

Class: Sifu

Role:

Hit Die: d10

Alignment: any

Skill Points: 4+intelligence bonus

Class Skills: Sifu's class skills are [Acrobatics](#) ([Dex](#)), [Climb](#) ([Str](#)), [Craft](#) ([Int](#)), [Escape Artist](#) ([Dex](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#) (history) ([Int](#)), [Knowledge](#) (local), [Knowledge](#) (geography), [Knowledge](#) (religion) ([Int](#)), [Perception](#) ([Wis](#)), [Perform](#) ([Cha](#)), [Profession](#) ([Wis](#)), [Ride](#) ([Dex](#)), [Sense Motive](#) ([Wis](#)), [Stealth](#) ([Dex](#)), and [Swim](#) ([Str](#)).

Starting Wealth:

Weapon and Armor Proficiency: Sifu are proficient with the [club](#), crossbow (light or heavy), [dagger](#), [handaxe](#), [javelin](#), [kama](#), [nunchaku](#), [quarterstaff](#), [sai](#), short sword, [shortspear](#), [shuriken](#), [siangham](#), [sling](#), [spear](#), and any weapon with the sifu special weapon quality.

Sifu are not proficient with any armor or shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Doctrine, Tactical Mind +1, Shuffle, Counterattack
2nd	+2	+3	+3	+0	Sifu's Expertise, Indomitable 1/day, Bonus Feat
3rd	+3	+3	+3	+1	Kip-up, Ruse, Duck, Acumen, Strategize 1, AC bonus +1
4th	+4	+4	+4	+1	Second Stage
5th	+5	+4	+4	+1	Probe
6th	+6	+5	+5	+2	Evaluate 1, Indomitable 2/day, Bonus feat
7th	+7	+5	+5	+2	Mind Games, Lacerate, AC bonus +2
8th	+8	+6	+6	+2	Third Stage
9th	+9	+6	+6	+3	Set Up 1
10th	+10	+7	+7	+3	Indomitable 3/day, Bonus feat

11th	+11	+7	+7	+3	Lethal Strike, Perfect Strike, Tactical Mind +2, AC bonus +3
12th	+12	+8	+8	+4	Fourth Stage
13th	+13	+8	+8	+4	Strategize 2
14th	+14	+9	+9	+4	Indomitable 4/day, Bonus feat
15th	+15	+9	+9	+5	Chessmaster, Adaptive Mind, AC bonus +4
16th	+16	+10	+10	+5	Fifth Stage
17th	+17	+10	+10	+5	Evaluate 2
18th	+18	+11	+11	+6	Indomitable 5/day, Bonus feat
19th	+19	+11	+11	+6	Mind over Body, Godspeed, AC bonus +5
20th	+20	+12	+12	+6	Strategize 3, Indomitable Resolve

Improved Unarmed Strike

At 1st level, a sifu gains [Improved Unarmed Strike](#) as a bonus feat. A sifu's attacks can be with fists, elbows, knees, and feet. This means that a sifu can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a sifu striking unarmed. A sifu can apply his full [Strength](#) bonus on damage rolls for all his unarmed strikes. A sifu's unarmed strikes deal lethal damage, although he can choose to deal [nonlethal damage](#) with no penalty on his [attack roll](#). He can make this choice while [grappling](#) as well.

A sifu's [unarmed strike](#) is treated as both a manufactured weapon and a [natural weapon](#) for the purpose of spells and effects that enhance or improve either manufactured weapons or [natural weapons](#).

Tactical Mind:

At 1st level Sifu gains the uncompered ability to see and exploit openings in battle. He gains 1 additional attack of opportunity plus his Intelligence bonus. The number of this bonus AoO is limited up to half of his Sifu's levels. At 11th level Sifu gains 1 additional attack of opportunity, up to 2+int bonus. This class feature counts as Combat Reflexes for fulfilling feat prerequisites. This feature also gives sifu access to following actions, which he can execute using AoO granted by Tactical Mind:
 Shuffle: as part of a move or full attack action Sifu can sacrifice his Attacks of Opportunity and gain +1 to AC per each AoO sacrificed. Sifu gains this at 1st level.

