



Rite Publishing Presents:

The Secrets of Martial Mastery

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Dedication: To Sensei Maurice Evans
My Grandmaster of the Arts

“Be like water making its way through cracks. Do not be assertive, but adjust to the object, and you shall find a way round or through it. If nothing within you stays rigid, outward things will disclose themselves.

Empty your mind, be formless. Shapeless, like water. If you put water into a cup, it becomes the cup. You put water into a bottle and it becomes the bottle. You put it in a teapot it becomes the teapot. Now, water can flow or it can crash.

Be water my friend..” - Bruce Lee

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

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Combat Maneuvers

The following use all the standard rules for combat maneuvers found in the Pathfinder Roleplaying Game; however, two of them (Armlock and Throw Opponent), are additional options when grappling an opponent.

Armlock

Rather than attempting to pin an opponent that you are grappling you can attempt a single or double joint lock that hyperextends, hyperflexes or hyperrotates the elbow joint and/or shoulder joint of your opponent. A successful grapple check allows you to continue grappling the foe, and applies to damage the joint as part of the standard action spent to maintain the grapple. You deal your normal damage from grappling and inflict the Sickened condition on the target who can take no actions that requires two hands to perform until the damage dealt by this attack is healed. If your combat maneuver check exceeds the CMD of the target by 10, or more, your opponent must succeed at a Fortitude save (DC 10 + $\frac{1}{2}$ your character level plus your Strength modifier) or also suffer from the Nauseated condition for one round. If your combat maneuver check fails by 10 or more, your opponent escapes your grapple and you fall prone in your current square.

Blind Opponent

You can attempt to temporarily blind an opponent (poke him in the eyes, throw sand in his face, etcetera) in place of a melee attack. If you do not have the Improved Blind Opponent, or a similar ability, attempting to Blind Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target gains the blinded condition for one round and is inflicted with the dazzled condition for an additional round after that. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the blinded condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are blinded for 1 round instead (you accidentally poke your own eyes, the sand is blown back in your face, etcetera).

Bypass Armor

You can attempt to bypass your opponent's armor, or natural armor, with your next attack in place of a standard attack. If you do not have the Improved Bypass Armor feat, or a similar ability, attempting to bypass armor provokes an attack of opportunity from



the target of your maneuver. If your combat maneuver check is successful, your target loses either its armor or natural armor bonus to AC vs. your next attack. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target loses both its armor and natural armor bonus. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

Confuse Opponent

Once per round you can attempt to confuse your opponent with a shocking strike to its sensory system in place of a melee attack. If you do not have Improved Confuse Opponent, or a similar ability, attempting to Confuse Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage from the attack and must make a successful Will saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Confused condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Confused Condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver is countered and you are inflicted with the confused condition for 1 round instead (your attack is blocked and rebounds shocking your sensory system instead).