

# BATTLEFLOWER

ARCHETIPO DI

Livello

## STUNNING STRIKE

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

FORTITUDE  
SAVE DC

Livello  
Classe

Abilità  
Chiave

= 10 +  +

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

Livello 16 May permanently blind or deafen a target.

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

## BALANCED SCALES

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

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

## UNCANNY INITIATIVE

Livello 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.

Livello 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

Livello 2

☐ **IMPROVED UNARMED STRIKE**

Unarmed Damage Livello

	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**  
Arma

Livello 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.

Livello 6

ENEMIES

Livello  
Classe

= [  ÷ 3 ] - 1

WILL  
SAVE DC

Livello  
Classe

Abilità  
Chiave

= 10 + [  ÷ 2 ] +