

[Martial Artist Unchained Monk Class Features](#)

[Sohei Archetype Features](#)

[Drifting Lotus Archetype Features](#)

[Formcrafter Archetype Features](#)

[Variant Multiclass Sorcerer Features](#)

[Path of War Details](#)

[Spheres of Might Details](#)

[Spheres of Power Details](#)

[Martial Artist Unchained Monk](#) Class Features

Weapon and Armor Proficiency Monks 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 monk special weapon quality.

Monks are not proficient with any armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

AC Bonus When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Bonus Feat At 1st level, 2nd level, and every 4 levels thereafter, a monk can select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, and Scorpion Stance.

At 6th level, the following feats are added to the list: Deft Maneuvers, Gorgon's Fist, Greater Grapple, and Powerful Maneuvers.

At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack.

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

Flurry of Blows At 1st level, a monk can make a flurry of blows as a full-attack action. When making a flurry of blows, the monk can make one additional attack at his highest base attack bonus. This additional attack stacks with the bonus attacks from haste and other similar effects. When using this ability, the monk can make these attacks with any combination of his unarmed strikes and weapons that have the monk special weapon quality. He takes no penalty for using multiple weapons when making a flurry of blows, but he does not gain any additional attacks beyond what's already granted by the flurry for doing so. (He can still gain additional attacks from a high base attack bonus, from this ability, and from haste and similar effects).

At 11th level, a monk can make an additional attack at his highest base attack bonus whenever he makes a flurry of blows. This stacks with the first attack from this ability and additional attacks from haste and similar effects.

Stunning Fist At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites.

At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect.

At 4th level, the monk can choose to make the target fatigued.

At 8th level, he can make the target sickened for 1 minute.

The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

Unarmed Strike At 1st level, a monk gains Unarmed Combatant as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk'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 monk'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.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on **Table: Monk Unchained**.

Evasion At 2nd level, a monk can avoid damage from many area-effect attacks. If a monk succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Pain Points (Ex) At 3rd level, a martial artist's advanced knowledge of anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of her Stunning Fist and quivering palm by 1.

This ability replaces still mind.

Martial Arts Master (Ex) At 4th level, a martial artist may use her monk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes or weapons with the monk special quality.

This ability replaces fast movement.

Exploit Weakness (Ex) At 4th level, as a swift action, a martial artist can observe a creature or object to find its weak point by making a Wisdom check and adding her monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of her turn, and any attacks she makes until the end of her turn ignore the creature or object's DR or hardness. A martial artist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a +2 bonus on Sense Motive checks, Reflex saves, and a dodge bonus to AC against that opponent until the start of her next turn.

This ability replaces ki pool.

Physical Resistance (Ex) At 4th level, if a martial artist suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This reduction increases by 1 for every four levels beyond 4th (to a maximum reduction of 5 at 20th level).

This ability replaces the ki powers gained at level 4, 8, and 12.

Extreme Endurance (Ex) At 6th level, a martial artist gains immunity to fatigue. At 10th level, she also gains immunity to exhaustion. At 16th level, she gains immunity to stunning. At 20th level, she gains immunity to death effects and energy drain.

This ability replaces the ki powers gained at level 6, 10, and 20.

Purity of Body (Ex) At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Style Strike (Ex) At 5th level, a monk can learn one type of style strike. Whenever he makes a flurry of blows, he can designate one of his unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. At 9th level, and every 4 levels thereafter, a monk learns an additional style strike. He must choose which style strike to apply before the attack roll is made. At 15th level, he can designate up to two of his unarmed strikes each round as a style strike, and each one can be a different type.

Hammerblow: The monk links his hands together, swinging both arms like a club and dealing tremendous damage. If the attack hits, the monk rolls his unarmed strike damage twice, adding both rolls together before applying Strength and other modifiers to the damage. This bonus damage is not multiplied on a critical hit. The monk must attack with a fist to use this style strike, but must have both hands free.

[Sohei](#) Archetype Features

Class Skills A sohei gains Handle Animal as a class skill.

Weapon and Armor Proficiency A sohei is proficient with all simple and martial weapons and with light armor. A sohei who wears armor cannot use the AC bonus ability.

