PATH OF IRON – TECHNIQUE PLAYTEST
CREDITS

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Welcome to the second portion of the *Path of Iron* playtest! This book is the next one in a series of "Path" books, each one focusing on a concept of magic. In this book, the focus is metal, constructs, or material-based magic, including magic that manipulates or relies on objects to work. *Path of Iron* is expected to release later this year.

This document details a new type of feat introduced within *Path of Iron*, those being "Technique" feats. Techniques are very similar in function to Style feats that were first introduced in *Pathfinder Roleplaying Game Ultimate Combat*.

Each technique comes in a series of three feats that build upon the last and work around a central idea and fighting style. You can only benefit from one technique at a time, though you can switch between multiple techniques if you have them much like you can with a style feat.

Whereas style feats were all built around unarmed strikes, techniques use manufactured weapons. Also, where style feats found their inspiration in nature and animals, techniques are based around the numerous Outsiders of the Great Beyond. Some of these techniques use specific weapons, where others are more general fighting techniques. The Demon Technique, for example, emulates a balor's signature of a melee weapon plus a whip in the off-hand, while the Inevitable Technique has a more general focus of focusing your d20 rolls to ensure an attack.

Techniques are generally designed to be stronger than an average feat at a given requirement, being balanced by the fact that you can only use one technique at a time. The exception to this in the Technique Master fighter archetype (which has been included in this document), which can combine multiple techniques at once.

Threads are open for discussion on:
- Paizo.com
- Giant in the Playground

where you can discuss the material in this document and give feedback. You can also give your feedback directly to me on the Ascension Games website, using the contact form. Feel free to share your opinions on the techniques, including how they can improved upon, through any of these avenues.

Thank you so much for your interest in *Path of Iron*! If you like what you see here, feel free to check out the Ascension Games Facebook or Google+ pages, or read up on the Ascension Games blog for udpates on the book's progress.

I look forward to hearing your thoughts and opinions on *Path of Iron*!

Christopher Moore,
Lead Designer

REFERENCES IN THE BOOK

In many areas throughout the *Path of Iron* playtest it would be impractical to list out each reference to existing Pathfinder Roleplaying Game material, particularly when referencing spells and feats. Instead, the following shorthand is used in reference to material, as follows:

APG – *Pathfinder Roleplaying Game Advanced Player's Guide*
ACG – *Pathfinder Roleplaying Game Advanced Class Guide*
ARG – *Pathfinder Roleplaying Game Advanced Race Guide*
UM – *Pathfinder Roleplaying Game Ultimate Magic*
UC – *Pathfinder Roleplaying Game Ultimate Combat*
B1 – *Pathfinder Roleplaying Game Bestiary*
B2 – *Pathfinder Roleplaying Game Bestiary 2*
B3 – *Pathfinder Roleplaying Game Bestiary 3*
B4 – *Pathfinder Roleplaying Game Bestiary 4*

Spells and feats marked with an asterisk (*) are new spells or feats found in this book. Spells or feats without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*.

FEATS

Feats are abilities, skills, and talents that characters can obtain through understanding, training, or by means of their race or heritage.

Most of these feats are listed as combat feats. Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take these feats provided they meet the prerequisites.

Those trained in the art of war often seek out new methods of employing their skill at arms. While monastic orders and martial artists looked to nature for their inspiration, mighty warriors and battle-hardened crusaders instead looked to the stars, shaping their techniques after the powerful outsiders of the multiverse.

As a swift action, you enter the stance employed by the combat technique that a technique feat embodies. Although you cannot use a technique feat before combat begins, the technique you are using persists until you spend a swift action to switch to a different combat technique. You can use a feat that has a technique feat a s a prerequisite only while in the stance of the associated technique. For example, you if you have feats associated with Archon Technique and Inevitable Technique, you can use a swift action to adopt Inevitable Technique at the start of on e turn, and then can use other feats that have Inevitable Technique as a prerequisite. By using another swift action at the start of your next turn, you could adopt Archon Technique and use other feats that have Archon Technique as a prerequisite.

Technique feats must be used with weapons and cannot be used with unarmed strikes, even if the effects of the technique and its subsequent feats do not rely on a specific weapon. For example, although Protean Technique does not specify a weapon, you would not gain its benefits from attacking with an unarmed strike. Additionally, you cannot use a Technique feat while you are using a Style feat, and vice versa.

