



Martial Rites

The hawk-eyed ranger rests with his back to the tree, seemingly absent-mindedly tending the fire; however the goblins sneaking upon the group will find out just how wrong they are. As the sun rises the barbarian heaves his blade in deadly arcs, practicing his bastard sword form in preparation for the upcoming battle, his eyes reddened with visions of his nemesis. The mercenary should have died from the poison long time ago, but battered and bleeding as he is, he manages to grit his teeth and carry on.

Martial rites model those tropes in fantasy of the amazing assortment of things warriors and thieves do outside of battle, from holding open falling portcullises to forging a bond with an ancestral weapon. These rules are modeled on the ritual rules, with a few twists.

Ritual Warrior (New Feat)

Prerequisite: Trained in Athletics or Endurance.

You may make use of **martial rites**.

Learning Martial Rites

Category

Arming (Endurance): These rites allow you to care for, repair, and craft arms and armor.

Guard (Endurance or Perception): These rites allow you to watch over your allies.

Exploration (various): A catch-all category, exploration rites include a variety of effects useful in everyday adventuring.

Meditation (Endurance): These rites allow you to heal faster, suppress conditions, and focus.

Might (Acrobatics, Athletics, or Endurance): These rites allow you to accomplish amazing physical stunts, pushing your skills beyond what others can.

Obeisance (Diplomacy or Intimidate): These rites allow you to take leadership over allied NPCs.

Strategy (Bluff, History or Intimidate): These rites grant you a strategic edge over your foes.

Technique (Acrobatics or Athletics): These rites deal with combat forms, allowing you to link your powers together into a chain of attacks.

Duration

Performing a martial rite requires either a short rest or an extended rest as described in the rite.

This entry shows how long the rite's effects last, usually until your next short or extended rest.

Cost

Most martial rites require you to expend a healing surge, and a few have monetary costs as well. When you spend a healing surge, deduct it from your renewed total after your short or extended rest.

Key Skill

Most martial rites require a ritual check using the key skill in which you must be trained, but if this entry ends with "(no check)" then the rite does not require a skill check. If a rite has more than one key skill, you choose which skill to use, provided you are trained in both.

Level	Martial Rite	Category	Key Skill
1	Campfire Watch	Guard	Endurance/Perception
1	Forced March	Exploration	Endurance
1	Mountaineering	Exploration	Athletics
1	Repair Arms & Armor	Arming	Endurance
1	Scavenge	Arming	Endurance
1	Scout	Exploration	Perception
1	Weapon Form	Technique	Acrobatics/Athletics
2			
2	Gauge Opponent	Strategy	Insight/Perception
2	Sundering Bash	Might	Athletics/Endurance
2			
3	Bloodhound Tracking		
3	Sleuth's Eye	Exploration	Bluff
3	Strengthen Defenses	Strategy	History
3	Work Through Pain	Meditation	Endurance
4	Arming Harness	Arming	Endurance
4	Herculean Effort	Might	Athletics/Endurance
4	Signature Weapon	Obeisance	Intimidate
4	Warrior's Code	Obeisance	Diplomacy
6	Leap of Faith	Might	Acrobatics
6	Modify Trap	Arming	Thievery
6	Warrior's Mettle	Meditation	Endurance
6			
8			
8	Healing Trance	Meditation	Endurance
8			
8			
10			
10			
12	Call to Arms	Obeisance	Diplomacy/Intimidate
12			
12			
14			
14			
14	Signature Weapon #2		
16			
16			
18			
18			
20			
20			
22			
24	Signature Weapon #3		
26			
28			
30	Immortal Technique	Technique	Acrobatics/Athletics

Martial Rite Descriptions

Call to Arms

Lungs burning, you give a fiery speech, elevating the morale of those you lead into battle.

Level: 12

Cost: 1 healing surge

Category: Obeisance

Duration: Until next short rest

Key Skill: Diplomacy/Intimidate

During a short rest, you inspire a group of NPCs, elevating their combat effectiveness according to the result of your Diplomacy or Intimidate check.

Diplomacy/Intimidate Check	Result (choose one)
19 or lower	A number of noncombatants equal to your level become minions.
20-39	A number of minions equal to you half your level become standard creatures.
40 or higher	A number of standard creatures equal to one quarter your level become elite creatures by applying a class template of a class you belong to.

Campfire Watch

As the fire burns, your senses are alert to danger even as you rest your weary body.

Level: 1

Cost: 1 healing surge

Category: Guard

Duration: Lasts for one extended rest

Key Skill: Endurance/Perception

As long as the campfire burns you have an increased awareness according to your Endurance or Perception check.