Bonus Feat A sohei may select Mounted Combat and all feats that have Mounted Combat as a prerequisite as bonus feats, but must fulfill the prerequisites of these feats.

Flurry of Blows A sohei may use flurry of blows while wearing light armor or wielding a non-monk weapon she is proficient in.

Devoted Guardian (Ex) At 1st level, a sohei can always act in a surprise round even if she does not notice her enemies, though she remains flat-footed until she acts. In addition, a sohei

gains a bonus on initiative rolls equal to 1/2 her monk level. At 20th level, a sohei's initiative roll is automatically a natural 20.

Monastic Mount (Su) At 3rd level, the sohei gains the ki mount ki power. The shoei gains the automatic parts of the ability at level 3 but may not spend SP on this ability until she gains a ki pool at level 4. At level 6, and every three class levels thereafter, the amount of temporary hit points per level the mount gains is increased by one, to a maximum of seven temporary hit points per level at level 18.

Ki Mount (Su): A monk with this ability can spend 1 SP as a standard action to grant 2 temporary hit points per monk level he possesses to his mount for 1 hour per monk level. As long as the monk and his mount are adjacent or the monk is mounted, the mount shares the benefits of whichever of the AC bonus, evasion, high jump, improved evasion, *ki* strike, perfect self, and still mind abilities the monk possesses. A monk must be at least 6th level before selecting this *ki* power.

Ki Weapon (Su) At 4th level, as a swift action, a sohei may spend 1 SPI to grant any weapon she wields (including her unarmed strike) a +1 enhancement bonus on attack and damage rolls, increasing the ki cost and enhancement bonus by +1 per four levels after 4th to a maximum bonus of +5 at 20th level. The total enhancement bonus of a weapon cannot exceed +5, but she may use these points to gain temporary magic weapon special abilities. For example, an eight level sohei can spend 2 SP to give her weapon a +1 enhancement bonus and the ki focus quality, or just the flaming burst quality. This effect lasts one minute.

Weapon Training (Monk Weapons) (Ex) At 5th level, a sohei gains weapon training in one of the following weapon groups, as the fighter class feature: bows, crossbows, monk weapons, polearms, spears, or thrown weapons. Every four levels thereafter (9th, 13th, and 17th), the shoei becomes further trained in another group of weapons, to a maximum of four at 17th level. A sohei may use flurry of blows and ki strike with any weapon in which she has weapon training.

[Drifting Lotus](#) Archetype Features

Class Skills A drifting lotus adds Knowledge (arcana) (Int), Knowledge (planes) (Int) to his list of class skills.

Proficiencies A drifting lotus is proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Casting A drifting lotus may combine spheres and talents to create magical effects. A drifting lotus is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

Spell Pool A drifting lotus at first level gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

A drifting lotus may spend spell points if they were ki points for all ki powers and class features. As long as he has at least 1 spell point, he can make a ki strike.

Blended Training A drifting lotus gains a combat or magic talent every time he gains a class level. A drifting lotus uses his casting ability modifier as his practitioner modifier.

Unarmed Expert A drifting lotus is an expert in unarmed combat. At first level he gains the Open Hand sphere as a bonus combat talent.

Warp Expert A drifting lotus gains the Warp sphere and Pouncing Teleport as bonus magic talents, as well as the Personal Warp drawback. This drawback does not grant an additional bonus talent, but may be bought off as normal.

Lotus Style At 5th level the drifting lotus learns a lotus style. Once per turn, after he successfully teleports himself, the drifting lotus may gain the effects of a single lotus style. At 9th level, and every 4 levels thereafter, a drifting lotus learns an additional lotus style. At 15th level, he may gain two different lotus style benefits in a turn, either gaining both from a single teleport, or individually from two separate teleports.

Float Until the beginning of his next turn, the drifting lotus unmoors himself from the bonds of the earth. He does not take fall damage, and falls at a rate of 60 feet per round. In addition, he may turn a fall into a glide, moving an equal distance in a horizontal direction of his choice. Finally, he can choose to simply hover instead of falling, hanging in place until some other force moves him or until his next turn begins.

[Formcrafter](#) Archetype Features

Maneuvers A formcrafter begins his career with knowledge of three martial maneuvers. All disciplines are available for the formcrafter to select maneuvers from.

