

FOUR HORSEMEN PRESENT

SHIFU

The shifu draws upon the mystic powers of ki and then infuses her spirit with elemental energies of the planes. She needs no weapons, instead relying on her intense discipline and focused meditation to transcend the weaknesses of flesh. By channeling elemental ki through her body she empowers her martial skills. Depending on her chosen focus, her fists become void or wind as she merges with her element, reconnecting with the mystic origins of her own existence.

Role: A shifu's martial skills focus on elemental-energy based melee attacks. They rely on mobility and skill to maneuver around the battlefield, while their unique powers allow them to quickly adapt to overcome the defenses of opponents. Outside of combat, these same powers provide them with the flexibility to deal with a wide variety of challenges.

Alignment: Any lawful.

Hit Die: d8.

Parent Classes: Kineticist and monk.

Starting Wealth: 1d6 × 10 gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The shifu's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

TABLE 1: SHIFU

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus
1st	+0	+0	+2	+2	Elemental discipline, elemental resilience +2, elemental strike, unarmed strike	1d6	+0
2nd	+1	+0	+3	+3	Elemental flurry (bonus attack)	1d6	+0
3rd	+2	+1	+3	+3	Ki discipline, ki pool	1d6	+0
4th	+3	+1	+4	+4	Infusion, stunning fist	1d8	+1
5th	+3	+1	+4	+4	Ki discipline, elemental strike	1d8	+1
6th	+4	+2	+5	+5	Infusion	1d8	+1
7th	+5	+2	+5	+5	Ki discipline	1d8	+1
8th	+6/+1	+2	+6	+6	Infusion	1d10	+2
9th	+6/+1	+3	+6	+6	Ki discipline	1d10	+2
10th	+7/+2	+3	+7	+7	Infusion, elemental discipline, elemental strike	1d10	+2
11th	+8/+3	+3	+7	+7	Ki discipline	1d10	+2
12th	+9/+4	+4	+8	+8	Infusion, elemental flurry (bonus attack), elemental resilience +4	2d6	+3
13th	+9/+4	+4	+8	+8	Ki discipline	2d6	+3
14th	+10/+5	+4	+9	+9	Infusion	2d6	+3
15th	+11/+6/+1	+5	+9	+9	Ki discipline, elemental strike	2d6	+3
16th	+12/+7/+2	+5	+10	+10	Infusion	2d8	+4
17th	+12/+7/+2	+5	+10	+10	Ki discipline	2d8	+4
18th	+13/+8/+3	+6	+11	+11	Infusion	2d8	+4
19th	+14/+9/+4	+6	+11	+11	Ki discipline	2d8	+4
20th	+15/+10/+5	+6	+12	+12	Infusion, omnikinesis	2d10	+5

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CLASS FEATURES

The following are the class features of the shifu.

Weapon and Armor Proficiency: Shifu are proficient with the brass knuckles, cestus, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear, and temple sword.

Shifu are not proficient with any armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a shifu loses her AC bonus, as well as her elemental flurry ability.

AC Bonus (Ex): When unarmored and unencumbered, the shifu adds her Wisdom bonus (if any) to her AC and her CMD. In addition, a shifu gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four shifu levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the shifu is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Elemental Discipline: Shifu possess a supernatural connection to the energies that surround all life. At 1st level, a shifu chooses a single element on which to focus, thereafter called her elemental discipline. This element determines how she accesses the raw power of the planes. She can select from one of the following elements: aether, air, earth, fire, void, water, or wood. See elements for the specific abilities granted by each elemental discipline.

At 10th level, the shifu learns a second elemental discipline, whose energies she can incorporate with her primary discipline.

Elemental Strike (Su): At 1st level, a shifu can imbue unarmed strikes with elemental power. She gains one of the elemental strikes associated with her primary elemental discipline.

Elemental strikes count as unarmed strikes for the purpose of her class features and feats such as Weapon Focus. Elemental strikes either deal physical damage or energy damage equal to the shifu's unarmed strike damage as noted. Any attack the shifu can make in a round can be an elemental strike. The shifu may use different elemental strikes she knows with each attack she takes, determining which elemental strike is used prior to the attack being made.

An elemental strike that deals energy damage of any type (including force) has the corresponding descriptor. Elemental strikes (either physical or energy) do not allow spell resistance. At 5th level, a shifu gains the second elemental strike associated with her primary elemental discipline.

At 10th level, a shifu gains the one of the elemental strikes associated with her secondary elemental discipline, and at 15th level, a shifu gains the second elemental strike associated with her secondary elemental discipline. A shifu with a primary and secondary elemental discipline can make composite elemental strikes.

Composite elemental strikes combine two elements. The shifu can make any composite elemental strike she meets the prerequisites for (by having the requisite elemental disciplines and elemental strikes). Composite strikes can deal physical damage, energy damage, or some combination of the two. If a composite elemental strike deals damage of multiple types, it is split evenly (half and half) between the two types. A composite elemental strike has all the secondary effects of any elemental strike required as a prerequisite. For example, an aetheric boost used with a vibrational strike might also stagger an opponent if a Stunning Fist attempt is used.

Improved Unarmed Strike: At 1st level, a shifu gains Improved Unarmed Strike as a bonus feat. A shifu's attacks may be with fist, elbows, knees, and feet. The shifu may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a shifu striking unarmed. She may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

A shifu's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A shifu's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A shifu's unarmed strikes (and elemental strikes) deal damage as shown above on Table: Shifu. Damage values listed are for Medium shifu. A Small shifu deals less damage than the amount given there with her unarmed attacks, while a Large shifu deals more damage; see Table: Small or Large Shifu Unarmed Damage.

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TABLE: SMALL OR LARGE SHIFU UNARMED DAMAGE

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Elemental Flurry (Ex): Starting at 2nd level, a shifu can make an elemental flurry as a full-attack action. When making an elemental flurry, the shifu can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* or similar effects. When using this ability, the shifu can make these attacks with any combination of her unarmed strikes and weapons she is proficient in. She takes no penalty for using multiple weapons when making an elemental flurry, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* or similar effects).

At 12th level, a shifu can make a second additional attack at her highest base attack bonus whenever she makes an elemental flurry. This stacks with the first attack from this ability and additional attacks from *haste* or similar effects.

Ki Pool (Su): At 3rd level, a shifu gains a pool of ki points, supernatural energy she can use to fuel her ki disciplines. Ki points can be used as stored points to power ongoing ki disciplines, and spent to produce more powerful effects or infusions. The number of points in a shifu's ki pool is equal to 1/2 her shifu level + her Wisdom modifier. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

MULTI-CLASSING

A shifu counts her total shifu levels as monk levels for the purposes of qualifying for feats. She counts as a monk for feats and magic items that have different effects based on whether the character has levels in monk. This ability does not automatically grant her any ability normally granted to monks based on class level, such as fast movement.

Ki Disciplines: At 3rd level a shifu begins learning to use ki disciplines—mystic abilities drawn from the shifu's ability to combine psychic energies with ki energy. The shifu gains one ki discipline at 3rd level, and one additional discipline every two levels thereafter (5th, 7th, 9th, etc.). The shifu can only select ki disciplines associated with her primary or secondary elemental discipline. Once a ki discipline is selected, it cannot be changed. Some ki disciplines require the shifu to be of a specific level or higher before they can be chosen. Unless otherwise noted, a shifu cannot select an individual ki discipline more than once.

Many ki disciplines require the use of ki. If a discipline has a ki point cost, the shifu must spend ki points to use the discipline. Alternately, some disciplines only require that the shifu have at least 1 ki point in her ki pool, and remain active as long as the shifu possesses any remaining points of ki in her ki pool. See ki disciplines for further rules relating to using ki disciplines.

Infusion (Su): At 4th level, a shifu gains an infusion from the list of options available based on her elemental discipline and elemental strikes. She gains additional infusions every two levels thereafter (6th, 8th, 10th, etc.).

By combining infusions with her elemental strikes, a shifu can alter her attacks to suit her needs with versatile and powerful effects. Some infusions alter the elemental strike's normal effects and limitations, or add new secondary effects to an elemental strike. See infusions for further rules relating to using infusions with elemental strikes.

Each infusion can alter only certain kinds of elemental strikes, which are listed in its entry, and some infusions have other prerequisites that must be met before the infusion can be selected. Each time the shifu uses one of her elemental strikes, she can one infusion as a swift action. Every infusion costs 1 or more points of ki, with the cost listed in the infusion entry.

At 8th, 14th, and 18th levels, a shifu can replace one of her infusions with another infusion of the same effective spell level or lower. She can't replace an infusion that is a prerequisite for any other class feature.

Stunning Fist (Su): At 4th level, the shifu gains Stunning Fist as a bonus feat, even if she does not meet the prerequisites. Some elemental strikes can include secondary effects if a Stunning Fist attempt is used. This secondary effect replaces the normal effects of a Stunning Fist attempt. The shifu may attempt a

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Stunning Fist attack a number of times per day equal to her shifu level, plus one more time per day for every four levels he has in classes other than shifu.

Perfect Self (Su): At 20th level, the shifu transcends the distinction between elemental disciplines and becomes partly elemental herself. She is forevermore treated as an outsider rather than as a humanoid (or whatever the shifu's creature type was) for the purpose of spells and magical effects. She becomes immune to bleed, paralysis, poison, sleep effects, and stunning. A shifu master transcends many distinctions between elemental disciplines and can bend all creation to her will. By spending 1 point of ki as a free action she may use any single elemental strike of any elemental discipline for 1 round. If this allows her to meet the prerequisites for any composite elemental strike, she may make the composite elemental strike as well. This does not allow the shifu to use infusions she does not otherwise meet the prerequisites for, but she can apply any applicable infusion she possesses to the elemental strike. The shifu may spend multiple points of ki within a round to gain multiple different elemental strikes or to qualify for composite elemental strikes.

ELEMENTAL DISCIPLINES

A shifu's elemental disciplines shape the expression of her powers. At 1st level a shifu chooses a primary elemental discipline from among the following. At 10th level, a shifu gains a secondary elemental discipline.

