Imprinted Arm

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Imprinted Arm

The embodiment of raw physical force and prowess, these warriors prove themselves upon the battlefield through their incredible power and diverse abilities. Though a mystery to scholars, it is clear that despite the heritage he is bound to, the Imprinted Arm is ultimately the one who chooses their destiny. Though the name suggests a curse, the 'Imprinted Arm' does not always view their strange arm as a curse, seeing it more as a weapon to assist them in battle.

Alignment: See Codes below.

Hit Die: d12

Starting Wealth: 5d6 x 10 gp (average 175gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The Imprinted Arm's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Planes), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str)

Skill Ranks Per Level: 2 + Int modifier

Table: Imprinted Arm

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Imprinted Arm Strike
1st	+1	+2	+0	+0	Imprint Arm, Imprint Power	1d6
2nd	+2	+3	+0	+0	Imprint Ability, Ignite Arm 1d6	1d6
3rd	+3	+3	+1	+1	Bypass DR (Magic)	1d6
4th	+4	+4	+1	+1	Ignite Arm 2d6	1d8
5th	+5	+4	+1	+1	Imprint Ability	1d8
6th	+6/+1	+5	+2	+2	Ignite Arm 3d6	1d8
7th	+7/+2	+5	+2	+2		1d8
8th	+8/+3	+6	+2	+2	Imprint Ability, Ignite Arm 4d6	1d10
9th	+9/+4	+6	+3	+3	Bypass DR (Cold Iron/Silver)	1d10
10th	+10/+5	+7	+3	+3	Indestructible Arm, Ignite Arm 5d6	1d10
11th	+11/+6/+1	+7	+3	+3	Imprint Ability	1d10
12th	+12/+7/+2	+8	+4	+4	Ignite Arm 6d6	2d6
13th	+13/+8/+3	+8	+4	+4		2d6
14th	+14/+9/+4	+9	+4	+4	Imprint Ability, Ignite Arm 7d6	2d6
15th	+15/+10/+5	+9	+5	+5	Bypass DR (Adamantine)	2d6
16th	+16/+11/+6/+1	+10	+5	+5	Ignite Arm 8d6	2d8
17th	+17/+12/+7/+2	+10	+5	+5	Imprint Ability	2d8
18th	+18/+13/+8/+3	+11	+6	+6	Ignite Arm 9d6	2d8
19th	+19/+14/+9/+4	+11	+6	+6	Bypass DR (Alignment)	2d8
20th	+20/+15/+10/+5	+12	+6	+6	Imprint Ability, Ignite Arm 10d6	2d10

Class Features

Weapon and Armor Proficiency

An Imprinted Arm is proficient with all simple weapons and his Imprint Arm, however he is not proficient with armor or shields, and wearing armor or shields adds its ACP (if any) to attacks regardless of proficiency.

Imprint Arm (Ex)

The Imprinted Arm's primary arm (if ambidextrous pick one) becomes laced with power from his selected Imprint (see below). The arm may look monstrous, or beautiful depending on the Imprint selected. An Imprinted Arm cannot wield a complicated weapon or item within his Imprint Arm.

Ignite Arm (Su)

At 3rd level the Imprinted Arm can coat his Imprint Arm in one of the following energy types: Fire, Cold, Electricity, and Acid. This gives them a 1d6 of the selected energy upon their unarmed attack. You gain an additional d6 per two levels. Ignite Arm lasts for a number of rounds per day equal to 3+Constitution modifier. The Imprinted Arm takes half damage from the energy type used when attacking.

Indestructible Arm (Ex)

At 10th level, the Imprinted Arm's primary arm hardens and grows incredible tough, making it unable to be destroyed by another creature unless the Imprinted Arm is killed.

Bypass DR (Ex)

The Imprinted Arm gains the ability to strike opponents with his tremendous force, allowing him to bypass the Damage Reduction of enemies. At 3rd level, the Imprinted Arm is able to bypass Magic DR, at 9th level he can bypass Cold Iron and silver, at 15th level he's able to bypass Adamantine, and at 19th level he is able to bypass the DR of one alignment. (If Neutral, choose one.) Example: A LG Imprinted Arm is able to bypass the DR of Chaos or evil, though he must choose one when he gains this ability and this cannot be changed.

