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ABANDONED ARTS[©] PRESENTS:

CLASS ACTS: MONKS

EIGHTEEN NEW STYLE FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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STYLE FEATS

As described in the Pathfinder[®] Roleplaying Game: Ultimate Combat[™] sourcebook, any feat designated as a style feat embodies a specific unarmed fighting style inspired by the deadliness and grace of natural and supernatural creatures. Several new styles are presented here, along with new feat paths for each.

As a swift action, a character can enter a stance employed by the martial fighting style that a style feat embodies. A style feat may never be activated before combat begins, but a stance persists until the character employing it spends another swift action to switch to a different style. A character may use a feat that has a style feat as a prerequisite only while in the stance associated with that style. All eighteen of the feats described below are style feats, or list a style feat as a prerequisite. While members of any character class may qualify for and select a style feat, members of the monk class may find the feats below more useful and more easily accessible than members of most other classes might.

Feat	Prerequisites	Benefits
Eel Style	evasion, Bluff 5 ranks	You can perform erratic and twisting charge attacks.
Eel Feint	evasion, Eel Style, Improved Feint, Improved Unarmed Strike, Bluff 7 ranks	You gain a bonus on Bluff skill checks made to perform a feint, and may feint an opponent during a charge attack.
Eel Slash	improved evasion, Eel Feint, Improved Unarmed Strike, Bluff 9 ranks	Use a slashing weapon or a slashing unarmed strike to attack a secondary target in passing as you charge past.
Falcon Style	Dex 13, Dodge, Mobility, Improved Unarmed Strike, Power Attack	Enemies who take attacks of opportunity against you become vulnerable to your powerful unarmed strikes.
Falcon Glide	Dex 15, Dodge, Falcon Style, Mobility, Improved Unarmed Strike, Power Attack, BAB +3 or monk level 3rd	You can gain the benefits of your Falcon Style feat by moving through areas threatened by your opponents.
Falcon Flurry	Dex 17, Dodge, Falcon Glide, Mobility, Improved Unarmed Strike, Power Attack, BAB +5 or monk level 5th	With a flurry of unarmed attacks, you can hamper your enemies' vision as long as those enemies have taken an attack of opportunity against you recently.
Griffon Style	Death from Above ¹ , Dodge, Acrobatics or Fly 3 ranks	Ignore AC penalties and gain larger attack bonuses when using your Death from Above feat to charge an opponent.
Griffon Leap	Death from Above ¹ , Dodge, Griffon Style, Mobility, Acrobatics or Fly 6 ranks	Ignore difficult terrain when charging, and your charge doesn't provoke an attack of opportunity from the target.
Griffon Dive	Death from Above ¹ , Dodge, Griffon Leap, Mobility, Acrobatics or Fly 9 ranks	Perform up to two charge attacks in a single round by leaping from one opponent to another as a swift action.
Hydra Style	Dazzling Display, Intimidate 9 ranks	Demoralize opponents within your reach when you attack.
Hydra Crush	Dazzling Display, Hydra Style, Lunge Shatter Defenses, Intimidate 12 ranks	You can make extra attacks when taking a full attack action, as long as your reach extends past your targets.
Hydra Assault	Dazzling Display, Hydra Crush, Lunge, Shatter Defenses, Intimidate 15 ranks	You can move and make a full attack action, as long as your reach extends past each of your intended targets.
Manticore Style	Exotic Weapon Proficiency (siangham), Far Shot, Throw Anything, Stunning Fist	You can draw a siangham as a free action, and deliver stunning, long-range projectile attacks with the weapon.
Manticore Sting	Clustered Shots ¹ , Exotic Weapon Proficiency (siangham), Manticore Style	Your thrown siangham may become embedded in your enemies, causing them to gain the sickened condition.
Manticore Sweep	Exotic Weapon Proficiency (siangham), Hammer the Gap ¹ , Improved Unarmed Strike, Manticore Sting	You can use a flurry of cruel unarmed strikes to drive home the siangham projectiles embedded in your foes.
Wolf Style	Str 13, Improved Trip, Improved Unarmed Strike	As long as you move at least 5 feet, you can attempt to knock an opponent prone with a damaging, sweeping trip.
Wolf Jaws	Str 13, Improved Grapple, Improved Trip, Wolf Style	Grapple tripped opponents as a swift action and prevent tripped and prone opponents from getting back up again.
Wolf Thrash	Str 13, Greater Grapple, Greater Trip, Stunning Fist, Wolf Jaws	You can stun a creature that you have pinned.

