

ARROW STAB [COMBAT]

You're experienced at turning an arrow of crossbow bolt into an effective melee weapon.

Prerequisite: Evasion Class Feature, Deflect Arrows

Benefit: When pressed into melee combat you may fight with an arrow or crossbow bolt, treating the arrow or bolt as a Tiny weapon that inflicts 1d4 points of damage and has a x2 critical multiplier.

With a successful Bluff check (DC 10 + opponent's Sense Motive rank) against an opponent that is within melee range you may feint firing the arrow or bolt and then at the last second attack with the arrow or bolt, gaining a +2 surprise bonus to your attack and damage rolls.

BLACK LOTUS STRIKE (MONK)

Prerequisite: Ki Pool class feature, Monk Level 11th+

Benefit: By spending 3 points from his ki pool, you are able to empower you unarmed strikes with a poisonous energy. To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, your opponent must make a Fortitude save (DC $10 + \frac{1}{2}$ your level + Wis modifier). If saving throw roll fails, the opponent suffers from the effects of the poison, black lotus extract. The opponent can be cured by successful saving throws and spells such as neutralize poison.

As long as there is at least 3 points in his ki pool, you can make use of this feat.

Prerequisite: Drunken Demon

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Benefit: By spending 3 point from his ki pool, you gain the ability to ignite some of the alcohol within your body and spew it forth from your mouth as a free action. The flaming breath deals 3d12 points of fire damage to all within the 20-foot cone, or half damage to those who make a Reflex save (DC 10 + the character's class level + the character's*Con modifier*). Each time a character uses breath of flame, it consumes one drink's worth of alcohol from within his body. When you convert one drink of alcohol into a Breath of the Dragon, your ability scores change (+2 to Intelligence and Wisdom, -2to Strength or Constitution) as if the duration of the alcohol's effect had expired.

As long as there is at least 3 point in his ki pool, you can make use of this feat.

COMPOSURE IGENERALI

You've mastered the art of self-control and never let your true thoughts or feelings show.

Prerequisite: Perform (Act) 5 ranks, Sense Motive 8 ranks

Benefit: You gain a +2 competence bonus to ability checks, skill checks, and Will saves when someone attempts to force information from you.

DRAGON STYLE (COMBAT)

You overpower your opponent in combat with your sheer fighting supremacy.

Prerequisite: Improved Unarmed Strike, base attack bonus +6

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target must make a Fortitude saving throw $(DC \ 10 + 1/2 \ your \ character \ level + your \ Wis$ *modifier*). If the save fails, the target is considered prone.



9: MONKS





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DRUNKEN CHARGE ICOMBATI

Due to your intoxicated state, you can make charge attacks at unusual angles that startle your opponents.

Prerequisite: Ki Pool class feature, Drunken Demon

Benefit: Under the effects of the feat Drunken Demon, you can charge as normal up to twice his speed, but it does not need be in a straight line. In addition, if your movement through threatened squares provokes attack of opportunity, make a DC 15 Acrobatic check to negate the attack of opportunity.

As long as you are under the effects of the feat Drunken Demon, you can make use of this feat.

DRUNKEN DEMON [MONK]

The excesses of the drinking alcohol release a hidden power and strength inside of you.

Prerequisite: Ki Pool class feature

Benefit: Because of your Ki Pool, your body tolerates alcohol substance like wine, ale or other type of alcohol in a different manner than other people. As a move action you can drink a bottle of wine, tankard of ale or equivalent amount of alcohol. For each bottle or tankard of alcohol drunk, they will reduce their Wisdom and Intelligence by 2 points each, but increase either their Strength or Constitution (*character's choice*) by 2 points. A character may benefit from a number of drinks equal to half their class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's monk level + 3.

As long as there is at least 1 point in his ki pool, you can make use of this feat.

EAGLE CLAW STRIKE IGENERALI

Your unarmed strike can pierce flesh with ease like a spear.

Prerequisites: Improved Unarmed Strike, base attack bonus +4

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If you successfully strike your opponent with an unarmed strike, you can choose to do piercing damage instead with your improved unarmed strike.

EYES OF THE TIGER IMONKI

You can strike fear in your opponents just by your mere presence.

Prerequisite: Ki Pool class feature

Benefit: Because of your Ki Pool, you gain a +4 bonus on Intimidate checks and can demoralize all opponents within 60 feet as a move action and long as they can clearly see and hear you.

