

Echelon

FantasyCraft Talents

<http://www.echelond20.org/>

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1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome. You can’t pick between two talents because they’re both so awesome?”

That is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

2 FantasyCraft Melee Combat Talents

These talents are derived directly from *FantasyCraft* feat trees.

FantasyCraft makes heavy use of some mechanisms that I have not decided to incorporate in Echelon yet. I will translate as I can, but will not at this time invest a lot of time in them.

Damage in *FantasyCraft* is kind of funky, and there is a distinct difference between real characters and minions. I'll have to look them up later.

2.1 Axe Mastery

Tier	Effect
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Basic	Axe Hurling, Punish the Defiant
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Expert	Bleeding Axe, Guarding Axe, Sundering Chop
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Heroic	Cleave in Twain
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Master	
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Champion	
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Legendary	
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Hurl quality: character with Hurl proficiency may throw this weapon up to two 15' range increments.

I'd call this "you can throw your axe within close range".

Bleed quality: target must make a Fort save (DC = damage) or gain the bleeding condition

Guard quality: gain indicated bonus to Defense when armed and not flat-footed, held, helpless, pinned, sprawled, or unconscious.

2.1.1 Axe Hurling

When you wield an axe it gains the *hurl* quality.

2.1.2 Punish the Defiant (Stance)

Opponents who haven't moved since your Initiative Count last round are denied their Dexterity bonus to Defense against your melee attacks.

I would change "Punish the Defiant" to 'Punish the Cowardly' and instead allow free attacks, attack bonuses, or damage against opponents who *do* move away or who fight defensively.

2.1.3 Bleeding Axe

When you wield a one-handed axe it gains the *bleed* quality.

2.1.4 Guarding Axe

When you wield a two-handed axe it gains the *guard* +2 quality.

2.1.5 Sundering Chop (Axe Attack Trick)

Your attack also inflicts the same damage on one piece of gear on the target's person (your choice).

2.1.6 Cleave in Twain (Axe Attack Trick)

If your target is a standard character with a lower Strength score than yours, he immediately fails his Damage save (Damage isn't rolled). You may use this trick once per round.

2.2 Club Mastery

Tier	Effect
Basic	Merciful Bludgeon, Driving Stance
Expert	Intimidating Brute, Brained
Heroic	Luring Club, Reaching Club, Earth Shaker
Master	
Champion	
Legendary	

2.2.1 Merciful Bludgeon

Each time you attack with your club, you may choose to inflict lethal or subdual damage without penalty to your attack roll or damage.

2.2.2 Driving Stance (Stance)

Each time you hit an adjacent opponent with a melee attack, they're pushed five feet away from you if there is room to do so. If they are pushed, you may move into the square they previously occupied.

2.2.3 Intimidating Brute

When holding a readied club you gain a +4 gear bonus to Intimidate checks.

2.2.4 Brained (Club Attack Trick)

When you make a subdual attack with a club, if the target fails his save against the subdual damage he instead fails two saves.

2.2.5 Luring Club

When wielding a one-handed club it gains the *lure* quality.

2.2.6 Reaching Club

When wielding a two-handed club it gains the *reach* quality.

2.2.7 Earth Shaker (Club Trip Trick)

You may Trip as a double action, targeting all opponents within ten feet. You roll only once while each opponent rolls to resist separately.

... I don't remember how they handle subdual attacks in *FantasyCraft*.

Lure quality: wielder gains a +2 bonus with Feint attempts.

Reach quality: a bonus to the wielder's reach with the weapon

2.3 Fencing Mastery

Tier	Effect
Basic	Free Attack, Work the Line
Expert	Stressful Attack, En Garde!
Heroic	Touche!
Master	
Champion	
Legendary	

2.3.1 Free Attack

Once per round, you may make a free attack with a fencing blade against an adjacent *flat-footed* opponent. You inflict only ½ damage with this attack.

2.3.2 Work the Line (Stance)

Each time an adjacent opponent attacks you and misses, you may move five feet and draw the opponent into the square previously occupied. Also, each time an adjacent opponent moves away from you, you may immediately move into the square he just left.

2.3.3 Stressful Attack

Each of your fencing blade attacks may inflict your choice of lethal or stress damage instead of the weapon's normal damage (no penalty or damage decrease occurs).