¹: A description of this prerequisite feat can be found in the <u>Pathfinder® Roleplaying Game: Ultimate Combat</u> TM sourcebook, by Paizo Publishing, LLC.

EEL FEINT

Your hypnotically erratic charge catches enemies unaware. **PREREQUISITES:** evasion, Eel Style, Improved Feint, Improved Unarmed Strike, Bluff 7 ranks

BENEFIT: You gain a +2 bonus on Bluff checks made to feint.

While using the Eel Style stance, you can make a Bluff skill check to feint as a free action at any time during a charge. You may attempt this feint as a swift action instead to gain an additional +2 bonus on the Bluff skill check.

EEL SLASH

You have learned to take a passing strike against a secondary target without interrupting the flow of your unpredictable charging attacks. **PREREQUISITES:** improved evasion, Eel Feint, Improved Unarmed Strike, Bluff 9 ranks

BENEFIT: While using Eel Style, you may designate a single creature other than the target of your charging attack along the path that you take whenever you take a charge action. At any time during your charge, you may make a single melee attack with a light, slashing melee weapon or with a slashing unarmed strike against the creature that you designated as a swift action. This attack does benefit from the +2 bonus on attack rolls inherent to performing a charge.

EEL STYLE [STYLE]

Your swift movements allow you to attack from unexpected directions. **PREREQUISITES:** evasion, Bluff 5 ranks

BENEFIT: While using this style, you can perform darting, erratic, and unpredictable charge attacks with eerie swiftness. You may charge without moving in a straight line while using this ability, although this stance does not enable you to charge through difficult terrain or through a square that contains an ally. Furthermore, whenever you take a charge, run, or withdraw action, you gain a +2 dodge bonus to your Armor Class against attacks of opportunity when you move and an equal bonus to Reflex saving throws for 1 round.

Finally, you gain the ability to deal bludgeoning or slashing damage with your unarmed strikes. Changing damage types is a free action. **NORMAL:** Unarmed strikes deal bludgeoning damage. You must move directly toward the target of your attack when making a charge.

FALCON FLURRY

You can perform a flurry of distracting and disorienting unarmed strikes designed to render your enemies blinded and perplexed. PREREQUISITES: Dex 17, Dodge, Falcon Glide, Improved Unarmed Strike, Mobility, Power Attack, base attack bonus +5 or monk level 5th BENEFIT: Whenever you attack a creature that has taken an attack of opportunity against you within the past round during a full attack action, you can perform a blinding combat maneuver in place of any or all of your attacks against that creature. To perform this maneuver, you make a special CMB check with an unarmed strike against your opponents' CMD. If your check is successful, that opponent gains the blinded condition until the end of its next turn. Even if your check is not successful, the target of your attack is dazzled until the end of its next turn. You must be using the Falcon Style to perform this attack. **SPECIAL:** If you have the flurry of blows class feature, you gain a bonus on your CMB check when using this ability in conjunction with a flurry of blows. This bonus is equal to the number of unarmed strike attacks that you have made against your target since the start of your turn.

FALCON GLIDE

Your superior mobility exposes weak points in your enemies' defenses. **PREREQUISITES:** Dex 15, Dodge, Falcon Style, Improved Unarmed Strike, Mobility, Power Attack, base attack bonus +3 or monk level 3rd **BENEFIT:** While using Falcon Style, you can apply the benefits of that stance against any creature whose threatened area you have moved out of or through since the start of your last turn.