Counterattack: anytime an enemy misses an attack at Sifu, Sifu can expend 1 attack of opportunity and make an attack of opportunity at this enemy. Counterattack can't be triggered by an attack of opportunity. Sifu gains this at 1st level.

Probe: as part of a standard or full attack action Sifu sacrifices his attacks of opportunity and gains +1 insight bonus to his attack and damage per sacrificed attack of opportunity against designated creature until the start of Sifu's next turn. He can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Sifu gains this at 5th level.

Doctrine

At 1st level Sifu chooses one of the following doctrines, that determines his capabilities and further training. He loses these bonuses when he wears [armor](#) heavier than light, when he carries a heavy or tower shield, or when he carries a medium or heavy load.:

Open Palm: Sifu gains Maneuver Training 1 brawler's class feature. He also may perform a combat maneuver check as a free action, without provoking an [attack of opportunity](#), when damaging a creature with a melee attack. Choose one of the following options: Bull Rush, [Reposition](#), Drag, Trip.

Clenched Fist: Sifu gains Unarmed Strike unchained monk class feature, treating his Sifu's level as monk's and adding them together, and 1 additional attack of opportunity.

Armed Hand: Sifu gains Weapon Focus as a bonus feat. When rolling a damage dealt with weapon Sifu has Weapon Focus, he chooses from better between weapons listed damage and a warpriest's sacred weapon damage table, treating his Sifu's levels as warpriests and adding them together.

Keen Mind: A sifu's advice is identical to [bardic performance](#) (using oratory or linguistic in case a sifu possess Orator feat), allowing him to [inspire courage](#), as a [bard](#) of the sifu's level, usable a total number of rounds per day equal to his level + his Intelligence modifier (minimum 1).

Sifu's Expertise

At level 2 Sifu adds his Intelligence bonus to Acrobatic, Climbing, Escape Artist, Swim and Ride skill checks. He also counts as a monk, a fighter and a swashbuckler of his level for any purpose regarding feats or traits acquired through feats, and may use Intelligence in place of wisdom for any purpose regarding feats.

Bonus Feat

At 2nd level, and every 4 levels thereafter, a sifu can select a bonus feat. These feats must be taken from the following list:

[Catch Off-Guard](#), [Combat Reflexes](#), [Deflect Arrows](#), [Dodge](#), [Improved Grapple](#), [Scorpion Style](#), Iron Will, Improved Initiative, Agile Maneuvers, Martial Dominance, Orator and [Throw Anything](#).

At 6th level, the following feats are added to the list:

[Gorgon's Fist](#), [Improved Bull Rush](#), [Improved Disarm](#), [Improved Feint](#), [Improved Trip](#), Improved Iron Will, Dazzling Display, Enforcer and [Mobility](#).

At 10th level, the following feats are added to the list:

[Improved Critical](#), [Medusa's Wrath](#), [Snatch Arrows](#), Disheartening Display, Leadership and [Spring Attack](#).

A sifu need not have any of the prerequisites normally required for these feats to select them.

AC Bonus

While wearing light or no [armor](#) and without shield heavier than light shield, and while carrying no heavier than a light load, the sifu adds bonus to his AC and [CMD](#). Sifu gains a +1 bonus at 3rd level. This bonus increases by 1 for every four sifu levels thereafter, up to a maximum of +5 at 19th level.

These bonuses to AC apply even against touch attacks or when the sifu is [flat-footed](#). He loses these bonuses when he is immobilized or [helpless](#), when he wears [armor](#) heavier than light, when he carries a heavy or tower shield, or when he carries a medium or heavy load.

Acumen:

At 4th level Sifu gains an expertise in tactics. He fights with acumen: a fluctuating measure of a sifu's ability to perform amazing actions in combat. Total pool of Sifu's acumen equals to $\frac{1}{4}$ of his level plus his Intelligence modifier (minimum 1), though feats and magic items can affect this maximum. A sifu spends acumen to accomplish deeds (see below). Sifu starts the day with 0 points of acumen in his pool and any points earned in combat will dissipate after it. This counts as Combat Expertise for fulfilling feat prerequisites.

Acumen is acquired with following actions:

Strategize: as a standard action sifu plans his next actions, gaining 1 point of acumen. This increases by 1 point at level 13 and 20.

