

Martial Arts Feats			
Feat	Style	Prerequisite	Benefit
General			
Bear Hug	General	Str 13+, Improved Grapple	-2 penalty to initiative, add an additional die of damage
Claw Fist	General	Improved Unarmed Strike	This type of attack increases your normal Unarmed Strike damage by an amount equal to your Con bonus
Confuse Foe	General	Improved Feint	With a successful feint action, you can cause the target to be stunned as well as lose his Dex bonus to AC
Drop & Kick	General	Dex 13+, Improved Unarmed Strike	-2 penalty to your attack, -2 penalty to your Initiative, gain additional 1d8 damage if you are successful
Improved Martial Throw	General	Dex 13, Living Weapon 4+	+1 foot per Living Weapon Level to the range at which he can throw a person
Leaping Kick	General	Drop & Kick or Tornado Kick	-3 penalty to your attack, -3 penalty to your Initiative, gain an additional 2d6 damage
Martial Arts Style	General	Dex 13	Learn a Martial Arts Style
Martial Block	General	Dex 13, base attack +2 or higher	Like Parry, for Unarmed attacks
Martial Block & Throw	General	Martial Block, base attack +6 or more, Living Weapon 4+	Like Riposte, except you may perform a Martial Throw.
Martial Choke Hold	General	Martial Hold	After three rounds of grappling an opponent, you have a chance of causing him to fall unconsciousness
Martial Disengage	General	Str 13+	You gain a +3 bonus to avoid or break a Grapple
Martial Fist	General	Str 13+	An additional die of damage in an Unarmed Strike (not Grapple)
Martial Head Butt	General	Str 13+	Target makes Fort check, or stunned
Martial Hold	General	Dex 13, Improved Unarmed Strike	Increase your damage in a Grapple by an additional die
Martial Riposte	General	Martial Block, base attack +6 or more	Like Riposte, for unarmed attacks
Martial Rooting	General	Improved Trip, Living Weapon 4+	Throw a character as part of a trip half your normal Martial Throw Distance
Power Fist	General	Gifted feat, Martial Fist	Use Wyrd to add additional damage to an unarmed strike
Tornado Kick	General	Dex 13+, Improved Unarmed Strike	-2 penalty to your attack, -2 penalty to your, gain an additional 1d6 damage if you are successful
Speed Fist	General	Dex 13+	Once per combat session, take a -4 penalty on your next unarmed combat attack to gain a +2 to your initiative for the rest of the combat
Sure Fist	General	Dex 13+, Improved Unarmed Strike	Aim your Unarmed strike as a move action to cause more damage
Throw Group	General	Str 15+, Living Weapon 6+	You can throw multiple people all at once
Trip Kick	General	Str 15+, Improved Trip	Gain a +2 to your Strength check for tripping
Vital Strike	General	Martial Fist	Higher chance of hitting a vital area thus a wider critical hit range
Anzu			
Barrier of Spirit	Anzu	Base Attack 4+, S'su Centre, Anzu Style	A successful use of S'su Centre, gain +4 to AC
Constricting Grip	Anzu	Base Attack 4+, S'su Centre, Anzu Style	Each time the opponent tries to break the grapple and fails, you gain a +2 to your next grapple check
Hypnotic Strike	Anzu	S'su Vision, Anzu Style	Touch attack. If successful, the target Will save or -3 to AC.
Ornamentation	Anzu	S'su Vision , Base Attack 6+, Anzu Style	Extra attack with successful Concentration roll vs. 20 – Character Level + Hubris or Urge Levels
Redirect Force	Anzu	S'su Centre, Martial Block, Anzu Style	Redirect the damage to someone else with in 30 feet
S'su Centre	Anzu	S'su Vision, Anzu Style	Concentration Roll; +2 stackable bonus to all unarmed or melee combat rolls, a +2 stackable bonus to unarmed or melee damage rolls and +1 to Initiative
Bharata zho Veda			
Holding the Heart	Bharata zho Veda	Bharata zho Veda Style, Con 11+	Character is not disabled until he loses a number of hit points below zero equal to his Constitution Bonus.
Ignite the Fuse	Bharata zho Veda	Bharata zho Veda Style, Pour the Water feat, Base attack 3+, Dex 12+	Cause intense pain to an opponent with a strike.
Open the Mind's Eye	Bharata zho Veda	Bharata zho Veda Style, Pour the Water feat, Base attack 4+, Dex 12+	Can cause synaptic confusion with a strike.
Opening of Wings	Bharata zho Veda	Bharata zho Veda Style, Dex 11+	The character can leap x2 normal distance

Pour the Water	Bharata zho Veda	Bharata zho Veda Style, Base attack 2+, Dex 10+	A simple touch causes the target to lose bladder control.
Shutter the Light	Bharata zho Veda	Bharata zho Veda Style, Ignite the Fuse feat, Base attack 3+, Dex 12+	A massaging grip to the next renders victim unconscious a period of time.
Graa			
Baja	Graa	Vorox only	Gain a +4 bonus to all Grapples
Banga	Graa	Vorox only	When performing a Bull Rush attack, cause damage as well as knock back his opponent
Chala	Graa	Vorox only, Bear Hug	Multi-limbed Bear-hug; cause double damage when attempting a Bear-Hug attack
Denga	Graa	Vorox only, Dex 13+	Longer free move in combat; four legs, make a 10-foot free step; six legs, make a 15-foot free step
Garza	Graa	Drox	The extra attacks you gain from Drox is no longer off-hand.
Hunga	Graa	Vorox only, Str 13+	Opponent must make a Dex check or Tumble check or fall prone after a successful unarmed attack.
Hungaba	Graa	Vorox only, Martial Block	After a successful Block, you can throw your opponent foot per point that your block attempt exceeds the opponent's attack
Krox	Graa	Vorox only, Dex 13+	Use his extra limbs to confuse an opponent when Fighting Defensively or performing a Total Defense action; +2 bonus.
Phrox	Graa	Krox, Drox	+2 to AC if you remain on four legs for the entire round
Tcheex	Graa	Throx	Opponent suffers a -4 to block and parry attempts against you
Unga	Graa	Phrox	Gain a +4 stackable bonus against a Bull Rush while on four legs, or +6 stackable bonus while on six legs
Jox Kai Von			
Anikrunta's Judgement	Jox Kai Von	Dex 14+, Jox Kai Von Style or Ukari race	You can perform the Jox Kai Von eye gouge
Jox Kai Von Engage	Jox Kai Von	Jox Kai Von Style or Ukari race	If an opponent is within a range equal to speed, as a free action, close to engage in melee.
Gridrom's Lesson	Jox Kai Von	Jox Kai Von Style or Ukari race	Disarm attempt as a free action as your first action against an opponent
Kordo's Law	Jox Kai Von	Anikrunta's Judgement	Strike to windpipe to cause an opponent to be stunned and lose his action
Paint the Face	Jox Kai Von	Dex 15+, Improved Unarmed Strike, Jox Kai Von Style or Ukari race	Two-weapon fighting for unarmed strike
Sticky Hands	Jox Kai Von	Dex 15+, Jox Kai Von Style or Ukari race	Ignore darkness penalties when engaged with an opponent
Iron Heel			
Iron Heel Martial Hold	Iron Heel	Iron Heel Style, Str 11+	+2 to Grapple checks and a +2 to the initial Grapple attempt
Iron Heel Martial Kick	Iron Heel	Iron Heel Style, Str 11+	+2 to attack when kicking and +2 to a trip attempt
Iron Heel Mastery	Iron Heel	Iron Heel Style, Improved Grapple, Base Attack +4, Str 11+	Turn a successful unarmed attack into a grapple
Koto			
Ascorbite Lends his Hide	Koto	Martial Block, Koto Style	Deal half the damage vs. a block, if the block exceeds your attack by 5 points or less.
Bow to Offer Tithes	Koto	Weathervane Predicts the Storm, Koto Style	Gain a +3 to attack & an additional die of damage for your next attack; -2 penalty to you Initiative
Comet Strikes the World	Koto	Wyrld, Koto Style	Spend up to 3 Wyrld to add a die to your damage of an unarmed attack
Fling the Monkey	Koto	No Touchy! , Koto Style	When performing a No Touchy! Throw, test to increase the damage of the throw 1 die; suffer -2 to initiative for the rest of the combat session.
I said No Touchy!	Koto	No Touchy! , Koto Style	Make a retry on a No Touchy! as a free action; lose +3 bonus.
Jago Strikes the Amenta	Koto	Martial Fist, Improved Feint, Koto Style	Make a feint action as a free action once per combat round.
Monkey Steals the Peach	Koto	Cha 13+, Koto Style	Standard action, Intimidate vs. the opponents Will save or opponent suffers the difference to his AC as well as any block or parry attempts for attacker's next action.
Monkey Tail Plays While Hands Surrender	Koto	Dex 13+, Koto Style	Instead of dealing damage, opponent Reflex save vs attack roll or be knocked down prone.
No Touchy!	Koto	Str 13+, Koto Style	Martial Throw ability, with a +3 bonus to the Throw attempt.
Old Lady Falls and Gets Up	Koto	Str 14+, Koto Style	Make an special unarmed attack that may result in a knock-down.