The techniques in this book are as follows, along with specific feat paths—feats that complement each technique.

Angel Technique: The concept of a guardian angel is one well known among the common folk, and true angels are known to protect the helpless just by being in their presence. Practitioners of the Angel Technique focus on defending themselves and nearby allies, taking special care to ward and avenge those that cannot defend themselves.

Feat Path: Angel Technique, Angel Retaliation, Angel Protection

Archon Technique: Steadfast in the face of impossible odds, users of the Archon Technique emulate the stalwart shield archon's impassable defense. They are experts at utilizing a tower shield to defend themselves, even when doling out telling blows.

Feat Path: Archon Technique, Archon Defense, Archon Bulwark

Asura Technique: Asuras are known for their ruthless efficiency in combat, many of them learning and mastering a form of combat unique to that asura. One of these is the adukhait asura, who dances about the battlefield with great agility while attacking its victims. Survivors of an encounter with an adukhait first developed the Asura Technique to fight more evenly with this foe, moving rapidly around the battlefield to strike several foes in short order.

Feat Path: Asura Technique, Asura Motion, Asura Dance

Bebilith Technique: The bebilith is feared even among demons for its ruthless attacks and its signature ability to tear armor asunder with frightening ease. Those who use Bebilith technique tear at their opponents' armor and even their very flesh, ripping their defenses apart. Bebilith Technique users prefer weapons that emulate a bebilith's claws such as sickles and heavy picks to strike at their prey.

Feat Path: Bebilith Technique, Bebilith Claw, Bebilith Rend

Demon Technique: Few demons are as widely feared or as well-known as the balor, whose flaming sword and vicious whip drives forth the hordes of the Abyss. Masters of the Demon Technique learn to use the balor's signature of wielding a weapon along with a whip; while many complete the technique with a longsword, not all do. They lash out and entangle foes with quick strikes, pulling them closer to attack with their primary weapon.

Feat Path: Demon Technique, Demon Grasp, Demon Lash

Devil Technique: The legions of Hell are experienced with prolonged torture and suffering. The Devil Technique teaches how to strike in such a manner that the inflicted wounds bleed profusely. These wounds are deadly enough that they can cause lasting physical trauma and can be very difficult to heal.

Feat Path: Devil Technique, Devil Pact, Devil Wounding

Inevitable Technique: The cold and calculating Inevitable seek to keep the world in complete order, and fight in a calm and focused manner. Those that observed the works of these beings sought to replicate their even-handed, practiced form, developing a fighting technique that focuses on consistent assault until victory is guaranteed.

Feat Path: Inevitable Technique, Inevitable Justice, Inevitable Order

Kami Technique: The mysterious and tranquil Kami observe the world around them and become one with it. Sightings of these beings, especially the shikigami kami, have led people to also seek strength through keen observation and the environment, becoming masters of improvised weaponry and focused senses.

Feat Path: Kami Technique, Kami Insight, Kami Ward

Protean Technique: Proteans, as beings of pure chaos, fight in an unpredictable and flailing manner, striking and defending in confusing ways. Warriors sought to copy this wild combat, using the momentum of their critical strikes and complete fumbles to catch foes off-guard.

Feat Path: Protean Technique, Protean Twist, Protean Chaos

Rakshasa Technique: Rakshasas are well known for their deception, fooling even the strongest of minds. The Rakshasa Technique similarly aims to deceive foes, allowing its users to feint out and strike foes with ease. Users of this technique often wield their weapons with a reversed grip as an homage to the inverted hands of the rakshasas that inspired their deadly art.

Feat Path: Rakshasa Technique, Rakshasa Deception, Rakshasa Corruption

Shinigami Technique: The iconic scythe of the death-bringing shinigami is all too well-known, even if they are often mistaken as the grim reapers found within common folklore. Experts of the Shinigami Technique utilize their scythes with deadly efficiency, darting across the battlefield to bring swift death to as many foes as possible.

Feat Path: Shinigami Technique, Shinigami Reap, Shinigami Pursuit

Titan Technique: The powerful titans are feared and respected for the immense power and equally-immense weapons. The Titan Technique teaches how to wield weapons of incredible heft as easily as one wields a normal sword, striking out with weapons that are even larger than the wielder.

