Disipline of the Tiger

Anywhere you see ellipses, reference the text from the official Discipline of the Serpent track.

1st Circle

*External TechniquesEX:* ...

2nd Circle: Aerial Ace

...

*UppercutEX:* Swinging in a upward motion, you knock a target into the air. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Reflex save or begin [Flying]. While the target does not possess the Fly movement mode, they are unable to move until the end of your turn. If the target does not possess the Fly movement mode at the end of your turn, they cease [Flying]. If the target never possessed the Fly movement mode from when you used *Uppercut* on them until the end of your turn, they take 1d6 fall damage per circle of Discipline of the Tiger you possess. If they are over a [Swimming] area, this damage is halved.

*Axe KickEX:* Swinging in a downward motion, you slam a target to the ground. As a standard action while [Flying], you make a single melee attack against a [Flying] target that deals normal damage. If the attack hits, the target must make a Reflex save or cease [Flying] and take 1d6 fall damage per circle of Discipline of the Tiger you possess. If they are over a [Swimming] area, this damage is halved. If the target had previously failed their save against *Uppercut* during your turn, they suffer the damage from that Combat Maneuver when they take the damage from this Combat Maneuver.

For both of these Combat Maneuvers, you can not provoke an Attack of Opportunity from your target from after you hit them until the end of your turn if they failed their save against said Combat Maneuver.

3rd Circle: Relentless Pursuit

...

*Flying StrikeEX:* You approach your enemy at high speed, utilizing your momentum to deal a blow. As a standard action, you may move up to your speed in a straight line and make a single melee attack. Any obstruction in a straight-line path prevents you from using *Flying Strike* (although you could maneuver to a straight-line path, if one exists, with your move action). You are not required to move and may change movement modes at the end of your movement (or lack thereof). You do not provoke an Attack of Opportunity from your target or anybody along your path, and you only provoke an Attack of Opportunity from enemies threatening your initial position if you have not hit and damaged them with a melee attack this round.

*Forceful BlowEX:* You deliver a powerful strike to an enemy's center of gravity, sending them careening away. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Fortitude save or be pushed in 1 direction a distance equal to your movement speed. This movement does not provoke Attacks of Opportunity.

In addition, as a move action, you may immediately make a [Bonus Attack].

4th Circle

*Ceaseless FlowEX:* ...

5th Circle

*Stop the BreathEX:* ...

6th Circle

*Rocket PunchEX:* A living weapon, you literally launch yourself at your target. Once per [Encounter] when using *Ceaseless Flow*, you may replace your attack with both a *Flying Strike* and a *Forceful Blow*. For this ability, the movement range for *Flying Strike* is doubled, and the DC for *Forceful Blow* is increased by 1. On a critical hit with an attack affected by this ability, the DC for *Forceful Blow* is instead increased by 2, and an opponent failing their Fortitude save against *Forceful Blow* is [Blown Away] the distance they would have been pushed.

7th Circle

*On PowerEX:* ...

Discipline of the Monkey

Anywhere you see ellipses, reference the text from the official Discipline of the Serpent track.

1st Circle

*External TechniquesEX:* ...

2nd Circle: Go to no Evil, Do no Evil

...

*Crippling JabsEX:* You target your opponent's legs with rapid successive strikes, stunting their agility and movement range. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Reflex save or take a -1 penalty to their Reflex saves for 1 [Round] and suffer a -5 ft penalty to their movement speed (minimum: their base movement speed) until the end of the [Encounter]. Every 5ft lost counts as a separate status condition for the purposes of effects that remove status conditions.

*Disabling JabsEX:* You target your opponent's arms with rapid successive strikes, stunting their offensive capability and range. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Fortitude save or take a -1 penalty to their attack rolls for 1 [Round] and either (you decide which) suffer a -5 ft penalty to their melee attack range (minimum: 5 ft) or lose the furthest range with any ranged attack (minimum: [Close] range). Every 5ft or range increment lost counts as a separate status condition for the purposes of effects that remove status conditions.

3rd Circle: See no Evil, Be no Evil

...

*Impairing JabsEX:* You target your opponent's head with rapid successive strikes, stunting their concentration and vision. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Will save or take a -1 penalty to their Will saves for 1 [Round] and lose 1 vision mode (or have the effects of the *Arcane Sight*, *Blindsight*, *See Invisibility*, or *True Seeing* spells upon them dispelled) of their choice (minimum: normal vision or [Blindsight] if possessing the *Justice, Blind* [Iconic] feat) until the end of the [Encounter]. Each vision mode lost counts as a separate status condition for the purposes of effects that remove status conditions.

