

PLAYER Paraphernalia



THE WUSHU MASTER
武术大师
(HYBRID CLASS)

#37

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PLAYER PARAPHERNALIA #37



By the Knotty-Works



Welcome to the thirty seventh issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Wushu Master 武术大师, a hybrid class that focuses on oriental mysticism. The martial skill of the monk provides the physical aspects of the class while the wizard's spell casting abilities give it a supernatural flavor.

The Wushu Master 武术大师

Wushu, an art form, a martial combat style, a all evasive power that flows through all things, or a combination of all three. There are those that dedicate their lives to unlocking the secrets of wushu, becoming wushu masters in the process. The live of the wushu master involves intense study ,followed by intense training, followed by intense meditation. This cost; however, comes with great reward providing the wushu master the ability to become extraordinary warriors as well as accomplished spell casters. Where most focus on one or the other, the wushu master learns to blend the two into a seamless art form all her own.

Role: While not so deadly in hand to hand combat as other unarmed specialists, the wushu master may hold her own, especially when she fully engages in the art of wushu. Her spell casting offers adequate offensive and utilitarian benefits, again not so deadly as her peers that focus on just casting spells. However, her real ability to shine comes from her ability to harness her wushu into a vast array of extra-ordinary to supernatural powers to choose from to deal with nearly any type of situation. Whether it is to enhance her spell casting or move without being seen, the wushu master may prove her worth to an adventuring party time and again.

Parent Classes: monk and wizard

Alignment: The wushu master must be lawful in alignment. There is no restriction in regard to good or evil (or neutral).

Hit Die: d8

Starting Wealth: 1d6 X 10 gp (average of 35 gp.) The wushu master begin play with simple monk robes and sandals.

Class Skills: Acrobatics, Climb, Craft, Escape Artist, Fly, Knowledge (arcane), Knowledge (religion), Knowledge (planes), Perception, Profession, Sense Motive, Spellcraft, Stealth, and Swim.

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The wushu master is proficient with simple weapons, monk weapons, the *dao*, *jian*, *nan dao*, and *taijijian*. In the hands of a wushu master, the *dao*, *jian*, and *nan dao* are considered monk designated weapons. She is not proficient with any type of armor or shield, and wearing armor limits many of her class abilities and she suffers the chance of arcane failure for spells cast as well.

Art of Wushu (Ex): The wushu form of martial combat takes years of intense training as well as a creative inspirational spirit. The wushu master may make one extra attack per round as a full round attack, though all attacks suffer a -2 penalty to the attack roll (treating the wushu master as having the *Two-Weapon Fighting* feat) when making unarmed attacks or wielding a monk designated weapon (and possessing two weapons is not a requirement). This attack uses the wushu master's normal base attack bonus. She uses her full strength bonus for all attacks regardless if it is an off-handed weapon or a two-handed weapon, and the wushu master may substitute the combat maneuvers of *dirty trick*, *disarm*, *steal*, or *trip* in place of an attack with her unarmed attacks. She may not use any natural



Wushu Master Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day					
		Fort	Ref	Will		1st	2nd	3rd	4th	5th	6th
1	+0	+0	+2	+2	Art of Wushu (1d4), Cantrips, Elemental School, Unarmed Strike	1	—	—	—	—	—
2	+1	+0	+3	+3	Wushu Pool	2	—	—	—	—	—
3	+2	+1	+3	+3	Evasion	3	—	—	—	—	—
4	+3	+1	+4	+4	Wushu Power	3	1	—	—	—	—
5	+3	+1	+4	+4	Style Feat	4	2	—	—	—	—
6	+4	+2	+5	+5	Art of Wushu (1d6)	4	3	—	—	—	—
7	+5	+2	+5	+5	Wushu Power	4	3	1	—	—	—
8	+6/+1	+2	+6	+6	Style Feat	4	4	2	—	—	—
9	+6/+1	+3	+6	+6	Art of Wushu (1d8), Improved Evasion	5	4	3	—	—	—
10	+7/+2	+3	+7	+7	Wushu Power	5	4	3	1	—	—
11	+8/+3	+3	+7	+7	Style Feat	5	4	4	2	—	—
12	+9/+4	+4	+8	+8	Art of Wushu (1d10)	5	5	4	3	—	—
13	+9/+4	+4	+8	+8	Wushu Power	5	5	4	3	1	—
14	+10/+5	+4	+9	+9	Style Feat	5	5	4	4	2	—
15	+11/+6/+1	+5	+9	+9	Art of Wushu (2d6)	5	5	5	4	3	—
16	+12/+7+2	+5	+10	+10	Wushu Power	5	5	5	4	3	1
17	+12/+7+2	+5	+10	+10	Style Feat	5	5	5	4	4	2
18	+13/+8+3	+6	+11	+11	Art of Wushu (2d8)	5	5	5	5	4	3
19	+14/+9+4	+6	+11	+11	Wushu Power	5	5	5	5	5	4
20	+15/+10+5	+6	+12	+12	Wushu Mastery	5	5	5	5	5	5