Feat Path: Titan Technique, Titan Grip, Titan Slayer

FEAT DESCRIPTIONS

Feats are summarized on **Table: Feats**. Note that the prerequisites and benefits on the table are abridged for reference. See each feats' description for full details.

The following format is use for feat descriptions.

Feat Name: The feat's name includes what subcategory of feat, if any, that feat belongs to, such as Combat or Technique. The name is followed by a brief description of what the feat does.

Prerequisite: Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. This entry will be absent if the feat has no prerequisites.

Benefit: What a feat enables a character to do ("you" in the description). If a character has the same feat more than once, its benefit does not stack unless otherwise noted in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat has no drawback, this entry is absent.

Special: Additional information about the feat, such as being able to take the feat multiple times.

Angel Protection (Combat)

Your defense extends to protect large groups from harm.

Prerequisite: Angel Retaliation, Angel Technique, Combat Expertise, Combat Reflexes, base attack bonus +12

Benefit: When you use Combat Expertise to grant yourself a dodge bonus to AC, the penalty you take to attack rolls is reduced by an additional 2 (this stacks with the reduction from Angel Technique).

Rather than designate a single adjacent ally to receive the benefit of your Angel Technique, you can instead grant the benefit to all allies within 10 feet of you. When doing so, the dodge bonus granted to allies by Angel Technique is reduced by half. An unconscious or helpless ally receives the normal benefits of Angel Technique (as opposed to double the bonus). This also allows you to avenge or defend any affected ally, as described in Angel Retaliation. Affected allies lose the benefit if they move more than 10 feet away from you.

Angel Retaliation (Combat)

You protect and avenge your allies with ferocious strikes and fending blows.

Prerequisite: Angel Technique, Combat Expertise, Combat Reflexes, base attack bonus +8

Benefit: When an opponent tries to attack the ally you are defending with Angel Technique, you can choose to either defend or avenge your ally.

If you defend your ally, you can use an attack of opportunity to make an attack roll against the attacking creature. If your attack roll beats the attacker's attack roll, you deal no damage, but the attacker's attack fails.

If you choose to avenge your ally, you get an attack of opportunity against the attacking opponent. You do not take the normal penalty to attack rolls from Combat Expertise when making this attack, and the attack deals an additional 1d8 damage. This damage is the same type as the weapon used and is not multiplied on a critical hit. The opponent must be in your threatened area to make this attack of opportunity, and your attack must be made after the opponent's attack resolves.

Angel Technique (Combat, Technique)

You are an expert at defending yourself and those around you.

Prerequisite: Combat Expertise, base attack bonus +4

Benefit: When you use Combat Expertise to grant yourself a dodge bonus to AC, the penalty you take to attack rolls is reduced by 1.

In addition, when you use Combat Expertise or take the total defense action you can designate one ally that is in an adjacent space to you. That ally gains a dodge bonus to AC equal to the bonus you granted yourself. If the ally is unconscious or helpless, the bonus is doubled. The ally loses the benefit if it is not adjacent to you, and the bonus lasts until the start of your next turn.

The dodge bonus you can grant to an ally with Angel Technique does not stack with any dodge bonuses gained by that ally via its own use of Combat Expertise, fighting defensively, or taking the total defense action, nor does it stack with a dodge bonus granted by another ally's use of Angel Technique.

Archon Bulwark (Combat)

Your mastery of the tower shield makes it impossible to catch you off guard.

Prerequisite: Archon Defense, Archon Technique, Improved Shield Bash, base attack bonus +6

Benefit: If you successfully hit at least one shield bash attack with your tower shield when making a full-attack action, you can use a swift action to grant yourself total cover on one edge of your space. If you spend a move action to place your tower shield (with the Archon Defense feat), you can choose two contiguous sides of your space to defend, rather than just one. Changing which side you are defending using the Archon Defense feat changes both sides with the same action.

Archon Defense (Combat)

Your strikes are as powerful as your defense.

