

## **Student of the Iron dragon and Red Tiger**

These people are few or many? No one really knows. They are rare people, rarer than monks and far more secretive. Very little information is known about them. Some say you need to be called upon to join their ranks. The monks more know about these students for the paths of the monk is closely related, yet somehow little different.

**Adventures:** A Student of the Iron Dragon and Red Tiger approach an adventure as a test of will. They don't tend to show off their skills in combat but if they need to show them then they will.

**Characteristics:** Students fight unarmed and unarmored. The students study Ki like monks do but in their training they have been able to channel it a little further.

**Alignment:** The organization is strict but not too strict and they don't allow evil to reside in their ranks.

**Religion:** They are allowed to follow any that are non-chaotic and non-evil. But they do not take much interest in the deities.

**Background:** The students train far from large cities and small towns. They train with each other in a monastery. If a nearby village or town is endangered they will go to help and leave without asking for anything.

**Races:** Humans, half elves mostly. Maybe an Elf, Halfling, gnome, dwarf or half-orc.

**Other Classes:** Students like to hang out with others like them (monks). If there is no other person like them then they will be quiet and distant until they get to know them. Sometimes if the party has been through many things then the student will start to think of them as brothers and sisters and will fight and protect them until death.

**Role:** Students can speed in and out of combat or engage in prolonged melees. They can scout ahead and report if needed.

### **Game rule info:**

**Abilities:** Wisdom powers the Student's special offensive and defensive capabilities. Dexterity provides the unarmored Student with a better defense and offense. Strength is great for damage. Constitution is good for health.

**Alignment:** Any non-chaotic and non-evil.

If a student is changed to chaotic good or chaotic neutral, than they are watched by all the other students. They keep their level and abilities and can still level up in this class. If a student has turned evil, they are killed on the spot. If they are lucky to have escaped then they are forever hunted down. They do keep their level and abilities but they cannot level up anymore in this class. If a student chooses to take a level in another class then they cannot level in this class anymore.

Hit Die: d10.

**The Student’s class skills (and the key ability for each skill) are** Balance (Dex), climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (Geography) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level:  $(4 + \text{Int modifier}) \times 4$ .

Skill Points at Each Additional Level:  $4 + \text{Int modifier}$ .

Level	BAB	FS	RS	WS	Special	Flurry of blows attack bonus	Unarmed damage	AC Bonus	Speed Bonus
1	+0	+2	+2	+0	Unarmed strike, flurry of blow, Tiger’s Roar.	-2/-2	1d8	+0	+0ft
2	+1	+3	+3	+0	Evasion, Combat reflexes	-1/-1	1d8	+0	+0ft
3	+2	+3	+3	+1	Tiger Claws, Ki strike (magic)	+0/+0	1d8	+0	+0ft
4	+3	+4	+4	+1	Uncanny Dodge	+1/+1	1d8	+1	+10ft
5	+4	+4	+4	+2	Agile Fighter	+3/+3	1d10	+1	+10ft
6	+5	+5	+5	+2	Sticky Hands	+4/+4	1d10	+1	+10ft
7	+6/+1	+5	+5	+3	Ki strike (lawful)	+5/+5/+0	1d10	+1	+20ft
8	+6/+1	+6	+6	+3	Improved Uncanny Dodge	+5/+5/+0	1d10	+2	+20ft
9	+7/+2	+6	+6	+4	Improved evasion	+7/+7/+2	2d6	+2	+20ft
10	+8/+3	+7	+7	+4	Mettle	+8/+8/+3	2d6	+2	+30ft
11	+8/+3	+7	+7	+5	Ki strike (adamantine)	+8/+8/+8/+3	2d6	+2	+30ft
12	+9/+4	+8	+8	+5	Diamond Body	+9/+9/+9/+4	2d6	+3	+30ft
13	+10/+5	+8	+8	+6	Weakening touch	+10/+10/+10/+5	2d8	+3	+40ft
14	+11/+6/+1	+9	+9	+6	Forceful Strikes	+11/+11/+11/+6/+1	2d8	+3	+40ft
15	+12/+7/+2	+9	+9	+7	Ki strike (Trans – dimensional)	+12/+12/+12/+7/+2	2d8	+3	+40ft
16	+13/+8/+3	+10	+10	+7	Dragon’s Roar	+13/+13/+13/+8/+3	2d8	+4	+50ft
17	+13/+8/+3	+10	+10	+8	Abundant Step	+13/+13/+13/+8/+3	2d10	+4	+50ft
18	+14/+9/+4	+11	+11	+8	Diamond Soul	+14/+14/+14/+9/+4	2d10	+4	+50ft
19	+15/+10/+5	+11	+11	+9	Dragon Talons	+15/+15/+15/+10/+5	2d10	+4	+60ft
20	+15/+10/+5	+12	+12	+9	Timeless Body	+15/+15/+15/+10/+5	2d10	+5	+60ft

### Class Features

All of the following are class features of the Student.