Evaluate: from 6th level sifu can study a creature within 30 feet with move action, gaining 1 point of acumen and +1 to AC and CMD from attacks of this creature and +1 to attacks against this creature. This bonus persists until Sifu evaluates another target or the end of combat and can be done to one creature once per combat. This increases to 2 points of acumen at level 17.

Set Up: from 9th level instead of dealing damage with attack of opportunity Sifu can create a much needed opening, gaining 1 point of acumen and +1 to his attacks and damage against the target of Set Up, this is a cumulative bonus and it persists until the start of creatures next turn.

Deeds

Duck: after rolling Reflex save, but before revealing the result, Sifu can make a 5 feet step and roll Reflex save again, he must take the later result, even if it's worse. This deed costs 1 point of Acumen and considers an immediate action. Sifu gains this deed at 3rd level.

Kip-Up (Ex): At 3rd level, while the sifu has at least 1 panache point, He can kip-up from [prone](#) as a [move action](#) without provoking an [attack of opportunity](#). He can kip-up as a [swift action](#) instead by spending 1 panache point. Sifu gains this deed at 3rd level.

Ruse: by spending 1 point of acumen Sifu performs a dirty trick maneuver as a move action or in place of the first attack in full round attack, adding his intelligence bonus to a roll and without provoking attacks of opportunity. Alternatively, instead of a normal effect of Dirty Tricks, the affected creature is denied its dodge bonus to AC, the worsened condition is a flat-footed. This is considered a Dirty Trick and follows all rules of Dirty Tricks. Sifu gains this deed at 3rd level.

Mind Games: as a free action by spending 1 acumen sifu can initiate a psychic duel, as per instigate psychic duel spell, using his sifu's levels as caster levels, his intelligence as casting attribute, with following changes: target must be willing, participating parties are fascinated, sifu's levels are summed to his caster level, sifu can use his Tactical Mind, Acumen class features and deeds acquired with Next Stage. If the target is not willing it must make a Will saving throw(DC=10+½ sifu's level's+intelligence bonus), or be demoralized to the next stage of fear. The later effect is mind affecting fear effect and is not magical, therefore does not require to bypass target's spell resistance. Sifu may choose to inflict later effect, without offering the target a psychic duel. Sifu gains this deed at 7th level.

Lacerate: as a free action with a cost of 1 acumen point, sifu can force an enemy damaged by his melee attack to make a Fortitude save or suffer additional harmful effect, based on attack's damage type. Piercing: sifu's intelligence bonus as sifu's choice attribute damage, Strength, Dexterity or Constitution. Slashing: attacks minimum damage plus sifu's intelligence bonus as bleed. Bludgeoning: stun for 1 round. Sifu gains this deed at 7th level.

Lethal Strike: as a standard action sifu performs a devastating strike, rolling attack and damage as normal and expanding up to his total pool of acumen, multiplying his damage by the number of points spent plus 1. If this attack happens to be a critical hit, then he adds a weapons critical multiplier to the number by which damage increases. For example, if the weapon critical statistic is 20/*2, then by expanding 1 point of acumen he will increase his damage by 3 times. Creatures that are immune or protected by any means from critical hits are also immune and protected from this effect. Sifu gains this deed at 11th level.

Perfect Strike: with a cost of 1 acumen point sifu can perform a perfect strike as a standard action, making an attack against the target's [touch](#) AC. Sifu gains this deed at 11th level.

Chessmaster: as a free action at any moment of the battle sifu can expand 1 point of acumen and reroll his initiative check, choosing better result. If this moves him in initiative order in a way he should have already taken his turn, he acts immediately and proceeds in his new initiative order from the next round. This deed can't interrupt other creatures' turns. Sifu gains this deed at 15th level.

Adaptive Mind: after rolling Will save, but before revealing the result, Sifu can roll it again, he must take the later result, even if it's worse. This deed costs 1 point of Acumen and considers an immediate action. Sifu gains this deed at 15th level.