AETHER

Aether disciples weave the element of aether—a rare substance formed when elemental energy touches the Ethereal Plane—into their ki force. A master of elemental aether, she learns to manipulate these strands to telekinetically move objects with her mind.

Class Skills: An aether disciple adds Knowledge (engineering) and Sleight of Hand to her list of class skills.

Elemental Defense: At 1st level, the shifu gains a +2 competence bonus to saves against force or telekinesis spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with aether as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with aether as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

FORCE STRIKE

Strike Type energy; **Damage** force

Your blows pluck strands of unseen aether sending violent spasms through your opponent's body.

TELEKINETIC STRIKE

Strike Type physical; **Damage** bludgeoning

Merging mind and body you create powerful telekinetic blows that send you opponents flying. If you use telekinetic strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must make a Reflex save (DC 10 + ½ your shifu level + your Wisdom modifier) or be pushed backwards 5 feet and fall prone. This effect stacks with any infusion causing a bull rush effect.

AIR

Wind disciples focus on controlling air flow or electricity, specializing in mobility and ranged combat.

Class Skills: A wind disciple adds Fly and Knowledge (nature) to her list of class skills.

Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against electricity or air spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with air as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with air as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

ELECTRIC STRIKE

Strike Type energy; **Damage** electricity

Your fists become swathed in crackling blue sparks of electricity.

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WIND STRIKE

Strike Type physical; **Damage** bludgeoning

Violent swirls of air surround your fists. If you use wind strike in conjunction with a Stunning Fist attack, instead of stunning your opponent, they must succeed on a Reflex save (DC 10 + ½ your shifu level + your Wisdom modifier) or the swirling air blinds them for 1d4 rounds.

EARTH

Mountain disciples manipulate the earth itself, and are masters of defensive techniques.

Class Skills: A mountain disciple adds Climb and Knowledge (dungeoneering) to her list of class skills.

Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against acid or earth spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with earth as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with earth as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

ACID STRIKE

Strike Type physical; **Damage** acid

Your strikes leave behind stinging caustic burns. If you use acid strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must succeed on a Fortitude save (DC 10 + ½ your shifu level + your Wisdom modifier) or take 1d6 points of acid damage each round for 1d4 rounds. The damage from multiple acid strikes is cumulative.

EARTH STRIKE

Strike Type physical; **Damage** bludgeoning, piercing, or slashing

Your fists transform into hardened stone.

FIRE

Shifu who focus on the element of fire are called flame disciples. Flame disciples forge their ki into supernatural fire creating a powerful offense.

Class Skills: A flame disciple adds Escape Artist and Knowledge (nature) to her list of class skills.

Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against fire spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with fire as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with fire as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

FIRE STRIKE

Strike Type energy; **Damage** fire

Your hands become wreathed in flame.

SMOKE STRIKE

Strike Type energy; **Damage** bludgeoning

Your strikes burst with goutts of choking black smoke. If you use smoke strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must succeed on a Fortitude save (DC 10 + ½ your shifu level + your Wisdom modifier) or become nauseated for 1d4 rounds.

VOID

The primal energies of the void form when elemental energy meets the substance of the Negative Energy Plane. Shifu who command this strange force are referred to as void disciples. These shifu reverse the flow their ki in order to connect to the unpredictable and chaotic energies of the void.

Class Skills: A void disciple adds Knowledge (dungeoneering) and Escape Artist to her list of class skills.

Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against negative energy or death spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with void as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with void as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

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NEGATIVE STRIKE

Strike Type energy; **Damage** negative energy

You imbue your fists with negative energy. Creatures immune to or healed by negative energy take no damage from your elemental strike, but are not healed by the effect.

VOID STRIKE

Strike Type energy; **Damage** bludgeoning

Your strike connects your opponent with the infinite gnawing expanse of the void. If you use void strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must succeed on a Will save (DC 10 + ½ your shifu level + your Wisdom modifier) or then become dazed by direct contact with the void for 1d4 rounds. This is a mind-affecting effect.

WATER

Shifu who focus on the element of water are called water disciples. Water disciples master the flow of water or the numbing chill of cold, and they are known for their versatility and flowing forms, like the ever-changing currents.

Class Skills: A water disciple adds Knowledge (nature) and Swim to her list of class skills.

Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against cold or water spells or effects. At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with water as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with water as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

COLD STRIKE

Strike Type energy; **Damage** cold

Your fists become rimed with crystalline shards of ice.

WATER STRIKE

Strike Type physical; **Damage** bludgeoning

Your strikes shoot forth pulses of slippery water. If you use water strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must succeed on a Reflex save (DC 10 + ½ your shifu level + your Wisdom modifier) or become flat-footed and move at half their normal land speed for the next 1d4 rounds.

WOOD

Shifu who share a strong bond with primordial life are referred to as nature disciples.

Class Skill(s): A nature disciple adds Knowledge (nature) and Handle Animal to her list of class skills.



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Elemental Resilience: At 1st level, the shifu gains a +2 competence bonus to saves against sonic spells or effects, or effects created by the manipulation of plants or wood (such as the *entangle* spell). At 12th level, this bonus increases to +4.

ELEMENTAL STRIKES

A shifu with wood as her primary elemental discipline begins with one of the following strikes. She gains the second elemental strike at 5th level. A shifu with wood as her secondary elemental discipline gains one of the following strikes at 10th level, and the second elemental strike at 15th level.

VIBRATIONAL STRIKE

Strike Type energy; **Damage** sonic

Your strikes reverberate through your opponent violently. If you use vibrational strike in conjunction with your Stunning Fist, instead of stunning your opponent, they must succeed on a Will save (DC 10 + ½ your shifu level + your Wisdom modifier) or be staggered for the next 1d4 rounds.

WOOD STRIKE

Strike Type physical; **Damage** bludgeoning, slashing, or piercing

Your strike becomes imbued with the strength of a slab of wood, the lash of a vine, or the jab of bristling thorns.

COMPOSITE ELEMENTAL STRIKES

At 10th level, a shifu gains a second elemental discipline. This allows the shifu to make composite elemental strikes by combining the abilities of each element. The following composite elemental strikes are available to any shifu that meets the prerequisites (by having the elemental disciplines and elemental strikes required). Most composite strikes do a combination of damage from two elemental strikes. If the composite strike does not directly increase the damage of the elemental strike (like aetheric boost or negative admixture), then the damage is half of each corresponding damage type. Composite elemental strikes gain all descriptors of the base elemental strikes. For example, aetheric boost is always a force effect no matter what elemental strike it is paired with. Other composite elemental strikes may be available at GM discretion.

AETHERIC BOOST

Elemental Discipline aether and any; **Elemental Strikes** force strike and any

Strike Type special; **Damage** force (see text)

This composite elemental strike costs 1 ki point. You infuse another elemental strike with aether, causing it to deal an additional 1d4 force damage per four class levels (to a maximum of 5d4 force damage at 20th level) in addition to its normal damage.

AUTUMN STRIKE

Elemental Discipline earth and wood; **Elemental Strikes** earth strike, wood strike

Strike Type physical; **Damage** any two of bludgeoning, slashing, and piercing (half each)

Your stone-hardened fists become wrapped in biting thorns.

BLIZZARD STRIKE

Elemental Discipline air and water; **Elemental Strikes** wind strike, cold strike

Strike Type physical and energy; **Damage** half piercing, half cold

Your fist strikes like the heart of a blizzard.

CHAOS STRIKE

Elemental Discipline earth and void; **Elemental Strikes** earth strike, negative strike

Strike Type: physical; **Damage** half bludgeoning, piercing, or slashing, and half negative energy

Your fists transform into swirling rock crackling with the dark energy of the void.

CHARGED WATER STRIKE

Elemental Discipline air and water; **Elemental Strikes** electric strike, water strike

Strike Type: physical; **Damage** half bludgeoning, half electricity

You slam a single foe with a powerful fist of electrically charged water.

GRAVITY STRIKE

Elemental Discipline aether and earth; **Elemental Strikes** earth strike, telekinetic strike

Strike Type physical; **Damage** bludgeoning, piercing, or slashing

You infuse your earth strike with added weight, increasing damage as if you were one size category larger.

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MAGMA STRIKE

Elemental Discipline earth and fire; **Elemental Strikes** earth strike, fire strike

Strike Type: physical and energy; **Damage** half bludgeoning, half fire

Your bruising fists become incased in scalding magma

NEGATIVE ADMIXTURE

Elemental Discipline void and any; **Elemental Strikes** negative strike and any

Strike Type special; **Damage** negative energy (see text)

This composite elemental strike costs 1 ki point. You infuse another elemental strike with negative energy, causing it to deal an additional 1d4 negative energy damage per four class levels (to a maximum of 5d4 negative energy damage at 20th level). Creatures immune to or healed by negative energy do not take this extra damage, but are not healed by the effect.

PLASMA STRIKE

Elemental Discipline air and fire; **Elemental Strikes** air strike, fire strike

Strike Type: physical and energy; **Damage** half bludgeoning, half fire

You pummel opponents with fists transformed into superheated gusts of glowing plasma.

SANDSTORM STRIKE

Elemental Discipline air and earth; **Elemental Strikes** air strike, earth strike

Strike Type: physical; **Damage** piercing and slashing

Your strikes land upon your opponent like flesh-flensing blows of wind-whipped sand.

SPRING STRIKE

Elemental Discipline air and wood; **Elemental Strikes** air strike, wood strike

Strike Type physical and energy; **Damage** half bludgeoning and half sonic

The resounding blows of your fists land like whirlwinds of howling noise.

STEAM STRIKE

Elemental Discipline fire and water; **Elemental Strikes** fire strike, water strike

Strike Type: physical and energy; **Damage** half bludgeoning, half fire

Your punches erupt into bursts of scalding steam.