weapons she possesses as part of her attacks for the Art of Wushu.

At 1st level, the wushu master's unarmed attacks cause 1d4 points of damage. Her damage from her unarmed attacks increase to 1d6 at 6th level, 1d8 at 9th level, 1d10 at 12th level, 2d6 at 15th level, and 2d8 at 18th level.

If the wushu master is wearing any type of armor or carrying a medium or heavier load, she loses the benefit of the extra attack, though the damage caused by her unarmed attack does not change.

Cantrips: The wushu master may expend one spell slot per day to gain the ability to prepare a number of cantrips equal to twice the spell level sacrificed. Cantrips prepared and cast are not expended.

Elemental Focus: Wushu Masters must choose one Elemental school at 1st level. In addition to the powers and bonus spells gained from the

school, casting spells from this school gain a +1 bonus to the DC for any saving throws required to resist the spell.

Spells: The wushu master casts arcane spells from the wushu master spell list (see below). She prepares her spells through an hour of meditation with her *chien tung* sticks. To learn and prepare a spell, the wushu master must have an Intelligence score equal to at least 10 + the spell level of the desired spell. The difficulty class for any saving throws for the wushu master's spell is equal to 10 + the spell level + the wushu master's Intelligence modifier. The total number of spells the wushu master may cast per day is given on the Wushu Master Progression Table below. The wushu master may gain additional spells based on his Intelligence score (see Table 1–3 on page 17 of the Pathfinder RPG Core Rulebook).

Each *chien tung* stick contains a wushu master spell and they are typically stored in a decorative wooden tube that can store a total number



of 100 wushu master spell levels. Two cantrip chien tung sticks is equal to one spell level. The wushu master begins with all of the wushu master cantrips and three 1st level wushu master spells. She may inscribe two new chien tung sticks when she attains a new level with no cost.

The wushu master may also copy the chien tung sticks of another wushu master or from an arcane scroll or spell book with use of the **Read Magic** cantrip. The spell must be on the Wushu Master spell list and the cost for creating the chien tung stick is the same adding a spell to a wizard's spell book.

The wushu master gains **Inscribe Chien Tung** as a bonus feat at 1st level.

Unarmed Strike (Ex): The wushu master gains **Improved Unarmed Strike** as a bonus feat at 1st level. She may attack with her fist, elbows, knees so may make an unarmed attack even while her hands are full. No unarmed attack is considered off handed for the wushu master allowing her full Strength damage to be applied to any unarmed attack. Her unarmed attack is treated both as a manufactured weapon and natural weapon for purposes of any spells that enhance the wushu master's unarmed attack.

The wushu master may freely switch between causing lethal or non-lethal damage with her unarmed attacks with no penalty to the attack roll, including causing damage while grappling an opponent.

Note: The wushu master may take **Stunning Fist** as a wushu power (see below). However, she may choose **Stunning Fist** as part of the normal feat selection (she does not need to meet the prerequisites for the feat), in which case she gains the additional benefits as defined by the wushu power.

Wushu Pool: At 2nd level the wushu master gains access to her wushu pool, gaining a number of points each day equal to ½ her class level + her Intelligence modifier.

If the wushu master has at least 1 point in her wushu pool she may channel her wushu energies through her unarmed attacks to gain the following benefits:

At 4th level her unarmed attacks are treated as magic for overcoming **damage reduction**.