Prophet Walks on Clouds	Koto	Bow to Offer Tithes, Koto Style	+4 to attack and an additional die + 3 of damage for your next attack, -3 penalty to you Initiative
Royal Vorox Decrees	Koto	Str 15+, Koto Style	Gain a +3 to unarmed combat damage.
Sage Stays Home	Koto	Str 14+, Koto Style	This feat can be used to resist the effects of a Bill Rush. See Desc.
Singing the Lullaby	Koto	Martial Hold, Koto Style	After three rounds of grappling an opponent, you have a chance of causing him to fall unconsciousness.
Snake Surprises the Sleeper	Koto	Dex 13+, Koto Style	Gain a +3 against blocks
Throw the Net to Catch the Fish	Koto	Str 14+, Dex 14+, Koto Style	Cause more damage to your opponent, at the risk of causing yourself damage.
Vorox Greet a Friend	Koto	Improved Grapple, Koto Style	Gain a +3 to damage caused by a sustained grapple.
Water Escapes the Net	Koto	Str 13+, Koto Style	Gain a +3 to resist grapples
Weathervane Predicts the Storm	Koto	Dex 13+, Koto Style	+2 to attack and +2 of damage for your next attack, -1 penalty to you Initiative
Wisdom Meets Folly	Koto	Martial Hold, Improved Feint, Koto Style	Perform a feint, may perform a grapple as a free action.

Mantok

Barred Jumpgate	Mantok	Martial Block, Str 14+, Mantok Style	If you successfully Block an attack, you have an opportunity to turn it into a Throw.
Bend Down, Step Through Door	Mantok	Step Forward, Deliver the Sermon	-2 initiative, gain +2 to attack and +1 die damage.
Bend Knee, Turn the Page	Mantok	Step Forward, Deliver Sermon	For each point of Initiative up to 5 points, gain a +1 stackable bonus to the damage or a +1 stackable bonus to AC for the rest of the combat.
Bow to Pray, Greet the Beloved	Mantok	Improved Grapple, Mantok Style	Turn a successful unarmed strike into a grapple.
Clasp Neck, Wring Out the Robes	Mantok	Martial Hold, Mantok Style	After 3 rounds of grappling an opponent, have a chance of causing opponent to fall unconsciousness.
Closed Jumpgate, Send Pilgrims Home	Mantok	Martial Block, base attack +6 or more, Mantok Style	Like Riposte, for unarmed attacks
Close Palm, Reach the Heart	Mantok	Step Forward, Deliver the Sermon	Concentration vs. your opponents touch attack AC (free action), increase damage by the difference between your Concentration roll and his touch attack AC.
Cross Arms, Don the Robe	Mantok	Martial Block, Mantok Style	If difference between your attack and his block is equal to or less than 5, then broke the block and cause damage, but take the opponent's Str bonus as well
Drop to Ground, Scrub the Floor	Mantok	Step Forward, Sweep the Floor	Instead of dealing damage for a melee attack, opponent Reflex save vs you 12 + damage dealt roll or be knocked down prone.
Extend Arms, Embrace the Pilgrims	Mantok	Dex 13, Improved Unarmed Strike, Mantok Style	Increase damage in a Grapple by an additional die.
Grasp Hand, Bow to Pray	Mantok	Bend Knee, Turn the Page	As in Bend Knee, Turn the Page, but you can split the bonus up between AC and damage.
Grasp Hand, Send Gift to Heaven	Mantok	Barred Jumpgate	As for Barred Jumpgate, but +6 to your Str check instead of the +4 and the distance thrown is 8 +character level in feet.
Leap Forward, Embrace the Sun	Mantok	Spread Palm, Speak the Truth	-3 initiative and lose your next round, to gain +4 to attack and +1 die of damage for the next three round.
Lower Arms, Call the Faithful to Prayer	Mantok	Str 13+, Mantok Style	Martial Throw ability, with a +3 bonus to the Throw attempt
Raise Foot, Spin the Prayer Wheel	Mantok	Bend Down, Step Through Door	- 4 initiative and lose your next round, to double your next unarmed attack damage
Remain Still, Reach to Heaven	Mantok	Str 13+, Mantok Style	+3 to resist being Charges and Bull Rushes as well as knock downs
Spread Palm, Speak the Truth	Mantok	Bend Down, Step Through Door	-3 initiative and lose your next round, to gain +4 to attack and +1 die of damage for the next two round.
Step Back, Resist Temptation	Mantok	Improved Grapple, Mantok Style	+3 to resist grapples
Step Forward, Deliver the Sermon	Mantok	Str 14+, Mantok Style	Concentration vs. your own 10 + Cha bonus + any Hubris or Urge levels and for the first round of combat, increase your unarmed damage one die type to a maximum of d20
Step Forward, Sweep the Floor	Mantok	Str 13+, Mantok Style	Instead of dealing damage, opponent make Reflex save vs you 10 + damage dealt roll or be knocked prone
Step to Side, Speak in Tongues	Mantok	Dex 14+, Mantok Style	+2 stackable bonus to overcome Blocks.
Stretch Spine, Speak the Word	Mantok	Gifted feat, Martial Fist, Mantok Style	Use Wyrd to add additional damage to an Mantok unarmed strike
Thrust Hand, Pluck the Coal	Mantok	Dex 13+, Mantok Style	+3 bonuses against blocks
Wave Hand, Put Out the Light	Mantok	Base attack +6 or more, Mantok Style	Increase unarmed strike damage based on unarmed attack role