2.3.4 En Garde! (Fencing Blade Total Defense Trick)

Each opponent who moves into a square adjacent to you must make a Reflex save (DC 10 + your Dex modifier + the number of Melee Combat feats you have) or be automatically hit by your fencing blade.

2.3.5 Touche! (Fencing Blade Attack Trick)

If your target is a standard character with a lower Dexterity score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

I'd call this a swift action.

Interrupt, swift action; if the opponent moves more, standard action to maintain contact.

Alternate damage types, have to look these up.

Probably say "anyone who moves into your threatened area gets attacked" instead. No Dex bonus, no counting feats, etc., you just get to attack when doing full defense.

2.4 Flail Mastery

Tier	Effect
Basic	Free Attack, Whirling Serpent
Expert	Club and Garrote Tricks, Thresher Spin
Heroic	Reflexive Attack, Leaping Arc
Master	
Champion	
Legendary	

2.4.1 Free Attack

Once per round you may make a free attack with a flail against an adjacent *flat-footed* character. You suffer a -4 penalty with this attack.

2.4.2 Whirling Serpent (Stance)

You gain a bonus with your melee attack checks and damage rolls equal to the number of successful melee attacks you made last round. Opponents may not Anticipate your actions and you may not take move actions (though you may still take Bonus five-foot steps as normal).

2.4.3 Club and Garrote Tricks

You may use a flail to perform club or garrote tricks.

2.4.4 Thresher Spin (Flail Attack Trick)

If this attack hits it counts as two melee hits this round. You may use this trick up to twice per round.

2.4.5 Reflexive Attack

Once per round you may immediately make a free attack with a flail against an opponent who moves into a square adjacent to you. You suffer a -4 penalty with this attack.

2.4.6 Leaping Arc (Flail Attack Trick)

You may substitute your Acrobatics (Dex) bonus in place of your melee attack bonus. If this attack misses you become *flat-footed* at the end of your Initiative count. You may use this trick as many times per combat as you have Melee Combat feats.

Fencing blades do half damage, flails get -4 to hit.

Anticipate *means* something here, but I'd have to look it up.

Honestly, I like the idea of being able to adapt tricks to other weapons, but if you don't *have* the other tricks it's a wasted ability; I want another way to implement this.

2.5 Greatsword Mastery

Tier	Effect
Basic	Guard, Overpowering Force
Expert	Hammer and Sword Tricks, Blade Wall
Heroic	Spiral Cutter
Master	
Champion	
Legendary	

Guard quality: gain indicated bonus to Defense when armed and not flat-footed, held, helpless, pinned, sprawled, or unconscious.

Take greatsword mastery so you can do this with any two-handed weapon?

Nice trick, want to fix implementation

Penalty to hit, flat-footed when done, 10' reach. It might be worth it.

2.5.1 Guard

When you wield a greatsword it gains **guard** +2.

2.5.2 Overpowering Force (Stance)

When you use a two-handed melee weapon to hit an opponent who hasn't moved since your Initiative Count last round, you inflict the weapon's maximum damage (sneak attack damage and other random bonuses are rolled normally). You may not take move actions (though you may still take five-foot bonus steps as normal).

2.5.3 Hammer and Sword Tricks

You may use a greatsword to perform hammer and sword tricks.

2.5.4 Blade Wall (Greatsword Total Defense Trick)

Each opponent who tries to move into a square adjacent to you must make a Will save (DC 10 + your Str modifier + the number of Melee Combat feats you have) or end their movement in the previous square.

2.5.5 Spiral Cutter (Greatsword Attack Trick)

You may make a single attack check with a -4 penalty against every character within ten feet. You become *flat-footed* at the end of your Initiative Count. You may use this trick once per round.

2.6 Hammer Mastery

Tier	Effect
Basic	Armor Piercing 2, Turn the Millstone
Expert	Sundering Hammer, Bone Crusher
Heroic	Splatter
Master	
Champion	
Legendary	

2.6.1 Piercing Hammer

When wielding a hammer it gains *armor piercing 2*.

2.6.2 Turn the Millstone (Stance)

Each time you hit an adjacent opponent with a two-handed melee weapon, you may also move them into any empty square adjacent to you.

2.6.3 Sundering Hammer

You inflict double damage when attacking objects or scenery with a hammer.