SUMMER STRIKE

Elemental Discipline fire and wood; **Elemental Strikes** fire strike, wood strike

Strike Type physical and energy; **Damage** half fire and half bludgeoning, slashing, or piercing

Your strikes thrust into foes like burning wooden stakes.

THUNDERSTORM STRIKE

Elemental Discipline air and water; **Elemental Strikes** electrical strike, fire strike

Strike Type: physical and energy; **Damage** half bludgeoning, half electricity

Your fists fall like heavy winds crackling with electricity.

WINTER STRIKE

Elemental Discipline water and wood; **Elemental Strikes** cold strike, wood strike

Strike Type physical and energy; **Damage** half cold and half bludgeoning, slashing, or piercing

Your fists pierce like the jagged frozen branches of a mighty oak in the dead of winter.

KI DISCIPLINES

At 3rd level, and every two levels thereafter (5th, 7th, 9th, etc.) a shifu gains a ki discipline. Most ki disciplines have a required elemental discipline prerequisite and may be selected only once. The shifu must have this elemental discipline as either her primary or secondary elemental discipline to select the ki discipline. Some ki disciplines have multiple elemental disciplines as prerequisites, and a shifu with any one of these elemental disciplines as her primary or secondary elemental discipline can select the ki discipline.

Unless otherwise noted, ki disciplines require a standard action to use or activate, the shifu's equivalent caster level is equal to her shifu level, and the saving throw DC for any ki disciplines is equal to 10 + 1/2 the shifu's class level + the shifu's Wisdom modifier.

Abundant Step (Su): A shifu with this ki discipline can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from her ki pool. She cannot take other creatures with her when she uses this ability. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Aether

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Aerial Adaptation (Su): As long as the shifu has at least 1 point of ki in her ki pool, she gains the benefits of an *endure elements* spell for cold environments only. She may spend 1 point of ki from her ki pool to gain electricity resistance equal to 5 times her Wisdom modifier for 1 round per class level. If her electricity resistance is higher than 30, she instead gains immunity to electricity.

Elemental Discipline: Air

Aether Tether (Su): The shifu bonds with the strands of aether surrounding her, making it virtually impossible for a violent motion to catch her off guard. As long as the shifu has at least 1 point of ki in her ki pool, she can always act in the surprise round. She may spend 1 point of ki from her ki pool to gain the benefits of the uncanny dodge and improved uncanny dodge abilities (as a rogue of her shifu level) for 1 round per class level. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Aether

Brachiation (Su): As long as the shifu has at least 1 point of ki in her ki pool, she gains a climb speed equal to 1/2 her land speed, which she can also use to swing from tree to tree in heavily forested or jungle areas, or from wooden supports. She may spend 1 point of ki from her ki pool to increase her climb speed to be equal to her land speed for 1 round per class level.

Elemental Discipline: Earth, Wood

Cold Adaptation (Su): As long as the shifu has at least 1 point of ki in her ki pool, she gains the benefits of an *endure elements* spell for cold environments only. She may spend 1 point of ki from her ki pool to gain cold resistance equal to 5 times her Wisdom modifier for 1 round per class level. If her cold resistance is higher than 30, she instead gains immunity to cold.

Elemental Discipline: Fire, Water

Diamond Body (Su): By spending 1 point from his ki pool, a shifu with this power can remove one toxin from her body as if using *neutralize poison*. She can remove only one poison in this way per use of this ability. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Earth, Wood

Diamond Mind (Su): By spending 1 point from her ki pool as a swift action, a shifu with this ability can suppress a fear effect affecting her as if using *remove*

fear. She can spend 2 ki points to activate this ability even when frightened or panicked. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Earth, Void

Diamond Soul (Ex): As an immediate action, the shifu can spend 1 point of ki from her ki pool to gain spell resistance equal to 10 + her shifu level for 1 round. She may spend 2 points of ki from her ki pool as a standard action to gain this spell resistance for 1 round per class level. A shifu must be at least 13th level before selecting this ki discipline.

Elemental Discipline: Any

Diamond Resilience (Ex): As an immediate action, the shifu can spend 1 point of ki from her ki pool to gain DR 1/—. This damage reduction increases by 1/— at 8th level and every four shifu levels thereafter (12th, 16th, and 20th) to a maximum of DR 5/— at 20th level. A shifu may spend 2 points of ki from her ki pool as a standard action to gain this damage reduction for 1 round per class level.

Elemental Discipline: Earth, Wood

Earth Walk (Su): As long as the shifu has at least 1 point of ki in her ki pool, she ignores difficult terrain caused by rocks, earth, or mud and adds her Wisdom modifier to CMD when resisting bull rush or trip attempts while standing on the ground.

Elemental Discipline: Earth

Elemental Burst (Su): The shifu can spend 3 points of ki from her ki pool to release a massive wave of elemental energy. This deals 1d6 damage per class level in a 30-ft. cone, with the damage type equal to any single elemental strike the shifu possesses. A successful Reflex save halves this damage. The shifu must be at least 11th level to select this discipline.

Elemental Discipline: All

Elemental Fury (Ex): As a swift action, the shifu can spend 1 point of ki from her ki pool to take a single additional attack at her full base attack bonus as part of an elemental flurry full-attack action.

Elemental Discipline: All

Elemental Persistence (Su): When using an elemental strike with a secondary effect with a duration (such as smoke strike or vibrational strike), the shifu can spend 1 point of ki from her ki pool as a swift action to double the duration. This ki must be spent prior to the attack roll.

Elemental Discipline: All

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Empty Body (Su): The shifu can assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from her ki pool. This ability only affects the shifu and cannot be used to make other creatures ethereal. A shifu must be at least 19th level to select this discipline.

Elemental Discipline: Aether

Emptiness (Su): As long as the shifu has at least 1 point of ki in her ki pool, she gains a 25% chance to ignore critical hits and sneak attack damage. She may spend 1 point of ki from her ki pool as an immediate action to increase the percentage chance to 75% for 1 round. A shifu must be at least 7th level to select this discipline.

Elemental Discipline: Void

Enveloping Winds (Su): As long as the shifu has at least 1 point of ki in her ki pool, she is surrounded by whirling air that grants her a 20% miss chance against ranged attacks. She may spend 1 point of ki from her ki pool as an immediate action to increase the miss chance to 50% for 1 round.

Elemental Discipline: Air

Evasion (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she gains the benefits of the evasion ability. At 9th level, the shifu may select this ability a second time to gain the benefits of improved evasion as long as she has at least 1 point of ki in her ki pool.

Elemental Discipline: Air, Fire, Water, Wood

Eyes of the Void (Sp): As long as the shifu has at least 1 point of ki in her ki pool, she gains darkvision 60 feet or adds 60 feet to any existing darkvision she possesses. She may spend 1 point of ki from her ki pool to see perfectly in darkness of any kind, including that created by *deeper darkness* spell for 1 round per class level.

Elemental Discipline: Void

Feather Balance (Ex): A shifu with this ability can spend 1 ki point as a swift action to achieve perfect balance. While this is active, the shifu treats any Acrobatics attempt made to balance as if she had rolled a 20. This ability lasts for 1 minute.

Elemental Discipline: Air, Earth

Flawless Mind (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she rolls twice for any Will saves made against enchantment or mind-

affecting effects and takes the better result. A shifu must be at least 17th level to select this discipline.

Elemental Discipline: Any

Flesh of Wood (Su): As an immediate action, the shifu can spend 1 point of ki from her ki pool to gain a +1 enhancement bonus to her natural armor. This natural armor bonus increases by +1 at 8th level and every four shifu levels thereafter (12th, 16th, and 20th) to a maximum of +5 at 20th level. A shifu may spend 2 points of ki from her ki pool as a standard action to gain this enhancement bonus to natural armor for 1 round per class level.

Elemental Discipline: Wood

Force Ward (Su): The shifu may spend 1 point of ki from her ki pool to gain a number of temporary hit points equal to her class level. If an attack fails to deal damage in excess of the shifu's temporary hit points, it is not treated as damaging her for any secondary effects (such as disease or poison). Temporary hit points gained from this discipline last for 1 minute per shifu level. While this discipline is active and the shifu has at least 1 point of ki in her ki pool, she regains 1 temporary hit point per minute up to a maximum of her class level in temporary hit points. If this ki discipline is active, the shifu can spend 1 point of ki from her ki pool as an immediate action to refresh her temporary hit points to be equal to her class level. The shifu can have maximum temporary hit points from this discipline equal to her class level, and any temporary hit points gained in excess of her class level are lost.

Elemental Discipline: Aether

Formless Mastery (Ex): A shifu with this ability varies her styles, never repeating the same move twice and capitalizing on the weaknesses of an opponent's style. As long as she does not possess any style feat, the shifu can spend 1 point from her ki pool as an immediate action to gain the following against opponents in the stance of a style feat: a +4 dodge bonus to AC, a +4 circumstance bonus on attack rolls, and a bonus equal to her shifu level on damage rolls. These bonuses last until the end of the shifu's next turn (or her current turn if she uses this ability on her own turn). The shifu can activate this ability and the furious defense ki discipline with the same immediate action for a total cost of 3 ki points. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Any

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From the Ashes (Su): Whenever the shifu is about to fall unconscious or die, she can spend all remaining ki in her ki pool as an immediate action to burst into flames, leaving behind only a pile of ash. She returns to life 1d4 rounds later unless her remains are utterly destroyed by an effect such as *disintegrate*. This acts as the *resurrection* spell (bestowing a negative level), except the shifu is returned to life at 1/2 her total hit points. The shifu cannot recover her ki until resting for a full day. A shifu must be at least 17th level before selecting this ki discipline.

Elemental Discipline: Fire

Furious Defense (Ex): By spending 1 point from her ki pool as an immediate action, a shifu with this ki power can grant herself a +4 dodge bonus to AC until the end of her next turn. The shifu can activate this ability and the formless mastery ki discipline with the same immediate action for a total cost of 3 ki points. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Fire, Water

Great Leap (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she adds her class level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from her ki pool as a swift action, a shifu gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Elemental Discipline: Air, Earth

Green Sight (Sp): As long as the shifu has at least 1 point of ki in her ki pool, she can see through plant matter as though it were transparent out to a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment against the shifu, though solid wood still blocks her line of sight.

