The judo master learns to turn an enemy’s efforts against them.

1st circle - CounterEX: Your learn to use the momentum of your enemies against them. For every attack an enemy makes against you in a [Round]. you gain a +1 bonus to the DCs of your Combat maneuvers against that enemy for 1 [Round].

2nd circle- Everflowing cascadeEX: Whenever an enemy misses you with a melee attack, you may make a free 5ft step to another point within his melee range.

3rd circle- Judo throwEX: Whenever you succeed on a trip attempt, you may also inflict [Blown away]

4th circle- Pain repaidEX: Whenever an enemy hits you, you gain a +1 bonus to attacks against them for 1 [Round]. This stacks with itself.

5th circle - Turn backEX: you use the power of an enemy’s attack against them. Once per [Round], as an immediate action, you can change the target of one attack made against you to be the creature who made the attack.

6th circle- Stance of the still lakeEX: As a move action,you can settle into a defensive stance. For the next [Round], any attacks made against you provoke an Attack of Opportunity from you.

7th circle- Adaptive DefenseEX: Every time you are hit by an attack, your AC increases by 1 for 1 [Round]. This stacks with itself up to 5 times.