Prerequisite: Archon Technique, Improved Shield Bash, base attack bonus +4

Benefit: The penalty to attack rolls for wielding a tower shield is reduced by an additional 1 (this stacks with the reduction from Archon Technique) and you always add your full strength bonus to damage rolls when making a shield bash with a tower shield. Using your tower shield to grant yourself total cover on an edge of your space becomes a move action, and you can spend an immediate action to change which side of your space you are defending.

Normal: Using a tower shield to create total cover on one edge of your space is a standard action.

Special: This feat counts as Double Slice for the purpose of meeting feat prerequisites, but only when using a tower shield.

Archon Technique (Combat, Technique)

You protect yourself from harm, your shield an extension of your body.

Prerequisite: Tower Shield proficiency, Improved Shield Bash

Benefit: The penalties to attack rolls for using a tower shield are reduced by 1, and you receive a +4 bonus to your CMD against attempts to sunder or disarm your tower shield. In addition, you can use a tower shield to make a shield bash as if it were a heavy shield, though it deals 1d6 damage for a medium sized creature on a hit.

Normal: You can't shield bash with a tower shield.

Asura Dance (Combat)

Your slash with grace and speed, dancing around the battlefield to harry your foes.

Prerequisite: Asura Motion, Asura Technique, Combat Reflexes, base attack bonus +9

Benefit: Creatures do not gain an attack roll benefit when flanking you (though they can still gain other benefits of flanking, such as sneak attack), and you gain an additional +2 dodge bonus to AC to avoid attack of opportunity from moving through a threatened square (this bonus stacks with the bonus granted by Mobility and Asura Technique).

Whenever you take the full-attack action and strike with a melee weapon, you can move up to 10 feet before making your next attack. This movement does not provoke attacks of opportunity from the target you struck, but still provokes from other creatures as normal. You must have another attack to make in order to move in this manner, and cannot move a greater distance than your normal speed in a single turn.

Asura Motion (Combat)

You fight with a flowing dance, striking in multiple directions at once.

Prerequisite: Asura Technique, Combat Reflexes, base attack bonus +6

Benefit: Whenever you take the full-attack action with a melee weapon, each consecutive hit you make against a different target than the last deals an additional 1d6 damage per previous target hit. For example, if there are three different creatures that you strike, the first successful hit deals no additional damage, the second target hit takes 1d6 extra damage, and the third target hit takes 2d6 extra damage. This damage bonus cannot increase beyond 3d6 damage and is not multiplied on a critical hit. The additional damage is only added once per target on the first attack you hit them with that turn.

Asura Technique (Combat, Technique)

Your flowing movement makes it difficult to catch you off guard, and even more difficult to escape your reach.

Prerequisite: Combat Reflexes, base attack bonus +4

Benefit: The bonus creatures receive to attack rolls when flanking you is reduced by 1, and you gain a +2 bonus to dodge AC to avoid attack of opportunity from moving through a threatened square (this bonus stacks with the bonus granted by Mobility). Whenever you successfully hit with an attack of opportunity against an opponent with a melee weapon, you can move up to 10 feet in any direction, so long as your movement ends in a space adjacent to that opponent. This movement does not provoke attacks of opportunity from the target you struck, but still provokes as normal from other creatures. Your total movement each round from this feat can't exceed your normal speed.

Bebilith Claw (Combat)

Your strikes tear into your opponent's natural defenses.

Prerequisite: Bebilith Technique, Improved Sunder, Power Attack, base attack bonus +7

Benefit: You can make sunder checks against an opponent's natural armor. You make a sunder check as normal, using a slashing or piercing melee weapon. On a successful hit, you deal only half your normal damage to the creature struck, but reduce the creature's natural armor by 1 (minimum 0). Armor bonus lost in this way can only be restored by a Heal check (DC 10 + your base attack bonus, taking 10 minutes per point of natural armor lost) or by applying a *restoration*, *regenerate*, *heal*, *wish*, or *miracle* to the creature (which restores all lost natural armor with no check needed). A creature that has the regeneration ability recovers lost natural armor bonus at a rate of 1 point per round.

Bebilith Rend (Combat)

You grind down your opponent's equipment until it breaks from wear.

