

Book of Feats

3 Monk Styles



**JON BRAZER
ENTERPRISES**



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Introduction

Martial arts styles are as varied as those who practice them. They are also a form of magic, channeling ki through the monk's body rather than divine energy or arcane power. In these brief pages, we present to you three new martial arts styles: Blurred Strike, Stone Mountain, and Strand of Fate.

Blurred Strike is for those who want to be quicker than any other warrior on the field. Pairing this style with a few levels of rogue would make for an interesting combination. Stone Mountain is a style of dwarven innovation. Between their Constitution and Wisdom bonuses, their racial bonus to defend against certain combat maneuvers, and their weapons proficiencies, dwarves make excellent monks, and this style complements that build perfectly. Strand of Fate practitioners do not simply attack an opponent; they target their life's threads in the tapestry of time.

Each of these styles is a wonderful addition to monk characters everywhere. We hope you enjoy them as much as we enjoyed making them.

Dale McCoy, Jr

President of Jon Brazer Enterprises.

Blurred Strike Style (Combat, Style)

You dodge attacks at incredible speed.

Prerequisites: 1st-level monk or base attack bonus +1.

Benefit: You add your Wisdom modifier to your initiative instead of your Dexterity modifier. When using this style, you add your Wisdom modifier to your Reflex saving throws instead of your Dexterity modifier.

Blurred Strike Assault (Combat)

Your strikes are so fast, they are difficult to defend against.

Prerequisites: Blurred Strike Style, 6th-level monk or base attack bonus +6, flurry of blows.

Benefit: When one of your flurry of blows attacks deals damage to a creature, all additional flurry of blows attacks against that creature this round are made against the target's flat-footed armor class.

Blurred Charge (Combat)

Your enemies never see your strikes coming.

Prerequisites: Blurred Strike Assault, Blurred Strike Style, 11th-level monk or base attack bonus +11.

Benefit: If you moved more than 10 feet this round, all of your unarmed strikes are made against the target's flat-footed armor class.

Stone Mountain Style (Combat, Style)

Your hammer stuns like a rock falling from a mountain.

Prerequisites: Stunning Fist, Weapon Focus (any hammer), 1st-level monk or base attack bonus +2.

Benefit: You gain a +1 bonus to all damage rolls made with hammers. Additionally, hammers you select with Weapon Focus can be used as monk weapons. While using this style, you can deliver your Stunning Fist attacks through any hammer you have selected for the Weapon Focus feat. However, you can only move up to a maximum of 5 feet each round and your feet must be in contact with the ground to gain the benefits of this feat (you can still wear footwear). This style



instantly ends if you move more than 5 feet in a single round for any reason.

Stone Mountain Skin (Combat)

Like a stone mountain, you excel at absorbing damage.

Prerequisites: Stone Mountain Style, Stunning Fist, Weapon Focus (any hammer), 5th-level monk or base attack bonus +10.

Benefit: You gain one additional use of your Stunning Fist per day. When using Stone Mountain Style, you gain DR/bludgeoning equal to half your total character level.

Stone Mountain Fortress (Combat)

Damaging you is like damaging a fortress made of stone.

Prerequisites: Stone Mountain Skin, Stone Mountain Style, Stunning Fist, Weapon Focus (any hammer), 10th-level monk or base attack bonus +15.

Benefit: You gain a +1 bonus to your CMD. When using Stone Mountain Style, your damage reduction changes to DR/adamantine.

Strand of Fate Style (Combat, Style)

You feel a connection to the strands of fate and know how to pull them in your favor.

Prerequisites: Unarmed Strike, 10th-level monk.

Benefit: You gain a +1 bonus to all your saving throws. While using this style, any living creature you hit with your unarmed strike takes a –2 penalty to all saving throws until the start of your next turn.

Strand of Fate Tug (Combat)

Once you have felt a creature's strand of fate, you can attack that strand from farther away.

Prerequisites: Strand of Fate Style, 14th-level monk.

Benefit: You gain a number of hit points equal to your Wisdom modifier. While using the Strands of Fate Style, you can attack any living creature you have attacked while using the style in the last minute within 30 feet as if you were within melee range. If you hit with your unarmed strike while using this feat, you also inflict the –2 penalty to all saving throws as normal for the style.

Strand of Fate Shatter (Combat)

You can break someone's strand of fate, killing them instantly.

Prerequisites: Strand of Fate Style, Strand of Fate Tug, 18th-level monk, *ki* pool.