Once the formcrafter knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by formcrafter is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A formcrafter's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The formcrafter learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through formcrafter levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A formcrafter must meet a maneuver's prerequisite to learn it. See Systems and Use for more details on how maneuvers are used.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the formcrafter can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the formcrafter need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level.

A formcrafter's initiation modifier is Wisdom, and each formcrafter level is counted as a full initiator level.

Maneuvers Readied A formcrafter can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A formcrafter must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating or performing martial katas for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The formcrafter does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A formcrafter begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the formcrafter to recover maneuvers, he must re-evaluate his own abilities as a full-round action. When he does, he replaces a number of expended maneuvers equal to his initiation modifier (minimum 2) with new readied formcrafter maneuvers he knows. If he wishes, he may replace these maneuvers with themselves, effectively recovering them. In addition, whenever the formcrafter recovers maneuvers in this way, he may change styles as a free action. Alternately, the formcrafter may take a brief moment to collect his thoughts to recover a single maneuver as a standard action.

Stances A formcrafter begins his career with knowledge of one stance from any discipline open to formcrafters. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through formcrafter levels is limited by those listed in Table: Archetype Maneuver Progression. Unlike maneuvers, stances are not expended and the formcrafter does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a formcrafter cannot learn a new stance at higher levels in place of one he already knows.

Style Savant (Ex) A formcrafter gains Fuse Styles as a bonus feat. In addition, a formcrafter considers his unarmed strike to be a discipline weapon for all disciplines.

Bonus Feat At 2nd level, and every four levels thereafter, a formcrafter may select a bonus style feat, the Discipline Focus feat, or the Advanced Study feat. He does not need to meet the prerequisites of that feat. Starting at 6th level, a formcrafter can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Black Seraph Annihilation) as long as he meets the prerequisites.

Each time he changes styles, he can also change these wildcard style slots.

Fuse Styles (Ex) At 5th level, a formcrafter can fuse two of the styles he knows. The formcrafter can have two style feats active at once. Starting a stance provided by a style feat is still a swift action, but when the formcrafter switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 9th level, the formcrafter can fuse three styles at once. He can have the effects of three style feats active at the same time.

At 13th level, the formcrafter can fuse four styles at once. He can have the effects of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool.

At 17th level, the formcrafter can have the stances of five style feats active at once, and can change any of these styles as a free action.

[Variant Multiclass Sorcerer](#) Features

Bloodline (Shapechanger) At 1st level, he must select a sorcerer bloodline. He treats his character level as his effective sorcerer level for all bloodline powers.

Bloodline Power At 3rd level, he gains his bloodline's 1st-level bloodline power.

Hardened Fists (Su) At 1st level, you can make your fists grow large, callused, and gnarled as a free action. Your unarmed strikes deal damage as though you were one size category larger, deal lethal damage, and do not provoke attacks of opportunity. If you have claws, they are affected instead, and they deal damage as though you were one size category larger. You can use this ability for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Improved Bloodline Power At 7th level, he gains his bloodline's 3rd-level bloodline power.

Mutable Flesh (Su) At 3rd level, once per day when you cast a transmutation spell with a duration of 1 minute per level that affects only you, you can increase its duration to 10 minutes per level. At 9th level, you can increase the duration to 1 hour per level.

Path of War Details

Broken Blade Discipline

Broken Blade's associated skill is Acrobatics, and its associated weapon groups are close, monk, and natural.

Bronze Knuckle (Level 2 Boost) With a spectacular crack of his knuckles, the disciple delivers an extra-potent blow to his foe in the form of a bone-crushing strike. As part of a unarmed attack or a strike from this discipline, the initiator's attacks for the duration of his turn inflict an additional 2d6 points of damage and these attacks ignore a target's damage reduction.

Counter Step (Level 2 Counter) With a twist of his body or a nimble hop, the disciple of the Broken Blade avoids a blow with a practiced step. The initiator makes an opposed Acrobatics check against an attacker's melee attack roll. If successful, the initiator may make an immediate 5 ft. step to a location that is not being threatened by his attacker without provoking attacks of opportunity. If no such square exists, then this counter cannot be used.

Golden Lion Discipline

Golden Lion's associated skill is Diplomacy, and its associated weapon groups are heavy blades, hammers, and pole arms (and unarmed strikes.)