Godspeed: with a full round action and by expanding 5 points of acumen sifu can move incredibly fast, attacking every enemy on his way. This is considered a full round attack. Draw a 5-foot wide trajectory with length equal to sifu's double move distance. Part or all of it may be airborne, underwater or through difficult terrain, but otherwise sifu must be able to travel it normally. Any enemy in this trajectory must make a Reflex saving throw or be damaged by sifu's attack. Sifu does not roll attack, only damage. Sifu disappears at the starting point of the trajectory and reappears at its end. This damage can't be replaced or be complemented by any other effect, but sifu's of open palm doctrine maneuver check or chosed by Maneuver Training maneuver. In this case sifu rolls only one maneuver check and it must be the same for every affected target. Every enemy is affected only once. If one of the affected enemies can't be affected by a component of Godspeed deed, then it has no effect, but otherwise deed functions normally. Sifu gains this deed at 19th level.

Mind over Body: after rolling Fortitude save, but before revealing the result, Sifu can roll it again, he must take the later result, even if it's worse. This deed costs 1 point of Acumen and considers an immediate action. Sifu gains this deed at 15th level.

Indomitable

At 2nd level 3 times per day as an [immediate action](#) after failing a saving throw, Sifu can reroll a failed saving throw. At 6th level and every 4 levels thereafter, the number of times he can do this per day increases by one (to a maximum of 7 times per day at 18th level).

Next Stage

At 4th level and every 4 levels thereafter a sifu achieves a new stage at his Doctrine, to a maximum Fifth Stage at 16th level.

Whenever he achieves next stage he can choose to learn one of following deeds:

Maneuverability: while a sifu has at least 1 acumen point, he can perform a special move action, resulting in a number of 5 foot steps equal to maximum acumen pool plus 1.

Evasive (Ex): while a sifu has at least 1 acumen point, he gains the benefits of the [evasion](#) and improved evasion unchained monk class features. He uses his sifu's level as his monk levels improved evasion.

Dodgy: while a sifu has at least 1 acumen point, he gains the benefits of the [uncanny dodge](#) and [improved uncanny dodge rogue](#) class features. He uses his sifu's level as his [rogue](#) for [improved uncanny dodge](#).

Telegraph Attack: while a sifu has at least 1 acumen point, he can choose to telegraph his attacks as a fast action, gaining –2 penalty on all melee attack rolls to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if he is making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times his [Strength](#) modifier on damage rolls. This bonus to damage is halved (–50%) if he is making an attack with an off-hand weapon or secondary natural weapon.

Determined Attack: while a sifu has at least 1 acumen point, he can choose to fight with determination as a fast action, gaining +2 bonus to attacks and -2 penalty to damage rolls.

Reckless Attack: while a sifu has at least 1 acumen point, he can choose to fight recklessly as a fast action, gaining +2 bonus on melee [attack rolls](#), melee damage rolls, thrown weapon damage rolls and -2 AC penalty. This bonus to damage is increased by half (+50%) if he is making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times his [Strength](#) modifier on damage rolls. This bonus to damage is halved (–50%) if he is making an attack with an off-hand weapon or secondary natural weapon.

Deceptive Attack: while a sifu has at least 1 acumen point, he can choose to fight deceptively as a fast action, gaining +1 attack bonus and +1 AC dodge bonus.

Defensive Attack: while a sifu has at least 1 acumen point, he can choose to fight defensively as a fast action. When fighting defensively in this manner, the [dodge bonus](#) to AC gained from that action increases to +4, and the penalty to [attack rolls](#) is reduced to –2.

Second Stage

Open Palm: Sifu gains Maneuver Training 2 brawler's class feature. He also may perform a combat maneuver check as a free action, without provoking an [attack of opportunity](#), when damaging a creature with a melee attack. Choose one of the following options: bull rush, [Reposition](#), Push (moving target by the rules of Bull Rush without moving one-self), Drag, Trip.

Clenched Fist: his unarmed attacks are treated as magic weapons for the purpose of overcoming [damage reduction](#).

Armed Hand: gains one of following feats as a bonus feat: Catch Off-Guard, Improvised Weapon Mastery, Throw Anything, Improvisational Focus, Makeshift Maneuvers, Equipment Trick, Weapon Focus, Weapon Specialization, Weapon Versatility, Weapon Adept, Armor Adept, Quick Draw or Ricochet Toss.