Elemental Discipline: Wood

Icewalker (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she climbs on icy surfaces (as the *spider climb* spell), moves across icy surfaces without penalty, and doesn't need to make Acrobatics checks to run or charge on ice.

Elemental Discipline: Water

Insightful Wisdom (Su): A shifu with this ability can spend 2 ki points as an immediate action to give another ally within 30 feet just the right word of

advice to prevent disaster. If the ally can hear the shifu, he can reroll a single attack roll or saving throw. The ally must take the second result, even if it is worse. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Void

Ki Blocker (Su): A shifu with this ability can spend 1 ki point as a free action before making an unarmed strike against a foe. If the attack hits, the shifu can interrupt the target's flow of ki. If the shifu successfully damages the target of her attack, that opponent's cost to activate abilities with ki increases by 1 ki point for 1 hour. If the shifu spends 2 points from her ki pool, she can use this ability to affect the target's arcane pool, arcane reservoir, grit points, inspiration, or panache points instead of its ki pool. The effects of this ability do not stack, but multiple hits increase the duration by 1 hour for each hit. A shifu must be at least 11th level before selecting this ki discipline.

Elemental Discipline: Earth, Wood

Ki Guardian (Su): As an immediate action before she rolls a saving throw against a targeted effect that also targets other allies or an area effect whose area includes other allies, a shifu with this ability can spend any number of ki points and designate a number of adjacent allies equal to the number of ki points spent. The shifu rolls one saving throw for each designated ally, using her bonus instead of the ally's. For each successful saving throw, the corresponding ally treats the effect as if that ally had succeeded at the saving throw, and for each saving throw failed, the corresponding ally treats the effect as if that ally had failed the saving throw. If the shifu fails any of the saving throws (including her own original saving throw), the shifu treats the effect as if she had failed the saving throw. A shifu must be at least 5th level before selecting this ki discipline.

Elemental Discipline: Wood

Ki Hurricane (Ex): As a full-round action, the shifu may spend 1 point of ki from her ki pool to move up to twice her speed and take one unarmed attack at her highest attack bonus at any point during her movement. She may spend additional points of ki from her ki pool to take additional attacks during her movement on a one for one basis up to the maximum number of attacks she could make as part of a full attack action. These additional attacks use

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the shifu's normal full attack progression, including any additional attacks gained from the elemental flurry ability. A shifu must be at least 11th level before selecting this ki discipline.

Elemental Discipline: Air, Water

Ki Metabolism (Su): A shifu with this ability uses her ki to control her metabolism. As long as she has at least 1 point remaining in her ki pool, the shifu needs to eat and drink only 1/4 as often as normal, needs only 2 hours of sleep each night (including to replenish her ki pool), and can hold her breath for up to 1 hour per point of Constitution. As a move action, she can spend 1 ki point to enter a state of suspended animation, falling unconscious and appearing dead to all senses. At the time she enters this state, she indicates a preset period of time or a triggering condition, after which she awakens.

Elemental Discipline: Earth, Void, Wood

Ki Range (Su): A shifu with this ability can spend 1 ki point as a swift action to increase the range increment of any thrown weapon she is proficient in by 20 feet. Apply this benefit before doubling the range increment with the Far Shot feat.

Elemental Discipline: Aether, Air

Ki Strike (Su): As long as the shifu has at least 1 point of ki in her ki pool, her unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Elemental Discipline: Any

Ki Visions (Su): A shifu with this ability often sees visions of spirits or hears the voice of her departed mentor in her dreams. On any given night during which the shifu dreams, she can use this ability to gain the benefits of a *divination*. If she does, she spends 2 ki points from the next day's total. A shifu must be at least 11th level before selecting this ki discipline.

Elemental Discipline: Void

Ki Volley (Su): When a targeted spell or spell-like ability fails to overcome the shifu's spell resistance from diamond soul, she can spend 2 ki points as an

immediate action to send that spell back at its caster as *spell turning*. A shifu must be at least 17th level and possess the diamond soul ki discipline before selecting this ki discipline.

Elemental Discipline: Void

Kinetic Healer (Su): The shifu may spend 1 point of ki from her ki pool to convert a touched living creature's lethal damage into nonlethal damage. The shifu may convert a maximum number of hit points of lethal damage equal to her class level into nonlethal damage.

Elemental Discipline: Aether or Water

Light Steps (Ex): A shifu with this ki discipline can move effortlessly across nearly any surface. Whenever the shifu activates her feather balance ki power, she can also ignore all difficult terrain. In addition, while active, she can cross any solid surface, even if it would normally not support her weight. This does not allow her to walk on liquids. A shifu must be at least 9th level and have the feather balance ki discipline before selecting this ki discipline.

Elemental Discipline: Earth

No Breath (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she does not breathe, and is immune to effects that require breathing (such as inhaled poison). Additionally, she can survive indefinitely in the vacuum of space unharmed.

Elemental Discipline: Void

One Touch (Ex): As long as she has at least 1 point remaining in her ki pool, as a standard action, a shifu with this power can make an unarmed strike against a foe as a touch attack. She adds 1/2 his shifu level as a bonus on the damage roll. She can spend 1 ki point to double this bonus for that attack. A shifu must be at least 13th level before selecting this ki discipline.

Elemental Discipline: Any

Purity of Body (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she is immune to diseases, including supernatural and magical diseases. A shifu must be at least 5th level before selecting this ki discipline.

Elemental Discipline: Earth, Wood

Quivering Palm (Su): A shifu can set up vibrations within the body of another creature that can thereafter be fatal if the shifu so desires. The shifu spends 4 points of ki from her ki pool as a swift action, and must announce her intent to use this ability (and

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spend the ki points) before making the attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the attack hits and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the shifu can try to slay the victim at any time within a number of days equal to her shifu level. To make such an attempt, the shifu merely wills the target to die (a free action); unless the target succeeds at a Fortitude saving throw (DC = 10 + 1/2 the shifu's level + the shifu's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it can still be affected by another one at a later time. A shifu can have no more

than one quivering palm in effect at one time. If a shifu uses quivering palm while another is still in effect, the previous one is negated. A shifu must be at least 15th level before selecting this ki discipline.

Elemental Discipline: Void

Searing Flesh (Su): As long as the shifu has at least 1 point of ki in her ki pool, she can will her body to become painfully hot. Whenever a creature hits her with a natural attack or an unarmed strike, that creature takes 1 point of fire damage. This damage increases by 1 at 8th level, and every 4 levels thereafter (12th, 16th, and 20th), to a maximum of 5 points of damage at 20th level. A creature in a grapple with the shifu takes double this damage at the end of each of its turn. The shifu can dismiss or restore the heat as an immediate action.

The shifu may spend 1 point of ki from her ki pool as a standard action to increase this damage to 1d6 points of fire damage per point of damage (or 2d6 at 8th level, 3d6 at 12th level, and so on) for 1 round per class level.

Elemental Discipline: Fire

Shroud of Ice (Su): As long as the shifu has at least 1 point of ki in her ki pool, she can enshroud herself in protective ice as a standard action. This grants either a +4 armor bonus to AC or a +2 shield bonus to AC. The shifu can alter the type of bonus to AC as a standard action. The armor or shield bonus increases by +1 at 5th level, and every five class levels thereafter (10th, 15th, and 20th) to a maximum armor bonus of +8 or shield bonus of +6. The shifu can dismiss or restore the ice as an immediate action.

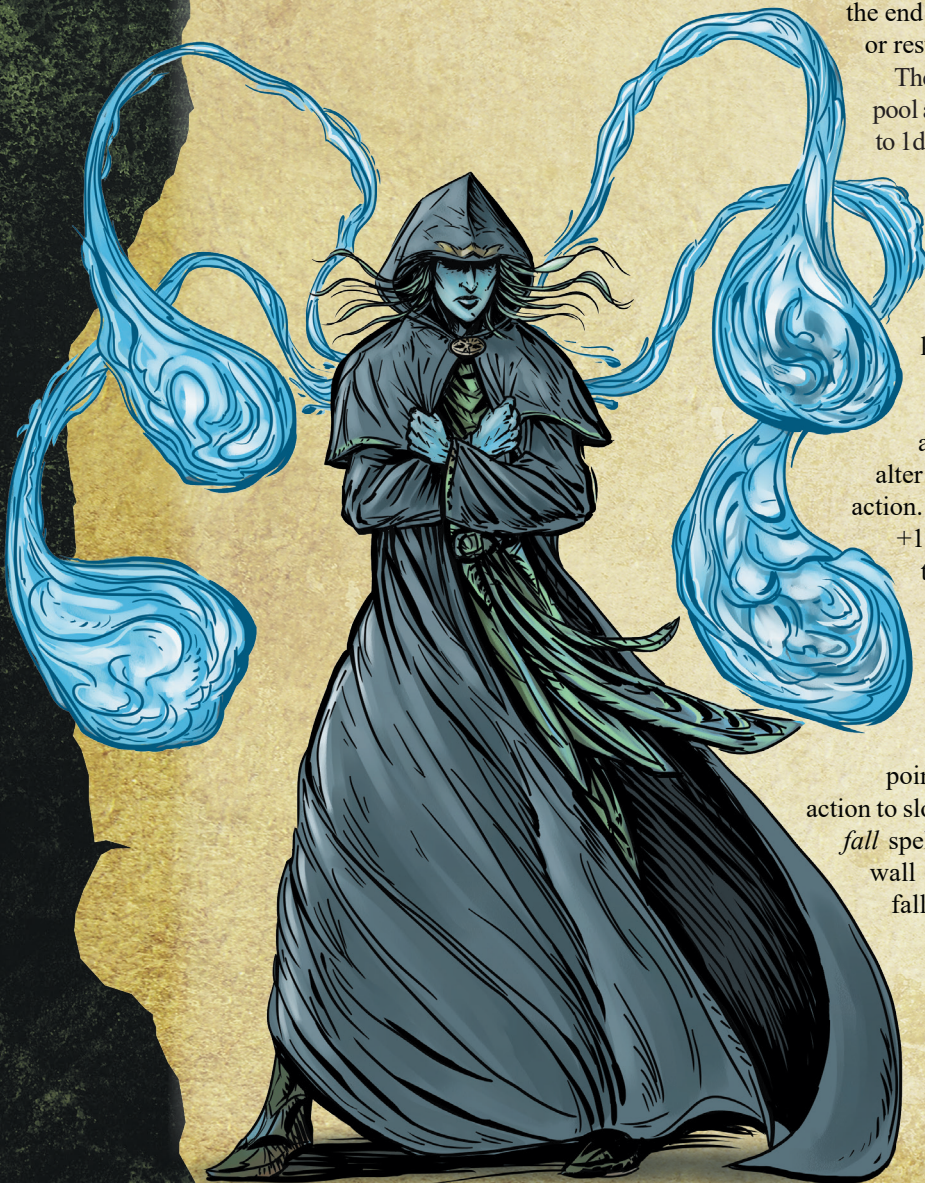
Elemental Discipline: Water

Slow Fall (Su): The shifu may spend 1 point of ki from her ki pool as an immediate action to slow her descent during a fall as the *feather fall* spell. She must be within arm's reach of a wall for the duration of the fall or begins falling as normal.