Shaidan

Astride the Throne	Shaidan	Dex 13+, Shaidan Style	Force your opponent to make a Reflex save vs you 10 + damage rolled or be knocked prone.
Bid Thee Kneel	Shaidan	Improved Grapple, Base Attack +4, Str 11+, Shaidan Style	Turn a successful unarmed attack into a grapple.
Bow Before Me	Shaidan	Astride the Throne	+3 bonus to the Reflex save DC of Astride the Throne.
Canon Fist	Shaidan	Str 15+, Shaidan Style	+3 stackable bonus against blocks.
Catapult the Peasants	Shaidan	Dismiss the Serfs	+3 bonus to the Reflex save DC of Astride the Throne.
Dancing Feet & Flying Peasant Heel	Shaidan	Str 13+, Shaidan Style	When using Fight Defensively or Total Defense options, you gain your Str modifier as a bonus in addition to the bonus from the maneuver
Deign to Speak	Shaidan	Dex 13+, Attack +6 or more	-3 points of Initiative to gain +1 per point dropped bonus to Attack.
Dismiss the Serfs	Shaidan	Do Not Touch the Royal Personage	After a successful Block, you can throw your opponent 2 foot per point that your block attempt exceeds the opponent's attack
Do Not Touch the Royal Personage	Shaidan	Martial Block, Shaidan Style	After a successful Block, you can throw your opponent 1 foot per point that your block attempt exceeds the opponent's attack
Ending the Tryst	Shaidan	Str 13+, Shaidan Style	+3 to resist grapples
Golden Armor	Shaidan	Martial Block, Shaidan Style	If successfully block opponent, can choose to attempt to deal half to opponent at the risk of taking half
Imperial Decree	Shaidan	Gifted feat, Martial Fist, Shaidan Style	Can use Wyrd to add additional damage to an unarmed strike.
Noble Decree	Shaidan	Dancing Feet	Start your round with a soliloquy as a free action, and make an Intimidate check vs. your opponents Charisma check.
Return this Gift	Shaidan	Martial Fist, Martial Block, Shaidan Style	Make an attack after a successful block, like Riposte.
Roll in Mud	Shaidan	Bow Before Me	+3 bonus to the Reflex save DC of Astride the Throne
Royal Palm and Peasant Heel	Shaidan	Martial Fist, Shaidan Style	For one strike, you may add an additional die to your unarmed strike.
Shadow Strike	Shaidan	Martial Fist, Shaidan Style	May cause more damage to your opponent based on your attack roll
Strength of Brute	Shaidan	Martial Hold, Shaidan Style	Can a +2 stackable bonus to grapple damage and a +2 stackable bonus to hold the grapple
Suffer in Silence	Shaidan	Martial Hold, Shaidan Style	Four rounds of grappling an opponent, you have a chance of causing him to fall unconsciousness
Sword Fist	Shaidan	Royal Palm and Peasant Heel, base attack +6 or more	+2 to your attack roll against targets wearing armor.

Basic Martial Arts Feats

Bear Hug [General]

Prerequisites: Str 13+, Improved Grapple

Benefit: With this Feat, you increase the damage of your grapple for a round. You suffer a -2 penalty to initiative for the rest combat session but can add an additional die of damage.

Special: This cannot be performed on back-to-back rounds. This Feat stacks with Martial Hold. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Claw Fist [General]

Prerequisites: Improved Unarmed Strike

Benefit: You are skilled in ways of maximizing the damage from an unarmed strike, using the Claw Fist martial arts technique. This type of attack increases your normal Unarmed Strike damage by an amount equal to your Con bonus.

Special: This stacks with Martial Fist or any other martial arts feat that adds extra damage. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Confuse Foe [General]

Prerequisites: Improved Feint

Benefit: With a successful feint action, you can cause the target to be stunned as well as lose his Dex bonus to AC.

Normal: Feinting cause the target to lose his Dex bonus to AC.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Drop & Kick [General]

Prerequisites: Dex 13+, Improved Unarmed Strike

Benefit: With this Feat, you can do a drop-kick to cause more damage. You suffer a -2 penalty to your attack as well as a -2 penalty to your Initiative for the rest of the round, but gain additional 1d8 damage if you are successful. Also, unless you have the Kippup ability, you start the next round prone.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Improved Martial Throw [General]

This increases the character's range to throw a person

Prerequisites: Dex 13, Living Weapon 4+

Benefit: This feats adds +1 foot per Living Weapon Level to the range at which he can throw a person.

Normal: Without this feat, the Living Weapon can throw a person 10 feet (or 30 ft for Far Throw).

Special: A Living Weapon may select Improved Martial Throw as one of his class bonus feats. This additional distance does adds to the falling damage.

Leaping Kick [General]

Prerequisites: Drop & Kick or Tornado Kick

Benefit: With this Feat, you can do a leaping kick to cause additional damage. You suffer a -3 penalty to your attack as well as a -3 penalty to your Initiative for the rest of the round, but gain an additional 2d6 damage if you are successful.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Martial Arts Style [General]

You have learned a particular Martial Arts Style.

Prerequisite: Dex 13

Benefit: With this feat, you can learn one of the Martial Arts Styles. (see page 68 of FS d20). This gives you access to their feat list for bonus feats.

Special: Martial classes (Soldier, and Brother Battle) gain this feat multiple times, but cannot choose it on back-to-back opportunities (i.e., if the character picks a style at 3rd level, he can not pick it again until 9th). Non-Martial styles can not pick this feat more than once.

Martial Block [General]

You can block an unarmed strike with an unarmed strike.

Prerequisite: Dex 13, base attack +2 or higher

Benefit: Like Parry, for Unarmed attacks.

Special: A Living Weapon and a Soldier may select this feat as one of his bonus feats.

Martial Block & Throw [General]

After a successful Martial Block, you can turn the target's attack into a throw.

Prerequisite: Martial Block, base attack +6 or more, Living Weapon 4+

Benefit: Like Riposte, except you may perform a Martial Throw, using the difference between the target's attack and your AC as a bonus to that Martial Throw.

Special: Living Weapon only.

Martial Choke Hold [General]

Prerequisites: Martial Hold

Benefit: With this feat, after three rounds of grappling an opponent, you have a chance of causing him to fall unconscious. The opponent must make a Fort check vs. your Str Check, or fall unconscious.

Special: This can be attempted each time after the first until the opponent falls unconscious. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Martial Disengage [General]

Prerequisites: Str 13+

Benefit: With this Feat, you gain a +3 bonus to avoid or break a Grapple.

Special: This bonus can stack with one style-based Grapple bonus.

Martial Fist [General]

You are trained in dealing an increased amount of damage with a Unarmed Strike Attack.

Prerequisites: Str 13+

Benefit: You deal an additional die of damage in an Unarmed Strike (not Grapple). For a Medium characters, it means that adds an additional +1d3 for Unarmed strikes only.

Normal: Without this feat, you apply normal Unarmed Strike damage.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats. This damage stacks with Sure Fist and Claw Fist.

Martial Head Butt [General]

You are skilled in using your head as a weapon, used to stun an opponent.

Prerequisite: Str 13+.

Benefit: You are skilled in using his head as a weapon in unarmed combat. You must be engaged in close range combat with his opponent or grapple the opponent. You must be facing the target. The attacker targets the opponent's head and makes an unarmed attack. If you have the opponent grappled, you gain a +4 bonus. If successful, the target must roll Fort vs. 10 + attacker's STR Bonus plus the difference between the Melee attack and the target's AC or be Stunned for a number of rounds equal to the attacker's level.

Special: A Head Butt is a normal unarmed strike without this feat. A Living Weapon and Soldier may select Martial Head Butt as one of his fighter bonus feats.

Martial Hold [General]

You are trained in more effective grapples and holds.

Prerequisites: Dex 13, Improved Unarmed Strike

Benefit: With this feat, you increase your damage in a Grapple by an additional die. For a Medium characters, it means that adds an additional +1d3 for Grapples only.

Normal: Without this feat, you apply normal Grapple damage.

Special: A Soldier may select Martial Hold as one of his class bonus feats.

Martial Riposte [General]

After a successful Martial Block, the character can attack.

Prerequisite: Martial Block, base attack +6 or more.

Benefit: Like Riposte, for unarmed attacks.

Special: A Living Weapon and a Soldier may select this feat as one of his bonus feats.

Martial Rooting [General]

Prerequisites: Improved Trip, Living Weapon 4+

Benefit: Combined with Martial Throw, you can throw a character as part of a trip half your normal Martial Throw Distance, causing the opponent falling damage.

Normal: Without this feat, use Trip as normal

Special: Living Weapon only.

Power Fist [General]

Prerequisites: Gifted feat, Martial Fist

Benefit: With this Feat, you can use Wyrd to add additional damage to an unarmed strike. For every Wyrd you spend, add an additional die, up to 3 maximum.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats, if they have access to Wyrd or have the Gifted feat. This damage stacks with any bonus damage dice from other Martial Arts feats.

