

BATTLEFLOWER

ARCHÉTYPE DE

Niveau

STUNNING STRIKE

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

FORTITUDE
SAVE DC

Classe
Niveau

Carac.
Essen.

= 10 +

+

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

Niveau 16 May permanently blind or deafen a target.

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

BALANCED SCALES

Spend 1 resolve to take 20 on Acrobatics checks to balance for 1 minute.
Niveau 12 Spend 2 resolve to take 20 on Acrobatics checks to tumble for 1 round.

UNCANNY INITIATIVE

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

BATTLEFLOWER TRAINING

☐ ADVANCED MELEE WEAPON PROFICIENCY
Proficient in advanced melee weapons.
Niveau 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
+4 Bonus to combat manoeuvre attack roll

Niveau 2

Unarmed
Damage

Niveau

☐ IMPROVED UNARMED STRIKE

4 8 12 15 20

1d6 2d6 3d6 5d6 7d6

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
Arme

Niveau 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.

Niveau 6

ENEMIES

= [

÷ 3] - 1

WILL
SAVE DC

Classe
Niveau

Carac.
Essen.

= 10 + [

÷ 2] +