Elemental Discipline: Aether, Air, Earth

Sudden Speed (Su): The shifu may spend 1 point of ki from her ki pool as a swift action to increase her base land speed by 30 feet for 1 round per class level.

Elemental Discipline: Air, Fire



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Telekinetic Deflection (Sp): As an immediate action, the shifu can spend 1 point of ki from her ki pool to gain the benefits of the *deflection* spell (see *Pathfinder Roleplaying Game: Advanced Player's Guide*) for 1 round. A shifu may spend 2 points of ki from her ki pool as a standard action to gain the benefits of the *deflection* spell for 1 round per class level. A shifu must be at least 17th level before selecting this ki discipline.

Elemental Discipline: Aether

Telekinetic Finesse (Su): As long as the shifu has at least 1 point of ki in her ki pool, she can use the *mage hand* spell at will. The shifu may spend 1 point of ki from her ki pool to perform fine manipulation (including but not limited to Disable Device or Sleight of Hand skill checks) with *mage hand* out to a range of 30 feet for 1 round per level.

Elemental Discipline: Aether

Telekinetic Invisibility (Sp): The shifu can spend 1 point of ki from her ki pool to weave strands of aether around herself, bending light and dampening sound for 1 minute per class level. This works in a manner similar to the *invisibility* spell, except the bonus to Stealth checks is halved (+10 when moving and +20 when perfectly still). However, she is not automatically detected by blindsense and blindsight. She does not receive a bonus to Stealth skill checks against creatures with blindsense or blindsight. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Aether

Timeless Body (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she takes no penalties to her ability scores from age and cannot be magically aged. Any aging penalties she has accrued are suppressed while she has points of ki remaining. Age bonuses still accrue, and the shifu still dies of old age when her time is up. A shifu must be at least 17th level before selecting this ki discipline.

Elemental Discipline: Any

Tongue of the Sun and Moon (Ex): As long as the shifu has at least 1 point of ki in her ki pool, she can understand and speak with any living creature, as if under a constant *tongues* spell effect. A shifu must be at least 13th level before selecting this ki discipline.

Elemental Discipline: Any

Touchsite (Su): The shifu can spend 1 point of ki from her ki pool as a swift action when making an unarmed attack to attach a strand of aether to the creature she hits. The shifu gains the benefits of the blindsight ability against that creature (and that creature only) for 1 round per class level, as long as the creature remains within 100 feet of the shifu. If the creature and shifu are further away than 100 feet at any point, this effect ends.

Elemental Discipline: Aether

Trail of Flames (Sp): The shifu can spend 1 point of ki from her ki pool as part of a withdraw or run action. A wall of fire spell effect fills all squares the shifu passes through for 1 round. If the shifu spends 2 points of ki from her ki pool, the effect lasts for 1 round per class level. A shifu must be at least 11th level before selecting this ki discipline.

Elemental Discipline: Fire

Tremorsense (Sp): The shifu can spend 1 point of ki from her ki pool as a swift action while standing on the ground to gain tremorsense 30 feet for 1 round. The shifu may instead spend 2 points of ki from her ki pool as a standard action to gain the tremorsense for 1 round per class level. At 10th level or higher, the shifu can meditate for 10 minutes in any natural underground area and spend 3 points of ki from her ki pool to gain information per the *commune with nature* spell.

Elemental Discipline: Earth

Veil of Mists (Sp): The shifu can spend 1 point of ki from her ki pool to cast a misty illusion over her features, disguising them as a *disguise self* spell for 1 minute per class level.

Elemental Discipline: Water

Voice of the Wind (Sp): As long as the shifu has at least 1 point of ki in her ki pool, she can cast her words to anyone she can see as the *message* spell, except she does not need to point. The shifu can spend 1 point of ki from her ki pool to cast her voice to a distant location as the *whispering wind* spell.

Elemental Discipline: Air

Warp Wood (Sp): The shifu can spend 1 point of ki from her ki pool to bend and twist wood as the *warp wood* or *wood shape* spells. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Wood

Waterdancer (Sp): Currents of water move along with the shifu increasing her speed over land or through water. As long as the shifu has at least 1 point

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of ki in her ki pool, she acts as if under the effects of a constant *slipstream* spell. The shifu can cease or resume this effect as a free action. The shifu can spend 1 point of ki from her ki pool to breathe water and move or attack normally while underwater, even with slashing or bludgeoning weapons. This effect persists for 1 hour per class level. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Water

Water Sprint (Su): The shifu can spend 1 point of ki from her ki pool as a swift action to walk on water (as the *water walk* spell) for 1 round. She may spend 2 points of ki from her ki pool as a standard action to walk on water for 1 minute per class level. This effect does not function on oil, lava, or other liquids that do not have a water component. A shifu must be at least 5th level before selecting this ki discipline.

Elemental Discipline: Water

Woodland Step (Sp): As long as the shifu has at least 1 point of ki in her ki pool, she may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her. The shifu can spend 1 point of ki from her ki pool to also ignore magically manipulated undergrowth for 1 round per class level.

Elemental Discipline: Wood

Wholeness of Body (Su): The shifu can heal her own wounds as a standard action. She can heal a number of hit points equal to her shifu level by spending 2 points of ki from her ki pool. A shifu must be at least 7th level before selecting this ki discipline.

Elemental Discipline: Earth, Void

Wind Jump (Su): A shifu with this ki discipline can spend 1 point from her ki pool as a move action to grant herself a fly speed (with perfect maneuverability) equal to her base land speed. She must end her movement each round on solid ground (or some other surface that can support her weight) or fall as normal. Once activated, this ability lasts for 1 minute. A shifu must be at least 9th level before selecting this ki discipline.

Elemental Discipline: Air

Windsight (Su): As long as the shifu has at least 1 point of ki in her ki pool, she can see perfectly well in fog and clouds (including *fog cloud* and similar magic). The shifu can spend 1 point of ki from her ki pool as a standard action to gain the equivalent of the scent special ability for 1 round per class level. The shifu's sense is based on wind currents and is not influenced by strong odors and grants no benefit when tracking.

Elemental Discipline: Air

INFUSIONS

Infusions change the way shifu use their elemental strikes by spending 1 or more points of ki from her ki pool. The shifu gains an infusion at 4th level and every two levels thereafter (6th, 8th, 10th, etc.). To select and use an infusion, the shifu must meet all prerequisites in terms of elemental discipline and applicable elemental strike. An infusion can be applied to any composite strike with at least one elemental strike shown as a requirement.

The shifu can use an infusion as a swift action as part of any applicable elemental strike or composite strike. The shifu must declare the infusion applied and spend any ki points before making the attack roll. Infusions that do not require an attack roll still require an attack action, but can be made as part of a full attack action in place of one attack made at the shifu's highest base attack bonus. If the infusion requires a successful attack or damaging a target creature, the infusion fails and any ki spent is lost on a missed attack or if the creature takes no damage from the attack.

The save DC for infusions is equal to 10 + 1/2 the shifu's class level + the shifu's Wisdom modifier. Unless otherwise noted, a successful save against an infusion does not negate or reduce the base damage of the elemental strike. Using infusions does not provoke an attack of opportunity, and infusions are not subject to spell resistance. Use the shifu's class level as her caster level for any spell effect duplicated by an infusion. Infusions with a duration can be dispelled as a spell.

BURNING

Elemental Discipline(s): fire; **Ki Cost** 1

Elemental Strike(s): fire strike

Saving Throw: Reflex negates

Your kinetic strike ignites foes. Whenever an infused strike hits a foe, that foe catches on fire, regardless of whether it takes damage. A foe that catches fire

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takes 1d6 points of fire damage each round until the fire is extinguished. The creature can attempt to extinguish the flames with a Reflex save each round as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. A shifu with the fire discipline adds a +2 circumstance bonus to attack, damage, and any saving throw DCs against a creature on fire from this infusion.

DRAINING

Elemental Discipline(s): any; **Ki Cost** 1

Elemental Strike(s): any

Saving Throw: Fortitude partial; see text

You can drain elemental energy and matter from your foes to strengthen your next attack. Each elemental discipline corresponds to a creature type or subtype: aether (incorporeal subtype), air (air subtype), earth (earth subtype), fire (fire subtype), void (aberration type), water (water subtype), and wood (plant type). When using an elemental strike of the given discipline against a creature with the corresponding type or subtype, the elemental strike targets the creature's touch AC. This attack ignores any damage reduction the creature might possess. In the case of aether, incorporeal creatures are hit as a force effect (if it was not one already). If the creature fails its saving throw, you reduce the total ki point cost of any one ki discipline used before the end of your next turn by 1 (minimum 0). Ki point reductions from multiple uses of this infusion do not stack.