Keen Mind: chose one of the following: add [inspire competence](#) to the performance repertuar, add one of following talents, treating your sifu's class level as respectable class, using his class DC(10+½ sifu's level + intelligence bonus) and his acumen in place of expendable resource. Investigator's Effortless aid talent, magus's Divinatory Strike and Familiar arcanas, unchained monk's Breaking-Down Koan and Insightful Wisdom ki power.

Third Stage

Open Palm: Sifu gains Maneuver Training 3 brawler's class feature. He also may perform a combat maneuver check as a free action, without provoking an [attack of opportunity](#), when damaging a creature with a melee attack. Choose one of the following options: bull rush, [Reposition](#), Push (moving target by the rules of Bull Rush without moving one-self), Drag, Trip.

Clenched Fist: his unarmed attacks are also treated as [cold iron](#) and silver for the purpose of overcoming [damage reduction](#).

Armed Hand: gains one of following feats as a bonus feat: Catch Off-Guard, Improvised Weapon Mastery, Throw Anything, Improvisational Focus, Makeshift Maneuvers, Equipment Trick, Weapon Focus, Weapon Specialization, Weapon Versatility, Weapon Adept, Armor Adept, Quick Draw or Ricochet Toss.

Keen Mind: chose one of the following: add [inspire competence](#) or [inspire greatness](#) to the performance repertuar, add one of following talents, treating your sifu's class level as respectable class, using his class DC(10+½ sifu's level + intelligence bonus) and his acumen in place of expendable resource. Investigator's Effortless Aid talent, magus's Divinatory Strike and Familiar arcanas, unchained monk's Breaking-Down Koan and Insightful Wisdom ki power.

Fourth Stage

Open Palm: Sifu gains Maneuver Training 4 brawler's class feature. He also may perform a combat maneuver check as a free action, without provoking an [attack of opportunity](#), when damaging a creature with a melee attack. Choose one of the

following options: bull rush, [Reposition](#), Push (moving target by the rules of Bull Rush without moving one-self), Drag, Trip.

Clenched Fist: his unarmed attacks are also treated as lawful, chaotic or good weapons for the purpose of overcoming [damage reduction](#), if the alignment of Sifu matches with weapons property.

Armed Hand: gains one of following feats as a bonus feat: Catch Off-Guard, Improvised Weapon Mastery, Throw Anything, Improvisational Focus, Makeshift Maneuvers, Equipment Trick, Weapon Focus, Weapon Specialization, Weapon Versatility, Weapon Adept, Armor Adept, Quick Draw or Ricochet Toss.

Keen Mind: choose one of the following: add [inspire competence](#) or [inspire greatness](#) to the performance repertuar, add one of following talents, treating your sifu's class level as respectable class, using his class DC(10+½ sifu's level + intelligence bonus) and his acumen in place of expendable resource. Investigator's Effortless Aid, Inspirational Expertise, Eidetic Recollection and Empathy talents, magus's Divinatory Strike and Familiar arcanas, unchained monk's Breaking-Down Koan and Insightful Wisdom ki power.

Fifth Stage

Open Palm: Sifu gains Maneuver Training 5 brawler's class feature. He also may perform a combat maneuver check as a free action, without provoking an [attack of opportunity](#), when damaging a creature with a melee attack. Choose one of the following options: bull rush, [Reposition](#), Push (moving target by the rules of Bull Rush without moving one-self), Drag, Trip.

Clenched Fist: his unarmed attacks are treated as [adamantine](#) weapons for the purpose of overcoming [damage reduction](#) and bypassing [hardness](#).

Armed Hand: gains one of following feats as a bonus feat: Catch Off-Guard, Improvised Weapon Mastery, Throw Anything, Improvisational Focus, Makeshift Maneuvers, Equipment Trick, Weapon Focus, Weapon Specialization, Weapon Versatility, Quick Draw or Ricochet Toss.

Keen Mind: choose one of the following: add [inspire competence](#) or [inspire greatness](#) to the performance repertuar, add one of following talents, treating your sifu's class level as respectable class, using his class DC(10+½ sifu's level + intelligence bonus) and his acumen in place of expendable resource. Investigator's Effortless Aid, Inspirational Expertise, Eidetic Recollection and Empathy talents, magus's Divinatory Strike and Familiar arcanas, unchained monk's Breaking-Down Koan and Insightful Wisdom ki power.