Tornado Kick [General]

Prerequisites: Dex 13+, Improved Unarmed Strike

Benefit: With this Feat, you can do a Round-house style kick to cause more damage. You suffer a -2 penalty to your attack as well as a -2 penalty to your Initiative for the rest of the round, but gain an additional 1d6 damage if you are successful.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Speed Fist [General]

Prerequisites: Dex 13+

Benefit: With this Feat, you can gain an advantage on your opponent using a simple quick strike martial technique. Once per combat session, you can take a -4 penalty on your next unarmed combat attack to gain a +2 to your initiative for the rest of the combat.

Special: This feat can only be performed once per combat session. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Sure Fist [General]

Prerequisites: Dex 13+, Improved Unarmed Strike

Benefit: With this Feat, you can aim your Unarmed strike as a move action to cause more damage. If you do this, you cannot move and must concentrate on the target. If successful, the attack damage is increased by an additional die.

Special: This additional damage does stack with Martial Fist and Claw Fist. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Throw Group [General]

Prerequisites: Str 15+, Living Weapon 6+

Benefit: With this Feat, you can throw multiple people all at once. The people have to be in a group within unarmed combat range of you (like piled on top of you or group in one area). You can throw up to four people your Far Throw range, -3 feet per extra person beyond the first. For example you could throw 3 people 24 feet. Each suffers the relevant fall damage.

Trip Kick [General]

Prerequisites: Str 15+, Improved Trip

Benefit: With this Feat, you can use your martial arts kick techniques to improve your trip. You gain a +2 to your Strength check for tripping.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Vital Strike [General]

Prerequisites: Martial Fist

Benefit: With this Feat, you have a higher chance of hitting a vital area thus a wider critical hit range. Your critical Range is increased to one more step (19-20 if no other feat changes it) and you have a +4 to critical check.

Special: A Living Weapon and Soldier may select this feat as one of his class bonus feats

Anzu

Anzu is the martial arts of the Hironem Warrior caste. It takes special use of the Hironem ability to see and understand S'su, as such it cannot be studied by anyone who does not have the ability of S'su vision (which is an illegal cyber-modification). While it is technically illegal for a Hironem to teach Anzu to anyone outside the warrior caste, some members of the muster have picked it up along the way.

Special: Any Hironem can access these feats as bonus feats. Any Living Weapon can access these feats as bonus feats if they have picked the Anzu Style and have S'su Vision.

Barrier of Spirit [General – Anzu]

Prerequisite: Base Attack 4+, S'su Centre, Anzu Style

Benefit: With this feat and a successful use of S'su Centre, the player gains +4 to AC for the combat session in addition to the S'su Centre.

Constricting Grip [General – Anzu]

Prerequisite: Base Attack 4+, S'su Centre, Anzu Style

Benefit: With this Feat and after a successful grapple, you use the S'su Vision to increase your grapple on someone as he fights. Each time the opponent tries to break the grapple and fails, you gain a +2 to your next grapple check.

Hypnotic Strike [General – Anzu]

Prerequisites: S'su Vision (either through racial ability or cybernetics), Anzu Style

Benefit: With this Feat, you use your S'su Vision ability to confuse your target with a series of touch strikes and feints. Make a touch attack against your target as your next attack. If successful, the target must make a Will save vs. DC 10+ your level + Wis bonus. If the opponent fails, he suffers a –3 to AC until the end of combat.

Ornamentation [General – Anzu]

Prerequisite: S'su Vision (either through racial ability or cybernetics), Base Attack 6+, Anzu Style

Benefit: With this feat, with a successful Concentration roll vs. 20 – Character Level + Hubris or Urge Levels (does not count as an action), the player can have an extra attack with no penalties for the next combat round at his highest attack bonus.

Redirect Force [General – Anzu]

Prerequisite: S'su Centre, Martial Block, Anzu Style

Benefit: With this feat and a successful Martial Block, you may use your connection to the S'su to redirect the damage to someone else within 30 feet.

S'su Centre [General – Anzu]

Prerequisite: S'su Vision (either through racial ability or cybernetics), Anzu Style

Benefit: With this feat, you can focus on your personal S'su and gain bonuses for the rest of the combat session. Spend a turn Centering, roll Concentration vs 20 - Character Level + any Hubris or Urge level + any environment penalties imposed by the GM and if successful, you gain a +2 stackable bonus to all unarmed or melee combat rolls, a +2 stackable bonus to unarmed or melee damage rolls and +1 to Initiative.

Bharata zho Veda

This martial art was developed by the Eskatonic Order during their years of persecution. It harnesses the ability to affect other people through their chakras and meridians for amazing results.

Holding the Heart [General – Bharata zho Veda]

Prerequisites: Martial Arts Style Bharata zho Veda, Con 11+

Benefit: Character is not disabled until he loses a number of hit points below zero equal to his Constitution Bonus.

Ignite the Fuse [General – Bharata zho Veda]

A well-placed press on a specific nerve ending can cause intense pain.

Prerequisites: Martial Arts Style Bharata zho Veda, Pour the Water feat, Base attack 3+, Dex 12+

Benefit: With an unarmed attack, the attacker can cause intense pain to an opponent. Upon a successful attack, the attack causes no damage but the target must succeed at a Fortitude check vs. DC equal 10 + attacking character's Living Weapon level + Strength or Dexterity mod (whichever is higher). If the target fails the Fortitude check, the target is in pain for 1d4 rounds causing a -4 penalty to all actions. If the target rolls a one his Fortitude check and it is a failure, the target can not act for round and then suffers the pain effects.

Synergy: If the character has the Gifted feat, the attacker can spend Wyrd to add 1d6 per Wyrd to the DC vs. the Fortitude check.

Open the Mind's Eye [General – Bharata zho Veda]

The attacker can cause synaptic confusion.

Prerequisites: Martial Arts Style Bharata zho Veda, Pour the Water feat, Base attack 4+, Dex 12+

Benefit: A deliberate blow to the target's forehead – the psychic "third eye" – can cause synaptic confusion.

Upon a successful unarmed attack vs a small target, the opponent must makes Fortitude check vs. 10 + attacking character's Living Weapon level + Strength or Dexterity mod (whichever is higher). If the target fails the Fortitude check, the target's synaptically confused the rest of the combat session causing a penalty equal to the attacks Strength bonus to all actions. If the target rolls a one his Fortitude check and it is a failure, the target cannot act for one round and then suffers the effects of the synaptic confusion.

Synergy: If the character has the Gifted feat, the attacker can spend Wyrd to add 1d6 to the Fortitude DC per Wyrd.

Opening of Wings [General – Bharata zho Veda]

The character can leap longer distances

Prerequisites: Martial Arts Style Bharata zho Veda, Dex 11+

Benefit: The character can leap x2 normal distance

Pour the Water [General – Bharata zho Veda]

A simple touch causes the target to lose bladder control.

Prerequisites: Martial Arts Style Bharata zho Veda, Base attack 2+, Dex 10+

Benefit: A jabbing punch with three fingers to the target's bladder or kidneys causes the body to activate its bladder-voiding system. Although this causes no damage, it can act as an embarrassing distraction. The target must succeed at a Will save vs. DC equal to 1d20 + the attacker's Living Weapon level + STR bonus. If the Will save fails, the target acts as if affected by a feint. This can only be attempted once per target per combat session.

Shutter the Light [General – Bharata zho Veda]

A massaging grip to the neck renders victim unconscious a period of time.

Prerequisites: Martial Arts Style Bharata zho Veda, Ignite the Fuse feat, Base attack 3+, Dex 12+

Benefit: Once the player successfully melee attacks an opponent, representing a simple grip on the opponent's neck, the opponent must succeed at a Fortitude check vs. DC equal to 10 plus the attacker's Living Weapon level plus Strength mod. If the target fails, he is rendered unconscious for 1d4 + attacker's Str mod in rounds.