ENTANGLING

Elemental Discipline(s): earth, water, wood; **Ki Cost** 1

Elemental Strike(s): cold strike, earth strike, wood strike

Saving Throw Reflex negates

Your elemental strike surrounds your foes in entangling matter. Whenever a strike with this infusion deals damage to a foe, that foe becomes entangled for 1 round per class level (Reflex negates). The foe can remove this condition as a standard action with a successful Escape Artist or Strength check (DC equals save DC) or by dealing an amount of damage to the entangling matter equal to double your shifu level (the matter has hardness 0).

If the foe was already entangled by this infusion and fails its save against a second instance of this infusion, the increased amount of elemental matter fuses to the ground, causing the foe to be rooted in place as though anchored to an immobile object until they escape.

FAN OF FLAMES

Elemental Discipline(s): fire; **Ki Cost** 1

Prerequisite(s) ranged strike infusion

Elemental Strike(s): any fire strike

Saving Throw Reflex half

Your elemental strike extends in a fan of flames, dealing damage equal to the base elemental strike to all creatures and objects in a 15-foot cone. A successful Reflex save halves the elemental strike's damage. If the elemental strike has any secondary effects from using Stunning Fist attempts, all creatures in the area are subject to the secondary effect with a single use of Stunning Fist and a single failed Reflex save. However, on a successful Reflex save the secondary effect is negated.

FEARFUL

Elemental Discipline(s): void; **Ki Cost** 1

Elemental Strike(s): negative strike, void strike

Saving Throw: Will negates

Your elemental strike can fill a creature with fear. Whenever a strike with this infusion deals damage to a foe, they become shaken for 1 round per class level. Multiple uses of this infusion do not create stronger fear effects.

GUSTING

Elemental Discipline(s): air; **Ki Cost** 1+

Elemental Strike(s): wind strike

Saving Throw Fortitude negates

Your infused elemental strike causes a *gust of wind* spell effect in the direction of the attack for 1 round. For each point of ki spent beyond the first, the *gust of wind* effect persists for an additional round in the same direction.

GRASPING

Elemental Discipline(s): aether, air, void; **Ki Cost** 1

Elemental Strike(s): force strike, telekinetic strike, wind strike, void strike

Saving Throw: none

You can use your elemental strike to pull foes toward you. Whenever a strike with this infusion deals damage to a foe, you may attempt a free combat maneuver check to disarm or pull the creature closer. This combat maneuver does not provoke an attack of

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opportunity. You may use your Strength or Wisdom modifier (whichever you prefer) when calculating your CMB for this combat maneuver. You may pull a creature 5 feet closer plus 5 feet for every 5 by which your attack exceeds your opponent's CMD.

INCINERATING

Elemental Discipline(s): fire; **Ki Cost** 1

Elemental Strike(s): fire strike, smoke strike

Saving Throw Fortitude partial

Your elemental strike evaporates ice or water sources of Large size or smaller. You can dispel magical cold effects as if you'd cast a targeted *dispel magic* spell. If targeting a creature with the fire vulnerability, the creature takes double (+100%) cold damage (if any) dealt by the elemental strike. A successful Fortitude save reduces this to the normal effects of the fire vulnerability weakness.

PUSHING

Elemental Discipline(s): aether, air, earth, water; **Ki Cost** 1

Elemental Strike(s): earth strike, force strike, telekinetic strike, water strike, wind strike

Saving Throw none

The momentum of your elemental strike knocks foes back. Whenever a strike with this infusion deals damage to a foe, you may attempt a free combat maneuver check to bull rush. This combat maneuver does not provoke an attack of opportunity. You may use your Strength or Wisdom modifier (whichever you prefer) when calculating your CMB for this combat maneuver.

QUENCHING

Elemental Discipline(s): water; **Ki Cost** 1

Elemental Strike(s): cold strike, water strike

Saving Throw Fortitude partial

Your elemental strike douses nonmagical flames of Large size or smaller. You can dispel magical fire as if you'd cast a targeted *dispel magic* spell. If targeting a creature with the cold vulnerability, the creature takes double (+100%) cold damage (if any) dealt by the elemental strike. A successful Fortitude save reduces this to the normal effects of the cold vulnerability weakness.

RANGED STRIKE

Elemental Discipline(s): any; **Ki Cost** 1 or 2

Prerequisite(s) any energy strike

Elemental Strike(s): any

Saving Throw none

By spending 1 point of ki, your elemental strike can target any foe within 10 feet per class level. This is resolved as an ordinary ranged attack, dealing damage equal to your elemental strike melee attack. You must have at least one hand free to aim the blast or one prehensile appendage, if you don't have hands). If you spend 2 points of ki, you may take a full-attack action using elemental strikes at range. This includes any additional attacks gained from elemental flurry.

SINKING

Elemental Discipline(s): aether, earth; **Ki Cost** 1

Elemental Strike(s): earth strike, telekinetic strike

Saving Throw Fortitude

A creature damaged by your elemental strike treats all ground as difficult terrain for 1 round per class level. Unnatural surfaces are not treated as difficult terrain. If the ground is already difficult terrain, the creature's movement through it is 1/4 normal.

THUNDERING

Elemental Discipline(s): air; **Ki Cost** 1

Elemental Strike(s): electric strike

Saving Throw Fortitude negates

Your lightning brings with it a peal of thunder. A creature damaged by your elemental strike must succeed on a Fortitude save or become permanently deafened. Creatures with any sonic resistance or immunity are immune to this effect.

TOXIC

Elemental Discipline(s): wood; **Ki Cost** 1

Elemental Strike(s): wood strike

Saving Throw: Fortitude negates

The plants in your strike are mildly toxic. Any creature damaged by your elemental strike must succeed on a Fortitude save or become sickened for 1 round per class level.

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WOUNDING

Elemental Discipline(s): wood or void; **Ki Cost** 1

Elemental Strike(s): void strike, wood strike

Saving Throw: Fortitude negates

A creature damaged by your elemental strike begins taking 1 point of bleed damage each round. A successful Fortitude save negates this bleed damage. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing.

WRAITH

Elemental Discipline(s): void; **Ki Cost** 1

Elemental Strike(s): negative strike, void strike

Saving Throw: Fortitude negates

Your elemental strike deals 1d4 points of ability damage on a successful hit to any single ability score (chosen before the attack is made). A successful Fortitude save negates this ability damage.

8TH LEVEL INFUSIONS

A shifu must be at least 8th level to select these infusions.

CYCLONE

Elemental Discipline(s): air; **Ki Cost** 2

Elemental Strike(s): air strike

Saving Throw Reflex half

You create a circular rush of wind blasting outward. Whenever a strike with this infusion deals damage to a foe, all creatures and objects within a 20-ft.-radius burst centered on the creature take 1/2 the damage from your elemental strike. These creatures may attempt a Reflex save to take half damage. The creature hit by the elemental strike and you are not subject to this damage.

DARKNESS

Elemental Discipline(s): void; **Ki Cost** 1

Elemental Strike(s): negative strike, void strike

Saving Throw: none

Your kinetic strike creates darkness. Whenever a strike with this infusion deals damage to a foe, it creates a 20-ft. radius of darkness (as the *darkness* spell) centered on the square the target is in for 1 minute per class level. This effect counts as a 3rd level darkness effect for the purposes of countering or dispelling light spells.

DEHYDRATION

Elemental Discipline(s): water; **Ki Cost** 1

Elemental Strike(s): water strike

Saving Throw Fortitude negates

You rob a foe of life-giving water. Whenever a strike with this infusion deals damage to a living creature that requires water to survive, the creature must succeed on a Fortitude save or take an additional 1d6 points of nonlethal damage and become fatigued. This nonlethal damage and fatigue is recovered when the character drinks water—but otherwise not even magic that restores hit points heals this damage.

ERUPTION

Elemental Discipline(s): earth, fire; **Ki Cost** 2

Prerequisite(s) ranged strike infusion

Elemental Strike(s): acid strike, fire strike

Saving Throw Reflex half

You strike the ground, causing your elemental strike to erupt from the earth anywhere within the range of your ranged strike infusion. The pillar of damage affects all creatures and objects within a 10-ft.-radius cylinder extending 40 feet above the ground.

EXTREME RANGED STRIKE

Elemental Discipline(s): any; **Ki Cost** 1

Prerequisite(s) ranged strike infusion

Elemental Strike(s): any energy strike

Saving Throw none

As the ranged strike infusion, except your range is increased to 20 feet per class level. If an infusion specifies that its range is equal to your ranged strike infusion, the range of that infusion is likewise increased.

FATIGUED

Elemental Discipline(s): void; **Ki Cost** 1

Elemental Strike(s): void strike

Saving Throw: Fortitude negates

Your elemental strike can sap a creature's vitality. Whenever a strike with this infusion deals damage to a foe, they become fatigued on a failed Fortitude save. If affected by this infusion a second time, the creature becomes exhausted.

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FLASH

Elemental Discipline(s): air, fire; **Ki Cost** 1

Elemental Strike(s): electric strike, fire strike

Saving Throw Fortitude negates

A creature damaged by your elemental strike is blinded for 1 round on a failed save. You can reduce the damage of your elemental strike by half to increase the save DC by 2, but must choose to do so before making the elemental strike.

FOE THROW

Elemental Discipline(s): aether, air, earth, water; **Ki Cost** 1

Prerequisite(s) pushing infusion

Elemental Strike(s): earth strike, force strike, telekinetic strike, water strike, wind strike

Saving Throw Reflex partial; see text

As the pushing infusion, except foes are bull rushed 10 feet plus 10 feet for every 5 by which your CMB exceeds the creature's CMD. On a failed Reflex save, the creature is also knocked prone.