Encouraging Roar (**Level 1 Boost**) The disciple lets out shouts of encouragement to bolster his allies in battle. All allies within 30-ft. of the Golden Lion disciple gain a +2 morale bonus to attack and damage rolls for one round.

Primal Fury Discipline

Primal Fury's associated skill is Survival, and its associated weapon groups are axes, heavy blades, and hammers (and unarmed strikes.)

Bloody Riposte (**Level 2 Counter**) Stoking the furnace of rage within him upon receiving injury, the disciple uses the momentary lapse in his attacker's defenses when struck in combat to make a vicious riposte. Upon being struck in combat by an enemy, the initiator may make an immediate counter attack at his full base attack bonus that inflicts an additional 2d6 points of damage.

Primal Warrior Stance (**Level 3 Stance**) By taking a wide stance that invites the death of any before him, the mighty disciple of Primal Fury wields the power of overwhelming force to it's greatest effects. The initiator ignores difficult terrain when charging while in this stance, and whenever he is subject to a size modifier for CMB checks or to his CMD, the disciple is treated as one size category larger if doing so would be advantageous to him. He is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. Additionally, any melee weapon, unarmed strike, or natural weapon is treated as if it were two sizes larger. The benefits of this stance stack with abilities or effects that increase the initiator's size (such as *enlarge person*).

Radiant Dawn Discipline

Radiant Dawn's associated skill is Diplomacy, and its associated weapon groups are bows, flails, hammers, polearms, and the Sun's Gleam ability (and unarmed strikes.)

Essence: Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when maneuvers or other akashic effects are activated, a given creature can only devote a certain amount of essence to any particular maneuver. This is done by investing the essence into the chosen receptacle, which could be a Radiant Dawn maneuver, akashic feat, or other ability. Investing essence or changing where essence is invested is a swift action. Essence invested into a maneuver is temporarily

bound when that maneuver is expended, and cannot be recovered or reassigned to another receptacle until that maneuver is recovered.

Sun's Gleam (Su): A Radiant Dawn disciple can choose to fire a ray of light as a ranged touch attack at a target within close range (25 feet + 5 feet per 2 initiator levels) in place of making a ranged weapon attack as part of initiating a strike from a maneuver the initiator could invest essence into. This does not require a free hand. The initiator can choose to use their Strength modifier in place of their Dexterity modifier when firing a ray in this fashion. The ray of light deals force damage equal to 1d6 plus the initiator's initiation modifier on a hit, plus any effects of the strike (such as additional damage or conditions). The disciple may choose to deal nonlethal damage with this attack at no penalty. As Sun's Gleam can only be used as substitutes for attacks granted by maneuvers, an initiator cannot channel uses of it through weapons with the conductive weapon special property, or similar abilities.

Spoils of War (Level 1 Stance) Might makes right. While you maintain this stance, allies within close range (25 feet + 5 feet per 2 initiator levels) heal 3 hit points whenever they hit with an attack. At 5th level, this healing increases to your initiation modifier plus 3. At 10th level, this healing increases to be equal to twice your initiation modifier plus 3. This effect can only trigger once per round per ally.

Essence: Each point of essence invested into this stance increases the amount of healing done by this stance by 1. At 5th level, each point of essence instead increases healing done by 2. At 10th level, each point of essence instead increases healing done by 3.

Decree of Death (Level 3 Boost) You single out a single target for execution. Make an attack. If it hits, the attack deals no damage. The next damaging attack made against the target by the initiator or her allies within 1 round deals 50% additional damage, applied after all other effects (such as damage reduction and energy resistance).

Essence: The first attack made against the target within 1 round deals an additional 2 points of damage for each point of essence invested into this boost. This damage is eligible to be increased by the effect of the boost.

Lifeburst Strike (Level 3 Strike) You strike out with a simple blow with an uncanny power to heal and harm. Make an attack. If it hits, it deals weapon damage as normal plus an additional 1d6 points of damage, and you can heal yourself and allies within close range (25 feet + 5 feet per 2 initiator levels) for a total number of hit points equal to three times your initiation modifier, divided as you choose between you and your allies. Alternatively, you may choose to grant a single ally within close range a saving throw against an ongoing effect on them that offers a saving throw to negate, at the effect's original DC. If it succeeds, the effect ends. This does not progress poison, diseases, or similar effects on a failed saving throw.

