

# BATTLEFLOWER

ARCHETYPE OF

Level

## STUNNING STRIKE

Level 9 When you make an unarmed strike, make an attempt to stun your target for 1 round.

FORTITUDE  
SAVE DC

Class  
Level

Key  
Ability

= 10 +

+

Level 12 May stagger a target for 1d6+1 rounds.

Level 16 May permanently blind or deafen a target.

Level 20 May paralyse a target for 1d6+1 rounds.

## BALANCED SCALES

Level Spend 1 resolve to take 20 on Acrobatics checks to balance for 1 minute.

Level 12 Spend 2 resolve to take 20 on Acrobatics checks to tumble for 1 round.

## UNCANNY INITIATIVE

Level Pick any number 1-20 for your initiative roll. Add bonuses as normal.

## BATTLEFLOWER TRAINING

☐

**ADVANCED MELEE WEAPON PROFICIENCY**  
Proficient in advanced melee weapons.

Level 3

Gain Weapon Specialisation with advanced melee weapons.

☐

**BODYGUARD**  
As a reaction when an adjacent ally is attacked, grant them +2 circumstance bonus to AC for that attack. Take -2 to AC yourself until the start of your next turn.

☐

**CLOSE COMBAT**  
When you hit an adjacent foe with a melee attack, gain +2 AC against attacks from other creatures not adjacent, until the beginning of your next turn as long as you remain adjacent.

☐

**IMPROVED COMBAT MANOEUVRE**

☐ Bull rush

☐ Dirty trick

☐ Disarm

☐ Grapple

☐ Reposition

☐ Sunder

☐ Trip

Level 2

+4 Bonus to combat manoeuvre attack roll

☐

**IMPROVED UNARMED STRIKE**

Unarmed  
Damage

Level 48121520

1d62d63d65d67d6

Adjacent squares are threatened, even if you don't have a free hand, unless all your limbs are immobilised.  
You cannot take combat manoeuvres without a free hand.

☐

**JET DASH**  
Run at 6x your base speed. Not flat footed when running. Jump double the height and distance.

☐

**SPECIAL WEAPON PROFICIENCY**  
Weapon

Level 3 Gain Weapon Specialisation with this weapon.

## ACROBATIC GRACE

Use Acrobatics in place of Diplomacy to influence others.

As a full action, move up to 60ft while performing a battle dance. A number of enemies must make a Will save or be fascinated for as long as your dance continues.

Level 6

**ENEMIES**

Class  
Level

= [

÷ 3 ] - 1

**WILL  
SAVE DC**

Class  
Level

Key  
Ability

= 10 + [

÷ 2 ] +