FORCE HOOK

Elemental Discipline(s): aether; **Ki Cost** 1

Prerequisite(s) grasping infusion

Elemental Strike(s): force strike

Saving Throw none

On a successful hit, a hook of force latches onto your opponent. You may initiate a free grapple attempt without provoking an attack of opportunity. You may use your Strength or Wisdom modifier (whichever you prefer) when calculating your CMB for this combat maneuver.

HEARTWOOD

Elemental Discipline(s): wood; **Ki Cost** 2

Elemental Strike(s): wood strike

Saving Throw none

You learn to strike at the heart of a creature's power, even if the creature does not have a discernable anatomy. Whenever a strike with this infusion deals damage to a foe, you can negate any immunity or resistance the creature may have to critical hits and precision damage for 1 round per class level. You can allow an ally to gain this benefit for a single attack by successfully using the aid another action in a round to add a bonus to the

ally's next attack roll. You cannot use any other infusion while the heartwood effect persists. You can dismiss the heartwood effect as a free action.

IMPALE

Elemental Discipline(s): earth, water; **Ki Cost** 1

Elemental Strike(s): earth strike, ice strike

Saving Throw none

When you strike an opponent a long, sharp spike of elemental matter extends from your fist along a line, impaling multiple foes. Make a single attack roll against each creature or object in a 30-foot line. If the elemental strike attack hits and damages the first creature in the line, the next creature in line is then subjected to the same attack and damage. This continues for each creature in line. If any creature is not hit or damaged by the elemental strike, then no further creatures are harmed. Critical hits and precision damage are only effective against the first creature in the line. This infusion can also allow elemental strikes to penetrate solid barriers, but it must deal enough damage to destroy the barrier in order to continue through.

KINETIC WHIP

Elemental Discipline(s): any; **Ki Cost** 1

Elemental Strike(s): any

Saving Throw none

You form a long tendril of energy or elemental matter during the elemental strike. This doubles the reach of the elemental strike (as a reach weapon), and all further elemental strikes you make for 1 round per class level. You may attack adjacent squares at no penalty. You cannot use any other infusion while the kinetic whip effect persists. You can dismiss the kinetic whip effect as a free action.

LINGERING ENERGY

Elemental Discipline(s): any; **Ki Cost** 1

Elemental Strike(s): any energy strike

Saving Throw none

The energy from the elemental strike persists beyond the attack made, adding 1d6 energy damage of any one type used as part of the elemental strike to all further attacks you make for 1 round per class level. You cannot use any other infusion while the lingering energy effect persists. You can dismiss the lingering energy effect as a free action.

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LIVING FLAMES

Elemental Discipline(s): fire; **Ki Cost** 1

Elemental Strike(s): fire strike

Saving Throw: Reflex negates

As the burning infusion, except whenever a burning creature touches or is touched by a creature or object, the shifu can choose to have the flames spread to the creature unless it succeeds on a Reflex save as an immediate action. The shifu can dismiss the fire caused by this infusion at any time as a free action.

MADDENING

Elemental Discipline(s): void; **Ki Cost** 1

Elemental Strike(s): void strike

Saving Throw: Will negates

Your elemental strike can drive a creature briefly insane. Whenever a strike with this infusion deals damage to a foe, they become confused (as the *confusion* spell) for 1 round. However, they do not automatically attack you in response to your attack and must roll for confusion as normal.

MAGNETIC

Elemental Discipline(s): aether, air; **Ki Cost** 1

Elemental Strike(s): electric strike, telekinetic strike

Saving Throw none

Your elemental strike causes your foes to become mildly magnetic for 1 round. Whenever a strike with this infusion deals damage to a foe, attacks made with metal weapons against that foe receive a +4 bonus, and the foe takes a -4 penalty on attack rolls made with metallic weapons.

MELT

Elemental Discipline(s): earth, fire; **Ki Cost** 2

Elemental Strike(s): acid strike, fire strike

Saving Throw none

Whenever a strike with this infusion deals damage to a foe, you may attempt a free combat maneuver check to sunder any armor, shield, or weapon the target is wearing or holding. This sunder attempt does not provoke an attack of opportunity. If successful, the item takes damage equal to the elemental strike damage, which ignores the item's hardness.



MOBILE STRIKE

Elemental Discipline(s): any; **Ki Cost** 1

Prerequisite(s) ranged strike

Elemental Strike(s): any energy strike

Saving Throw Reflex negates

You send a ball of elemental energy into a particular square within 30 feet. This ball deals damage as

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your elemental strike to all creatures in that square on a failed Reflex save. The ball persists for 1 round per class level. Each round on your turn as a move action, you can move the mobile strike to another square within your ranged strike infusion's range; either way, it continues to deal damage to all creatures in its final square each round if they fail a Reflex saving throw. You can have only a single mobile strike in existence at a time and cannot use any other infusion while it is active. You can dismiss the mobile strike as a free action. A mobile strike is always extremely loud and visible.

TERROR

Elemental Discipline(s): void; **Ki Cost** 1

Prerequisite: fearful

Elemental Strike(s): negative strike, void strike

Saving Throw: Will negates

As the fearful infusion, except multiple strikes with this infusion creates stronger fear conditions (shaken to frightened, frightened to panicked). The duration remains the same as the initial shaken effect gained after the first attack made with this infusion.

THORNS

Elemental Discipline(s): wood; **Ki Cost** 1

Elemental Strike(s): wood strike

Saving Throw Reflex negates

As the entangling infusion, except the target is wrapped in thick tough spiked growths. The Escape Artist or Strength check to escape is equal to the save DC +5, and the entangling vines have hardness 5. Any time the creature moves more than 5 feet in a round or takes a full-attack action, it takes 1d6 slashing damage as the thorns bite in. This damage continues as long as the creature remains entangled.

TOXIC, GREATER

Elemental Discipline(s): wood; **Ki Cost** 2

Prerequisite(s) toxic infusion

Elemental Strike(s): wood strike

Saving Throw: Fortitude negates

Your toxin is more virulent. Each time you use this infusion, choose an ability score. Creatures that take damage from your strike are also exposed to a poison affecting that ability score. A creature can be affected by this infusion multiple times. Additional uses of this infusion counts as an additional dose of the poison (increasing the save DC) affecting the original ability score chosen.

Greater Toxic Poison—injury; *save* Fortitude DC 10 + 1/2 her shifu level + your Wis modifier; *frequency* 1/round for 6 rounds; **effect** 1d4 damage; **cure** 2 consecutive saves.

12TH LEVEL INFUSIONS

A shifu must be at least 12th level to select these infusions.

BINDING

Elemental Discipline(s): aether; **Ki Cost** 1

Elemental Strike(s): force strike, telekinetic strike

Saving Throw Reflex negates

You tie yourself to a foe with lines of aether. Whenever a strike with this infusion deals damage to a foe, you become adjacent to the creature if it fails a Reflex save. This movement does not provoke attacks of opportunity. For 1 round per class level, you remain adjacent to the creature, automatically moving with it when it moves (even when flying, burrowing, or teleporting). However, while the effect persists, you must remain adjacent to the creature. You may dismiss this effect as an immediate action.

BREAKING

Elemental Discipline(s): wood; **Ki Cost** 3

Elemental Strike(s): vibrational strike

Saving Throw none

The tremors from your blows wreck inanimate objects or constructs. Whenever a strike with this infusion hits a creature with the construct type or an object, you ignore any damage reduction or hardness and automatically threaten a critical hit (you must still roll to confirm). You can successfully critically hit creatures or objects normally immune to critical hits with this effect. For the purposes of this attack, the target loses any resistance to stunning or death from massive damage.

BURY

Elemental Discipline(s): earth; **Ki Cost** 2

Elemental Strike(s): earth strike

Saving Throw Reflex negates

Your strike pounds a foe into the ground. Whenever a strike with this infusion deals damage to a foe standing on the ground, the creature becomes pinned

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beneath dirt or rubble. The creature gains the pinned condition and cover until it frees itself. Getting free requires a full-round action and an Escape Artist or Strength check with a DC equal to the save DC. Concentration checks to cast a spell or use a spell-like ability likewise use the infusion's save DC as the DC.

BRILLIANT

Elemental Discipline(s): air, fire; **Ki Cost** 2

Prerequisite(s) flash infusion

Elemental Strike(s): electricity strike, fire strike

Saving Throw none

Your kinetic strike leaves an afterglow that banishes the darkness. Whenever a strike with this infusion deals damage to a foe, it creates a 60-ft. radius of light (as the *daylight* spell) centered on the square the target is in for 1 minute per class level. This effect counts as a 6th level light spell effect for the purposes of countering or dispelling darkness spells.

CHAIN

Elemental Discipline(s): air; **Ki Cost** 1

Elemental Strike(s): electric strike

Saving Throw none

Your elemental strike leaps from target to target. Whenever a strike with this infusion deals damage to a foe, you can attempt a ranged touch attack against a second target within 30 feet of the first. On a successful hit, the second target takes half the damage of the first target.

CHILLING

Elemental Discipline(s): void, water; **Ki Cost** 2

Elemental Strike(s): cold strike, negative strike

Saving Throw none

Your elemental strike chills your foes to the bone, making their movements sluggish. Whenever a strike with this infusion deals damage to a foe, the creature is staggered for 1 round.

COUGHING

Elemental Discipline(s): fire, water; **Ki Cost** 1

Elemental Strike(s): smoke strike, water strike

Saving Throw Fortitude negates

You fill a creature's lungs with smoke or water. Whenever a strike with this infusion deals damage

to a living creature that requires air to breathe, the creature begins taking 1d6 points of nonlethal damage each round for 1 round per class level. If the creature is unconscious, this damage is instead lethal. In a round the creature takes damage from this effect, it cannot communicate verbally, has a 50% spell failure chance when casting any spell with verbal components, and takes a -2 penalty to attacks, skill checks, and concentration checks. The creature can attempt a Fortitude save each round to negate this effect.

