Weekly Wonders

Kung Fu Skill Unlocks

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Kung Fu Skill Unlocks

The following skill unlocks are available to any character with a ki pool or who takes the Kung Fu Master feat (see below). These skill unlocks represent new ways to use a skill and are not new skills themselves. Each kung fu skill unlock requires intense concentration, focus, and physical discipline, and is limited in how often a character can benefit from them. How often each skill unlock can be used is mentioned in the skill unlock's description. Each application of a skill unlock counts as a use of the skill unlock for the purposes of how often he can use that skill unlock; for example, a character who uses aerial artistry to perform a back flip cannot use it to perform a soft landing, leaping charge, or death dive until the allotted time has passed. Typically, a kung fu skill unlock can be used once every minute or once every hour. The Extra Kung Fu feat and the Fast Kung Fu feat alter how often and how quickly kung fu skill unlocks can be accomplished. A character without the Kung Fu Master feat cannot perform a kung fu skill unlock if he has no ki points remaining.

Aerial Artistry (Acrobatics)

You are practiced in advanced tumbling techniques and highflying acts of aerial acrobatics. These techniques rely on physical strength, precision, quick thinking, and intense focus, and as such cannot be performed more than once per minute without special training. Aerial artistry allows you to perform 4 special actions, each requiring an Acrobatics check to be performed successfully. Failing an aerial artistry check typically results in falling and taking appropriate damage.

Check: Aerial artistry can be used to accomplish one of the following techniques. The effects of each technique and the DC required to perform them are described below.

Back Flip: You leap through the area, tumbling as part of your jump, allowing you to quickly cross great distances without risking harm to yourself. When you use this version of aerial artistry, you must decide whether you wish to travel 10 feet, 15 feet, or 20 feet. You must succeed on an Acrobatics check, with a DC equal to twice the distance you wish to travel in this way. If the check is successful, you move the chosen distance without provoking attacks of opportunity. If the check fails by 5 or less, you still move the appropriate distance, but provoke attacks of opportunity as normal from characters whose CMD is higher than the result of your check -5. If you fail by 6 or more, in addition to provoking attacks of opportunity, you land prone at the end of your movement and suffer 1d6 points of damage. Movement made with a back flip must be in a straight line, and must end in an unoccupied square, though you can travel through occupied squares. A back flip requires minimal vertical clearance and can be performed as long as you are not squeezing at any point during the movement. You cannot perform a back flip underwater unless you have a swim speed or access to the underwater arts kung fu skill unlock. Executing a backflip is a swift action and does not impede your ability to move or take a 5-foot step.

Death Dive: You can attempt to fall upon anther character, using the fall's momentum to increase damage for your attack. Whenever you fall upon another character (whether you intentionally jump or simply fall), you may attempt an Acrobatics check as a free action, with a DC equal to 1/2 the number of feet you fall. If you succeed on the check, you may make an attack against a character you fall upon as a free action, and the attack deals an additional 1d4 points of damage for every 10 feet you fell in this way (this is in addition to any damage the target might suffer from being struck by a falling object). If you fail the skill check by less than 5, you simply fall as normal and get no additional attack. If you fail the skill check by 5 or more, you misdirect the force of the blow and suffer an additional 1d4 points of damage for every 10 feet you fell (this is in addition to any fall damage you normally suffer from the fall). You cannot use this skill unlock if you are benefiting from slow fall or a similar effect which would reduce fall damage.

Flying Charge: You can leap at your foe as you charge at them, using the force of the jump to propel yourself forward for a more reckless but more aggressive attack. Whenever you take the charge action and move at least 20 feet, you can attempt a DC 20 Acrobatics check. If you succeed, you gain an additional +2 bonus on the attack roll and suffer an additional -1 penalty to your AC. For every 10 by which you beat the DC, you gain a further +1 bonus to the attack roll and suffer a further –1 penalty to your AC. If you fail the skill check by less than 5, you do not get these benefits and the charge attack provokes an attack of opportunity from the target. If you fail by 5 or more, then in addition to provoking an attack as a part of the charge action.

Elusive Maneuver (Escape Artist)

You can quickly use the techniques you know to escape holds and bonds to avoid danger or to seize control of a situation in which your movements are in some way restricted. These techniques rely on surprise and skillful timing and rarely are effective against opponents who are prepared for them. As such, the elusive dodge and cunning slip techniques can be employed against a given creature only once per minute.

Check: You can use Escape Artist to perform either the elusive dodge or the cunning slip technique in order to slip out of your foe's grip, turning the tables on him. The details and the DC for each technique are described below.

Cunning Dodge: You can escape potentially deadly situations by using the Escape Artist skill. Whenever you succeed on a Reflex saving throw against an effect that offers a partial effect on a successful saving throw, you can make an Escape Artist check as a free action, with a DC equal to the Reflex saving throw DC. If the check is successful, you instead suffer no ill effects as a result of the successful saving throw. If you fail this check by 5 or more, you suffer full effects from the effect, as though you had failed your saving throw.