2.6.4 Bone Crusher (Hammer Attack Trick)

The target must also make a Fortitude save (DC 10 + your Str modifier + the number of Melee Combat feats you have) or suffer 1 point of Constitution impairment. This may not lower the target's Constitution below 6.

2.6.5 Splatter (Hammer Attack Trick)

If the target is a standard character with a lower Constitution score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

Armor Piercing quality: armor in *FantasyCraft* gives Damage Reduction; this quality ignores the indicated Damage Reduction.

Learn hammer, use with greataxe. Also, I'd probably change to moving five feet into an adjacent square, or you could move him pretty far.

I'd probably add a condition track for 'broken' or 'impaired' instead of trying to track Constitution... especially since I don't have ability scores.

2.7 Knife Mastery

Tier	Effect
Basic	Everyready Blades, Wicked Dance
Expert	Free Feint, Blade Flurry
Heroic	Sneak Attack, Shank!
Master	
Champion	
Legendary	

2.7.1 Everready Blades

All knives on your person are considered armed at all times.

2.7.2 Wicked Dance (Stance)

Your one-handed melee attacks inflict 2 additional dice of sneak attack damage. You may not take move actions (though you may still take five-foot Bonus Steps as normal).

2.7.3 Free Feint

Once per round you may Feint an opponent that you've hit with a knife this round as a free action. You suffer a -4 penalty with the Prestidigitation check.

2.7.4 Blade Flurry (Knife Attack Trick)

If you hit by 4 or more, you inflict the knife's damage an additional time. If you hit by 10 or more, you inflict the knife's damage two additional times. In both cases, roll separately each time you inflict damage.

2.7.5 Sneak Attack

Your knife attacks gain one die of sneak attack damage.

2.7.6 Shank! (Knife Attack Trick)

If the target is a standard character with lower Intelligence score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

2.8 Polearm Mastery

Tier	Effect
Basic	Hook, Spinning Shield
Expert	Free Attack, Topple and Gut
Heroic	Skull Crack
Master	
Champion	
Legendary	

2.8.1 Hook

When you wield a polearm it gains *hook*.

2.8.2 Spinning Shield (Stance)

You gain DR against bow and hurled weapon damage equal to the number of Melee Combat feats you have

2.8.3 Free Attack

Once per round you may immediately make a free polearm attack against an opponent who moves into a square adjacent to you. You inflict only half damage with this attack (rounded up).

2.8.4 Topple and Gut (Polearm Trip Trick)

You also inflict your polearm's damage.

2.8.5 Skull Crack (Polearm Attack Trick)

If the target is a standard character with a lower Wisdom score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

Hook quality: wielder gains a +2 bonus on Disarm checks.

"Trip Tricks" happen when you trip an opponent

2.9 Shield Mastery

Tier	Effect
Basic	Improved Bull Rush, Phalanx Fighting
Expert	Improved Defense, Shield Slam
Heroic	Improved Guard, Throw Them Back!
Master	
Champion	
Legendary	

2.9.1 Improved Bull Rush

You get a +4 gear bonus when Bull Rushing with an armed shield.

2.9.2 Phalanx Fighting (Stance)

Each adjacent ally gains a +1 bonus to Defense and Reflex saves. This bonus increases to +2 when you wield a weapon with *guard* +2 or higher. The maximum bonus a character may gain from allies is +4.

2.9.3 Improved Defense

When you wield a shield the *armor-piercing* and *keen* qualities of attacks targeting you decrease by the number of Melee Combat feats you have.

2.9.4 Shield Slam (Shield Attack Trick)

This trick may only be used when inflicting subdual damage. If the target fails his save against subdual damage, he's also *stunned* for one round.

2.9.5 Improved Guard

When you wield a shield its *guard* quality increases by +2.

2.9.6 Throw Them Back! (Shield Total Defense Trick)

Each opponent who tries to move into a square adjacent to you must make a Fortitude save (DC 10 + your Str modifier + the number of Melee Combat feats you have) or end their movement in the previous square.

2.10 Spear Mastery

Tier	Effect
Basic	Reaching Spear, Bleeding Spear, Monkey's Grip
Expert	Staff and Polearm Tricks, Falling Lightning
Heroic	Hurling Spear, Run Through
Master	
Champion	
Legendary	

2.10.1 Reaching Spear

When you wield a one-handed spear its reach increases by one.