Endurance/Perception check	Result (cumulative)
19 or lower	No penalty to Perception checks to notice danger
20-39	You may wake all allies with a minor action
40 or higher	You may make active Perception checks

FORCED MARCH (NEW RULES)

Normally a character can't travel more than 10 hours in one day. An additional hour of travel requires a character to make a DC 20 Endurance check. Success buys the character another hour, while failure costs the character a healing surge. Then the check is repeated at DC 25, then DC 30, and so on. A character without healing surges who fails a check takes damage equal to his level; at 0 HP the character collapses. A character cannot regain healing surges or hit points lost to a forced march until she or he takes an extended rest.

Forced March

Time and fatigue are meaningless now. One foot before the other - it is the soldier's way.

Level: 1

Cost: Special

Category: Exploration

Duration: Lasts until extended rest

Key Skill: Endurance

You push yourself and your companions to keep traveling despite exhaustion, shouldering the packs of frailer people, and serving as an example to the rest with your pure grit. An Endurance check determines how successful you are. You cannot use this rite when traveling overland at double pace.

Endurance Check	Result (cumulative)
19 or lower	Each time you succeed an Endurance check during a forced march you may take the healing surge loss that one companion would suffer by lightening their burden.
20-39	You follow a steady pace. Spend X number of healing surges, where X determines how many extra hours your group can travel without the DC of the Endurance check increasing above 20. After this time however, the DC jumps to what it would have been if it were increasing all along.
40 or higher	

Gauge Opponent

Studying your future opponent in action, you size up their prowess.

Level: 2

Cost: 1 healing surge if opponent is of higher level

Category: Strategy

Duration: Requires a short rest

Key Skill: Insight/Perception

When you observe a warrior in action during your short rest you learn about their fighting style.

Insight/Perception Check	Result (cumulative)
19 or lower	Whether they are higher or lower level; and their tier.
20-39	Role; and if you recognize their fighting style.
40 or higher	Their exact level; and their at-will powers.

Herculean Effort

Straining yourself to the breaking point, you gather every ounce of strength you have.

Level: 4

Cost: 1 healing surge

Category: Might

Duration: Until next short rest

Key Skill: Athletics

You increase your ability to carry, lift and drag according to the results of an Athletics check.

Athletics Check	Result
19 or lower	You can carry your Strength x 15, lift your Strength x 30, and push or drag

	your Strength x 65. Gain +2 bonus to Strength check to open a portcullis.
20-39	You can carry your Strength x 20, lift your Strength x 40, and push or drag your Strength x 80. Gain +4 bonus to Strength check to open a portcullis.
40 or higher	You can carry your Strength x 30, lift your Strength x 50, and push or drag your Strength x 100. Gain +6 bonus to Strength check to open a portcullis.

Leap of Faith

Gathering yourself at the edge of the waterfall you study the terrain before you and realize you can scarcely see the lake below. Whispering a pray you swan dive over the edge, disappearing into the roaring mists.

Level: 6

Cost: 1 healing surge

Category: Might

Time: Short rest (special)

Key Skill: Acrobatics

Duration: Instantaneous

You performing a death-defying dive into the waters below, the result determined by your Acrobatics check. You may use this rite without having the opportunity of a short rest, but you suffer a -5 penalty to your skill check.

Acrobatics Check	Result (cumulative)
19 or lower	Reduce the damage you take by your entire check.
20-39	Reduce the falling damage die to d8.
40 or higher	Reduce the falling damage die to d6.

Modify Trap

Studying the scything door, you fiddle with the gears for a moment. Smiling, you are satisfied your “adjustments” should deter anyone trying to sneak up on you.

Level: 6

Cost: 1 healing surge

Category: Arming

Time: Short rest

Key Skill: Thievery

Duration: Until triggered

After successfully delaying a trap you can change its parameters according to the results of a Thievery check – this determines how many trap augmentations you can make (see below).

Thievery Check	Trap Augmentations
19 or lower	1
20-39	2
40 or higher	3

TRAP AUGMENTATIONS

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Scavenge

Grabbing the anvil, breaking off a stout oak table leg, and binding it with sinew you piece together a mace.

Level: 1

Cost: 1 healing surge

Category: Arming

Duration: Short rest

Key Skill: Endurance

You use on-hand materials to create a makeshift weapon during a short rest – this weapon only lasts until your next short rest, falling apart at that point. The type of weapon you fashion is determined by an Endurance check.