Graa

Because this style relies on a Vorox's six limbs, non-Vorox may not learn Graa. Vorox physiques allow for special techniques, and a few Vorox have taken advantage of this and raised their techniques to a martial form. This art is rare among the Vorox, as it is practiced only by a small percentage of civilized Vorox

Vorox Living Weapon has access to these Feats automatically (without accessing the style) anytime they have an opportunity to gain a bonus feat of any kind.

Baja [General – Graa]

Prerequisite: Vorox only

Benefit: Using special arm holds and arm locks only possible as a Vorox, you gain a +4 bonus to all Grapples.

Special: This bonus stacks with any applicable Basic Martial feat bonus.

Banga [General – Graa]

Prerequisites: Vorox only

Benefit: With this feat, when performing a Bull Rush attack, the Vorox can cause damage as well as knock back his opponent. If the Bull Rush is successful, the attacker and target knocked down prone. The Vorox performs a Charge attack, adding one extra die for every 10 feet charged.

Chala [General – Graa]

Prerequisites: Vorox only, Bear Hug

Benefit: With this feat and a successful grapple, the Vorox is skilled in a multi-limbed Bear-hug. You may cause double damage when attempting a Bear-Hug attack.

Special: Martial Hold bonus damage is added after the doubling of the Bear Hug damage.

Denga [General – Graa]

Prerequisites: Dex 13+, Vorox only

Benefits: With this Feat, you can perform a longer free move in combat than the normal 5 foot step. With four legs, you may make a 10-foot free step. With six legs, you can make a 15-foot free step.

Garza [General – Graa]

Prerequisites: Drox, Vorox only

Benefits: The extra attacks you gain from Drox is no longer off-hand.

Normal: Without this feat, off-hand attacks only deal half the Str bonus in damage.

Hunga [General – Graa]

Prerequisites: Str 13+, Vorox only

Benefits: With this feat, your opponent must make a Dex check or Tumble check or fall prone after a successful unarmed attack. If the Dex/Tumble check fails, with every extra attack after the first, the opponent is knocked back 2 feet. The Dex or Tumble check is made once for each attack and the DC is equal to the unarmed attack. A successful Dex or Tumble negates the fall and knock back.

Feat Synergy: With Drox and Throx, this can be a very effective feat.

Hungaba [General – Graa]

Prerequisites: Martial Block, Vorox only

Benefits: After a successful Block, you can throw your opponent 1 foot per point that your block attempt exceeds the opponent's attack. This is a free action. The opponent will take falling damage for any throw 10 feet or more.

Krox [General – Graa]

Prerequisites: Dex 13+, Vorox only

Benefits: With this feat, the Vorox using his extra limbs to further confuse an opponent when Fighting Defensively or performing a Total Defense action. In either case, the bonus to your Defense is increased by +2 with this feat.

Phrox [General – Graa]

Prerequisites: Krox, Drox

Benefits: With this Feat, you gain a bonus to AC if you are on four legs for the entire round. +2 to AC if you remain on four legs for the entire round.

Tcheex [General – Graa]

Prerequisites: Throx, Vorox only

Benefits: With this feat, you use your extra limbs to counter parries and blocks. Your opponent suffers a –4 to block and parry attempts against you.

Unga [General – Graa]

Prerequisites: Phrox, Vorox only

Benefits: With this Feat, you are more resilient against a Bull Rush. You gain a +4 stackable bonus against a Bull Rush while on four legs, or +6 stackable bonus while on six legs.

Jox Kai Von

A nasty and dirty Ur-Ukar art with no-holds barred - eye gouges, groin punches, ear pulls, etc. It is a close-in fighting style, and thus relies on low kicks. Although the Grand Master in an Ur-Ukar, this art is popular among the Decados as a sport against freemen and serfs (they rarely use it against fellow nobles).

Anikrunta's Judgement [General - Jox Kai Von]

Prerequisites: Dex 14+, Jox Kai Von Style or Ukari race

Benefits: With this Feat, you can perform the Jox Kai Von eye gouge. The attack is against a small target (+1 to the opponents AC). If the attack is successful, the opponent must make a Fort check vs. 10 + damage dealt. If he fails the Fort Check, he is blinded for a number of turns equal to the difference between the Fort Check and the DC. If the opponent rolls a 1 on his Fort check, he is blinded until he gets medical attention.

Special: Ukari have access to this feat anytime they earn a bonus feat.

Feat Synergy: This feat can be combined with Sure Fist, Martial Fist and Claw Fist to gain the extra damage.

Jox Kai Von Engage [General - Jox Kai Von]

Prerequisites: Jox Kai Von Style or Ukari race

Benefits: With this feat, if an opponent is within a range equal to your speed, as a free action, you may close to engage in melee.

Special: There must be a clear straight path to the target.

Special: Ukari have access to this feat anytime they earn a bonus feat.

Grisdrom's Lesson [General - Jox Kai Von]

Prerequisites: Jox Kai Von Style or Ukari race

Benefits: With this feat, you make disarm attempt as a free action as your first action against an opponent. This can only be attempted once per opponent. If the disarm is successful, the weapon is thrown 1 feet for every point that the opposed melee attack exceeds the opponents.

Special: Ukari have access to this feat anytime they earn a bonus feat.

Kordo's Law [General - Jox Kai Von]

Prerequisites: Anikrunta's Judgement

Benefits: With this feat, you can strike to windpipe to cause an opponent to be stunned and lose his action. You first must make a successful melee touch attack vs. a small target. Then the opponent must succeed Fort vs. your melee attack or is stunned for the next number of rounds equal to your strength bonus and lose his next action. If the opponent rolls a 1 on the Fort check, he falls automatically unconsciousness.

Feat Synergy: This feat can be combined with Sure Fist to gain a +4 to the opponents Fort check DC.

Paint the Face [General - Jox Kai Von]

Prerequisites: Dex 15+, Improved Unarmed Strike, Jox Kai Von Style or Ukari race

Benefits: This feat acts like two-weapon fighting for unarmed strike. You can make a second attack with your off-hand, at a –5 penalty.

Normal: Without this feat, you cannot make an extra unarmed attack weapon.

Sticky Hands [General - Jox Kai Von]

Prerequisites: Dex 15+, Jox Kai Von Style or Ukari race

Benefits: With this feat, once close combat starts with an opponent, you ignore darkness penalties when engaged with an opponent. You fight as if not hindered by the darkness' until the opponent is out of melee range or is down.

Iron Heel

An art practiced by the Muster. It is a down-and-dirt commando art, which recognizes the necessity of incapacitation an opponent over the need for honor. Kicks and holds are specialized in, the former for their reach, the latter for their ability to hold and opponent long enough to cuff him.

Iron Heel Martial Hold [General – Iron Heel]

One of the primary focuses of Iron Heel technique is holding or grappling. A Iron Heel Martial Hold increases a character's grapple check.

Prerequisites: Martial Arts Style Iron Heel, Str 11+

Benefit: The character gains a +2 to Grapple checks and a +2 to the initial Grapple attempt.

Feat Synergy: This feat combined with Martial Hold, the bonuses is increase to +3

Special: This Feat does stack with any applicable Basic Martial feat Grapple bonuses, but does not stack with bonuses from other Martial Arts styles.

Iron Heel Martial Kick [General – Iron Heel]

One of the primary focuses of Iron Heel technique is kicking, for its reach and ability to trip.

Prerequisites: Martial Arts Style Iron Heel, Str 11+

Benefit: +2 to attack when kicking and +2 to a trip attempt.

Special: This Feat does stack with applicable Basic Martial feat attack bonuses, but does not stack with bonuses from other Martial Arts styles.