**Weapon and Armor Proficiency:** Students are proficient with all simple weapons; one exotic weapon and two martial weapons of their choosing. Students are not proficient with any armor or shields—in fact, many of the Student’s special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a Student loses her AC bonus, as well as her flurry of blows abilities and speed bonus.

**AC Bonus (Ex):** A Student is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Student adds her Wisdom bonus (if any) to her AC. In addition, a Student gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four Student levels thereafter (+2 at 8<sup>th</sup>, +3 at 12<sup>th</sup>, +4 at 16<sup>th</sup>, and +5 at 20<sup>th</sup> level). These bonuses to AC apply even against touch attacks or when the martial art 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.

**Flurry of blows (Ex):** When unarmored, a Student may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column. When a Student reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. At level 11 she gains another attack at her highest base attack bonus. A Student must use a full attack action to strike with a flurry of blows. When using flurry of blows, a Student may attack only with unarmed strikes or weapons she is proficient with. She may attack with unarmed strikes and weapons she is proficient with interchangeably as desired.

**Unarmed strike (Ex):** Martial are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a Student gains Improved Unarmed Strike as a bonus feat. A Students' attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Student may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Student striking unarmed. A Student may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a Students' 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 Students' unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells).

**Tiger's Roar (Ex):** A student trains her voice to be heard and feared while in battle. Making a Tiger's Roar is a standard action. Opponents who can hear your roar and who are within 30 feet of you may become shaken for 2d6 rounds. The roar affects only opponents with fewer or equal to Hit Dice or levels that you have. An opponent in the affected area can resist the effect with a successful Will save (DC 10 + 1/2 your character level + your Wis modifier). Students can use Tiger's roar equal to 1/2 their level rounded down per day.

**Evasion (Ex):** A Student of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a martial is wearing light armor or no armor. A helpless Student (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

**Combat reflexes (Ex):** When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round—the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus. If four goblins move out of the character's threatened squares, she can make one attack of opportunity each against three of the four. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.

**Tiger Claws (Ex):** A Student is always training her fists to deal more damage when not hurting herself. Add a 1d6 to damage on a successful hit.

**Ki strike (Su):** At 3<sup>th</sup> level, a Student's unarmed attacks are empowered with Ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's Student's level. At 7<sup>th</sup> level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 11<sup>th</sup> level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness. At 15<sup>th</sup> level her unarmed attacks can hit and damage incorporeal creatures like normal. She can now interact with force spells and objects. DC to dodge (Reflex save) or break (STR mod) a force object or spell is 10 + half the caster level (rounded down) + their modifier.

**Uncanny Dodge (Ex):** At 4<sup>th</sup> level, a Student retains his Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized. If a Student already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Agile fighter (Ex):** Training has allowed the Student to be light on her feet and allow her to fight from the ground. Gains the spring attack and the prone fighting even if she doesn't meet the prerequisites. Also as a free action she can switch between three types of damages if she desires. The damages she can choose from are: slashing, piercing, and bludgeoning. (Spring Attack) When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack. Spring attack can be used with flurry of blows. (Prone Attack) You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action and deal damage. Opponents gain no bonus on melee attacks against you while you are prone.

**Sticky Hands (Ex):** At the start of her training a student is taught how to grapple, trip, and disarm other people and creatures. She gains the feats improved grapple, improved trip, improved disarm. In addition, she also allowed to make a grapple or disarm check after a successful hit or when an opponent provokes an attack of opportunity against her. These do

count against her total attacks of opportunities for the round. Also if she make a successful grapple check she can throw her opponent in any direction she wants. The creature is thrown 10 feet in that direction and is prone until its next turn. If the student throws the opponent at another opponent, then the opponent must make a Reflex save (DC = 10 + ½ the Students level rounded down + DEX modifier) or fall prone. Both opponents take a 1d6 + Students' STR modifier of damage.

