

# Everyman Minis

## Unchained Monk Options



# Everyman Minis Monk Style Strikes

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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas

## What Monk-ery is This?!

As you likely know, two versions of the monk class exist in the *PATHFINDER ROLEPLAYING GAME*: the “core monk,” which can be found in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, and the “unchained monk,” which can be found in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. This product uses the monk class as detailed in the latter product, as core monks don’t possess the style strike class feature for which this installment of Everyman Minis is named.

If you’re looking for additional resources for the unchained monk, check out *EVERYMAN UNCHAINED: UNCHAINED MONK ARCHETYPES* and *EVERYMAN UNCHAINED: UNCHAINED MONK ARCHETYPES II*, by Everyman Gaming LLC.

## Style Strikes

At 5th level, a monk can learn one type of style strike. Whenever he makes a flurry of blows, he can designate one of his unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. At 9th level, and every 4 levels thereafter, a monk learns an additional style strike. He must choose which style strike to apply before the attack roll is made. At 15th level, he can designate up to two of his unarmed strikes each round as a style strike, and each one can be a different type. The monk can choose from any of the following strikes.



## New Style Strikes

The following style strikes are available to all unchained monks.

**Arm Wrench:** The monk twists his opponents arm to loosen their grip. If the attack hits, the monk can make a free disarm combat maneuver check against his target (using the base attack bonus of the attack used to hit the foe). This disarm attempt does not provoke an attack of opportunity. The monk must attack with a punch to use this style strike.

**Fake Out:** The monk feints to create an opening for his allies. If the attack hits, the monk can feint his target as a free action and add his Wisdom bonus, if any, to the result of his Bluff check. If the monk successfully feints his target, instead of denying the target its Dexterity bonus to AC, the monk can designate one ally that is threatening the target. He cannot designate himself in this manner. The feinted target provokes an attack of opportunity from the designated target.

**Gut Blow:** The monk delivers a powerful blow to the stomach, winding his opponent. If the attack hits, the target becomes nauseated for 1 round unless it succeeds on a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Str modifier). You must be at least 13th level to learn this style strike.

**Head Smash:** The monk delivers a blow to the head, leaving his opponent bewildered. If the attack hits, the target must succeed on a Fortitude save at the end of the monk's turn or become confused for 1 round (DC 10 + 1/2 the monk's level + the monk's Str modifier). You must be at least 13th level to learn this style strike.

**Outmaneuver:** The monk flips over his foe's head or slides under their legs during their attack, repositioning themselves while delivering the strike. As part of his attack, the monk can attempt an Acrobatics check to move through his opponent's space. If he succeeds, he can move into any space that is adjacent to his target. If he fails, he does not move and provokes an attack of opportunity from his target. Movement made with this style strike does not count against the monk's movement for the turn, and does not provoke attacks of opportunity (except his target, if he fails his Acrobatics check).

## Style Techniques

Style techniques are a series of special abilities that enable an unchained monk to unlock hidden secrets of his style feats (*PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*). Whenever a monk would gain a style strike, he can instead choose a style technique if he possesses the style feat associated with his technique. For instance, in order to learn the crane technique he must first have the Crane Style<sup>UC</sup> feat.

Whenever you make a flurry of blows while in the stance of your style technique's associated style feat, you can forgo all of your style strikes to designate your flurry of blows as a technique strike. During a technique strike, you must make any bonus attacks you are entitled to based upon your monk level first. If the first of these bonus attacks hits, you gain the benefit of your technique's first hit ability, and each successful subsequent hit that you make during the flurry of

blows (including those from your normal base attack bonus progression and spells such as *haste*) grants you a stacking bonus from your technique's subsequent hits ability. At 15th level, you gain an advanced benefit from your technique if both your first and second bonus attacks hit during your technique strike.

If a style technique allows a save, its DC is equal to 10 + 1/2 the monk's level + the monk's Wisdom modifier.

### Crane Technique

This technique emphasizes the balance and defense of the crane style, throwing opponents off-balance while centering the monk to better avoid attacks.

**Associated Style Feat:** Crane Style<sup>UC</sup>.

- » **First Hit:** Any creature hit by an unarmed strike during the technique strike takes a –2 penalty on attack rolls made against the monk until the start of his next turn.
- » **Subsequent Hits:** Each additional hit beyond the first increases the penalty that the target takes on attack rolls against the monk, to a maximum of –5.
- » **Advanced Benefit:** If the monk hits the same target with two or more attacks during his technique strike, that target must succeed on a Reflex save or be knocked prone. A creature can only be affected by this ability once per round.

### Dragon Technique

Relying on acrobatic footwork and powerful attacks to overwhelm foes, this technique embodies the ferocity of dragons.

**Associated Feat:** Dragon Style<sup>UC</sup>.

- » **First Hit:** The monk increase the saving throw bonus of the Dragon Style feat by +2 until the start of his next turn.
- » **Subsequent Hits:** Each additional hit beyond the first further increases the bonus of the monk's Dragon Style feat by an additional +1. If this would increase the monk's bonus to +10 or higher, he becomes immune to sleep effects, paralysis effects, and stunning effects until the start of his next turn instead.
- » **Advanced Benefit:** The monk can spend a ki point to use the Dragon's Roar<sup>UC</sup> feat as a swift action. Each creature that fails its Will save against the feat counts as having been hit with an unarmed strike or monk weapon for the purpose of this technique's subsequent hits ability. The monk must have the Dragon's Roar feat to use this advanced benefit.