Iron Heel Mastery [General – Iron Heel]

An Iron Heel master can turn an attack into a hold.

Prerequisites: Martial Arts Style Iron Heel, Improved Grapple, Base Attack +4, Str 11+

Benefit: With this Feat, you can turn a successful unarmed attack into a grapple. If your unarmed strike roll exceeds the opponent's AC by at least 5 points, you may automatically follow up the attack with a grapple as a free action. However, the unarmed attack must also exceed the opponents STR ability score.

Koto

A tricky art using misdirection to deliver unexpected blows onto an opponent. Named after a mythological trickster bird from the folklore of the planet Aylon, the current Grand Master of this style is Mogul Jamal al-Malik, a student of Sirdar Rumi al-Malik. Jamal inherited the title after the mysterious disappearance of his master. The art is deconstructive ontology. Sirdar Rumi's students teach the art to anyone who proves worthy, and are said to teach even serfs (a crime on some worlds).

Ascorbite Lends his Hide [General – Koto]

Prerequisites: Martial Block, Koto Style

Benefits: With this feat when your opponents performs a Block, you may still cause him to take half the damage caused by the blocked attack, if the block exceeds your attack by 5 points or less.

Bow to Offer Tithes [General – Koto]

Prerequisites: Weathervane Predicts the Storm, Koto Style

Benefits: With this feat, you gain a +3 to attack and an additional die of damage for your next attack, but take a -2 penalty to you Initiative for the rest of the combat session.

Special: This can only be performed once per combat session. This does not stack with Weathervane Predicts the Storm

Comet Strikes the World [General –Koto]

Prerequisites: Wyrd, Koto Style

Benefits: With this feat, you may spend up to 3 Wyrd to add a die to your damage of an unarmed attack.

Fling the Monkey [General – Koto]

Prerequisites: No Touchy! , Koto Style

Benefits: When performing a No Touchy! Throw, you can make an attack vs. the opponent's Str check as a free action to increase the damage of the throw 1 die. However, you suffer –2 to initiative for the rest of the combat session.

I said No Touchy! [General – Koto]

Prerequisites: No Touchy! , Koto Style

Benefits: With this Feat, you can make a retry on a No Touchy! if the first attempt fails as a free action. However, you lose the +3 bonus. This also can be used with the Living Weapon Martial Throw, but the attempt has a –3 penalty.

Jago Strikes the Amenta [General – Koto]

Prerequisites: Martial Fist, Improved Feint, Koto Style

Benefits: Prior to an unarmed attack, with this feat you can make a feint action as a free action per combat round. This cannot be performed twice on the same target in the same combat session.

Monkey Steals the Peach [General – Koto]

Prerequisite: Cha 13+, Koto Style

Benefits: This feat enables you to effect the opponents confidence in his ability to block and parry. The action is like Feint, taking a standard action to perform, the attacker rolling Intimidate vs. the opponents Will save. If successful, the opponent suffers the difference to his AC as well as any block or parry attempts for attacker's next action.

Monkey Tail Plays While Hands Surrender [General – Koto]

Prerequisites: Dex 13+, Koto Style

Benefits: Instead of dealing damage for a melee attack, your opponent must make a Reflex save vs you attack roll or be knocked down prone.

No Touchy! [General – Koto]

Prerequisites: Str 13+, Koto Style

Benefits: This is basically the Martial Throw ability, with a +3 bonus to the Throw attempt. For Living Weapon 4+, the feat gives a +5 feet to his throw range plus the bonus to the throw.

Old Lady Falls and Gets Up [General – Koto]

Prerequisites: Str 14+, Koto Style

Benefits: With this Feat, you may make an special unarmed attack that may result in a knock-down. The opponent must make a reflex save + 5 vs. your attack total. If the Reflex save fails, the target is knocked-down prone. Each time this feat attempt fails however, the opponent gains a +1 to his Reflex save.

Prophet Walks on Clouds [General – Koto]

Prerequisites: Bow to Offer Tithes, Koto Style

Benefits: With this feat, you gain a +4 to attack and an additional die + 3 of damage for your next attack, but take a -3 penalty to your Initiative for the rest of the combat session.

Special: This can only be performed once per combat session. This does not stack with Weathervane Predicts the Storm or Bow to Offer Tithes.

Royal Vorox Decrees [General – Koto]

Prerequisites: Str 15+, Koto Style

Benefits: With this Feat, you gain a +3 to unarmed combat damage.

Special: This feat stacks with other applicable Basic Martial feat damage bonuses or bonuses gained from other Koto feats.

Sage Stays Home [General – Koto]

Prerequisites: Str 14+, Koto Style

Benefits: This feat can be used to resist the effects of a Bull Rush. If Bull Rushed and you fail the opposed Str check, you may resist a distance of 2 feet times your Str bonus of the Bull Rush. You may also sacrifice 1 point of Initiative per 2 feet as well. You have a +3 to any attempts to knock you prone using Bull Rush or Charge.

Singing the Lullaby [General – Koto]

Prerequisites: Martial Hold, Koto Style

Benefit: With this feat, after three rounds of grappling an opponent, you have a chance of causing him to fall unconscious. The opponent must make a Fort check vs. your Str Check, or fall unconscious.

Special: This can be attempted each time after the first until the opponent falls unconscious.

Feat Synergy: If the used with Martial Choke Hold, you gain a +4 to your Str check.

Snake Surprises the Sleeper [General – Koto]

Prerequisites: Dex 13+, Koto Style

Benefits: With this feat, you gain a +3 against blocks

Throw the Net to Catch the Fish [General – Koto]

Prerequisites: Str 14+, Dex 14+, Koto Style

Benefits: With this Feat, you use the Koto techniques to cause more damage to your opponent, at the risk of causing yourself damage. You take a -1 to Initiative for the remainder of the round, but gain a +1 to attack and +1 die to your damage. However, you must also role a Fort check vs. the damage you cause or take the different in nonlethal.

Special: This damage bonus stacks with Martial Fist, Sure Fist and Claw Fist, as well as other Koto bonuses.

Vorox Greets a Friend [General – Koto]

Prerequisites: Improved Grapple, Koto Style

Benefits: With this Feat, you gain a +3 to damage caused by a sustained grapple.

Water Escapes the Net [General – Koto]

Prerequisites: Str 13+ , Koto Style

Benefits: With this Feat, you gain a +3 to resist grapples.

Special: This bonus stacks with Martial Disengage.

Weathervane Predicts the Storm [General – Koto]

Prerequisites: Dex 13+, Koto Style

Benefits: With this feat, you gain a +2 to attack and +2 of damage for your next attack, but take a -1 penalty to you Initiative for the rest of the combat session.

Special: This can only be performed once per combat session. This

Wisdom Meets Folly [General – Koto]

Prerequisites: Martial Hold, Improved Feint, Koto Style

Benefits: With this Feat, you may perform a feint and if successful, you may perform a grapple as a free action.

Mantok

Names for Mantius, the Prophet's disciple (also known as the Soldier) whose purview is Protection. This is the Brother Battle martial fighting style, taught only to members of that order. There are harsh penalties for teaching its secrets to outsiders. At low levels, it is a powerful style utilizing strength and body mechanics prowess. At the higher levels, internal, or Wyrd, power is utilized to perform amazing feats with little effort. Brother Battle monks has access to these feats when gaining a bonus feat.

Some of these require a moment of reflection and prayer prior to combat, which is a Concentration vs. a DC equal to your own 10 + Cha bonus + any Hubris or Urge levels. Some also have increased effect if you put some Wyrd into it.

Barred Jumpgate [General – Mantok]

Prerequisites: Martial Block, Str 14+, Mantok Style

Benefits: If you successfully Block an attack, you have an opportunity to turn it into a Throw. Roll Str test +4 vs. your opponents Str test. If successful, you throw your opponent 5 plus your character level in feet. The target then takes falling damage for the throw.