Imprints

Imprints are either powerful pacts the Imprinted Arm makes early in his life, or innate power hidden within him until the 'right time'. Imprints do not show up until early adulthood, and often result in curious people looking to study the Imprinted Arm's power and abilities.

Demonic Imprint

Demonic blood runs through your families, or perhaps you made a deal with a demon in the past, whatever the case demonic energy courses through your veins. Manifesting in the form of a black and scaly arm, its energy calls out to you to cause chaos and destruction wherever you may go. Despite this, not everyone with the Demonic Imprint is evil by default, however the callings of destruction exist in the back of their mind.

Code: The demonic arm calls to you to make destruction and chaos, the blood of ancestors beckon you to perform evil deeds in the world. Your life with this imprint has been spent fighting or fulfilling these urges, the arm drives you to destroy the world, attack others, and resist the common man. In your home town you were likely banished or disliked for this behavior, and when you come of age and your full ability is shown you are likely ran out. Most Demonic Imprinted beings often embrace the urges of evil which become stronger as he gets older, while others often deny the evil power in their lives striving to do good even though the world dislikes them for their birthright. The Imprinted Arm must be any chaos.

Vicious Blow: A number of times per day equal to your Constitution modifier as a full round action you may deliver a single attack against an adjacent enemy. If the attack roll is successful and is no more than one size category larger than you make a second attack roll against any enemy within 20 FT. If the attack roll is successful, deal normal damage to the target and half damage to the second target. Even if the second attack is not successful, the first target is flung back to the nearest square adjacent to the second target.

Aura of Destruction: At 2nd level the Imprinted Arm gains a 20 ft. Aura of Destruction. If those in the aura fail their Will save (DC 10 + half Imprinted Arm level) they immediately gain the Shaken condition. This cannot scare them beyond shaken if they already are shakened. This aura can be turned on and off as a swift action, however those who have failed their Will Save are still shakened.

Designated Malice: At 5th level the Imprinted Arm may designate a single target. Upon designation, the Imprinted Arm gains a +2 to Attack against this target, and once this target is slain, the ability ends. This increases by +1 for every 5 levels thereafter. This ability can be used a number of times per day equal to half their Class Level.

Viscous Advance: At 8th level the Imprinted Arm may spend a swift action to give themselves the Pounce ability for one round. He may use this ability a number of times per day equal to his Constitution modifier.

See "Pounce" in Appendix 3 of the Pathfinder Roleplaying Game Bestiary.

Mighty Swing: At 11th level the Imprinted Arm can treat his attack as a Whirlwind Attack. Increase the reach of the Whirlwind Attack by 5 ft. when the Imprinted Arm uses this ability.

See "Whirlwind Attack" in Chapter 5 of the Pathfinder Roleplaying Game Core Rulebook.

Demonic Resistances: At 14th level the Imprinted Arm gains DR 5/Good, and Immunity to Electricity and Poison, along with Resistance Acid 10, Cold 10, and Fire 10.

Powered Uppercut: At 17th level as a full round action, the Imprinted Arm may make a single attack at his highest BAB. If the Imprinted Arm hits, deal double his amount of damage dice to the enemy. This stacks with other feats and abilities that increase damage dice.

True Demon: At 20th level the Imprinted Arm is able to completely turn his body into a black scaly demonic monster. Once per day as a move action, the Demon Arm can turn his entire body into a demon, granting him DR 10/Good and Law, and giving himself a +5 Natural Armor to AC. This transformation lasts for 5 minutes and can be deactivated at any time as a free action.

Celestial Imprint

Purified by the rays of light, the blood of angelic beings course through your blood. The arm manifests as a light white much like your normal arm, some changes can be seen, like some are able to be seen through and others are covered in feathers or scales. These arms glow in bright power shining every time an ability is used.