Essence: Each point of essence invested into this strike increases the total amount of healing done by 5 hit points. This healing is split up between targets normally.

Sleeping Goddess Discipline

Sleeping Goddess' associated skill is Autohypnosis, and its associated weapon groups are flails, heavy blades, monk, and spears.

Sleeping Goddess and Power Points: The Sleeping Goddess discipline unlocks the power of the mind, allowing its adepts to tap into their psionic talent. You gain power points equal to the highest level Sleeping Goddess maneuver you know (including stances), plus one additional power point for each Sleeping Goddess maneuver known beyond the first (including stances). If you already have a power point pool, you add those points to it. If you do not have a power point pool, you gain one as well as the psionic subtype. You do not gain bonus power points for a high initiation modifier (though you do gain bonus power points for having a high key ability score if you have levels in a manifester class, as normal).

Unbroken Stride (Level 1 Stance) With careful steps and focused psionic power, you can slightly shift how you interact with the world, moving over liquids as if they were solid, sprinting along walls, and even walking through the air. While you maintain this stance, you can walk and stand on liquids and other unfirm surfaces as if they were solid ground. You can move at your normal speed, but you cannot run on such a surface. This stance does not protect you from any negative effects that the surface might carry, such as the heat of lava or the stickiness of a spider's web.

At initiator level 5th, you gain the ability to move along walls and ceilings as if under the effect of a *spider climb* spell while you maintain this stance, except that you do not need to use your hands to climb and can fight normally. At initiator level 10th, you can walk through the air as if it were solid ground, gaining a fly speed equal to your land speed with good maneuverability while you maintain this stance. However, while flying in such a way, you cannot hover. At initiator level 15th, your maneuverability when flying in this way increases to perfect, and you can even stand still in midair, hovering as normal.

Veiled Moon Discipline

The key skill for Veiled Moon is Stealth, and its associated weapon groups are light blades, double weapons, and spears.

Ghost Hunting Blow (Level 1 Boost) By reaching across the barrier between worlds, the disciple may strike at disembodied spirits as easily as he would strike a normal mortal. Any and all of the initiator's attacks made this round, including attacks of opportunity, are made as if the initiator's weapon possessed the ghost touch property. This is an Ethereal plane using maneuver.

Spheres of Might Details

Martial Tradition: Decisive Fist

- Critical Genius (Unarmed Strike)
 - Boxing Sphere
 - Finesse Fighting
 - Open Hand Sphere
-

Athletics Sphere

When you gain the Athletics sphere, you gain one of the following packages with its included abilities. You may take the Expanded Training talent to gain additional packages.

Each package has an associated movement mode and an associated skill. Some abilities require you to be using an associated movement mode to function. When you gain a package, you gain 5 ranks in its associated skill, plus 5 ranks per additional talent spent in the Athletics sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the associated skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature.

Run You move five times your normal speed while running if wearing medium, light, or no armor and carrying no more than a medium load, or four times your speed if wearing heavy armor or carrying a heavy load. If you make a jump after a running start (see Acrobatics), you gain a +4 bonus on your check. You retain your Dexterity bonus to your Armor Class while running. **Associated Movement Mode:** Ground. **Associated Skill:** Acrobatics. **Associated Feat:** Run.

Swift Movement When you have martial focus, while using movement modes associated with the packages you possess, you gain a competence bonus to your speed of +10 ft. When using the (leap) package with this ability, apply the bonus to the maximum distance you may travel while jumping and to your base speed when determining the bonus to Acrobatics checks made to jump granted by your speed even if you are not trained in the (run) package. For every 5 ranks you possess in the skill associated with a movement type, your speed with that movement type increases by an additional 5 ft.

Berserker Sphere

Drawback: Adrenaline Junkie You do not gain the brutal strike ability. You must take an (adrenaline) talent with this drawback.

Berserking As a free action at the start of each turn, you may choose to take a -2 penalty to AC in exchange for 3 temporary hit points. The penalty and the temporary hit points end at the start of your next turn. For every point of base attack bonus you have, the granted temporary hit points increase by 1.