Special: You can also spend up to 3 Wyrd to either increase add a +1 per point to your Str check or 2 foot per point to the Throwing distance.

Bend Down, Step Through Door [General – Mantok]

Prerequisites: Step Forward, Deliver the Sermon

Benefits: With this Feat, you may drop a 2 initiative points for the rest of the round, to gain +2 to attack and +1 die damage for this round. This can only be used in unarmed combat and once per combat session.

Bend Knee, Turn the Page [General – Mantok]

Prerequisites: Step Forward, Deliver Sermon

Benefits: With this feat and a prayer to the Pancreator (Concentration vs. your own 10 + Cha bonus + any Hubris or Urge levels), you have increased your effectiveness in Mantok, proving patience and faith. For each point of Initiative you drop up to 5 points, you gain a +1 stackable bonus to the damage you cause or a +1 stackable bonus to AC for the rest of the combat. However, this must be decided prior to the start of the first turn in combat.

Special: You can also spend up to 3 Wyrd to gain the same bonus, but the total bonus can not be more than +5.

Bow to Pray, Greet the Beloved [General – Mantok]

Prerequisites: Improved Grapple, Mantok Style

Benefits: With this Feat, you may turn a successful unarmed strike into a grapple. If you so choose, after the attack and the damage is rolled (before it is dealt), the opponent must roll a Ref save vs. a DC equal to your attack roll. You may sacrifice damage to gain a bonus to the DC at a rate of 2 damage points⁷ per +1 bonus. If the opponent fails, you have him grappled.

Special: You can also spend up to 3 Wyrd to also add to the Ref save DC.

Clasp Neck, Wring Out the Robes [General – Mantok]

Prerequisites: Martial Hold, Mantok Style

Benefit: With this feat, after three rounds of grappling an opponent, you have a chance of causing him to fall unconscious. The opponent must make a Fort check vs. your Str Check, or fall unconscious.

Special: This can be attempted each time after the first until the opponent falls unconscious. A Living Weapon and Soldier may select this feat as one of his class bonus feats.

Feat Synergy: With Martial Choke Hold, the number of rounds is reduced to 2 before the opponent needs to make the check.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus to your Str check

Closed Jumpgate, Send Pilgrims Home [General – Mantok]

Prerequisite: Martial Block, base attack +6 or more.

Benefit: Like Riposte, for unarmed attacks.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus to the Riposte attempt

Close Palm, Reach the Heart [General – Mantok]

Prerequisites: Step Forward, Deliver the Sermon

Benefits: With this feat and a successful Concentration vs. your opponents touch attack AC (free action), you can increase your damage by the difference between your Concentration roll and his touch attack AC.

Optional Special: Instead of using the difference in roll as damage, you may spend up to 3 Wyrd to increase damage 1 die per Wyrd. You still must make a Concentration roll.

Cross Arms, Don the Robe [General – Mantok]

Prerequisites: Martial Block, Mantok Style

Benefits: With this feat, you can break a person block, but you take damage equal to the opponent's Strength Bonus. If the difference between your attack and his block is equal to or less than 5, then you broke the block and cause damage, but take the opponent's Str bonus as well.

Special: You can also spend up to 3 Wyrd to increase the range of the difference to more than 5.

Drop to Ground, Scrub the Floor [General – Mantok]

Prerequisites: Step Forward, Sweep the Floor

Benefits: Instead of dealing damage for a melee attack, your opponent must make a Reflex save vs you 12 + damage dealt roll or be knocked down prone.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus to the Reflex save DC.

Extend Arms, Embrace the Pilgrims [General – Mantok]

Prerequisites: Dex 13, Improved Unarmed Strike, Mantok Style

Benefit: With this feat, you increase your damage in a Grapple by an additional die. For a Medium characters, it means that adds an additional +1d3 for Grapples only.

Normal: Without this feat, you apply normal Grapple damage.

Special: This damage stacks with Martial Hold.

Special: You can also spend up to 3 Wyrd to gain an additional +2 bonus to damage

Grasp Hand, Bow to Pray [General – Mantok]

Prerequisites: Bend Knee, Turn the Page

Benefits: As in Bend Knee, Turn the Page, but you can split the bonus up between AC and damage. You can only spend up to 5 Initiative. However, if you decide to use it for damage, you must make a Fort check vs. the damage you caused. If you fail, you take the half the damage in nonlethal.

Special: You can also spend up to 3 Wyrd to gain the same bonus, but the total bonus can not be more than +5.

Grasp Hand, Send Gift to Heaven [General – Mantok]

Prerequisites: Barred Jumpgate

Benefits: As for Barred Jumpgate, but you get a +6 to your Str check instead of the +4 and the distance thrown is 8 +character level in feet. The target does take falling damage for the throw.

Leap Forward, Embrace the Sun [General – Mantok]

Prerequisites: Spread Palm, Speak the Truth

Benefits: With this Feat, you may drop a 3 initiative points for the rest of the round and lose your next round, to gain +4 to attack and +1 die of damage for the next three round (after the lost round). This can only be used in unarmed combat and once per combat session.

Lower Arms, Call the Faithful to Prayer [General – Mantok]

Prerequisites: Str 13+, Mantok Style

Benefits: This is basically the Martial Throw ability, with a +3 bonus to the Throw attempt. For Living Weapon 4+, the feat gives a +5 feet to his throw range plus the bonus to the throw.

Special: You can also spend up to 3 Wyrđ to gain an additional +1 bonus to the Throw attempt

Raise Foot, Spin the Prayer Wheel [General – Mantok]

Prerequisites: Bend Down, Step Through Door

Benefits: With this Feat, you may drop a 4 initiative points for the rest of the round and lose your next round, to double your next unarmed attack damage. This can only be used in unarmed combat and once per combat session.

Remain Still, Reach to Heaven [General – Mantok]

Prerequisites: Str 13+, Mantok Style

Benefits: +3 to resist being Charges and Bull Rushes as well as knock downs.

Special: This Feat does stack with applicable Basic Martial feat bonuses, but does not stack with bonuses from other Martial Arts styles.

Special: You can also spend up to 3 Wyrđ to gain an additional +1 bonus

Spread Palm, Speak the Truth [General – Mantok]

Prerequisites: Bend Down, Step Through Door

Benefits: With this Feat, you may drop a 3 initiative points for the rest of the round and lose your next round, to gain +4 to attack and +1 die of damage for the next two round. This can only be used in unarmed combat and once per combat session.

Step Back, Resist Temptation [General – Mantok]

Prerequisite: Improved Grapple, Mantok Style

Benefit: +3 to resist grapples.

Special: This Feat does stack with applicable Basic Martial feat bonuses, but does not stack with bonuses from other Martial Arts styles.

Special: You can also spend up to 3 Wyrđ to gain an additional +1 bonus

Step Forward, Deliver the Sermon [General – Mantok]

Prerequisites: Str 14+, Mantok Style

Benefits: With this Feat, prior to combat, you can pray to the Pancreator to give you strength. This is a Concentration vs. your own 10 + Cha bonus + any Hubris or Urge levels. If successful, for the first round of combat, you may increase your unarmed damage one die type to a maximum of d20. So if you are at d4 unarmed damage, for the first round it will be d6; d6 is increased to d8. However, if you a high enough level Living Weapon to get a d20 damage dice, you only gain a +10 to damage.

Special: You can also spend up to 2 Wyrd to increase the critical threat range of this attack 1 step per point.

Step Forward, Sweep the Floor [General – Mantok]

Prerequisites: Str 13+, Mantok Style

Benefits: Instead of dealing damage for a melee attack, your opponent must make a Reflex save vs you 10 + damage dealt roll or be knocked down prone.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus to the Reflex save DC.

Step to Side, Speak in Tongues [General – Mantok]

Prerequisites: Dex 14+, Mantok Style

Benefits: With this feats, you gain a +2 stackable bonus to overcome Blocks.