Code: The Celestial Imprint whispers sweetly to you keeping you in peace and harmony, the blood of the ancestors plead for your respect to law, order and good, it mainly tries to hold you to these beliefs. Your life was most likely spent upholding these feelings, but others rebel against the calling of the arm. In your home town you were likely loved as a religious figure for being such an upstanding citizen, upon reaching your age you probably decided to set off on your own in order to protect the world. Celestial Imprinted creatures tend to bring love and peace to the land gaining respect of all around, while the other half seek to bring betrayal were peace is searched for. The Imprinted Arm must be any non-evil.

Helping Hand: If an ally within 30 FT fails his saving throw you may spend an immediate action to teleport adjacent to the ally. Both you and the ally take the original saving throw, and add ½ the Imprinted Arm's level to the result. If the result is then a success, the effect is negated. This can be used a number of times per day equal to their Constitution modifier.

Celestial Touch: At 2nd level the Imprinted Arm gains the ability to heal their allies. This healing is equal to 1d6 per two levels. This ability can be used 3 + Constitution modifier times per day. Starting at 5th level whenever this ability is used on another creature the creature gains +1 Shield bonus to AC, and +1 for every 5 levels thereafter.

Deific Shield: At 5th level as a move equivalent action he can give themselves a +4 Shield bonus to AC for 1 round. This can be used for the Imprinted Arm's Constitution modifier rounds per day.

Sacred Power: At 8th level the Imprinted Arm may touch an ally to grant them a competence bonus to their AC and Saving Throws. This bonus is equal to the Imprinted Arm's constitution modifier, and lasts a number of rounds equal to their constitution modifier as well. This can be used a number of times per day equal to 3 + Constitution modifier.

Banish Undead: At 11th level Undead become vulnerable to the Imprinted Arm's unarmed strikes (+50% damage). Along with this, the Imprinted Arm can use their Celestial Touch ability as a touch attack, dealing damage to them with the +50% from vulnerability.

Angelic Resistance: At 14th level the Imprinted Arm gains DR 5/Evil and Immunity to Acid, Cold, and Petrification, along with Resistance Electricity 10 and Fire 10.

Divine Intervention: At 17th level when the Imprinted Arm makes an attack roll and fails, or when an attack roll is made against the Imprinted Arm and succeeds, the heavens may open up and force a reroll of the attack roll. If the attack was made by the Imprinted Arm, take the better result. If the attack was made by the opponent, take the worse result. This can be used once per day.

Blessed Armor: At 20th level the Imprinted Arm gains the ability to transform into a set of angelic armor that glows with holy light. Once per day as a move action the Imprinted Arm can transform into this armored form, the armor functions as a set of Fullplate with the Righteous special ability upon it. This transformation lasts for 5 minutes and can be deactivated at any time as a free action.

See the "Armor Special Abilities" section in Chapter 3 of the Pathfinder Roleplaying Game Ultimate Equipment

Titanic Imprint

Though difficult to harness, the power of titans is invested within you which brings you closer to the divines. It is unknown whether the Titan descendant of yours was an Elysian or a Thanatonic until the power fully emerges at adulthood. Whatever the case, your destiny is ultimately yours to choose. Depending on the ancestor, your arm will bear marks inscribed in Abyssal or Celestial, signifying your heritage.

Code: With the might of a titan by your side, sheer power causes many people to lose themselves in their own might, however depending on the descendant, the bearer of this arm may have more control over themselves. If the bearer's ancestor was an *Elysian Titan*, the willpower of the bearer is usually able to control themselves, while the ancestors of *Thanatonic Titans* do not have this blessing, often going insane due to the sheer power bestowed upon them. Though the type of arm does not grant any in-game bonuses, players must choose whether there arm belongs to an Elysian Titan or Thanatonic Titan.

See "Elysian Titan" and "Thanatonic Titan" in the Monster A-Z of the Pathfinder Roleplaying Game Bestiary 2

Power Swing: As a full-round action, the Imprinted Arm can make a single massive blow against the enemy with one of the following bonuses upon the attack: +5 to hit, or +5 to damage. This can be used a number of times per day equal to their Constitution modifier.