*Debilitating JabsEX:* You target your opponent's core with rapid successive strikes, stunting their stamina and endurance. As a standard action, you make a single melee attack that deals normal damage. If the attack hits, the target must make a Fortitude save or take a -1 penalty to their Foritude saves for 1 [Round] and become [Battered] until the end of the [Encounter].

...

4th Circle

*Ceaseless FlowEX:* ...

5th Circle

*Stop the BreathEX:* ...

6th Circle: No Evil

Choose one of the following abilities (this choice is permanent):

*Defeat All EvilEX*: Your Combat Maneuevers become more devastating in ways unique to each:

*Double Disarm:* On a failed save, Disarm additionally causes the target to drop their shield (if any).

*Strangle:* Choke additionally causes [Bleeding] and [Burning].

*Roundhouse / Slide Tackle:* On a failed save, Trip instead causes [Blown Away].

*Crippling Flurry:* On a failed save, *Crippling Jabs* additionally causes a -1 penalty to AC for 1 [Round].

*Disabling Flurry:* On a failed save, *Disabling Jabs* additionally causes a -3 penalty to damage for 1 [Round].

*Impairing Flurry:* On a failed save, *Impairing Jabs* additionally causes a -1 penalty to both Awareness and Perception checks for 1 [Round].

*Debilitating Flurry:* On a failed save, *Debilitating Jabs* additionally causes a -3 penalty to [Damage Reduction] for 1 [Round].

*Purge All EvilEX*: Your special Combat Maneuevers have surpassed their former limits:

*Crippling Palms:* *Crippling Jabs*'s minimum movement speed is now 0 ft. A creature without a movement speed cannot move or change movement modes.

*Disabling Palms:* *Disabling Jabs*'s minimum melee attack range is 0 ft, and it has no minimum ranged attack range. A creature without a melee attack range threatens no area and cannot use melee attacks, and a creature without a ranged attack range cannot use ranged attacks. Remember that [Melee] range, which is not affected by *Disabling Palms*'s penalties to melee attack range for purposes of ranged attack range, stands between [Close] range and no range.

*Impairing Palms:* *Impairing Jabs*'s minimum vision mode count is now 0. A creature lacking any vision modes is [Blind].

*Debilitating Palms:* On a failed save, *Debilitating Jabs* also inflicts [Energy-Drained] for 1 [Round].

7th Circle

*On PowerEX:* ...

Drunken Brawler

Anywhere you see ellipses, reference the text from the official Discipline of the Serpent track.

Some drinkers figure out how to integrate alcohol into their fighting style, though none would call it a Discipline. It can be surprisingly effective, and foes are often caught off guard by a Drunken Brawler's unexpected comptenence. Aside from the brute force unlocked by being drunk, these Drunken Brawlers can also manifest effects reminiscent of the various stages of drunkenness in those they manage to hit.

**Condition: [Inebriated]**

Though you can hold your liquor well, you are undeniably drunk. Like a [Confused] creature, an [Inebriated] creature’s actions are determined by rolling d% at the beginning of his turn:

|  |  |
| --- | --- |
| RESULT | EFFECT |
| 1-10 | spend his standard or move action babbling incoherently |
| 11-30 | have his movement speed halved for 1 [Round] |
| 31-60 | take offensive actions against the nearest enemy, moving toward it as necessary |
| 61-100 | act normally |

An [Inebriated] creature who can’t carry out the indicated action does nothing but babble incoherently. If an opponent takes an offensive action against an [Inebriated] creature, that creature takes offensive actions against that opponent on its next turn, moving toward it as necessary as long as it is still [Inebriated] when its turn comes. If remaining in an Area of Effect would cause harm to an [Inebriated] creature, it attempts to leave that Area of Effect so long as this would not prevent it from taking offensive actions against an opponent that has just attempted to harm it. An [Inebriated] creature does not make Attacks of Opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). Unless otherwise noted, this condition expires at the end of the [Scene]. Any effect that can remove the [Confused] condition can remove the [Inebriated] condition.

**Weapon Property: [Disgusting]**

Disgusting weapons inflict [Sickened] on a critical hit.

1st Circle

*Spirit SpiritEX:* You seem like a bumbling drunkard, which has its benefits. You are [Immune] to the [Confused] condition. Also, you are [Immune] to the [Nauseated] and [Sickened] conditions from any source other than this track and can never become completely [Immune] to those conditions. In combat encounters, you are permanently [Inebriated].