### Mantis Technique

Excelling at accuracy and precision, this technique emphasizes the mantis style's ability to find gaps in a foe's defenses.

**Associated Feat:** Mantis Style<sup>UC</sup>.

- » **First Hit:** The monk gains a +2 insight bonus on attack rolls against the target of his technique strike's first bonus attack until the end of his next turn.
- » **Subsequent Hits:** Each additional hit on the target of his technique's first bonus attack beyond the first deals additional precision damage equal to the number of previous successful

hits against the target. (The second hit deals +1 damage, the third deals +2 damage, and so on.) Creatures that are immune to critical hits or sneak attacks are not affected by this damage, and protections against critical hits or sneak attacks (such as *fortification*) protect against this damage.

- » **Advanced Benefit:** If his second attack hits the target of his technique strike's first bonus attack, the target must succeed on a Reflex save or be become flat-footed against the monk's attacks until the start of his next turn.

### Monkey Technique

Unmatched in agility and maneuverability, this technique furthers the unpredictability of the monkey style.

**Associated Feat:** Monkey Style<sup>UC</sup>.

- » **First Hit:** The monk can move either himself or the target 5 feet (his choice). This movement doesn't count against either creature's movement for the current or following round, and follows the same restrictions as the reposition combat maneuver. A successful Will save negates this effect.
- » **Subsequent Hits:** If the target failed its Will save against the technique's first hit ability, each additional hit on the target of his technique's first bonus attack beyond the first allows the monk to move either himself or the target an additional 5 feet. If the target succeeded on its Will save against the technique's first hit, subsequent hits have no effect.
- » **Advanced Benefit:** The monk gains the usual benefits for flanking the target on all attacks made during the flurry of blows regardless of his allies' positioning. Creatures that cannot be flanked are not affected by this ability.

### Panther Technique

Focusing on retaliatory and reckless combat, this technique emphasizes the panther style's unrivaled mobility.

**Associated Style Feat:** Panther Style<sup>UC</sup>.

- » **First Hit:** If the attack hits, the monk can forgo up to three attacks when making a flurry of blows to designate the target of his attack with this technique. For each attack he forgoes, he can use his Panther Style feat to make a retaliatory unarmed strike attack against that opponent that as a free action. If he has the Panther Claw feat, he can make retaliatory unarmed strikes against that opponent even if it isn't his turn.
- » **Subsequent Hits:** Each additional hit beyond the first grants the monk a +1 insight bonus on attack rolls and damage rolls when making retaliatory attacks with the Panther Style feat (maximum +5).
- » **Advanced Benefit:** Every attack that the monk makes during his technique strike benefits from the technique's first hit ability (or it's subsequent hit ability, if the target failed its saving throw against the first hit ability).

### Snake Technique

Known for striking when enemies least expect it, this technique perfects the quick, shifting movements of the style snake.

**Associated Style Feat:** Snake Style<sup>UC</sup>.

- » **First Hit:** The monk can forgo up to three attacks for the remainder of his technique strike. For each attack he forgoes, the next time he uses the Snake Style feat's ability to make a Sense Motive check and use the result as his AC or touch AC, he may use his result against a number of attacks equal to 1 + the number of attacks he forewent or until the start of his next turn, whichever occurs first.
- » **Subsequent Hits:** Each additional hit beyond the first grants the monk a +1 insight bonus on Sense Motive checks made as part of the Snake Style feat. Multiple hits stack this bonus (maximum +5), and the bonus lasts until the start of the monk's next turn.
- » **Advanced Benefit:** Once before the start of your next turn, you can use the Snake Style's ability to roll a Sense Motive check and use the result as your AC or touch AC as a free action, even if it isn't your turn. You cannot use this ability as both a free action and an immediate action during the same round.

### Snapping Turtle Technique

Combining defensive maneuvers with grapple-based offenses, this technique both protects one's self and incapacitates enemies.

**Associated Style Feat:** Snapping Turtle Style<sup>UC</sup>.

- » **First Hit:** Increase the shield bonus granted by the monk's Snapping Turtle Style feat by +1.
- » **Subsequent Hits:** Each additional hit beyond the first grants the monk a +1 insight bonus on grapple attempts made with the Snapping Turtle Clutch<sup>UC</sup> feat. Multiple hits stack this bonus (maximum +5), and the bonus lasts until the start of your next turn. The monk must have the Snapping Turtle Clutch feat to use this subsequent hits ability.
- » **Advanced Benefit:** Increase the shield bonus granted by the monk's Snapping Turtle Style feat by +1. This stacks with the first hit benefit of this technique.

### Tiger Technique

Raking motions with the hands are the hallmark of this technique, which seeks to emulate the power and fury of the tiger's fangs and claws.

**Associated Style Feat:** Tiger Style<sup>UC</sup>.

- » **First Hit:** If the monk's first bonus attack hits and the result is a 19 or 20, the attack threatens a critical hit. If the monk has Improved Critical with the weapon he uses to confirm this critical hit, the weapon instead threatens a critical hit on a 17, 18, 19, or 20.
- » **Subsequent Hits:** If the first attack of this technique was a confirmed critical hit, each additional hit beyond the first adds +1 damage to the bleed damage dealt by the Tiger Style feat.
- » **Advanced Benefit:** If the first attack of this technique was a confirmed critical hit, the target takes bleed damage from the monk's Tiger Style feat at the start of their next three turns instead of their next two turns.

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