

Black Belt

In the far east, there is a group of civilizations with a practice that was honed into an art over the centuries. Unlike the beautiful art of the Renaissance, or the musical art created by a bard, this art is martial. Its paint the color-filled bruises and blood cast by the melodic movements of the practitioner's fists and feet. Years of training and discipline are the backbone to this art, and those who manage to master these traits ascend to the rank of black belt. Deadly even with nothing in her hands, a black belt shirks the cumbersome weight of a black belt's heavy armor, forgoes the unreliable mysticism of the monk, focusing only on perfecting her many styles of brutal unarmed combat. Versatile, agile, and able to adapt, the black belt's body is a powerful weapon, at home on any battlefield.

Role: Black belts are maneuverable, well-suited for the personal combat of the frontline. They excel at creating flanking situation, and grappling their enemies. With the ability to tap into their body's own heightened endurance, they are able to maintain a threatening presence in the front line. Capable of enduring the hits of many foes, dealing substantial amounts of damage, and redirecting the flow of the battlefield when necessary; the black belt truly shines in her adaptability and versatility.

Alignment: Any.

Hit Die: d10.

Parent Classes: Fighter and Monk.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The black belt's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+2	+0	Martial Cunning, Martial Flexibility, Martial Training, Unarmed Strike, Tough Skin, Limit Breaks
2 nd	+2	+3	+3	+0	Martial Art Talent, Shrug It Off, Master's Flurry (Two-Weapon Fighting), Aggression
3 rd	+3	+3	+3	+1	Maneuver Training 1, AC Bonus +1
4 th	+4	+4	+4	+1	Martial Art Talent, Knockout (1/day)
5 th	+5	+4	+4	+1	Shrug It Off (+5), Master's Strike, Close Weapon Mastery
6 th	+6/+1	+5	+5	+2	Martial Art Talent, Martial Flexibility (Swift), Aggressive Assault
7 th	+7/+2	+5	+5	+2	Maneuver Training 2, Focus, Exploit Weakness, AC Bonus +2
8 th	+8/+3	+6	+6	+2	Martial Art Talent, Shrug It Off (+10), Master's Flurry (Improved Two-Weapon Fighting)
9 th	+9/+4	+6	+6	+3	Master's Strike (Cold Iron and Silver), Burst of Aggression
10 th	+10/+5	+7	+7	+3	Martial Art Talent, Martial Flexibility (Free),

					Knockout (2/day)
11 th	+11/+6/+1	+7	+7	+3	Shrug It Off (+15), Opportunist, Maneuver Training 3, AC Bonus +3
12 th	+12/+7/+2	+8	+8	+4	Advanced Martial Art Talent, Master's Strike (Alignment), Martial Flexibility (Immediate)
13 th	+13/+8/+3	+8	+8	+4	Awesome Blow, Aggressive Onslaught
14 th	+14/+9/+4	+9	+9	+4	Advanced Martial Art Talent, Shrug It Off (+20)
15 th	+15/+10/+5	+9	+9	+5	Master's Flurry (Greater Two-Weapon Fighting), Maneuver Training 4, AC Bonus +4
16 th	+16/+11/+6/+1	+10	+10	+5	Advanced Martial Art Talent, Knockout (3/day)
17 th	+17/+12/+7/+2	+10	+10	+5	Shrug It Off (+25), Master's Strike (Adamantine)
18 th	+18/+13/+8/+3	+11	+11	+6	Advanced Martial Art Talent, Five Point Palm Exploding Heart Technique
19 th	+19/+14/+9/+4	+11	+11	+6	Maneuver Training 5, AC Bonus +5
20 th	+20/+15/+10/+5	+12	+12	+6	Advanced Martial Art Talent, Shrug It Off (+30), Martial Flexibility (any), Improved Awesome Blow

Class Features

The following are the class features of the black belt.

Weapon and Armor Proficiency: A black belt is proficient with all simple, martial, and exotic light and one-handed weapons with the "monk" special feature and weapons from the close fighter weapon group. She is also proficient with light armor and shields (except tower shields).

Limit Breaks (Su): At 1st level, the black belt receives the Limit Breaks (Hundred Fists and Unstoppable).

Hundred Fists (Su): This Limit Break allows the black belt to unleash a secret martial technique. For a duration of 1 round + 1 round per four black belt levels after 1st, every attack the black belt makes (including attacks made with weapons), she may make a separate unarmed attack at the same iterative attack bonus against the same target, provided they are valid targets for unarmed attacks. These additional attacks can be made any time a black belt rolls an attack roll that would result in direct damage. This includes attacks of opportunity or extra attacks from master's flurry as well as haste effects that grant an additional attack. Attack rolls that would not directly result in damage, such as a touch attack to begin a grapple, do not allow for these extra attacks. This limit break requires only a swift action.