Special: This Feat does stack with applicable Basic Martial feat bonuses, but does not stack with bonuses from other Martial Arts styles.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus

Stretch Spine, Speak the Word [General – Mantok]

Prerequisites: Gifted feat, Martial Fist, Mantok Style

Benefit: With this Feat, you can use Wyrd to add additional damage to an Mantok unarmed strike. For every Wyrd you spend, add an additional die, up to 3 maximum.

Feat Synergy: With Power Fist, the damage is increased +1 per Wyrd point. This damage stacks with any bonus damage dice from other Basic Martial Arts feats.

Thrust Hand, Pluck the Coal [General – Mantok]

Prerequisites: Dex 13+, Mantok Style

Benefits: +3 bonuses against blocks.

Special: You can also spend up to 3 Wyrd to gain an additional +1 bonus

Wave Hand, Put Out the Light [General – Mantok]

Prerequisites: base attack +6 or more, Mantok Style

Benefit: With this feat, you may increase your unarmed strike damage based on your unarmed attack role. For your highest attack only, for every 5 points you exceed your opponents AC (or fraction there of), you may add a +2 to your damage.

Special: You can also spend up to 3 Wyrd to reduce the 5-point threshold 1 point per Wyrd. For example, you can spend 2 points of Wyrd to gain a +2 damage for every 3 points your attack exceeds your opponents AC.

Shaidan

This is a no-nonsense power form similar to ancient Urth karate. The Grand Master of this style is Duque Enrico de Aragon, a Hazat noble. He has spread the popularity of this art far and wide, and it is now considered the art of choice for people of class and distinction. Honor is highly valued and underhanded fighting tactics are frowned upon - such maneuvers are for peasants, not noble lords.

Any noble can learn this style and have access to these feats for bonus feats.

Astride the Throne [General – Shaidan]

Prerequisites: Dex 13+, Shaidan Style

Benefits: Instead of dealing damage for a melee attack, you may force your opponent to make a Reflex save vs you 10 + damage rolled or be knocked down prone.

Bid Thee Kneel [General – Shaidan]

Prerequisites: Shaidan Style, Improved Grapple, Base Attack +4, Str 11+

Benefit: With this Feat, you can turn a successful unarmed attack into a grapple. If your unarmed strike roll exceeds the opponent's AC by at least 4 points, you may automatically follow up the attack with a grapple as a free action. If the grapple is success, immediately apply grapple damage. If you exceed your opponent by 8 or more and the grapple is successful, the opponent is forced to one knee.

Bow Before Me [General – Shaidan]

Prerequisites: Astride the Throne

Benefits: With this feat, you add a +3 bonus to the Reflex save DC of Astride the Throne.

Canon Fist [General - Shaidan]

Prerequisites: Str 15+, Shaidan Style

Benefit: With this feat, you gain a +3 stackable bonus against blocks.

Special: This feat stacks with any applicable Basic Martial Feats but does not stack with other style feat bonuses

Catapult the Peasants [General – Shaidan]

Prerequisites: Dismiss the Serfs

Benefits: With this feat, you add a +3 bonus to the Reflex save DC of Astride the Throne.

Dancing Feet and Flying Peasant Heel [General – Shaidan]

Prerequisites: Str 13+, Shaidan Style

Benefits: When using Fight Defensively or Total Defense options, you gain your Str modifier as a bonus in addition to the bonus from the maneuver.

Deign to Speak [General – Shaidan]

Prerequisites: Dex 13+, Attack +6 or more, Shaidan Style

Benefits: With this feat, you can drop up to 3 points of Initiative to gain +1 per point dropped bonus to Attack.

Dismiss the Serfs [General – Shaidan]

Prerequisites: Do Not Touch the Royal Personage

Benefits: After a successful Block, you can throw your opponent 2 foot per point that your block attempt exceeds the opponent's attack. This is a free action. The opponent will take falling damage for any throw 10 feet or more.

Do Not Touch the Royal Personage [General – Shaidan]

Prerequisites: Martial Block, Shaidan Style

Benefits: After a successful Block, you can throw your opponent 1 foot per point that your block attempt exceeds the opponent's attack. This is a free action. The opponent will take falling damage for any throw 10 feet or more.

Ending the Tryst [General – Shaidan]

Prerequisites: Str 13+ , Shaidan Style

Benefits: With this Feat, you gain a +3 to resist grapples.

Special: This bonus stacks with Martial Disengage.

Golden Armor [General – Shaidan]

Prerequisite: Martial Block, Shaidan Style

Benefit: With this feat, if you successfully block your opponent, you can choose to attempt to deal half to your opponent at the risk of taking half yourself. If he blocks, you both must roll a Fort vs 5 + damage dealt. If anyone fails, they take half the damage.

Imperial Decree [General – Shaidan]

Prerequisites: Gifted feat, Martial Fist, Shaidan Style

Benefit: With this Feat, you can use Wyrd to add additional damage to an unarmed strike. For every Wyrd you spend, add an additional die, up to 3 maximum.

Special: This damage stacks with any bonus damage dice from other Martial Arts feats.

Noble Decree [General – Shaidan]

Prerequisites: Dancing Feet

Benefits: With this feat, you may start your round with a soliloquy as a free action, and make an Intimidate check vs. your opponents Charisma check. If your opponent fails, he loses his Dex modifier for that round. This can be used on consecutive you make a soliloquy (GM may require a role play). He can only perform this against a person of “lower station” or lower perceived station. The GM may want to give a bonus based on the difference between your rank and your opponents rank.

Return this Gift [General – Shaidan]

Prerequisites: Martial Fist, Martial Block, Shaidan Style

Benefits: With this Feat, you make an attack after a successful block, like Riposte.

Special: Combined with Martial Riposte, you may make two back-to-back attacks at your highest base attack immediately after the block, but lose your next action.

Roll in Mud [General – Shaidan]

Prerequisites: Bow Before Me

Benefits: With this feat, you add a stackable +3 bonus to the Reflex save DC of Astride the Throne.

Special: Stacks with Bow Before Me

Royal Palm and Peasant Heel [General – Shaidan]

Prerequisites: Martial Fist, Shaidan Style

Benefits: With this feat, for one strike, you may add an additional die to your unarmed strike.

Special: This stacks with Martial Fist, Sure Fist and Claw Fist.

Shadow Strike [General – Shaidan]

Prerequisites: Martial Fist, Shaidan Style

Benefit: With this feat, you may cause more damage to your opponent based on your attack roll. For every 5 points you exceed your opponents AC, you can cause 1 point of damage.

Special: This damage stacks with any bonus damage dice from other Martial Arts feats.

Feat Synergy: Combined with Sure Fist, you cause an additional 2 points of damage per 5 points that you exceed your opponents AC. Combined with Claw Fist, you cause an additional 2 points of damage per 4 points that you exceed your opponents AC. Combined with both, you cause an additional 2 points of damage per 3 points that you exceed your opponents AC

Strength of Brute [General - Shaidan]

Prerequisites: Martial Hold, Shaidan Style

Benefit: With this feat, you can a +2 stackable bonus to grapple damage and a +2 stackable bonus to hold the grapple.

Suffer in Silence [General – Shaidan]

Prerequisites: Martial Hold, Shaidan Style

Benefit: With this feat, after four rounds of grappling an opponent, you have a chance of causing him to fall unconscious. The opponent must make a Fort check vs. your Str Check, or fall unconscious.

Special: This can be attempted each time after the first until the opponent falls unconscious.

Feat Synergy: If the used with Martial Choke Hold, you gain a +2 to your Str check and it takes 3 turns rather than 4

Sword Fist [General - Shaidan]

Prerequisites: Royal Palm and Peasant Heel, base attack +6 or more

Benefits: With this feat, you gain a +2 to your attack roll against targets wearing armor.