2.10.2 Bleeding Spear

When you wield a two-handed spear it gains the *bleed* quality.

2.10.3 Monkey's Grip (Stance)

You may wield a single two-handed melee weapon with one hand.

2.10.4 Staff and Polearm Tricks

You may use a spear to perform staff and polearm tricks.

2.10.5 Falling Lightning (Spear Attack Trick)

You may substitute your Athletics (Str) bonus for your melee attack bonus. If the attack misses you become *flat-footed* at the end of your Initiative count. You may use this trick as many times per combat as you have Melee Combat Feats.

2.10.6 Hurling Spear

When you wield a spear it gains the *hurl* property.

2.10.7 Run Through (Spear Bull Rush Trick)

If the target is a standard character with a lower Strength score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

2.11 Staff Mastery

Tier	Effect
Basic	Reaching Staff, Whirling Guard
Expert	Guarding Staff, Wall of Branches
Heroic	Athletic Staff, Guardian's Circle
Master	
Champion	
Legendary	

2.11.1 Reaching Staff

When you wield a staff its Reach increases by 1.

2.11.2 Whirling Guard (Stance)

Standard characters cannot flank you.

2.11.3 Guarding Staff

When you wield a staff it gains **guard** +2.

2.11.4 Wall of Branches (Staff Total Defense Trick)

Each opponent who tries to move into a square adjacent to you must make a Reflex save (DC 10 + your Str modifier + the number of Melee Combat feats you have) or end their movement in the previous square.

2.11.5 Athletic Staff

While holding a staff you gain a +4 gear bonus with Tumble and Jump checks.

2.11.6 Guardian's Circle (Staff Total Defense Trick)

You gain DR against melee and unarmed attacks equal to the number of Melee Combat Feats you have.

2.12 Sword Mastery

Tier	Effect
Basic	Free Anticipate, Martial Spirit
Expert	Polearm and Spear Tricks, Bury the Blade
Heroic	Extra Damage, Think Ahead
Master	
Champion	
Legendary	

2.12.1 Free Anticipate

Once per round as a free action, you may Anticipate an opponent that you've hit with a sword this round. You suffer a -4 penalty with the Sense Motive check.

2.12.2 Martial Spirit (Stance)

You gain a +1 bonus with melee attack checks and a +3 bonus with melee damage rolls.

2.12.3 Polearm and Spear Tricks

You may use a sword to perform polearm or spear tricks.

2.12.4 Bury the Blade (Sword Attack Trick)

If you hit by 4 or more, your attack gains *keen 10*.

2.12.5 Extra Damage

Your sword attacks inflict +1 damage per 2 your attack check exceeds the target's Defense.

2.12.6 Think Ahead (Sword Attack Trick)

You may Substitute your Sense Motive (Wis) bonus for your melee attack bonus. If the attack misses you become *flat-footed* at the end of your Initiative Count. You may use this trick as many times per combat as you have Melee Combat feats.

Keen quality: The weapon's damage increases by the listed amount when determining massive and critical damage.

2.13 Whip Master

Tier	Effect
Basic	Handling Whip, Vicious Intensity
Expert	Reaching Whip, Entwine
Heroic	Variable Damage, Thrash
Master	
Champion	
Legendary	

2.13.1 Handling Whip

While holding a readied whip, your Reach for Handling Items and Tiring increases by 2.

2.13.2 Vicious Intensity (Stance)

If you made no attacks last round you gain a +2 bonus with melee attack checks and damage rolls this round.

2.13.3 Reaching Whip

When you wield a whip its Reach increases by 1.

2.13.4 Entwine (Whip Attack Trick)

If the target is your Size or smaller, he's also pulled into the nearest empty square adjacent to you and targeted by a Trip action using your attack result.

2.13.5 Variable Damage

Each of your whip attacks may inflict your choice of lethal, stress, or subdual damage instead of the weapon's normal damage (no penalty or damage decrease occurs).

2.13.6 Thrash (Whip Attack Trick)

If the target fails his save against stress damage, he instead fails 2 saves.

2.14 Wolf Pack Style

Tier	Effect
Basic	You gain an additional +2 bonus when attacking a flanked opponent (total +4).
Expert	You inflict 1 die of sneak attack damage when attacking a flanked opponent. Also, an opponent becomes flanked when you and any teammate are both adjacent to him in any configuration.
Heroic	Your threat range increases by 1 and you inflict 1 additional die of sneak attack damage when attacking a flanked opponent (total 2 sneak attack dice).
Master	
Champion	
Legendary	

I expect these dice of sneak attack damage stack with those gained through other means.