*Raw StrengthEX:* Your buzzed state has stripped away all inhibitions (and eliminated any hope of concentration).

Your Unarmed Strike Natural weapon gains the [Brutal 3], [Disgusting], and [Magnum] properties. When wielding an Improvised weapon, you can grant it properties of your choice from your Unarmed Strike Natural weapon until it has 5 properties. The Improvised weapon retains those properties for as long as you wield it.

Your bonuses to damage from the *Deadly Aim* and *Power Attack* Combat Maneuevers and Critical hits are doubled. Also, all bonus damage from the *Deadly Aim* and *Power Attack* Combat Maneuevers and Critical hits is [Precision] damage. Additionally, you cannot use the *Precise Strike* Combat Maneuever.

Attacks you make as part of a Disarm, Grapple, Pin, or Trip attempt deal additional [Precision] damage equal to your level.

2nd Circle: Imbibed Insight

Your blurred vision and slurred speech belie a deepening grasp on your surroundings. ...

*True HeadbuttEX:* As a standard action, you make a single melee attack that deals normal damage. Before calculating [Miss Chance] (if any), the target must make a Reflex save or have their [Miss Chance] ignored.

*Violent GougeEX:* As a standard action, you make a single melee attack that deals normal damage. If this attack hits, the target must make a Fortitude save or begin [Bleeding] and [Burning].

3rd Circle: Drunken Boxing

You no longer know when to throw in the towel. You are [Immune] to the [Disabled] and [Dying] conditions. Additionally, you gain access to the following special Combat Maneuvers:

*Drunk FistEX:* As a standard action, you make a single melee attack that deals normal damage. If this attack hits, the target must make a Fortitude save or become [Sickened] for 1 [Round].

*Hangover HookEX:* As a standard action, you make a single melee attack that deals normal damage. If this attack hits, you are [Sickened] for 1 [Round]. If this attack hits a [Sickened] opponent, the target must make a Fortitude save or become [Nauseated]. If this attack hits a non-[Sickened] opponent, the target must make a Fortitude save or become [Sickened]. If this attack hits an opponent who is [Immune] to the [Sickened] condition, the target must make a Fortitude save or become [Sickened] for 1 [Round], ignoring their [Immunity].

...

4th Circle

*Ceaseless FlowEX:* ...

5th Circle

*Stop the BreathEX:* ...

6th Circle: Disjunction of the Alcoholic

You have learned how to dispel the magic known as sobriety. You gain access to the following special Combat Maneuever:

*Temulent SlamEX:* You make a single melee attack that deals normal damage. If this attack hits, you become [Nauseated], and the target must make a Fortitude save or become both [Battered] and [Inebriated]. If the opponent fails their save, this attack doesn't qualify you as the target for the [Inebriated] condition's aggression rules.

7th Circle

*On PowerEX:* ...

**Discipline of the Turtle track**

Anywhere you see ellipses, reference the text from the official Discipline of the Crane track.

1st Circle

*Slow MovementEX:* You accrue a penalty to your movement speed equal to 5 ft per circle you possess from this track (to a maximum of a 35 ft penalty at 7th circle). Every enemy that begins its turn within [Melee] range suffers an equal penalty to their movement speed (minimum: their base movement speed).

Also, you gain [Fast Healing] equal to your circles in this track. Additionally, you gain a +1 bonus to Vigor checks; this bonus increases by 1 at 4th circle and again at 6th circle.

2nd Circle

*Against the RockslideEX:* You gain an item bonus to Armor Class equal to the number of Discipline of the Turtle circles you possess.

3rd Circle

*Through the DirtEX:* You gain the Burrow movement mode.

4th Circle

*Tough BodyEX:* You can withstand trials. You gain [Resistance] to physical damage.

5th Circle

*Solidarity of the TurtleEX:* You are faithful and strong in the face of adversity. You are [Immune] to the [Checked], [Disabled], and [Dying] conditions. If you are not [Flying], you are [Immune] to [Blown Away], but if you are [Flying], you treat being [Blown Away] as if [Checked] while not [Flying].

Additionally, once per [Encounter] as a swift action, you become [Immune] to [Precision] damage for 1 [Round].

6th Circle

*Steady ActionsEX:* You can accomplish much by staying put. Once per [Encounter] as a move action, you can gain an extra 2 swift actions on your turn.

7th Circle

*Terrapin RebornSU:* ...