Prerequisite: Bebilith Claw, Bebilith Technique, Improved Sunder, Power Attack, base attack bonus +11

Benefit: Any time you confirm a critical hit against an opponent or successfully make a sunder attempt against an opponent's armor or shield, you reduce the armor bonus that equipment provides by 1 (if from a critical hit, you choose whether to affect the creature's armor, shield, or its natural armor, as described in Bebilith Claw). If an armor or shield's armor bonus is reduced to 0, it is reduced to half hit points, gains the broken condition, and is unequipped from the creature, regardless of its current hit points or hardness. The equipment falls on the ground in the creature's space.

Bebilith Technique (Combat, Technique)

You strike in a flurry, attacking both your opponent and the equipment that protects it.

Prerequisite: Improved Sunder, Power Attack, base

attack bonus +4

Benefit: Whenever you make at least two successful attacks in a round against an opponent with a slashing or piercing melee weapon, you can make a sunder check against that target as a free action at your full attack bonuses. You can only do this once per round.

Demon Grasp (Combat)

You strike your foes with deadly accuracy, entangling them with ease.

Prerequisite: Demon Technique, Greater Whip Mastery[UC], Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery[UC], base attack bonus +9

Benefit: When you score a critical hit with a whip, you can immediately attempt a grapple check using the whip (as described in Greater Whip Mastery[UC]) without provoking an attack of opportunity.

If you successfully grapple a creature using a whip, you can draw your foe into a square adjacent to you while maintaining the grapple. You also gain a +2 bonus on combat maneuver checks to make or maintain a grapple with a whip.

Demon Lash (Combat)

Your mastery over the whip allows you to reposition foes within striking range.

Prerequisite: Demon Grasp, Demon Technique, Greater Whip Mastery[UC], Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery[UC], base attack bonus +11

Benefit: Whenever you grapple an opponent using a whip, you do not gain the grappled condition. If you successfully grapple an opponent with a whip and pull them adjacent to you, you can make an attack with your main-hand weapon against that creature as a free action.

Normal: When you maintain a grapple, both you and the creature you are grappling gain the grappled condition.

Demon Technique (Combat, Technique)

Your mixture of close-range combat with the reach of a whip proves a deadly combination.

Prerequisite: Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery[UC], base attack bonus +5

Benefit: When wielding a non-whip melee weapon in your main hand and a whip in your off-hand, you treat the whip as a light weapon for the purposes of two-weapon fighting. While wielding a whip, you threaten the area of your natural reach plus 5 feet.

Normal: Whips are one-handed weapons.

Special: This feat counts as Improved Whip Mastery[UC] for the purpose of feat and ability requirements.

Devil Pact (Combat)

You ensure that your bloody strikes reach their full potential.

Prerequisite: Devil Technique, Power Attack, base attack bonus +7

Benefit: Any opponent that is currently taking bleed damage from your Devil Technique takes a -1 penalty to their AC and to saving throws.

Bleed damage you inflict from any weapon attack (even bleed damage not inflicted with Devil Technique) is difficult to stanch; the DC of the Heal check to stop the bleeding is increased by half your base attack bonus. A creature using magical healing must succeed on a caster level check equal to the Heal DC or fail to stop the bleed damage (though the spell still applies its other effects, such as recovering hit points).

Devil Technique (Combat, Technique)

You inflict vicious, bleeding wounds on your opponents.

Prerequisite: Power Attack, base attack bonus +4

Benefit: If you successfully attack the same opponent at least twice in a single round with a melee weapon, you cause the target to take 1d6 bleed damage. The bleed damage increases by +1 for every attack you hit the opponent with in the same round above two (for example, if you strike an opponent with five attacks in a round, the target takes 1d6 + 3 bleed damage). This bleed damage does not stack. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing.

Devil Wounding (Combat)

The wounds you inflict accumulate in their lethality and leave your foes physically debilitated.

Prerequisite: Devil Pact, Devil Technique, Power Attack, base attack bonus +9

Benefit: The bleed damage you inflict with Devil Technique can now stack, and the penalty to AC and to saving throws provided by Devil Pact increases to -2.

If you critically hit an opponent that is suffering from bleed damage inflicted by your Devil Technique, you can inflict 1 point of Strength, Dexterity, or Constitution damage (your choice).

Inevitable Justice (Combat)

You strike with an even and practiced technique, leading even more strikes to their mark.