At 8th level her unarmed attacks are treated as **cold iron** and **silver** for overcoming **damage reduction**.

At 12th level she may select one aspect of her alignment (law, good, or evil) and her unarmed attacks are treated as aligned for the aspect chosen for the purpose of overcoming **damage reduction**.

At 16th level her unarmed attacks are treated as **adamantine** for overcoming **damage reduction** and bypassing **hardness**.

She may also spend 1 point from her wushu pool as a **swift action** to gain one of the following abilities:

Increase the **DC** of the saving throw for a spell cast by +1

Gain a +2 **deflection** bonus to her **AC** for 1 round

Increase the range increment of a spell with a range greater than touch by treating her casting level as +2 in regards to the maximum range of the spell.

The benefits for having at least one point in the wushu master's wushu pool or bonuses for expending a wushu point are lost if the wushu master is wearing armor or carrying a medium or heavier load.

The wushu master may regain points to her wushu pool under specific circumstances. If the wushu master single-handedly defeats an opponent in martial combat, she regains 1 point to her wushu pool. She may also spend an hour in meditation to regain a number of points equal to ½ her Intelligence modifier (minimum of 1). The wushu master may never gain more points in her wushu pool than initially gained at the beginning of the day.

Wushu is equivalent to the monk's ki pool or other classes that offer a supernatural pool of energy. Any feats or special abilities available to a character with such a pool can use her wushu as a prerequisite.

Evasion (Ex): At 3rd level the wushu master gains the ability to supernaturally avoid the damage from most area-effect attacks. If she makes a successful **Reflex** saving throw against an attack that would do half damage with a successful save, the wushu master takes no damage. The wushu master loses this ability if helpless, wearing any type of armor, or carrying a medium or heavier load.



Wushu Power: Beginning at 4th level the wushu master may choose a class ability called a wushu power. These abilities typically require expending points from the wushu master's **wushu pool** to gain the effects of the ability. She may choose a wushu power once unless otherwise noted in the power's description and once chosen, a power cannot be changed.

Aerial Acrobatics (Su): The wushu master may spend 1 point from her wushu pool as a **standard action** to gain the ability to **fly** as the spell of the same name, treating the wushu master's class level as the effective caster level. If the wushu master has at least 1 point in her wushu pool after activating this power, she may add her class level to any **Fly** skill checks for the duration of this power's effect. The wushu master must be at least 7th level to take this wushu power.

Akashic Awareness (Su): The wushu master may choose one field of study in the **Knowledge** skill in which she has at least 1 rank when choosing this power. She may then add her class level to any **Knowledge** skill checks involving the field of study chosen as long as the wushu master has at least 1 point in her wushu pool. The wushu master may spend one point from her wushu pool as a **free action** to gain a +20 bonus to a single skill check involving the chosen field of study. The wushu master may take this wushu power more than once, choosing a different field of study each time the wushu power is chosen.

Arcane Mastery (Ex): The wushu master may choose either a **meta-magic feat**, an **item creation feat**, **Spell Mastery**, **Spell Penetration**, **Spell Perfection**, or an **Arcane Discovery** when she chooses this wushu power. The wushu master must meet any prerequisites for the feat or arcane discovery in order to choose it. She may take this wushu power multiple times, selecting a different feat or arcane discovery each time.

Arcane Resistance (Ex): The wushu master gains **spell resistance** equal to her current class level + 10 as long as she has at least 1 point in her wushu pool. She may increase this resistance as a **free action** by spending a number of points from her wushu pool to increase the resistance by the same number. The wushu master may spend a maximum number of points from her wushu pool

equal to ¼ her class level. The wushu master must be at least 13th level to take this wushu power.

Communicative Awareness (Ex): The wushu master gains the ability to speak with any living creature as if under a permanent **Tongues** spell effect. The effect is not magical and is not subject to being dispelled or an anti-magic field. The wushu master must be at least 13th level to take this wushu power.

