

Ola the Blue Wave – Abilities & Gear

Combat Expertise +/-1

Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Improved Unarmed Strike

Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Bullied

Trait

You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Sea-Souled (Coastline or Island)

Trait

You are at home at sea. You receive a +1 trait bonus on Swim checks, and you can always take 10 while Swimming.

Appears In : Ultimate Campaign

Martial Flexibility (move action, 4/day) (Ex' Class Ability (Brawler)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

Unarmed Strike (1d6)

Class Ability (Brawler)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.