3 FantasyCraft Ranged Combat Talents

3.1 Bow Mastery

Tier	Effect
Basic	Armor Piercing Bow, Deadshot
Expert	Increased Range, Eagle Eye
Heroic	Spike Bow, Multi-Shot
Master	
Champion	
Legendary	

3.1.1 Armor Piercing Bow

When you wield a bow it gains *armor piercing 2*.

3.1.2 Deadshot (Stance)

You gain a +2 bonus with ranged weapon attacks and damage. You may not move while in this stance (though you may still take five-foot Bonus Steps as normal).

3.1.3 Increased Range

When you wield a bow its maximum range increases by 4 increments (e.g. from x6 to x10).

3.1.4 Eagle Eye (Bow Attack Trick)

You may substitute your Search (Wis) bonus for your ranged attack bonus. If the attack misses you become *flat-footed* at the end of your Initiative Count. You may use this trick as many times per combat as you have Ranged Combat feats.

3.1.5 Spike Bow

When you wield a bow it gains *spike*.

3.1.6 Multi-Shot (Bow Attack Trick)

Using this trick fires 3 arrows or bolts. If you hit by 4 or more, you inflict your ammunition's damage an additional time. If you hit by 10 or more, you inflict your ammunition's damage two additional times. In both cases, roll separately each time you inflict damage.

Armor Piercing quality: armor in *FantasyCraft* gives Damage Reduction; this quality ignores the indicated Damage Reduction.

Spike quality: A character with the Edged proficiency may use the weapon in melee (dmg 1d6 lethal if 1-handed or 1d8 lethal if 2-handed, threat range 20).

3.2 Hurled Mastery

Tier	Effect
Basic	Strong Throw, Zen Shot
Expert	Returning Weapon, Armor Piercing Weapon, Staple
Heroic	Feint or Trip, Ricochet
Master	
Champion	
Legendary	

3.2.1 Strong Throw

Your Strength modifier is doubled when calculated thrown weapon damage.

3.2.2 Zen Shot (Stance)

You target's cover worsens by 2 grades (e.g. ½ cover becomes no cover). You may not move while in this stance (though you may still take Bonus five foot Steps as normal).

3.2.3 Returning Weapon

When you wield a 1-handed thrown weapon it gains **return**.

3.2.4 Armor Piercing Weapon

When you wield a 2-handed thrown weapon it gains **armor piercing 4**.

3.2.5 Staple (Thrown Weapon Attack Trick)

With a hit, your target must take a Reflex save (DC 10 + your Dex modifier + the number of Ranged Combat feats you have) or become *entangled* for 1 round.

3.2.6 Feint or Trip

Once per round as a free action, you may Feint or Trip an opponent that you've hit with a thrown weapon this round. You suffer a -4 penalty with the Prestidigitation or Acrobatics check.

3.2.7 Ricochet (Thrown Weapon Attack Trick)

If you hit by 4 or more, you also inflict the weapon's damage on 1 adjacent character of your choice.

Return quality: With a miss, the weapon automatically returns to the wielder at the start of his next Initiative Count (or the wielder's square if he moves before then).

Entangled condition: The character suffers a -2 penalty with attack checks and a -4 penalty with Dexterity-based skill checks. He may not Refresh or Run, and his Speed drops to ½ standard (rounded down).

3.3 Rapid Fire

Tier	Effect
Basic	
Expert	Angry Hornet
Heroic	Blackened Sky
Master	
Champion	
Legendary	

3.3.1 Angry Hornet

At the start of your Initiative Count when you're armed with a bow or thrown weapon you may accept a -2 penalty with your attack and skill checks until the start of your next Initiative Count. Once during your current Initiative Count you may take a half action to make 2 Standard Attacks with that weapon. You may not use this ability with weapons that have the **load** quality.

3.3.2 Blackened Sky

At the start of your Initiative Count when you're armed with a bow or thrown weapon you may accept a -5 penalty with your attack and skill checks until the start of your next Initiative Count. Once during your current Initiative Count you may take a full action to make 2 Standard Attacks with that weapon. If any of your attacks miss this round, you become *flat-footed* at the end of your current Initiative Count. You may not use this ability with weapons that have the **load** quality.