Death Stroke (Su): By focusing her wushu energies into a single unarmed blow, the wushu master's own energies commingle with a living opponent's spiritual energies. If the attack is successful and the victim sustains damage, the connection has been forged. The wushu master must spend a point from her wushu pool, and while in effect her total wushu pool is reduced by 1 point. The wushu master may maintain this connection for a number of days equal to her class level. At any point during that time, the wushu master may simply will the target to die as a **free action** and the target must make a **Fortitude** saving throw (DC 10 + ½ the wushu master's class level + her Intelligence modifier) or instantly perish. The wushu master may only forge one connection at a time, if she uses this ability on another opponent while the effect is still active, the previous victim is automatically freed from the effect. Creatures immune to **Critical Hits** are immune to this ability. The wushu master must be at least 16th level and the **Stunning Fist** wushu power to take this wushu power.

Deflecting Aura (Su): The wushu master gains a +1 **deflection** bonus to her AC while she has at least 1 point in her wushu pool. This bonus increased to +2 at 5th level and an additional +1 bonus every five levels thereafter.

She may also spend 1 point from her wushu pool to increase the **deflection** bonus by 1 for a number of rounds equal to ½ her class level. She may spend as many points from her wushu pool equal to the bonus granted by having at least 1 point in her wushu pool.

The wushu master loses the **deflection** bonus if wearing armor, carrying a medium or heavier load, or is helpless.

Extraordinary Emissary (Ex): As long as the wushu master has at least 1 point in her wushu pool,

she gains a bonus equal to her class level to any **Diplomacy** checks with any living creature. She may spend 1 point from her wushu pool to gain a +10 bonus to the **Diplomacy** check. The wushu master must have the *Communicative Awareness* wushu power before she may take this wushu power.

Fleet Footed (Ex): The wushu master gains a +10 ft bonus to her movement rate as long as she has at least 1 point in her wushu pool and is not wearing armor or carrying a medium or heavier load. She may spend 1 point from her wushu pool to increase her speed by another 10 ft for a number of rounds equal to her class level. She may spend a total number of points equal to 1/5 her class level.

Fortified Immunity (Ex): The wushu master is immune to **disease** of any type—including magical and supernatural diseases—as long as she has at least 1 point in her wushu pool. If she is diseased her wushu pool is empty and she gains a point to her wushu pool, the wushu master is allowed a new saving throw to remove the effects of the **disease** (using the original DC of the disease).

Greater Immunity (Su): The wushu master is immune to **poisons** of any type as long as she has at least 1 point in her wushu pool. If she is poisoned her wushu pool is empty and she gains a point to her wushu pool, the wushu master is allowed a new saving throw to remove the effects of the **poison** (using the original DC of the poison). The wushu master must be at least 10th level and have the *Fortified Immunity* wushu power to take this wushu power.

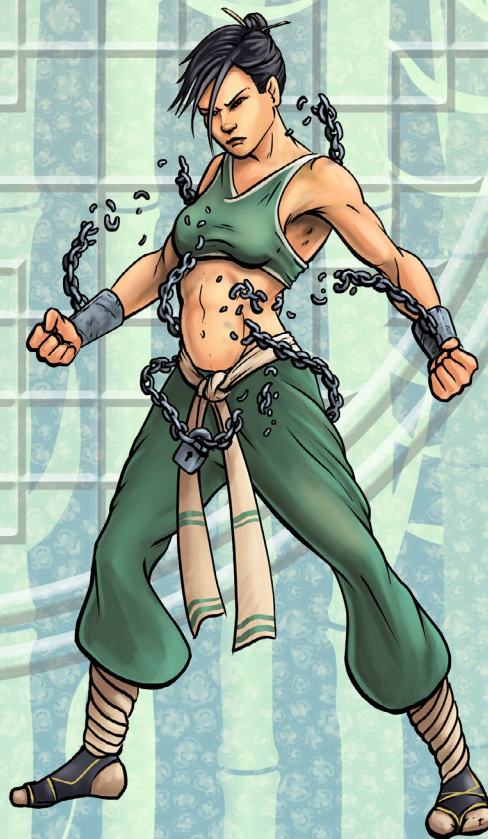
High Jump (Ex): The wushu master may add her class level to any **Acrobatic** checks involving jumping either vertically or horizontally as long as she has at least 1 point in her wushu pool. The wushu master may spend 1 point from her wushu pool as a **swift action** to gain a +20 bonus on the **Acrobatics** check for jumps made that round.