**Improved Uncanny Dodge (Ex):** At 8<sup>TH</sup> level and higher, a Student can no longer be flanked, and opponents gain no benefit from doing so. This defense denies a rogue the ability to sneak attack the Student by flanking her, unless the attacker has at least four more rogue levels than the target has Student levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Improved evasion (Ex):** At 9th level, a Students' evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save. A helpless arial artist (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

**Mettle (Ex):** A Student's training allows her to shrug off magical effects that would otherwise harm her. If a Student makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

**Diamond body (Ex):** At 12<sup>th</sup> level the student has gained complete control over her metabolism that she is now immune to all types of poisons.

**Weakening touch (Ex):** Student has trained to strike areas where the opponent is and can be weakened. Before she attacks she must declare that she is using the weakening touch ability. (Thus if she misses the attempt is ruined.) If she hits the target, she deals no damage but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. You may use weakening touch half of your level per day rounded down. Example: A Level 7 Student can use weakening touch 3 times per day.

**Forceful strike (Ex):** The student has improved the force behind her unarmed melee attack. Her unarmed critical modifier is now permanently a times three (x3) on a critical.

**Dragon's Roar (Ex):** The student has strengthen her voice. When you make a Dragon's Roar, it is a move action and your opponents are feared for 3d6 rounds unless they succeed on Will saves (DC 10 + 1/2 your character level rounded down + your Wis modifier). The area of effect for the roar is 30 foot radius centered on you. The roar affects only opponents with fewer or equal to Hit Dice or levels that you have. Using a Dragon's Roar uses up one Tiger's roar for the day.

**Abundant Step (Su):** Student has learned to slip through space and time as if she is using the spell Dimension Door, once per day. The caster level is half of the students' level rounded down.

**Diamond Soul (Ex):** The student has gain spell resistance equal to her student level plus ten.

**Dragon Talons (Ex):** A Student trained on her fists has gone so far that she can deal even more damage than humanly possible. Add 1d10 to damage on a successful hit. This 1d10 replaces the 1d6 from Tiger Claws.

**Timeless body (Ex):** Upon attaining 20<sup>th</sup> level, a Student no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the Student still dies of old age when her time is up.

### Epic Level Student of the Iron Dragon and Red Tiger

Level	AC Bonus	Speed Bonus	Saving Throws	Special
21	+5	+70ft	+2	
22	+6	+70ft	+2	Tiger's Flurry
23	+6	+80ft	+2	
24	+7	+80ft	+3	Dragon strike
25	+7	+90ft	+3	
26	+8	+90ft	+3	Dragon Scales
27	+8	+100ft	+4	
28	+9	+100ft	+4	Improved Dragon Strike
29	+9	+110ft	+4	
30	+10	+110ft	+5	Improved Forceful strikes

**Tiger's flurry (Ex):** The student has mastered flurry of blows and learned how the tiger attacked so fast. You now add two extra attacks at your highest base attack bonus to flurry of blows. (+15/+15/+15/+15/+15/+10/+5).

**Dragon Strike (Su):** The student has channeled her Ki to imitate a Dragons breath attack, but for her fists. As a standard action she may choose to imbue her fists with one of the following energies: Fire, Lightning, or cold. Each energy adds 2d6 of damage from that energy type. This damage does not multiply on a critical. This ability lasts for 1d8 + students' Wis modifier rounds. She can use this ability a total times per day equal to half her level.

**Dragon Scales (Ex):** The student has harden her skin beyond humanly possible. +4 to natural armor bonus (this does stack with any other natural armor). Also she gains damage reduction 10/--.

**Improved Dragon Strike (Su):** The student has mastered her Ki. She now can sustain Dragon strike for a longer time.  $2d8 + \text{students Wis modifier}$  rounds. She can also now choose from Fire, Lightning, cold, and sonic energy types. Each energy adds  $2d6$  of damage from that energy type. This damage does not multiply on a critical. In addition to this she can choose to imbue her fists with two energy types but for half the time. This ability still takes one standard action and she can only half her student level per day.

**Improved Forceful Strikes (Ex):** The student has improved the force behind her attack even more so. Critical modifier is now a times four (x4) permanently for unarmed damage.