Prerequisite: Combat Expertise, Inevitable Technique, base attack bonus +5

Benefit: Once per round as a standard action or when making an attack of opportunity, you may make a single attack against an opponent at your full attack bonuses, except you may take 10 on your attack roll. If you successfully hit an opponent with this strike, you immediately gain the maximum benefit provided by Inevitable Technique, raising your minimum d20 roll on attack rolls to an 11 until you stop attacking or hit an opponent (as described in Inevitable Technique).

Special: You may use the strike provided by Inevitable Justice with the benefit of Vital Strike, Improved Vital Strike, Greater Vital Strike, or Spring Attack, but only when making a normal attack (not an attack of opportunity).

Inevitable Order (Combat)

You strikes burden the weight of order upon your foes.

Prerequisite: Combat Expertise, Inevitable Justice, Inevitable Technique, base attack bonus +9

Benefit: When you hit an opponent with an attack while your minimum d20 roll on your attack is higher than 1 due to Inevitable Technique, you can turn your benefit into a penalty upon the target struck. Half of the increase to your minimum d20 rolls is imposed as a penalty to the target's maximum d20 rolls when making attack rolls. For example, if your minimum roll has been increased by 6, making any rolls below a 7 count as a 7, you would reduce the target's maximum d20 roll by 3, treating any attack rolls above a 17 as if they rolled a 17.

This is a supernatural effect that lasts for 1 round, and can only be used on a given creature once in a 24 hour period.

Inevitable Technique (Combat, Technique)

Your repeated strikes get ever closer to their mark.

Prerequisite: Combat Expertise, base attack bonus +3

Benefit: Each time you attack an opponent and miss, the minimum roll that you can score on a d20 when making an attack roll increases by 2. For example, if you have missed creatures three times, you treat any attack roll below a 7 as if you rolled a 7. This effect cannot cause your minimum roll to go above an 11. You lose the stacking benefit and must regain it again should you spend more than 1 round not attacking or if you successfully attack an opponent.

Kami Insight (Combat)

You can sense the best method to strike at a creature and keep it off guard and defend yourself.

Prerequisite: Catch Off-Guard or Throw Anything, Kami Technique, Perception 7 ranks, base attack bonus +5

Benefit: You gain a +2 bonus on Perception checks. You can now use Kami Technique to use a Perception check in place of your AC against attacks that you are not aware of, and can do so even when flat-footed.

Whenever you score a critical hit with an improvised weapon, you can make a Perception check in place of the attack roll to confirm the critical hit.

Kami Technique (Combat, Technique)

You sense the world around you, finding new methods of offense and defense.

Prerequisite: Catch Off-Guard or Throw Anything, Perception 4 ranks, base attack bonus +3

Benefit: When using an improvised weapon, you can deal bludgeoning, piercing or slashing damage with any given improvised weapon. You also count any improvised weapon you wield as being magic for the purpose of overcoming damage reduction.

While using Kami Technique, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Perception check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

Special: Taking this feat allows you to treat improvised weapons as a weapon type you are proficient with for learning feats that apply to specific weapons, such as Weapon Focus (improvised weapons) or Improved Critical (improvised weapons).

Kami Ward (Combat)

You can feel the world around you, making it difficult for foes to evade your gaze.

Prerequisite: Catch-Off Guard or Throw Anything, Improvised Weapon Mastery, Kami Technique, Kami Insight, Perception 11 ranks, base attack bonus +8

Benefit: If you use Kami Technique to use a Perception check in place of your AC, and the attacker is within 30 feet of you when you do so, you are immediately aware of its location, even if it is invisible, and remain aware of where it is so long as it is within 30 feet of you (as if you had blindsight to a range of 30 feet.). If the attacker is further than 30 feet away from you, you know which direction the attack came from, but not how far away the opponent is.

If you use Kami Insight to make a Perception check to confirm a critical hit with an improvised weapon, that weapon has its critical multiplier increased by 1 for that attack.

Protean Chaos (Combat)

Your flailing combat style allows you to strike and evade at critical moments.

Prerequisite: Combat Expertise, Dodge, Protean Technique, Protean Twist, base attack bonus +13

Benefit: The maximum bonus to AC or attack rolls granted by Protean Technique is increased to +3.