See Adrenaline talents, below, for alternative benefits to gaining temporary hit points while berserking.

Executioner (adrenaline) You must expend martial focus each round you start berserking to use this talent. Once per round, you may choose to roll an attack roll twice, taking the better result. You must decide to use this before the roll is made. You may use this talent an additional time each round for every 10 base attack bonus you possess.

Advancing Carnage Whenever you make a melee attack using the attack action, you may choose to take a -2 penalty on all attack rolls made that round. If your attack hits, you may make an additional attack as a free action against a creature that is adjacent to the first and also within your reach. If this additional attack hits, you may make another additional attack against a new target adjacent to the struck target. You may continue attacking targets adjacent to your most recent struck target as long as you still have a valid target for this ability, but you cannot attack the same creature twice. The number of additional attacks made with this ability cannot exceed 1/2 your base attack bonus (minimum 1).

You can take this talent a second time, allowing you to take a single 5-ft. step as a free action after making an attack when using this ability. If doing so places a creature within your threatened area, that creature becomes a legal target for your additional attack(s) as long as it meets all the other prerequisites. Your movement with this talent cannot exceed your move speed. **Associated Feats:** Cleave, Great Cleave, Cleave Through when taken twice.

Reaper's Momentum As long as you have martial focus, whenever you reduce a creature to 0 hit points or fewer with a melee or thrown weapon attack, you may immediately make a bonus attack against another creature with a melee or thrown weapon. If you are capable of drawing a weapon as a free action, you may draw such a weapon as part of making this attack. You may only make one extra attack per round with this talent, increasing by 1 time per round at 7 base attack bonus and 14 base attack bonus. **Associated Feat:** Cleaving Finish.

Boxing Sphere

Drawback: Defensive Pugilist You do not gain the counter punch ability from the Boxing sphere and cannot select (counter) talents. You must take Tight Guard with the bonus talent gained from this drawback.

Tight Guard Whenever you ready an action, take a total defense action, or use the attack action to attack with a light weapon, you gain a +1 shield bonus to your armor class and combat maneuver defense until the start of your next turn. For every 4 points of base attack bonus you possess, this shield bonus and bonus to your combat maneuver defense increases by 1.

Brute Sphere

Shove As a move action, you may move up to half your speed and make a melee touch attack against a creature. If successful, the target takes bludgeoning damage equal to your Strength modifier (or whichever attribute was used to make the check) and gains the battered condition until the end of your next turn. You may perform a shove in place of the attack granted by a charge, although this does not grant the extra movement.

Focused Might Whenever you successfully perform a shove, you may regain your martial focus.

Equipment Sphere

Critical Genius (Unarmed Strike) You may select 1 weapon with which you are proficient (including unarmed strike), treating that weapon as though its critical threat range was 19-20 (unless it would be higher) and its critical multiplier as though it was x2 (even if it would normally be higher). In addition, when you confirm a critical hit with the chosen weapon while using the attack action, you deal additional damage equal to your base attack bonus; this additional damage is applied after other modifiers and is not multiplied by the critical hit. At +10 base attack bonus, the chosen weapon's critical threat range is instead treated as 18-20.

Finesse Fighting You may use your Dexterity modifier in place of your Strength modifier when calculating your melee attack rolls with light weapons and weapons with the finesse weapon special feature. You may take this talent a total of two times. If taken a second time, whenever you make an attack using your Dexterity bonus on attack rolls and your Strength bonus on melee damage rolls, you may also add 1/2 your base attack bonus (minimum 1) as a bonus on that damage roll. **Associated Feat:** Weapon Finesse.

Monk Weapon Training (discipline) You gain proficiency with all weapons with the monk special feature. If you have this talent and either the brawler's flurry or flurry of blows class feature, you may make one additional attack with a weapon in this group as a free action

whenever you make an attack action with a weapon from this group or an unarmed strike, but both attacks take a -2 penalty. You must decide whether or not to use this ability before making the first attack roll for your attack action. Attacks made using this ability apply your full Strength bonus to the damage roll, regardless of whether the weapon is wielded with two hands or with an off-hand.