Master Combatant (Ex): As long as the wushu master has at least 1 point in her wushu pool she may use her class level as her **base attack bonus** for all unarmed attacks or attacks made with her **Art of Wushu** ability, including her **combat maneuver bonus** for performing any combat maneuvers. She may spend 1 point from her wushu pool as a **free action** to gain

one additional attack at her highest **base attack bonus** (with the -2 penalty applied) while using her art of wushu ability and may spend 2 points at 15th level for two additional attacks while using the art of wushu. The wushu master must be at least 10th level to take this wushu power.

Pass Through the Veil (Su): The wushu master may step through the **ethereal plane** to instantly bypass any obstacles in the material world. She must have line of site and spending 1 point from her wushu pool per 20 ft transported and may move a maximum of 20 ft X ½ her class level. Using this power requires a move action and does not provoke attacks of opportunity. The wushu master may not take anyone with her when she uses this power and if she attempts to move to an area already occupied by a solid body the power fails while the points from her wushu pool are lost. The wushu master must be at least 13th level to take this wushu master.

Perfect Physical Exertion (Ex): The wushu master may add her class level to any **Climb** or **Swim** checks as long as she has 1 point in her wushu pool. She may spend 1 point from her wushu



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pool to gain a +20 bonus to a single skill check involving the Climb or Swim skill as a **swift action**. The wushu master may also spend 1 point from her wushu pool as a **free action** to increase the amount of time she may hold her breath for an additional number of rounds equal to her Constitution score.

Shadow Master (Ex): The wushu master may add her class level to any **Stealth** checks as long as she has 1 point in her wushu pool. She may spend 1 point from her wushu pool to gain a +20 bonus to a single skill check involving **Stealth** as a **swift action**.

Slow Fall (Ex): The wushu master may attempt to slow his descent while **falling** if he is within arm's reach of a wall or other vertical surface as long as she has at least 1 point in her wushu pool. She may reduce the **falling** damage by 20 feet, reducing the effective damage by an additional 10 ft for every two levels beyond 4th level. At 20th level, the wushu master may ignore all falling damage regardless of height as long as she is within arms reach of the wall and has 1 point in her wushu pool.

Spell Injection (Sp): The wushu master may cast a **melee touch attack** spell as part of a **full round action** when employing her **Art of Wushu**. The spell must have a casting time of a **standard action** or less and will provoke an **attack of opportunity** unless **cast defensively**. The wushu master must spend a number of points from her wushu pool equal to the level of the spell being cast and the casting action consumes one of the extra attacks normally granted from the **Art of Wushu** class ability and the -2 penalty to all attacks still applies. The wushu master may determine which attack will include the touch spell and it may be either an unarmed attack or a monk designated weapon. If the attack beats the opponent's touch AC but not his normal AC, the touch spell is successfully delivered, but no damage from the weapon or unarmed attack is suffered.

Stunning Fist (Ex): The wushu master gains **Stunning Fist** as a bonus feat. She may use **Stunning Fist** a number of times per day equal to her class level. If she has other class levels, she gains an additional use for every four class levels possessed of the other class(es). Unlike the feat, the DC for the **Fortitude** saving throw is equal

to $10 + \frac{1}{2}$ the wushu master's class level + her Intelligence modifier. The wushu master may also spend 1 point per five class levels from her wushu pool to increase the DC by the number of points spent as a **free action**. She must spend the points before the attack, and if the attack fails, the points are still lost. The **stunned** condition is also modified, lasting a number of rounds equal to her Intelligence modifier (minimum of 1).

Intense training allow the wushu master to apply a different condition other than **stun** beginning at 4th level and gained every four levels thereafter.

At 4th level she may apply the **fatigued** condition for 1 + her Intelligence modifier rounds.

At 8th level the wushu master may choose to **sicken** her opponent for a number of rounds equal to $\frac{1}{2}$ her class level + her Intelligence modifier.