If you have a +3 dodge bonus to AC from Protean Technique and an opponent hits you, you can lose the dodge bonus you have gained (resetting it to +0) to cause the opponent to miss instead. If the creature had critically hit you, it instead deals normal damage (as if it had not critically hit).

If you have a +3 bonus to attack rolls from Protean Technique and you miss an attack, you can lose the attack bonus you have gained (resetting it to +0) to instead have the attack roll be treated as a 20. This can only be used on an attack that missed due to a failed attack roll, not due to concealment or some other effect. This attack cannot critically hit and does not trigger any other abilities that occur on a natural attack roll of a 20 (including Protean Technique).

Protean Technique (Combat, Technique)

You strike in a chaotic and unpredictable fashion, using your momentum to both strike and deflect.

Prerequisite: Combat Expertise, Dodge, base attack bonus +7

Benefit: Whenever you make an attack roll and make a natural roll of a 19 or 20, you gain a +1 dodge bonus to AC. Whenever you make an attack roll and make a natural roll of a 1 or 2, you gain a +1 bonus to attack rolls. These bonuses stack, up to +2 each. You must move at least 10 feet or make at least one attack each round to maintain these bonuses, otherwise the bonuses are lost and must be gained again.

Protean Twist (Combat)

Your chaotic strikes are more potent.

Prerequisite: Combat Expertise, Dodge, Protean Technique, base attack bonus +11

Benefit: You now gain the bonus to attack rolls provided by Protean Technique on a natural roll of an 18, 19, or 20, and gain the bonus to AC on a natural roll of a 1, 2 or 3. The bonus to AC is doubled against critical hit confirmations against you, and the bonus to attack rolls is doubled on critical confirmation rolls you make.

Rakshasa Corruption (Combat)

Your technique is deceptive to any creature, even those that fight in an instinctual or unthinking manner.

Prerequisite: Improved Feint, Rakshasa Deception, Rakshasa Technique, Bluff 9 ranks, base attack bonus +6

Benefit: You no longer take a penalty to your feint check for feinting against a non-humanoid target. Feinting a creature of animal Intelligence (1 or 2) now imposes only a -4 penalty. You can feint a creature with no Intelligence score, although you have a -8 penalty when doing so.

Normal: When feinting against a non-humanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a creature lacking an Intelligence score, it's impossible.

Rakshasa Deception (Combat)

Your deception is swift and effective, making creatures more vulnerable to attack.

Prerequisite: Improved Feint, Rakshasa Technique, Bluff 6 ranks, base attack bonus +4

Benefit: Whenever you take a full-attack action, you can forgo your attack at your highest base attack bonus to feint an opponent.

If you hit a creature that is denied its Dexterity bonus to AC due to you feinting it, you cause the opponent to lose its balance. It loses its Dexterity bonus to AC against all attacks (including those not made by you) until the end of your next turn.

Rakshasa Technique (Combat, Technique)

You are an expert at keeping an opponent off guard with deceptive strikes.

Prerequisite: Improved Feint, Bluff 4 ranks, base attack bonus +3

Benefit: You gain a +2 bonus on Bluff checks made to feint in combat. Whenever you strike an opponent that is denied their dexterity bonus to AC, you deal an additional 1d6 precision damage. This precision damage is of the same type as your weapon, is not multiplied on a critical hit, and stacks with any other precision damage you can deal, such as sneak attack.

Shinigami Pursuit (Combat)

You are tireless in your pursuit to bring a swift end to your foes.

Prerequisite: Power Attack, Shinigami Reap, Shinigami Technique, Spring Attack, Weapon Focus (scythe), Whirlwind Attack, base attack bonus +11

Benefit: You can use the movement provided by Shinigami Technique as an immediate action at any point before the start of your next turn, rather than right after reducing an opponent to 0 or fewer hit points. You can also move up to half your base speed when doing so, rather than only 10 feet.

You may move up to your speed as part of the full-round action made to perform a coup de grace or use the Whirlwind Attack feat. This movement can be before or after you perform the coup de grace or Whirlwind Attack. You provoke attacks of opportunity as normal for this movement.

Shinigami Reap (Combat)

Your reaping scythe takes lives with deadly efficiency and focus.

Prerequisite: Power Attack, Shinigami Technique, Weapon Focus (scythe), Whirlwind Attack, base attack bonus +8

Benefit: You no longer provoke attacks of opportunity when performing a coup de grace.