Open Hand Sphere

Unarmed Combatants Practitioners from a class that already grants an unarmed damage progression, such as the brawler or monk, may treat their unarmed strike as one size category larger if they have 3 or more talents in an unarmed combat sphere, but receive no further benefits.

Drawback: Savage Combatant You do not gain the sweep ability. You must take Tear Flesh as the bonus talent gained from taking this drawback.

Capoeira Spin Whenever you make an attack with an unarmed strike while prone, the penalty to attack rolls is reduced by 2. In addition, you may spend an immediate action to stand up from being prone without provoking an attack of opportunity as a part of an attack action made with an unarmed strike, dealing an additional +2 damage. At +10 base attack bonus, this additional damage increases to +5 and you no longer take a penalty on attack rolls made with unarmed strikes while prone.

Sweeping Kick Whenever you make a successful unarmed strike against a creature using the attack action, you may make a trip attempt against that creature with a -2 penalty as an immediate action that doesn't provoke an attack of opportunity.

Tear Flesh You may deal bludgeoning, piercing, or slashing damage with your unarmed strikes, rather than only bludgeoning damage, chosen each time you make an unarmed attack. Whenever you deal unarmed strike damage to a target as an attack action, you may spend a swift action to rip the damaged creature's flesh; the creature takes 1 bleed damage and has their natural armor reduced by 1 (minimum 0) for as long as they are suffering this bleed damage. For every 6 base attack bonus you possess, the bleed damage and natural armor reduction caused by this talent increase by 1.

Spheres of Power Details

Casting Tradition: Decisive Fist (Custom)

Drawback: Consciousness Linked Your effects are linked to you even after you spend a spell point to have them continue without concentration. If you fall asleep or unconscious, or are dazed, stunned, confused, reduced to animal intelligence, or otherwise unable to take coherent mental actions, all of your magical effects immediately end.

Drawback: Magical Signs Your magic is accompanied by tell-tale signs; for example, your body glows brightly, the sound of tortured souls shriek as you cast, a deep chill affects all nearby creatures, etc. Using magic automatically breaks stealth, and whenever you use magic all creatures within 60 feet who are observing you are considered to have automatically succeeded at a Spellcraft check to know which sphere effect, talents, and casting tradition you used.

Drawback: Somatic Casting x2 You must gesture to cast spells—a process that requires you to have at least 1 hand unoccupied. When using magic, you cannot wear armor heavier than light without incurring a chance of arcane spell failure.

You may select this drawback twice. If taken a second time, you cannot wear any armor or use a shield without incurring a chance of arcane spell failure.

Bonus Spell Points +1, +1 per 1.5 levels in a casting class (2, 3, 5, 6, etc.)

Alteration Sphere (CL 4)

Drawback: Lycanthropic You can only target yourself with your shapeshift ability. You cannot gain the Mass Alteration nor Ranged Alteration talents.

Shapeshift As a standard action you may shapeshift yourself or a touched creature, changing their form for as long as you concentrate. If the target is unwilling, this costs a spell point, and they are allowed a Fortitude save to negate. Shapeshifts are subject to spell resistance. You may spend a spell point to allow a shapeshift to remain for 1 minute per caster level without concentration. You may dismiss your shapeshift as a standard action.

Shapeshift is a polymorph effect. A target may only be affected by one shapeshift at any one time. If a caster attempts to place a second shapeshift on a target, he must succeed at a magic skill check. If he succeeds, the second shapeshift is successfully placed on the target, dismissing and dispelling the first.

When shapeshifting a target, the caster must choose a transformation and a series of traits for them. Transformations change a creature's basic physical makeup (humanoids, dragons, land animals, birds, etc.) while traits are special characteristics or alterations (natural attacks,

creature size, monster special abilities, etc.). A caster may grant up to 1 trait + 1 per 5 caster levels and cannot grant the same trait more than once unless the trait indicates it may be granted multiple times.

With the exception of Blank Transformation (detailed below), placing a transformation on a creature causes that creature's physical body to change into that of another creature. The target gains the listed number of limbs and loses all others. The target loses any extraordinary or supernatural abilities, natural attacks, and movement types dependent on their original form (darkvision, scent, wings, claws, etc.) and gains the listed benefits in their place.

