taken as a bonus feat by both shamans and monks.

Touch of Death

Prerequisites: Stunning fist

Benefit: When using any of the *inflict* spells, the character can try to make an unarmed attack rather than a normal touch attack. If she hits, she inflicts her normal unarmed damage plus the damage of the spell. If the character misses, the hand will still be charged and she can either use it for a touch attack for an unarmed attack the next time.

Normal: *Inflict* spells need a touch attack to be discharged.

Special: Can be taken as a bonus feat by both shamans and monks.

Twin Kick

Prerequisites: Flying kick

Benefit: When attacked from both sides, a character can jump up an kick into both directions at once.

In other words, when the character is flanked, he may make a "two-weapon attack" without penalty as long as one attack is used against each of the flanking opponents.

Normal: Characters attacking with both feet gain a -6 and -10 on their rolls (see table 8-2 in the player's handbook).

Special: Can be taken as a bonus feat by both shamans and monks.

Vampiric Palm Strike

Prerequisites: Stunning fist, ability to control undead



Benefit: By giving up one controlling attempt for the day, the character can channel negative energy into his palm.

When making an unarmed attack the player can declare to use the vampiric palm strike. When the attack hits the damage inflicted to the enemy is added to the character as temporary hit points that will be lost after a day.

Special: shamans can take this feat as a bonus feat.

Vital Strike Technique

Prerequisites: base attack bonus +1

Benefit: While using any light weapon, the damage dice used are either that of the weapon or the unarmed damage of the character, whichever is higher. Magical boni of the weapon are still added, however. This feat is only interesting to monks.