As long as there is at least 1 point in his ki pool, you can make use this feat.

FIST OF THE DRAGON IGENERALI

You have learned to harness the power inside to deliver powerful unarmed strikes.

Prerequisites: Improved Unarmed Strike, base attack bonus +6 or higher.

Benefit: If you successfully strike your opponent with an unarmed strike, roll two dice, taking the better result

FLOW LIKE WATER IGENERALI

Your body is extremely supple and difficult to grasp.

Prerequisite: Escape Artist 5 ranks

Benefit: You gain a +4 bonus to Escape Artist checks when used to break a grappling pin. In addition, you suffer only a -2 penalty to AC while pinned by an opponent.

Normal: While a character is pinned, he takes a –4 penalty to his AC against opponents other than the one pinning him.

FOLLOW, THRU IGENERALI

You may pursue those who attempt to flee your grasp.

Prerequisites: Sticking

Benefit: When an opponent moves out of your threatened area, you may immediately make a Reflex save (*DC equal to opponent's Dexterity score*). If successful, you may immediately take a 5-foot step toward the opponent to keep him in your threatened area. Effectively, if he moves again, he has moved twice through your threatened area.

GRAPPLING STRIKE IGENERALI

You are an expert wrestler, able to subdue your opponents with painful arm locks and holds.

Prerequisites: Str 13+, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes

Benefit: To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, you may attempt a grapple as a free action without provoking an attack of opportunity. Once a grapple successfully, you may take action as normal

starting the next round, following the standard rules for grappling.

HAWK CLAW STRIKE (COMBAT)

You may snatch a weapon from your opponent while fighting with intense fury of the hawk.

Prerequisites: Improved Unarmed Strike, Improved Disarm, base attack bonus +6

Benefit: To use this feat, you must make a single unarmed attack as a standard action and you must declare you are using the feat before your attack roll. If successful with your unarmed strike, your opponent must make a Reflex save ($DC \ 10 + \frac{1}{2} \ your \ level + Wis \ modifier$). If saving throw roll fails, the opponent is considered to be disarmed. If the opponent rolls a natural 1 on the save, you may keep the weapon in your hand. You may attempt a Hawk Claw Strike once per round.

IMMEDIATE STRIKE IGENERALI

As soon as you snatch an opponent's weapon from his hands – through a disarm maneuver – you may immediately attack that opponent with the same weapon.

Prerequisite: Int 13+, Combat Expertise, Improved Disarm

Benefit: When you successfully disarm an opponent when you are unarmed, effectively taking the opponent's weapon away, you may make one melee attack against that opponent as an immediate action any time before your next turn.

IMPROVED VERTICAL WALK IMONKI

You can walk greater distances on vertical surfaces.

Prerequisites: Dex15+, Dodge, Vertical Walk, Monk level 11th+

Benefit: Each round, you may walk up to 30 ft. on a vertical surface, before landing on the ground again. This 30 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

IRON FIST IGENERALI

Your fists can punch through wood, steel and even stone.

Prerequisites: Str 15+, Toughness

Benefit: When attempting to sunder or smash an object, the objects hardness is reduced by your Strength modifier. With this feat, you cannot choose to deal subdual damage with your fists.

KI HARNESS IMONKI

You are able to use the naturally occurring ki in the world around you to a limited degree. While you must still provide most of the ki energy yourself, the small amount you siphon from your environment adds up over time.

Prerequisite: Con 14+, Ki Pool class feature

Benefit: You gain additional ki points equal to your Constitution modifier

KI HEALING IMONKI

Owning mastery over your own internal energies and familiarity with their healthy patterns, you are able to heal your ki more rapidly than others.

Prerequisites: Ki Pool class feature

Benefit: You ki pool is replenished for every four hours of rest or meditation.

Normal: The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

KI RESERVOIR IMONKI

Your mastery over ki is so great you are actually able to use more ki than should be possible. While others are limited by their physical body, your ki knows no such constraints.

Prerequisite: Con 14+, Ki Pool class feature, Ki Harness

Benefit: The number of points in a your ki pool is equal to your his monk level + his Wisdom modifier.

Normal: The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

KI SURVIVAL IMONKI

The universe around you provides all the energy you will ever need. So much so that, in times of great need, you can survive without food or water by fuelling your body with raw ki. Doing so prevents your own ki from replenishing, but allows you to continue on when others perish.