When wielding a scythe, you no longer take a penalty to attack rolls when using Power Attack in conjunction with Whirlwind Attack. When you use Whirlwind Attack with a scythe, you can designate one opponent that is no more than 5 feet outside of your reach; you can attack that opponent when performing the Whirlwind Attack as if it were within your reach.

Shinigami Technique (Combat, Technique)

You move swiftly about the battlefield, bringing death to those in your way.

Prerequisite: Power Attack, Weapon Focus (scythe), base attack bonus +4

Benefit: When you reduce an opponent to 0 or fewer hit points by attacking with a scythe or kill them outright with a coup-de-grace, you can use a swift action to move up to 10 feet. This movement provokes attacks of opportunity as normal. If you take this action, you gain a +2 bonus to attack rolls and a +2 dodge bonus to AC until the start of your next turn.

Special: A character with this feat can take Spring Attack and Whirlwind Attack as feats without meeting their prerequisites. He can only use them while wielding a scythe and using Shinigami Technique.

Titan Grip (Combat)

With great strength and a hard grip, you can wield weapons of immense size with ease.

Prerequisite: Power Attack, Titan Technique, Str 17, base attack bonus +4

Benefit: The penalty for wielding an inappropriately-sized weapon that is too large for you is reduced by 1. The penalty is reduced by an additional 1 at base attack bonus +8 and every 4 thereafter.

Titan Slayer (Combat)

You can wield weapons of incredible size, using its size to your advantage.

Prerequisite: Power Attack, Titan Grip, Titan Technique, Str 19, base attack bonus +8

Benefit: You can wield weapons intended for creatures two size categories larger than you with the same handedness. The penalty for wielding an oversized weapon that you would not be able to wield increases by 2 when doing so; this stacks with the penalty from Titan Technique. In addition, when wielding a weapon that is too large for you, your reach increases by 5 feet.

Titan Technique (Combat, Technique)

You are adept as using weapons of great proportions to take down large foes.

Prerequisite: Power Attack, Str 15

Benefit: You can wield weapons intended for creatures that are one size category larger than you, using

the same handedness. You take a -2 penalty on attack rolls when wielding a weapon that would otherwise be unusable (such as a large two-handed weapon, if you are a medium creature); this is in addition to the normal penalty for wielding a weapon not appropriately sized for you.

Normal: The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a Small creature would wield a Medium one-handed weapon as a two-handed weapon. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

FIGHTER

TECHNIQUE MASTER (ARCHETYPE)

While combat techniques can be learned by many, few are as skilled with them as a technique master. He learns as many techniques as possible, fusing them into his own personal form that is wholly unique.

Bonus Feats: At 1st level, 2nd level, and every four levels thereafter, a technique master may select a bonus technique feat or Combat Expertise. He does not need to meet the prerequisites of that feat. Starting at 6th level and every four levels thereafter, a technique master can choose to instead gain a wildcard technique slot. Whenever he enters one or more technique stances, he can spend his wildcard technique slots to gain feats in those techniques' feat paths (such as Protean Twist) as long as he meets the prerequisites. Each time he changes techniques, he can also change these wildcard technique slots. This ability replaces the bonus feats a fighter gains at 1st, 2nd, 6th, 10th, 14th, and 18th levels.

Technique Fusion (Ex): At 3rd level, a technique master can fuse two of the techniques he knows into a more perfect technique. The technique master can have two technique feat stances active at once. Starting a stance provided by a technique feat is still a swift action, but when the technique master switches to another technique feat, he can choose one technique whose stance is already active to persist. He may only have two technique feat stances active at a time.

At 7th level, the technique master can fuse three technique at once. He can have the stances of three technique feats active at the same time. Furthermore, he can enter up to three technique stances as a swift action.

At 11th level, the technique master gains a dodge bonus to his AC equal to the number of techniques whose stances he currently has active.

At 15th level, the technique master can fuse four techniques at once. He can have the stances of four technique feats active at the same time.

This ability replaces armor training.

Perfect Technique (Ex): At 19th level, a technique master can have the stances of five technique feats active at once, and can change those stances as a free action.

This ability replaces armor mastery.

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