FALCON STYLE [STYLE]

Your precise and powerful counterstrikes call to mind a raptor's grace. **PREREQUISITES:** Dex 13, Dodge, Improved Unarmed Strike, Mobility, Power Attack

BENEFIT: Whenever an opponent takes an attack of opportunity against you which is triggered by your having moved out of or through an area threatened by that creature while you are using this style, you gain the ability to use your Power Attack feat to perform unarmed strikes against that opponent without taking the usual attack roll penalties associated with the use of that feat until the start of your next turn.

GRIFFON DIVE

You can perform a leaping charge, bounding from one enemy to the next as you dive and soar through the air above your enemies' heads. **PREREQUISITES:** Str 13, Death from Above, Dodge, Griffon Leap, Mobility, Acrobatics or Fly 9 ranks

BENEFIT: While using Griffon Style, you can leap from one creature to another, charging one enemy by leaping from the battered body of the first. When you charge an enemy, you may continue your attack by charging a second target as a swift action. Your first charge attack must hit and deal at least one point of damage, and your combined movement between both charge attacks may not exceed twice your normal movement for the round. When you use this ability, you may use your Death from Above feat in conjunction with a second charge, even if you are not attacking from high ground or from the air.

GRIFFON LEAP

Your aerial, acrobatic style allows you to battle larger foes with ease. **PREREQUISITES:** Str 11, Death from Above, Dodge, Griffon Style, Mobility, Acrobatics or Fly 6 ranks

BENEFIT: While using Griffon Style, you can execute an aerial, acrobatic leap that enables you to move and charge through difficult terrain as though it were a flat surface. Additionally, when you move out of or through an area threatened by the target of your charge, you do not provoke an attack of opportunity from that creature for doing so.

GRIFFON STYLE [STYLE]

Your swooping charges elevate your offensive and defensive strengths. **PREREQUISITES:** Death from Above, Dodge, Acrobatics or Fly 3 ranks

BENEFIT: While using this style, when you charge an enemy from high ground, or from above while flying, the bonus granted by your Death from Above feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat*[™] sourcebook for a description of that feat) is increased by +1 for every 10 horizontal feet that you move during your charge. In addition, you gain a +2 dodge bonus to Armor Class against attacks made by the target of a charge attack made in conjunction with your Death from Above feat for 1 round. This bonus offsets the AC penalty that charging creatures normally take, but only as it applies to the target of your charge.

HYDRA ASSAULT

You have learned to execute an intimidating sequence of powerful martial lunges with seemingly-impossible speed, power, and skill. **PREREQUISITES:** Dazzling Display, Hydra Crush, Lunge, Shatter Defenses, Intimidate 15 ranks

BENEFIT: You gain a +2 bonus on Intimidate skill checks against enemies within your natural reach. While using Hydra Style, you can make a full attack action as a standard action instead, as long as your natural reach threatens at least seven spaces adjacent to the space occupied by each creature that you attack. If your reach does not threaten at least seven spaces adjacent to the space that an opponent occupies, you may not attack that opponent during a full attack action taken as a standard action. Each attack that you make in this way must be performed with an unarmed strike.

Note that creatures do normally threaten the spaces they occupy.

HYDRA CRUSH

You can pummel your opponents with intimidating speed. **PREREQUISITES:** Dazzling Display, Hydra Style, Lunge, Shatter Defenses, Intimidate 12 ranks

BENEFIT: While using Hydra Style, you can attempt to use the Intimidate skill to demoralize any creature that you hit with an unarmed strike during a full attack action as long as your natural reach threatens at least seven spaces adjacent to that creature's space.

Additionally, you can make one additional unarmed strike attack against each creature that you threaten, as long as your natural reach threatens at least seven spaces adjacent to each of those creature's spaces. Each of these additional attacks is made at your highest base attack bonus, and takes a -2 penalty on the attack roll.

Note that creatures do normally threaten the spaces they occupy.

HYDRA STYLE [STYLE]

You have begun to master one of the most fearsome and challenging martial styles ever conceived – the dreaded hydra style.