Benefit: You are immune to death effects. While using Strands of Fate Style, if you successfully attacked a living creature in the previous round, you can spend 3 points from your *ki* pool as a standard action to shatter the creature's strand of fate. The creature must succeed on a Fortitude save (DC 10 + 1/2 your monk level + your Wisdom modifier) or die instantly as its body is reduced to dust. This effect prevents the use of *raise dead* and *resurrection* to restore the creature to life (although *true resurrection* works as normal).



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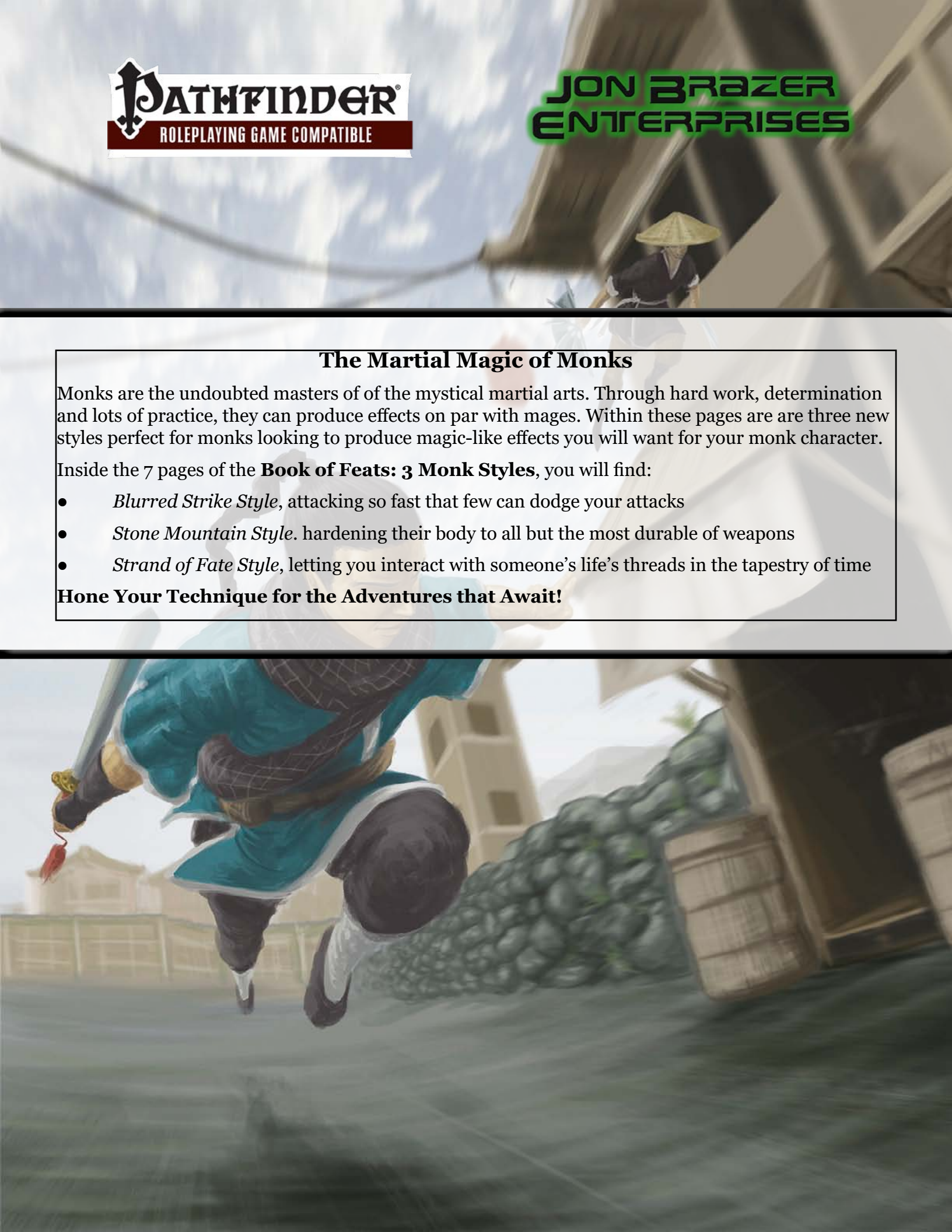
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The Martial Magic of Monks

Monks are the undoubted masters of the mystical martial arts. Through hard work, determination and lots of practice, they can produce effects on par with mages. Within these pages are three new styles perfect for monks looking to produce magic-like effects you will want for your monk character.

Inside the 7 pages of the **Book of Feats: 3 Monk Styles**, you will find:

- *Blurred Strike Style*, attacking so fast that few can dodge your attacks
- *Stone Mountain Style*, hardening their body to all but the most durable of weapons
- *Strand of Fate Style*, letting you interact with someone's life's threads in the tapestry of time

Hone Your Technique for the Adventures that Await!