Cunning Slip: Whenever a character attempts to grapple you, you may attempt a cunning slip. If you do, you may not make an attack of opportunity if one would usually be allowed. When you make a cunning slip, you make an Escape Artist check opposed by the target's grapple check. If the check is successful, you may either rebuff the grapple or choose to grapple the other character, gaining control of the grapple and allowing you to perform an action such as dealing damage immediately after grappling the target. Additionally, for the remainder of the time you are grappling the target, you may conduct the grapple using the Escape Artist skill in place of a combat maneuver check. If you fail the check, you are grappled as normal. If you fail the check by 5 or more, you provoke an attack of opportunity and are then grappled as normal.

Hand Arts (Sleight of Hand)

You are practiced in the arts of gripping and grasping with speed and precision. This allows you to rapidly draw your opponent's weapon from a sheath to attack them with it or even to intercept an incoming blow. Hand arts rely on precision mental focus and lighting quick execution, and as such can only be performed once each minute.

Check: Hand arts encompass two specific techniques: interception and blade thief, each of which allows you to gain control of an enemy's weapon. The DC and exact effects of each technique are described below.

Interception: Whenever you are attacked, you may attempt to use hand arts to intercept the attack. If you do, make a Sleight of Hand skill check with a DC equal to the attack roll of the attack you wish to intercept. If the result of the check is higher than the attack roll, then the attack automatically misses. You must use this ability before the result of the attack roll is known. If the attack would have normally resulted in a miss and you successfully use this ability, then you may immediately attempt to disarm the target of their weapon (doing so provokes an attack of opportunity as normal, unless you have the Improved Disarm feat or a similar ability). If you fail this check by 5 or more, then the attack automatically hits, even if it would have ordinarily been a miss. Otherwise, the attack is resolved normally.

Blade Thief: As a standard action, you may attempt to steal a sheathed weapon using Sleight of Hand. The DC for this check depends on the size of the weapon to be stolen, with a DC 15 check being required to steal a light weapon, a DC 20 check being required to steal a one-handed weapon, and a DC 25 check being required to steal a two-handed weapon. To take a weapon in this way, it must be sheathed and not held or wielded. If you exceed the result of this check by 5 or more, then you may make a single attack as an immediate action with the stolen weapon at your highest base attack bonus against the character whom you had stolen the weapon from. If the check fails by 5 or more, you provoke an attack of opportunity for performing this action.

Horse Arts (Ride)

You have mastered the art of riding horses and moving about on horseback, allowing you to stand in the saddle and move from horse to horse as easily as if walking on the ground. Moving about in this fashion is physically taxing, and as such, it can only be performed once per hour.

Check: You can use the Ride skill to stand on a moving horse and leap from moving horse to moving horse, all while effortlessly controlling your mount. The combination of acrobatics and horsemanship is dangerous if not properly performed, and can lead to you falling and being trampled by horses. When you perform horse arts, you must attempt a DC 10 Ride check. If you succeed on this check, you can maintain the horse arts display for 1 round, plus an additional round for every 5 points by which the result of your check exceeds the DC. If you succeed on this check, you can stand on your mount and control it with your feet, allowing you to guide the mount and move yourself. You must still make a Ride check (as if guiding a mount with your knees) to move the mount, but you do so as a free action and you may still move about on your own initiative. In addition to dismounting and continuing on foot, while your horse arts are active, you may attempt a Ride skill check in order to jump from one mount to another. The DC for this check is equal to the Acrobatics DC to jump the required distance +5. If the check is successful, you move to the other mount and land on your feet, and can attempt to control it with a Ride check as described above. If you fail the check by less than 5, you still make the leap, but land sitting in the saddle or upon the back of the horse and your turn ends. If you fail by 5 or more, you fail to leap the distance, landing prone a number of feet equal to the result of your Ride check away from your beginning position and taking an additional 3d6 points of fall damage.

Pinpoint Strikes (Disable Device)

You have learned how to use your knowledge of the workings of doors, locks, structures, and mechanical devices to apply pressure in just the right places to open doors, chests and other stuck portals with a single strike or a swift twist of tools. This technique relies on visualization as well as swift and decisive precision, and can be used once each hour.

Check: You can use Disable Device to open stuck or barred doors and other objects that can't be opened because of physical obstruction, taking advantage of the weaknesses in that structure and obstruction. Whenever you encounter a stuck or barred door, chest or similar object (subject to GM discretion) which could be opened with a Strength check, you may spend 1 minute fiddling with it and attempt a Disable Device check to open the device, using the same DC as a Strength check to break through or force it open. You can increase the DC by 10 in order to perform this technique as a standard action instead; however, if you do, and you fail the check, any thieves' tools you used are destroyed.

Underwater Arts (Swim)

You are trained in the art of underwater combat, just as effective in the water as you are on land. By practicing specialized swimming techniques, you can move more quickly and fight more effectively while underwater. This process is taxing and difficult to maintain for long periods, and as such it can be performed only once per hour without additional specialized training.