Alternate sources of physical traits (such as a dragon sorcerer's ability to grow claws) still function. In addition, if the target changes their basic shape (for example, from humanoid to non-humanoid), the target's equipment melds into their new form, causing them to lose their armor and shield bonuses and the ability to pull any item from a backpack or belt. They also cannot activate magic items (although constant bonuses from magic items still remain).

This cannot be used to assume the guise of a specific individual creature, but otherwise adds a +10 circumstance bonus to Disguise checks made to appear as a different race, gender, or species. The caster may cause the target to cosmetically appear as whatever type of creature he desires, although if the target is not granted the right physical attributes (for example, granting the right size category or number of legs), the disguise may fail completely.

When a caster first gains the Alteration sphere, they may grant creatures the Blank Transformation and the traits listed below. A target must possess the appropriate limb where listed, and cannot grant a natural attack to a limb that already possesses a natural attack.

- Darkvision 60 feet
- Low-light vision
- Two claw attacks (primary, 1d4 Medium, 1d3 Small, requires arms or the front pair of at least 4 legs). You may grant this trait multiple times.
- One bite attack (primary, 1d6 Medium, 1d4 Small, requires head). You may grant this trait multiple times.
- One gore attack (primary, 1d6 Medium, 1d4 Small, requires head). You may grant this trait multiple times.
- Two slam attacks (primary, 1d4 Medium, 1d3 Small, requires arms). You may grant this trait multiple times.
- Two pincers (secondary, 1d6 Medium, 1d4 Small, requires arms). You may grant this trait multiple times.

Additional forms and traits may be gained by taking Alteration talents. Any trait may be granted to any form.

Blank Transformation When a creature gains the Alteration sphere, they gain the ability to grant the Blank Transformation. Unlike other transformations, the Blank Transformation does not change the creature's basic makeup. They do not gain the +10 bonus to Disguise checks, nor

do they lose their abilities, equipment, natural attacks, or any other aspect of their unaltered form. The Blank Transformation allows a caster to add traits to a creature without fundamentally changing the target first.

As a trait, you may change the target's cosmetic appearance. This could include changing the target's apparent age, making an elf into an orc, adding a purely cosmetic tail, disguising a large dog as a small pony, changing a male into a female, or some other such alteration. This grants the target a +10 bonus to Disguise checks. This trait may only be applied to the Blank Transformation, as such changes are assumed with other forms.

Size Change As a trait, you may change a creature's size. You may enlarge or reduce a creature's size by one category, +1 additional size category per 5 caster levels, enlarging or reducing the size of their equipment as well. You cannot enlarge beyond Large size nor reduce beyond Tiny size until caster level 10, and can never enlarge beyond Huge nor reduce beyond Diminutive.

Creatures gain a +1 bonus to attack rolls and to AC, as well as a +2 bonus to Fly checks and a +4 bonus to Stealth checks for every size category they are reduced, and suffer a -1 penalty to attack rolls and AC, as well as a -2 penalty to Fly checks and a -4 to Stealth checks for every size category they are enlarged. (These numbers are doubled when moving to or from Diminutive size.) Ability scores are also adjusted according to the target's new size; the target gains a +2 bonus to Strength and suffers a -2 penalty to Dexterity for every size increase, and a -2 penalty to Strength and a +2 bonus to Dexterity for every size category decrease. This cannot decrease an ability score beneath 1.

Warp Sphere (CL 6)

Drawback: Personal Warp You may only target yourself with your teleport ability. You cannot gain talents that specifically target others such as Mass Teleport, Swap Placement, or Unwilling Teleport, and cannot gain a (space) talent as the talent gained from this drawback.

Teleport You can spend a standard action to teleport yourself and up to a heavy load to any place within close range. Alternatively, you may teleport a touched willing creature and their carried equipment instead of yourself. You may spend a spell point to increase your teleport range to medium instead of close. You must have line of sight to your destination.

Distant Teleport When you spend a spell point to increase the range of your teleport, the range increases to long instead of medium.

Pouncing Teleport You may spend a spell point or increase your teleport casting time by one step in order to make a single attack after successfully teleporting yourself. You may also spend an additional spell point to make either a full attack or take an attack action instead of a single

attack after successfully teleporting. You may not use this talent in conjunction with any abilities or conditions that reduce the action needed to teleport (such as Emergency Teleport or Quick Teleport).