Indomitable Resolve

At 20th level, the sifu has had so many close calls that he barely notices them anymore. The sifu gains three additional uses of Indomitable and can [activate](#) the ability as a [free action](#), even outside of his turn.

Battle plan

Battle plans are similar to deeds in that they grant a sifu extra abilities based on acumen, but unlike deeds, battle plans become active when a member of these classes runs out of his acumen pool, and become inactive until the character regains points of their acumen pool. They grant the character a benefit and a new ability to regain or increase the ability to regain acumen.

A battle plan can be taken in place of one of the bonus feats a sifu gains at 2nd level and every 4 levels thereafter. A sifu can choose to have multiple battleplans, but can only pick one to be active each time he reaches 0 acumen points. Once chosen, the active battleplan cannot be changed until sifu reaches 0 acumen points again.

Distracting Target (Frantically Nimble) (Ex) (Advanced Class Guide pg. 94): While this battle plan is active, you gain a +2 dodge bonus to AC. You regain 1 acumen point when any enemy making a ranged or melee attack against you misses you three consecutive times. The attacks need not come from the same enemy.

Tactical Retreat (Run Like Hell) (Ex) (Advanced Class Guide pg. 94): While this battle plan is active, your speed increases by 10 feet, and you retain your Dexterity bonus to your AC while running. You regain 1 acumen point the first time you are more than 100 feet away from your closest enemy.

Eliminating Value (Ex): While this battle plan is active, you gain +2 to damage rolls with weapons you are proficient with. You regain 1 acumen point when landing a finishing blow or force an enemy to retreat or surrender.

Supporting frontline: While this battle plan is active, you aid another action gives +4 to AC or Attack roll, instead of +2. You regain 1 acumen point when your friend avoids enemy attack or lends a hit with your help 4 times.

Deeds of Renown

New Feats

Powerhouse

Prerequisites: Sifu level 4, light armor proficiency, 17 strength

Your natural might and years of training turned you into a real powerhouse that can't be restrained just by a few extra pounds of armor. Treat medium armor and heavy shields as light.

Versatile Mind

Prerequisites: 16 intelligence, sifu's level 8

Your brain is boiling with new ideas. Ideas of violence. Increase the maximum number of points in your acumen pool and amount you start a new day with by 1.

Your acumen earned in combat stops to dissipate after it. After reaching sifu's 13th level these values increase by 1 to a total of 2.

Instant Strategy

Prerequisites: Versatile Mind, sifu's level 12

Upon entering a combat you may choose to regain 2 points of acumen. After reaching level 17 these value increase by 1 to a total of 3.

Fleeting Ki

You can select one of the following Ki Powers, if you are qualified for it. You may spend acumen in place of Ki points for activating them and may use your Ki, if you have any, in place of acumen for your deeds. You use your class DC for any of these Ki Powers. You may choose one of the following Ki Powers in place of a deed, when you are granted a new deed or via retraining option. This feat may be selected multiply times, each time granting new Ki Power from this list: *Feather Balance, High Jump, Ki Metabolism, Ki Range, Ki Sunder, Slow Fall, Sudden Speed, Action Before Though, Diamond Mind, Ki Guardian, Water Sprint, Bare-Hand Block, Diamond Body, Light Steps.*

Dwarf	Increase class abilities DC by $\frac{1}{6}$
Elf	Increase the maximum number of points in the sifu's acumen pool by $\frac{1}{4}$ and the amount he starts a new day with by $\frac{1}{2}$.
Gnome	Increase the amount of attacks of opportunity given and available by Tactical Mind by $\frac{1}{6}$.
Half-Elf	Increase the number of times per day the sifu can use Indomitable by $\frac{1}{4}$.
Half-Or c	Gain a +1/3 bonus on all critical hit confirmation rolls made(maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.
Halflin g	Increase your effective level for Doctrine Damage Table by $\frac{1}{3}$ of level, up to 5. Upon reaching 6 extra levels, switch to the next size category for the purpose of damage and maneuver's target size availability in case of an open palm Doctrine.

Human	Increase the maximum number of points in the sifu's acumen pool by $\frac{1}{4}$ and the amount he starts a new day with by $\frac{1}{2}$.
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