PREREQUISITES: Dazzling Display, Intimidate 9 ranks

BENEFIT: You gain a +2 bonus on Intimidate skill checks against enemies within your natural reach. While using this style, you can attempt to use the Intimidate skill to demoralize each opponent within your natural reach at the end of any turn in which you make a full attack action using only unarmed strikes.

MANTICORE STING

You can sling your siangham so as to embed them in your foes' flesh. **PREREQUISITES:** Clustered Shots, Exotic Weapon Proficiency (siangham), Manticore Style

BENEFIT: While using Manticore Style, you may perform a full attack action with one or more thrown siangham that causes the weapons to become embedded in the flesh of your targets. Each weapon must be appropriately sized for a creature of your size category. A creature that receives at least one point of damage from one of your thrown siangham must succeed on a Reflex saving throw with a DC equal to your attack roll or find that the weapon has become embedded in its body. A creature with one or more siangham embedded in its body is sickened until each of the weapons is removed. A siangham can be removed with a DC 10 Heal skill check performed as a move action. Alternately, a creature may remove any number of the embedded siangham by performing the Heal skill check as a full-round action.

MANTICORE STYLE [STYLE]

Taking inspiration from the fabled manticore, your martial fighting style employs the siangham as a stunning projectile weapon.

PREREQUISITES: Exotic Weapon Proficiency (siangham), Far Shot, Throw Anything, Stunning Fist

BENEFIT: You can draw a siangham as a free action, provided that the weapon is appropriately sized for a creature of your size category. While using this style, you can throw siangham as though they were thrown weapons with a range increment of 15 feet. Furthermore, you can use a thrown siangham to deliver a Stunning Fist attack.

NORMAL: Drawing a siangham is a move action, or a free action taken as part of a move action for creatures with a base attack bonus of +1 or higher. A Stunning Fist must be performed with an unarmed strike.

MANTICORE SWEEP

Your cruel fighting style drives home the vicious siangham spikes pinned into your opponents using a series of brutal unarmed strikes. **PREREQUISITES:** Exotic Weapon Proficiency (siangham), Hammer the Gap, Improved Unarmed Strike, Manticore Sting

BENEFIT: While using Manticore Style, whenever you take a full-attack action, each consecutive hit that you perform with an unarmed strike deals additional damage equal to the number of siangham weapons embedded in the flesh of the target of your attack (see the Manticore Sting feat, below). This additional damage stacks with any additional damage granted by your Hammer the Gap feat.

WOLF JAWS

You can keep grappled opponents down with a powerful martial grip. **PREREQUISITES:** Str 13, Improved Grapple, Improved Trip, Wolf Style **BENEFIT:** You gain a +2 bonus on CMB checks made to pin creatures that are both grappled and prone. While using Wolf Style, you may attempt to grapple an opponent that your trip maneuver succeeds in knocking prone as a swift action. A prone opponent may not stand up under its own power as long as you are grappling with it.

WOLF STYLE [STYLE]

You can bring your opponents to the ground with vicious speed. **PREREQUISITES:** Str 13, Improved Trip, Improved Unarmed Strike **BENEFIT:** While using this style, you can make a special trip attempt against an opponent within reach as a standard action on any turn in which you move at least 5 feet. This swift and swiping trip attempt is designed to bring your opponent to the ground at great speed. Any creature that succumbs to your trip maneuver receives an amount of damage equal to your Strength modifier upon falling prone. *Feather fall* effects and other effects that reduce or negate falling damage prevent this damage.

WOLF THRASH

You have perfected a merciless martial technique designed first to pin and then to stun your prey, akin to the way a wolf "worries" a kill. **PREREQUISITES:** Str 13, Greater Grapple, Greater Trip, Stunning Fist, Wolf Jaws

BENEFIT: While using Wolf Style, you can deliver a Stunning Fist attack whenever you perform successful grapple maneuver to deal damage to a pinned opponent that you are grappling. When you do, the DC for your Stunning Fist attack is increased by +2.

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