At 12th level the wushu master may choose to **stagger** the opponent with her stunning fist lasting a number of rounds equal to $\frac{1}{2}$ her class level + her Intelligence modifier.

At 16th level the wushu master may choose to **nauseate** her opponent for a number of rounds equal to twice her Intelligence modifier.

At 20th level the wushu master's stunning fist may be used to **paralyze** an opponent for a number of rounds equal to her Intelligence modifier.

These effects do not stack with themselves, but additional successful strikes will extend the duration of the effect.

Traveling Companion (Ex): The wushu master acquires a pet **familiar** as a traveling companion. She may select any of the standard animals allowed as **familiars** and her class level is used to determine the natural armor adjustment, Intelligence, and special abilities of the familiar. In addition the familiar gains the attacks benefits of wushu master's wushu pool, and the wushu master may spend points from her wushu pool to grant the temporary **deflection** AC bonus to her **familiar**. This ability allows the wushu master to take any feats that require a **familiar** as a prerequisite as long as she meets any other prerequisites for the feat.

Wushu Meta Magic (Sp): The wushu master must choose a **meta-magic** feat she possesses when she chooses this wushu power. Once



selected, she may either prepare a spell with that **meta-magic** feat by spending a number of points from her wushu pool to pay for the cost of level increase normally used to determine the effective spell level of the spell or spending the same number of points when spontaneously applying the **meta-magic** feat to the spell when cast. If the spell is prepared ahead of time, points from the wushu pool cannot be regained until after the spell is cast. If the effect is spontaneously applied, the rules regarding the casting time of the spell for spontaneous meta-magic effects apply. Only one **meta-magic** feat's level cost may be applied to the wushu pool per spell, though multiple spells may be so prepared per day and other meta-magic feats may be applied to spells normally.

The wushu master may take this power multiple times, selecting a different **meta-magic** feat each time it is chosen. The wushu master must be at least 10th level before she may take this power.

Wushu Restoration (Su): The wushu master may heal her own wounds as a **standard action** by spending 2 points from her wushu pool, regaining a number of hit points equal to her class level. She may also restore 1 point for any ability score damage by spending 3 points from her wushu pool. The wushu master must be at least 7th level to take this wushu power.

Style Feats (Ex): Beginning at 5th level the wushu master may select one of the following styles and the associated style feat as a bonus feat: **Boar, Crane, Dragon, Mantis, Monkey, Panther, Snake, Tiger, or Wolf**. At 8th level and every three levels thereafter the wushu master may choose another feat from the chosen style or select another style and its associated initial feat.

Improved Evasion (Ex): At 9th level the wushu master's evasion ability becomes so innate to her natural well being that even if she fails the **Reflex** saving throw against an area-effect attack that normally does half damage with a successful saving throw, she takes only half damage if she fails the saving throw. If the wushu master is helpless, wearing armor or carrying a medium or heavier load.

Wushu Mastery (Ex): At 20th level, the wushu master gains complete mastery over her own mind and body. She does not to sleep and may

control her breathing to the point where she may hold her breath for a number of hours equal to her class level. Her aging slows down to one tenth the rate normally associated with her race.

She may spend up to her current total of points within her wushu pool on a single attack roll, saving throw, or gain a DR/chaotic equal to the points spent for 1 round as an **Immediate action**.

Wushu Spell List

0 Level: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mending, Open/Close, Prestidigitation, Read Magic, Resistance, Spark, Touch of Fatigue

1st Level: Adjuring Step, Air Bubble, Animate Rope, Ant Haul, Burning Hands, Cause Fear, Chill Touch, Color Spray, Comprehend Languages, Disguise Self, Endure Elements, Enlarge Person, Erase, Expeditious Excavation, Expeditious Retreat, Feather Fall, Flare Burst, Grease, Identify, Illusion of Calm, Jump, Liberating Command, Lock Gaze, Longshot, Magic Aura, Magic Weapon, Mirror Strike, Mount, Obscuring Mist, Peacebond, Protection From (Chaos, Evil, Good), Ray of Enfeeblement, Reduce Person, See Alignment, Shocking Grasp, Stone Fist, True Strike, Unerring Weapon, Unseen Servant, Vanish