Prerequisite: Ki Pool class feature

Benefit: Each day you go without food and/or water, you suffer no penalties as long as you expend 1 ki point form your ki pool. Until you have proper food and water, however, your ki does not replenish when you rest.

LIQUID HEALING [MONK]

Prerequisite: Drunken Demon

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Benefit: By spending 1 point from his ki pool, you gain the ability to convert a single alcoholic drink that has been ingested into a potion of cure serious wounds. This is a standard action that does not provoke an attack of opportunity. For this feat to work, you must be under the effects of the feat, Drunken Demon. When you convert one drink of alcohol into one dose of the potion, your ability scores change (+2 to Intelligence and Wisdom, -2 to Strength or *Constitution*) as if the duration of the alcohol's effect had expired. This ability can be used up to three times per day.

As long as there is at least 2 points in his ki pool, you can make use of this feat.

PALM STRIKE IGENERALI

The power of your inner self is enough to keep your enemies at bay.

Prerequisites: Str 13, Improved Unarmed Strike, Power Attack, base attack bonus +6 or higher

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's is pushed back 5 feet unless it makes a Fortitude saving throw ($DC \ 10 + 1/2$ your character level + your Wis modifier).

PATH OF THE MONKEY IGENERALI

You can climb walls quickly, without losing your footing.

Prerequisites: Climb 5 ranks, Acrobatics 5 ranks

Benefit: You do not lose their Dexterity bonus to AC when climbing. In addition, you may add your Dexterity bonus to your Climb checks in addition to Strength.

REVERSE GRAPPLE IGENERALI

When grappled by an opponent, you can immediately reverse the situation.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Bluff 6 ranks.

Benefit: When resisting a grapple, the instant your opponent wins the initial grapple check, you may make a Bluff check against your opponent's Sense Motive. If you succeed, you reverse the situation and have managed to successfully grapple your opponent. You may not use this feat on grapple attempts that you initiate.

<u>SNAKE STRIKE IGENERALI</u>

You can move in quickly to strike, catching your opponent off guard, using your momentum to trip him up.

Prerequisites: Int 13, Combat Expertise, Improved Feint, Base attack bonus +6

Benefit: You can make a Bluff check to feint in combat as a swift action.

Normal: Feinting in combat is a standard action.

STICKING IGENERALI

You are trained to read your foe's moves, anticipating his next action

Prerequisites: Improved Unarmed Strike, Lightning Reflexes

Benefit: You gain a +4 competence bonus to your CMD.

TIGER CLAW STRIKE IGENERALI

Your unarmed strike can slash flesh with ease like a sword.

Prerequisites: Improved Unarmed Strike, base attack bonus +4

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If you successfully strike your opponent with an unarmed strike, you can choose to do slashing damage instead with your improved unarmed strike.

VERTICAL WALK IMONKI

You can walk short distances on vertical surfaces.

Prerequisites: Dex15+, Dodge, Monk level 6th+

Benefit: Each round, you may walk up to 10 ft. on a vertical surface, before landing on the ground again. This 10 ft. may be horizontal or vertical, so long as you do not exceed your base movement for the round. Moving across a vertical surface provokes an attack of opportunity, just as any horizontal surface does.

WEIGHT OF, DREAMS IMONKI

By entering a meditative trance or dream state, you can see things beyond this world.

Prerequisites: Wis 15+, Ki Pool class feature, Monk level 8th+

Benefit: By spending 3 points from his ki pool, you may cast Contact Other Plane, equal to your monk level. You may use this ability equal to your monk levels.

As long as there is at least 3 points in his ki pool, you can make use this feat.

WEIGHTLESS STEP IMONKI

You can make yourself light enough to walk without your weight triggering traps or even on water.

Prerequisites: Dex 16+, Ki Pool class feature, Monk level 9th+

Benefit: Because of your Ki Pool, you no longer trigger traps and hazards that are activated by weight. So long as you are moving at least 5' per round, the surface you are walking on considers you weightless. You may walk across snow without breaking the crust, trapdoors without falling and even water of any depth. If you do not move for one full round, your weight has its full impact where you stand with all appropriate implications.

As long as there is at least 1 point in his ki pool, you can make use of this feat.

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