Check: When you make a Swim check, you may choose to use underwater arts instead. If you do, you must attempt a DC 20 Swim check in order to center yourself and become one with the water around you. If you succeed on the check, you can move up to your land speed while swimming and suffer no ill combat modifiers while swimming (as though affected by *freedom of movement*). You gain these benefits for 1 minute, plus 1 additional minute for every 5 by which you beat the DC. If you fail the check by less than 5, then you suffer no ill effects, though you make no progress while swimming that round. If you fail the check by 5 or more, you panic and fail to find your center, and must make Constitution checks to hold your breath to avoid drowning. For more information on drowning, see the *Pathfinder Roleplaying Game Core Rulebook*.

Wall and Rope Arts (Climb)

You have learned secret climbing techniques that rely on incredible and unsustainable bursts of strength and speed to climb with incredible alacrity. If not performed correctly, these techniques can leave you exhausted and exposed. Wall and rope arts, as its name implies, covers both free climbing and the use of ropes for climbing, and has two separate techniques covering both styles of climbing. Wall and rope arts arts can be performed once per minute without special training.

Check: Wall and rope arts can be used to perform either of the following techniques: rapid rope scaling and wall walking. Each technique requires a successful Climb check to perform, the Climb DC for each technique, as well as its effects are described below.

Rapid Rope Scaling: You can rapidly ascend or descend from a rope, allowing you to climb far faster than other characters. Whenever you would climb a rope, you may use this technique to make a Climb check (DC 20 for a braced rope or DC 25 for an unbraced rope) in order to move up to twice your speed as a move action while climbing the rope, by throwing your body up or down the rope rather than carefully climbing it. If you fail this check, you fall and land prone.

Wall Walking: You run at extreme speeds up a wall or other sheer surface, using only your feet and intense physical effort to climb steep or even vertical surfaces. You may attempt to climb in this fashion, ignoring the conditions of the surface you are climbing and instead moving with speed up any surface for 1 round. You must succeed on a DC 20 Climb check to use this aspect of the skill unlock, and it allows you to climb 20 feet without need of an unoccupied hand. For every 5 by which you exceed the DC, you can move an additional 5 feet in this fashion. If you would still be climbing at the end of this technique, you must have adequate handholds and foot holds to support yourself and at least one free hand, or you fall.

New Feats

Adaptable Kung Fu

Your practiced mastery of your body allows you to use different aspects of your physical being for physical tasks. **Prerequisite:** Kung Fu Master.

Benefit: You may use either Strength or Dexterity for any Strength- or Dexterity-based skill, instead of the normal ability score.

Extra Kung Fu

Your skill in kung fu allows you to perform kung fu skill unlocks more frequently than less practiced adepts. **Prerequisite:** Kung Fu Master.

Benefit: Choose a single kung fu skill unlock. You may use that skill unlock 2 additional times for each time you would normally be able to perform it (2 extra times per hour, minute, or 1d4 rounds).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill unlock.

Fast Kung Fu

Your expertise in a particular school of kung fu allows you to perform Kung fu skill unlocks with great speed.

Prerequisite: Kung Fu Master.

Benefit: Choose a single kung fu skill unlock. You may use that skill unlock more quickly than normal. A skill unlock which could normally be used once every hour may be used once every minute, and a skill unlock that can be used once every minute can be used once every 1d4 rounds.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill unlock.

Kung Fu Master

You are skilled in kung fu, specialized arts that are useful in a wide variety of situations, and can use these skills to perform special techniques few have mastered.

Benefits: You can perform kung fu skill unlocks for skills in which you are trained. Additionally, if you have a *ki* pool, you gain a bonus on all skill checks made as part of kung fu skill unlocks equal to the number of remaining *ki* points you have in your *ki* pool.

Master of Arts

Your training and discipline allow you to expertly perform any kung fu skills.

Prerequisite: Kung Fu Master, Skill Focus in any two of Acrobatics, Climb, Disable Device, Escape Artist, Ride, Sleight of Hand, or Swim.

Benefit: You gain a +2 bonus on skill checks made to perform kung fu skill unlocks. Additionally, you may take 10 on a check to perform a kung fu skill unlock associated with a skill for which you have the Skill Focus feat. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Skill unlocks were first presented in Dathfinder Roleplaying Game: Dathfinder Unchained, providing new benefits for those specialized in certain skills. In Dathfinder Roleplaying Game: Occult Adventures, they were further refined, with occult skill unlocks providing new uses for existing skills to those with an occult background. But there are more sceret disciplines in the world than the occult, and more ways to use skills left untapped.

This book presents kung fu skill unlocks, a series of new skill unlocks in the style of those presented in Occult Adventures, but thematically appropriate for skilled martial artists. Perform graceful backflips and aerial assaults with Acrobatics, dodge attacks with Escape Artist, intercept incoming attacks with Sleight of hand, and much, much more. Included are unlocks for 7 different skills, as well as 5 feats relating to kong fu skill unlocks.

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