2nd Level: Alter Self, Animal Aspect, Ant Haul [Communal], Arcane Lock, Bear's Endurance, Blindness/Deafness, Blur, Bull's Strength, Burning Gaze, Cat's Grace, Certain Grip, Continual Flame, Darkness, Darkvision, Daze Monster, Detect Thoughts, Eagle's Splendor, Elemental Speech, Elemental Touch, Endure Elements [Communal], Fiery Shuriken, Fire Breath, Flaming Sphere, Fog Cloud, Fox's Cunning, Frost Fall, Ghoul Touch, Glide, Gust of Wind, Hideous Laughter, Invisibility, Kinetic Reverberation, Knock, Levitate, Locate Object, Make Whole, Mirror Image, Mount [Communal], Obscure Object, Owl's Wisdom, Protection from Arrows, Protection from (Chaos, Evil, Good) [Communal], Resist Energy, Returning Weapon, River Whip, Rope Trick, Scare, Scorching Ray, See Invisibility, Shatter, Slipstream, Spectral Hand, Spider Climb, Stone Call, Tactical Acumen, Touch of Idiocy, Warding Weapon, Whispering Wind

3rd Level: Ablative Barrier, Aqueous Orb, Arcane Sight, Beast Shape I, Blink, Chain of Perdition,



Clairaudience/Clairvoyance, Cloak of Winds, Countless Eyes, Darkvision [Communal], Daylight, Deep Slumber, Dispel Magic, Displacement, Draconic Reservoir, Elemental Aura, Fly, Gaseous Form, Haste, Heroism, Hold Person, Hostile Levitation, Hydraulic Torrent, Keen Edge, Magic Circle against (Chaos, Evil, Good), Magic Weapon [Greater], Pain Strike, Phantom Steed, Protection from Arrows [Communal], Protection from Energy, Rage, Ray of Exhaustion, Resist Energy [Communal], Resinous Skin, Returning Weapon [Communal], Shifting Sand, Sleet Storm, Stinking Cloud, Tiny Hut, Touch Injection, Vampiric Touch, Versatile Weapon, Water Breathing, Wind Wall

4th Level: Animal Aspect [Greater], Arcane Eye, Ball Lightning, Beast Shape II, Bestow Curse, Black Tentacles, Calcific Touch, Confusion, Darkvision [Greater], Detonate, Dimension Door, Dimensional Anchor, Dragon's Breath, Elemental Body I, Enervation, Enlarge Person [Mass], Fear, Fire Shield, Fire Trap, Firefall, Globe of Invulnerability [Lesser], Hallucinatory Terrain, Invisibility [Greater], Minor Creation, Phantom Steed [Communal], Protection from Energy [Communal], Reduce Person [Mass], Remove Curse, Resilient Sphere, River of Wind, Secure Shelter, Shadow Projection, Shocking Image, Shout, Solid Fog, Stone Shape, Stoneskin, Telekinetic Charge, True Form, Wall of Fire, Wall of Ice

5th Level: Absorb Toxicity, Animal Growth, Baleful Polymorph, Beast Shape III, Break Enchantment, Cloudkill, Contact Other Plane, Dismissal, Elemental Body II, Fabricate, Feeblemind, Fire Snake, Geyser, Hold Monster, Hostile Juxtaposition, Interposing Hand, Life Bubble, Mage's Faithful Hound, Magic Jar, Major Creation, Mind Fog, Mirage Arcana, Nightmare, Overland Flight, Pain Strike [Mass],

Passwall, Permanency, Planar Adaptation, Polymorph, Prying Eyes, Seeming, Sending, Stoneskin [Communal], Suffocation, Telekinesis, Telepathic Bond, Teleport, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Force, Wall of Stone, Waves of Fatigue, Wreath of Blades

6th Level: Acid Fog, Analyze Dweomer, Antimagic Field, Bear's Endurance [Mass], Bull's Strength [Mass], Cat's Grace [Mass], Cloak of Dreams, Contagious Flame, Contingency, Control Water, Dispel Magic [Greater], Eagle's Splendor [Mass], Elemental Body III, Enemy Hammer, Eyebite, Flesh to Stone, Fluid Form, Forceful Hand, Form of the Dragon I, Fox's Cunning [Mass], Freezing Sphere, Getaway, Globe of Invulnerability, Heroism [Greater], Legend Lore, Mislead, Move Earth, Owl's Wisdom [Mass], Repulsion, Shadow Walk, Sirocco, Stone to Flesh, Transformation, True Seeing, Unwilling Shield, Veil, Wall of Iron

New Feats

Extra Wushu Pool

You have learned how to harness more of your wushu to empower your abilities.