Hard Knuckles: At 2nd level, the Imprinted Arm may as a standard action rip a portion of the ground, ceiling, wall, or other solid material off and throw it at their enemy. This deals 1d6 points of bludgeoning damage. At 3rd level this deals an additional d6 of damage, and every two levels thereafter this increases the d6 of damage (Maximum 10d6), this can be used 3+Constitution modifier times per day.

Giant Arm: At 5th level your natural reach increases by 5 ft. with your Imprinted Arm. This increases by 5 ft. for every 5 levels thereafter (Maximum 20 ft. at 20th level).

Overwhelming Strike: At 8th level as a full-round action you make an attack roll to a creature within your reach. If this attack is successful, the creature must make a fortitude save (DC 10 + half Imprinted Arm level + Constitution modifier) or be knocked prone. If the attack is successful and the fortitude is failed, deal maximum damage (this is modified on a critical hit). This cannot be used in conjunction with feats such as Vital Strike and Cleave.

Oversized Blow: At 11th level the Imprinted Arm can as a swift action increase the size of his arm. Attacks made with the arm are counted as one size category larger for the sake of calculating damage. This lasts for 3+Constitution modifier rounds and can be used up to your Constitution modifier times per day.

'Tis Just a Scratch: At 14th level when the Imprinted Arm takes damage from a physical attack, he gains a bonus to attack equal to the amount of damage dice rolled against him. (If a full attack is used against the Imprinted Arm, add up all of the damage dice in the full attack.) This bonus wears off on the start of the Imprint Arm's next turn.

Hurling Arm: At 17th level the Imprinted Arm can make a single attack against a one opponent. If the attack is successful, roll a combat maneuver check. If the two of these are both successful, roll your damage normally and send the opponent back a number amount of feet equal to the damage dealt (rounded down to the nearest 5 FT increment).

Titanic Brawler: At 20th level the Imprinted Arm gains DR 5/- against creatures at least one size category larger than him. 3/day the Imprinted Arm can make a single attack against an opponent, and if the attack is successful the enemy is nauseated for 2d4+1 rounds along with the normal damage.

Dragon Imprint

Born from the blood of Dragons, the draconic energy flows through the user, causing a very strange mutation in their skin, causing them to grow scales and wings along with their arm. The type of dragon you descended from, unlike with other classes that have draconic heritage, does not give any mechanical bonuses.

Code: The code of the Dragon Imprint is loose, and depends on if the Dragon Imprint devotes himself to the dragon's heritage, or if he runs free from the shackles of their draconic heritage. The Dragon Arm can be any alignment.

Dragon's Strength: This arm is able to deal 1½ his Strength modifier on damage made with his Dragon Arm.

Scaly Hide: At 2nd level gain a +1 Natural Armor bonus to AC. This bonus increases by +1 every two levels thereafter.

Senses of the Dragon: At 5th level gain Darkvision 60 FT. If the Dragon Arm already has Darkvision 60 FT, this increases to 120 FT. If the Dragon Arm already has Darkvision 120 FT, this becomes "See in Darkness". At 18th level, he also gain 30 FT Blindsense.

Dragon's Resistances: At 8th level gain Resistance 5 to Fire, Cold, Acid, and Electricity. This increases to Resistance 10 at 15th level.

Concussive Strike: At 11th level, the Dragon Imprint can pool all of his attacks using his Dragon Arm into one mighty blow, the Dragon Imprint makes a single attack at a -4 penalty. If this hits, the attack deals an additional amount of d8 equal to his strength modifier.

Dragon's Reduction: At 14th level, the Dragon Imprint gains DR 10/Magic. Whenever an opponent is unable to bypass the DR of the Dragon Arm, the damage that is reduced from the DR is absorbed into HP.

Second Claw: At 17th level the Dragon Imprint's power warps to his other arm, giving him two claw attacks instead of just one. Along with these claw attacks, he gains a +5 to CMD against Sunder attempts against his arms.

Draconic Instability: At 20th level, the Dragon Imprint can turn into a dragon as per Form of the Dragon III. His claw attacks deal his Dragon Arm's damage as opposed to the regular claw damage.

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