DARKNESS, GREATER

Elemental Discipline(s): void; **Ki Cost** 3

Prerequisite(s) darkness infusion

Elemental Strike(s): negative strike, void strike

Saving Throw: none

As the darkness infusion, except the effect is equivalent to the *deeper darkness* spell and counts as a 6th level darkness spell effect.

DEADLY GROUND

Elemental Discipline(s): earth, wood; **Ki Cost** 3

Prerequisite(s) ranged strike infusion

Elemental Strike(s): earth strike, vibrational strike

Saving Throw Reflex partial

You cause the ground to quake in a 20-ft. radius within the range of your ranged strike infusion. All creatures and objects in contact with the ground take damage equal to your elemental strike and fall prone. A successful Reflex save halves the damage and allows the creature to remain standing. This area permanently counts as difficult terrain.

DISINTEGRATING

Elemental Discipline(s): aether; **Ki Cost** 3

Elemental Strike(s): force strike

Saving Throw Fortitude partial; see text

You can use force to rip your targets apart. Your elemental strike deals double its normal damage, but targets receive a saving throw to reduce this damage by half. Any creature reduced to 0 or fewer hit points by the strike is disintegrated (as the *disintegrate* spell). An elemental strike with this infusion can be used to destroy force effects or objects as the *disintegrate* spell.

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LIFE STEALING

Elemental Discipline(s): void, wood; **Ki Cost** 2

Elemental Strike(s): negative strike, wood strike

Saving Throw none

You rob a creature of its vitality and life force to empower your own. Whenever a strike with this infusion deals damage to a foe, you gain temporary hit points equal to the damage dealt. These temporary hit points last for 1 hour.

PENETRATING

Elemental Discipline(s): aether; **Ki Cost** 1

Elemental Strike(s): force strike

Saving Throw none

Your elemental strike tears through all defenses. You ignore 5 points of damage reduction, regardless of the type. If you spend 2 points of ki, you ignore 10 points of damage reduction.

PETRIFYING

Elemental Discipline(s): earth; **Ki Cost** 2

Elemental Strike(s): earth strike

Saving Throw Fortitude negates

Your elemental strike begins turning a foe to stone. Whenever a strike with this infusion deals damage to a foe, the creature must succeed on a Fortitude save or take 1d4 Dexterity damage. Each round thereafter the creature must make an additional Fortitude save or take 1d4 Dexterity damage. The creature ceases taking any further Dexterity damage after any successful save. If the creature's Dexterity damage equals or exceeds its Dexterity ability score, the creature is turned to stone (as the *flesh to stone* spell). If the creature is returned to flesh by any means, all Dexterity damage is also automatically healed.

SHATTERING

Elemental Discipline(s): water; **Ki Cost** 2

Elemental Strike(s): cold strike

Saving Throw none

Whenever a strike with this infusion deals damage to a foe, you may attempt a free combat maneuver check to damage (as a sunder combat maneuver) any item on the target's person you are aware of. This sunder attempt does not provoke an attack of opportunity. If successful, the item takes damage equal to the elemental strike damage, which ignores the item's hardness.

SPASMING

Elemental Discipline(s): air; **Ki Cost** 1

Elemental Strike(s): electricity strike

Saving Throw Fortitude negates

Electricity causes the creature's entire body to spasm uncontrollably. Whenever a strike with this infusion deals damage to a foe, the creature drops anything held or wielded, and cannot hold or wield any items for 1 round.

SUBDUE ELEMENT

Elemental Discipline(s): any; **Ki Cost** 2

Elemental Strike(s): any

Saving Throw: Will negates; see text

You take control of the element energies within a creature. Each elemental discipline corresponds to a creature type or subtype: aether (incorporeal subtype), air (air subtype), earth (earth subtype), fire (fire subtype), void (aberration type), water (water subtype), and wood (plant type). When damaging a creature with the corresponding type or subtype with an elemental strike of the given discipline you may dominate the creature (as the *dominate monster* spell) for 1 round per class level. You cannot use any other infusion while the dominate effect persists. You can dismiss the dominate effect as a free action.

UNRAVELING

Elemental Discipline(s): fire, void; **Ki Cost** 2

Elemental Strike(s): fire strike, void strike

Saving Throw none

You burn away your foe's magical effects. Whenever a strike with this infusion hits a foe, you can attempt a caster level check as if using a targeted *dispel magic*. The *dispel magic* is resolved prior to the foe taking damage from your elemental strike. You can reduce your elemental strike damage by half to increase your effective caster level for the *dispel magic* effect by 2.

WALL

Elemental Discipline(s): any; **Ki Cost** 2

Elemental Strike(s): any

Saving Throw none

You create a wall of churning elements, flensing debris, or roiling energy. Whenever a strike with

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this infusion deals damage to a foe, a wall appears between you and the target immediately thereafter. The wall can be either 10 feet high and up to 120 feet long, or up to 20 feet high and up to 60 feet long. Any creature within or moving through the wall takes damage equal to the infused elemental strike used to create the wall. A Reflex save halves this damage. The creature damaged by the original elemental strike does not take this damage when the wall first appears, but may take damage for trying to pass through it afterwards. The wall is not completely solid, but it does provide cover against attacks from either side. The wall lasts for 1 round per class level. You cannot use any other infusion while the wall persists. You can dismiss the wall as a free action.

16TH LEVEL INFUSIONS

The shifu must be at least 16th level to select these infusions.

CLOUD

Elemental Discipline(s): any; **Ki Cost** 3

Prerequisite(s) ranged strike infusion

Elemental Strike(s): any energy strike

Saving Throw none

Whenever a strike with this infusion deals damage to a foe, you release a cloud of damaging energy centered on the square the target is in. The cloud acts as the *solid fog* spell, but any creatures within are subject to damage each following round on your turn as your energy elemental strike. The cloud lasts for 1 round per class level. You cannot use any other infusion while the cloud persists. You can dismiss the cloud as a free action. You are immune to the damage caused by the cloud.

ENERVATING

Elemental Discipline(s): void; **Ki Cost** 3

Elemental Strike(s): negative strike, void strike

Saving Throw Fortitude negates

Your elemental strike deals 1d4 temporary negative levels on a successful hit. A successful Fortitude save negates this negative level. Otherwise, the negative level persists for 1 hour per class level. Negative levels gained from multiple uses of this infusion stack.

EXPLOSION

Elemental Discipline(s): aether, air, fire, void; **Ki Cost** 2

Prerequisite(s) ranged strike infusion

Elemental Strike(s): electric strike, fire strike, force strike, negative strike

Saving Throw Reflex half

You focus your energy on a point in space and create a controlled explosion in a 5-, 10-, 15- or 20-ft.-radius-spread (selected before the elemental strike is used) within the range of your ranged strike infusion. All creatures and objects within the explosion take double your strike's normal damage, but a Reflex save reduces this damage by half.

FORCEFUL

Elemental Discipline(s): aether; **Ki Cost** 1

Prerequisite(s) disintegrating

Elemental Strike(s): force strike

Saving Throw none

Your elemental strike obliterates force effects. Whenever a strike with this infusion deals damage to a foe, any force effects affecting them are immediately dispelled with no check necessary. Likewise, an elemental strike with this infusion can be used to destroy force effects or objects as the *disintegrate* spell, except no damage is rolled and the force effect is automatically destroyed.

FRAGMENTATION

Elemental Discipline(s): earth, water, wood; **Ki Cost** 2

Prerequisite(s) ranged strike infusion

Elemental Strike(s): cold strike, earth strike, wood strike

Saving Throw none

You throw a volatile sphere of solid matter that shatters into countless shards within the range of your ranged strike infusion. Resolve the ranged attack per the ranged strike infusion as normal against a target. Any creature or object other than the target within a 20-ft.-radius burst takes half the damage of the elemental strike.

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INFERNO

Elemental Discipline(s): fire; **Ki Cost** 1+

Prerequisite(s) ranged strike infusion

Elemental Strike(s): fire strike

Saving Throw none

You summon elder flames to burn any enemy to ash. Whenever a strike with this infusion deals damage to a foe, you deal an additional 2d10 points of fire damage to the target for every point of ki spent activating the infusion.

INSANITY

Elemental Discipline(s): void; **Ki Cost** 3

Elemental Strike(s): void strike

Saving Throw: Will negates

Your elemental strike can drive a creature permanently insane. Whenever a strike with this infusion deals damage to a foe, they become permanently confused (as the *confusion* spell). However, they do not automatically attack you in response to your attack and must roll for confusion as normal.

LAYERED

Elemental Discipline(s): any; **Ki Cost** see text

Elemental Strike(s): any

Saving Throw see text

You can use any two infusions you know with the same swift action and elemental strike. The elemental strike used must be applicable for both infusions used and you pay the ki cost for both infusions.

PURE-ELEMENT

Elemental Discipline(s): air, earth, fire, water, wood; **Ki Cost** 3

Elemental Strike(s): acid strike, cold strike, electric strike, fire strike, vibrational strike

Saving Throw none

Your fists become a direct conduit to the purest elemental forces. Your infused elemental strike ignores any acid, cold, electricity, fire or sonic resistance or immunity the target possesses.

MANY THROW

Element(s) aether, air, earth, water; **Ki Cost** 3

Prerequisite(s) foe throw infusion, ranged strike infusion

Elemental Strike(s): telekinetic strike

Saving Throw none

As the foe throw infusion, except you can use it at range as the ranged strike infusion. When using this infusion as part of a full attack action, you may target a separate creature with each attack within range.

SPLINTERING

Elemental Discipline(s): wood; **Ki Cost** 3

Elemental Strike(s): wood strike

Saving Throw Fortitude partial

You break off splinters into a foe's body that begins working its way toward its heart. The creature begins taking 1 point of Constitution bleed each round. Each round the creature can attempt a Fortitude save. A successful save prevents the Constitution bleed for that round, but does not negate the effect. The splinters can be removed with a Heal check with a DC equal to the infusion's save DC or any magical effect that completely heals all Constitution damage the creature has suffered. You cannot use any other infusion while the splinters continue inflicting Constitution bleed. You can dismiss the effect as a free action.

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