Prerequisites: Wushu Pool class feature.

Benefit: Your wushu pool increases by 2 points.

Special: You may take this feat multiple times, gaining 2 additional points each additional time it is taken.

Extra Wushu Power

Your intense training in the art of wushu has unlocked an additional power.

Prerequisites: Wushu Pool class ability, Wushu Power class ability, 4th level

Martial Weapons (Eastern)

One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dao	18 gp	1d4	1d6	18-20 / x2	—	4 lbs	S	See Description
Jian	20 gp	1d6	1d8	19-20 / x2	—	5 lbs	S	See Description
Tajjijan	25 gp	1d6	1d8	18-20 / x2	—	4 lbs	P or S	monk

Exotic Weapons (Eastern)

One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Nan Dao	40 gp	1d8	1d10	19-20 / x2	—	8 lbs	S	—

Benefit: You gain one additional **Wushu Power**. You must meet any requirements for the power before you may choose it.

Special: You may take this feat multiple times, selecting a new **Wushu Power** each time.

Inscribe Chien Tung

You can create chien tung sticks

Prerequisites: Wushu Master level 1st.

Benefit: You can create a chien tung stick for any wushu master spell you know. You must use up raw materials costing $\frac{1}{2}$ the base price, plus any material costs involved. For chien tung sticks with a base price of 250 gp or less, only 2 hours is required to inscribe the stick, otherwise it takes 1 day per 1,000 gp base price of the chien stick.

Items of Wushu

Chien Tung Sticks

These long slender wooden sticks are inscribed with arcane oriental characters that may be used to cast wushu master spells. Cost for creating chien tung sticks is identical to the cost for **creating scrolls** based on the level of the wushu master spell being inscribed equal to the level of the spell X the creator's caster level X 25 gp. The size and thickness of the chien tung stick varies by spell level, the higher the spell level the larger and thicker the chien tung stick.

The activation of the chien tung stick is identical to activating a **scroll**, requiring the user to decipher the chien tung stick and then activating the spell by casting the spell on the chien tung using the creator's caster level. Activating a chien tung stick has the same requirements as activating a **scroll**, requiring the caster to have the ability to cast the spell of the same type (wushu master spells are treated as arcane spells), have the spell on the caster's class list, and the requisite ability score. If the caster fails to successfully cast the spell a mishap may occur with identical effects of a **scroll mishap**.

Wushu masters may prepare their daily spells from their chien tung sticks without activating them. Otherwise if the chien tung stick is activated the chien tung stick turns to ashes.

Weapons of Wushu

Dao: The dao is an oriental sword similar to the scimitar with a single slashing edge used primarily for slashing at opponents, though the first few inches of the back edge may be sharpened for piercing attacks. If used in to make a piercing attack, the wielder suffers a -2 circumstance penalty to the attack. The blade ranges from 24 to 32 inches and the overall length ranges from 36 to 40 inches.

Jian: This oriental double edged sword is similar to the longsword but the blade tends to be a little wider at the base offering more leverage with heavy handed attacks. If used with the **Power Attack Feat**, the overall damage gains an additional **circumstance** bonus equal to $\frac{1}{2}$ the character's level (minimum of 1).



Nan Dao: This heavy slashing weapon is a single edged weapon that may be wielded by one or both hands similar to a bastard sword, while the blade is as wide and thick as the traditional butterfly sword, though longer without the D shaped hilt. The nan dao may only be wielded with one hand if the wielder has exotic weapon proficiency with the sword.



Taijijian: Another longsword variant, the taijijian's blade is slender compared to the jian with a tapering end that can be used for piercing as well as slashing, though the piercing attack should be called out as such before the attack is made.

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