Endurance Check	Weapon
19 or lower	A simple melee weapon, though you don't gain your proficiency bonus
20-39	A simple ranged weapon, though you don't gain your proficiency bonus
40 or higher	Either a simple melee or ranged weapon with your proficiency bonus

Scout

As the fire burns, your senses are alert to danger even as you rest your weary body.

Level: 1

Cost: 1 healing surge

Category: Exploration

Time: Short rest

Key Skill: Perception (no check)

You study the horizon to gather reconnaissance on your foe during a short rest. You are able to search at a distance, to the extent your current light conditions allow.

Signature Weapon

Your blade has become synonymous with you wherever you travel, inspiring dread in your enemies.

Level: 4

Cost: 1 healing surge (special)

Category: Obeisance

Duration: Special

Key Skill: Intimidate (no check)

Choose one weapon to bond with – you expend a healing surge and reduce your maximum number of healing surges for as long as you are bonded to the weapon. The bond lasts until you choose to dismiss it, and you may only have one bond in effect. An enemy wielding the weapon gains no benefit from its magical properties. In addition they suffer ongoing damage equal to half your level when wielding the weapon against you or your allies (save ends). This damage bypasses all resistance and immunity.

Special: Higher level rituals build off of your signature weapon.

Sleuth's Eye

Casually scanning the room, you take in clues in your peripheral vision, making sure to put everything back just as you found it.

Strengthen Defenses

In anticipation of the coming siege, you barricade doors, shore up the walls, and create trapped choke points.

Level: 3

Category: Strategy

Key Skill: History

Cost: 1 healing surge, special

Duration: Until next extended rest

This rite allows you to draw on your knowledge of military history and siege warfare to increase the hit points of your defenses, create arrow slits, and create difficult terrain according to the results of your History check. You may also have time to create a trap or two.

History Check	Door/Wall HP bonus	# Extra Arrow Slits	# Squares of Difficult Terrain	Traps (cost 100 gp per level)
19 or lower	5	1	4	1 half your level
20-39	10	2	8	1 equal to your level
40 or higher	15	3	12	2 equal to your level or 3 half your level

Sundering Bash

Positioning carefully against the marble pillar, you back up, take a deep breath, and charge at it.

Level: 2

Category: Might

Key Skill: Athletics

Cost: 1 healing surge

Duration: During a short rest

Increase your damage done against an object, or gain a Strength bonus to break a wall or door, according to the result of an Athletics check.

Athletics Check	Extra Damage/Strength bonus to break wall or door
19 or lower	+ 1 [W]/+2
20-39	+2 [W]/+4
40 or higher	+3 [W]/+6

Warrior's Code

You call on a fellow warrior to remember their honor.

Level: 4

Category: Obeisance

Key Skill: Diplomacy/Intimidate

Cost: 1 healing surge

Duration: Short rest

During a conversation before battle you attempt to define the rules of engagement with your foe, your results determined by a Diplomacy or Intimidate check. You gain a +5 bonus with a Lawful Good foe

Endurance Check	Result (cumulative)
19 or lower	Honor the dying wish of a fallen foe.
20-39	
40 or higher	You may make active Perception checks

Weapon Form

Sweat flies from your hair as your blade whirls about you in preparation for battle.

Level: 1

Category: Technique

Key Skill: Acrobatics/Athletics

Cost: 1 healing surge

Duration: Until next extended rest

You practice a form with your weapon, allowing you to use it in nontraditional ways according to your Acrobatics or Athletics check result.

Athletics/Acrobatics Check	Result
19 or lower	Replace your weapon's stats with those of another weapon in the same group while still meeting the requisites of any powers requiring your actual weapon. The new stats must be simple/melee according to your weapon, and must require the same number of hands.
20-39	You may instead replace your weapon's stats with those of a weapon of a different group, or retain the benefit of feats regarding your actual weapon. The new stats must be simple/melee according to your weapon, and must require the same number of hands.
40 or higher	You may replace your weapon's stats with those of a weapon of a different group and retain the benefit of feats regarding your actual weapon. The new stats must be simple/melee according to your weapon, and must require the same number of hands.

Practicing the form requires one hour which may be taken from your extended rest (you only require 5 hours sleep when performing the weapon form).

Work Through Pain

Closing your eyes and gritting your teeth you forget about the searing poison in your veins.

Level: 3

Category: Meditation

Key Skill: Endurance (no check)

Cost: Special

Duration: Until next short rest

With this rite you suppress one enduring condition of your choice during a short rest, but you may not spend any healing surges during the short rest. Most enduring conditions require a saving throw on a per round basis – this rite allows you to postpone making saves until the short rest is over and the next encounter begins.