4 FantasyCraft Unarmed Combat Talents

4.1 Kicking Mastery

Tier	Effect
Basic	Stable Tripper, Shifting Footwork
Expert	Armor Piercing, Guillotine Kick
Heroic	Passing Kick, Hurricane Kick
Master	
Champion	
Legendary	

4.1.1 Stable Tripper

You don't become *flat-footed* when you fail Trip attempts.

4.1.2 Shifting Footwork (Stance)

When you make an unarmed attack, your target's Dodge bonuses decrease to $\frac{1}{2}$ normal (rounded down). You may also move 5 ft. each time you hit an opponent with an unarmed attack.

4.1.3 Armor Piercing

Your unarmed attacks gain *armor-piercing 2*.

4.1.4 Guillotine Kick (Unarmed Attack Trick)

If you hit by 4 or more, you inflict your unarmed damage one additional time (rolling damage separately for each). If the attack misses, you become *sprawled*. You may use this trick once per round.

4.1.5 Passing Kick

When you hit a single opponent with an unarmed attack and the square on the opposite side of your target is empty, you may immediately move into that square.

4.1.6 Hurricane Kick (Unarmed Attack Trick)

You may make a single attack check against every adjacent character. Each target hit suffers $\frac{1}{2}$ your unarmed damage (rounded up) and is pushed 5 ft. away from you (assuming there's an empty square behind them). You may use this trick as many times per combat as you have Unarmed Combat feats.

Sprawled condition: The character is sprawled when he's knocked off his feet. He is *flat-footed* and suffers a -2 penalty with all attack checks. This condition is lost when the character is attacked or Repositions.

4.2 Martial Arts

Tier	Effect
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Basic	
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Expert	Lethal Hands
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Heroic	Master's Art
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Master	
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Champion	
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Legendary	
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4.2.1 Lethal Hands

Your unarmed attacks do 1d6 lethal damage with a threat range of 19-20. Also, you may choose one attribute, substituting that attribute's modifier in place of Dexterity when calculating Defense and Initiative, and in place of Strength when making unarmed attack and damage rolls.

4.2.2 Master's Art

Your unarmed attacks inflict 1d10 lethal damage with a threat range of 18-20.

4.3 Rage Mastery

Tier	Effect
Basic	Intimidating, Berserk Stance
Expert	Intimidating Berserk, Improved Berserk
Heroic	Skilled Berserk, Untiring Berserk
Master	
Champion	
Legendary	

4.3.1 Intimidating

You gain a +2 morale bonus with Intimidate checks.

4.3.2 Berserk Stance (Stance)

Your Strength and Constitution scores rise by 3 each. You may not make skill checks while in this stance (but you may still oppose them as normal). When you leave this stance you become *fatigued*.

4.3.3 Intimidating Berserk

While in Berserk Stance you may make Intimidate checks.

4.3.4 Improved Berserk

Your Strength and Constitution scores rise by an additional 2 each (total 5 each).

4.3.5 Skilled Berserk

You may make all skill checks in Berserk Stance.

4.3.6 Untiring Berserk

If you take a half action to change stance or return to normal stance, you don't become *fatigued*.

4.4 Wrestling Mastery

Tier	Effect
Basic	Wrestling Defense, Open Stance
Expert	Clothesline
Heroic	Fatal Pin, Piledriver
Master	
Champion	
Legendary	

4.4.1 Wrestling Defense

You gain a +1 bonus to Defense against adjacent opponents.

4.4.2 Open Stance (Stance)

Once per round when you have 2 hands free and an opponent misses you with a melee or unarmed attack, you may immediately Grapple or Trip him as a free action. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

4.4.3 Clothesline (Unarmed Attack Trick)

Your target must also make a Fortitude save (DC equal to the damage inflicted after DR and Resistances) or become *sprawled*.

4.4.4 Fatal Pin

You may Coup de Grace *pinned* characters.

4.4.5 Piledriver (Unarmed Trip Trick)

With a hit you inflict double your unarmed damage and an equal amount of flash and bang damage. If the attack misses, you become *sprawled*. You may use this trick as many times per combat as you have Unarmed Combat Feats.

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6 Templates

6.1 Template

Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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