Unstoppable (Su): This Limit Break allows the black belt through sheer force of will to pull from a vast well of untapped energy, creating a nearly unstoppable force in battle. For a duration of 1 round + 1 round per four black belt levels after 1st, the black belt acts if under *Freedom of Movement* and becomes immune to all fear and charm effects as well as any spells or conditions which would limit the black belt's actions, as defined by any state that limits her ability to take normal move, swift, and standard actions each round. If the black belt is already under an effect or spell which limits her movements or actions, those effects end as if they were immediately removed or expired. Ability score penalties and damage do not affect the black belt in this state, and movement penalties for difficult terrain are ignored. If a black belt drops to -1, she is considered to have the Diehard feat. If a black belt is dropped below negative hit points equal to her Constitution score during this duration, she may roll a Fortitude save equal to 10 + her negative hit point value to retain her ability to act normally. A new save is rolled each time damage is received using her new negative hit point value (IE: a black belt with a 10 Constitution is at -10 hit points must succeed on a DC 20 Fortitude save to remain standing, and if damaged again to -17 hit points, a DC 27 Fortitude save to stave off death once again). If Unstoppable ends with the black belt having negative hit points equal to her Constitution score, she immediately dies. This limit break requires only a swift action.

Martial Cunning (Ex): If the black belt's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

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

Martial Training (Ex): At 1st level, a black belt counts her total black belt levels as both black belt levels and monk levels for the purpose of qualifying for feats. She also counts as both a black belt and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to black belts and monks based on class level, namely Stunning Fist.

Tough Skin (Ex): At 1st level, the black belt gains DR 2/- against nonlethal damage. This damage reduction increases by 2 at 4th level and every three black belt levels thereafter. This ability works before Shrug it off and does not reduce the damage converted into non-lethal.

Unarmed Strike (Ex): At 1st level, a black belt gains Improved Unarmed Strike as a bonus feat. A black belt may attack with fists, elbows, knees, and feet. This means that a black belt may make unarmed strikes with her hands full. A black belt applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes. Usually, a black belt's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A black belt's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons. A black belt also deals more damage with her unarmed strikes than others, as shown on the table below. The unarmed damage values listed on that table are for Medium black belts. A Small black belt deals less damage than the amount given there with her unarmed attacks, while a Large black belt deals more damage; see the following table.

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6

8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Shrug It Off (Ex): At 2nd level, a black belt's body are regularly subjected to punishment and stress from various and diverse sources. This training leads to the point where she can convert part of the physical damage she receives into nonlethal damage, no matter the source. The amount of lethal physical damage she can convert to non-lethal at once is equal to her black belt level plus her Constitution modifier.

The amount of physical damage that can be converted increases by 5 at 5th level and an additional 5 at 8th, 11th, 14th, 17th, and 20th levels.

Additionally, the black belt treats non-lethal damage as lethal damage when determining if he can activate Limit Breaks.

Aggression (Su): Starting at 2nd level, the black belt can gain aggression points when certain conditions are met. At the start of each day, the black belt can select active aggression or passive aggression; this choice affects how she can gain aggression points that day.

- **Active Aggression:** The black belt gains 1 aggression point whenever she confirms a critical hit or reduce a foe's hit points to 0 with an unarmed strike, any "monk" weapon or weapon from the close fighter weapon group. She cannot gain aggression points this way if the foe is helpless or possesses less than half as many hit dice as the black belt possesses character levels.
- **Passive Aggression:** The black belt gains 1 aggression point whenever an enemy threatens a critical hit against her or whenever she fails a Fortitude-based saving throw. She cannot gain aggression points this way if the critical threat or saving throw was not the result of an enemy's hostile actions.

The black belt cannot possess a number of aggression points greater than half her Constitution modifier (minimum 1). Temporary increases to Constitution (such as from a dwarf's endurance) do not increase this limit. At the end of each full minute during which the black belt does not gain an aggression point, she loses 1 aggression point. For as long as she possesses at least 1 aggression point, the black belt receives a bonus on attacks rolls equal to the number of aggression points she possesses for attacks made with unarmed strikes, any "monk" weapons, or weapons from the close fighter weapon group.

Master's Flurry (Ex): Starting at 2nd level, a black belt can make a master's flurry as a full-attack action. When doing so, a black belt has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes or one-handed weapons with the "monk" special feature. She does not need to use two different weapons to use this ability. A black belt applies her full Strength modifier to her damage rolls for all attacks made with master's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A black belt can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of master's flurry. A black belt with natural weapons can't use such weapons as part of master's flurry, nor can she make natural weapon attacks in addition to her master's flurry attacks.

At 8th level, the black belt gains use of the Improved Two-Weapon Fighting feat when using master's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using master's flurry.

Martial Art Talents: As a black belt gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, the black belt gains one martial art talent. She gains an additional martial art talent for every 2 levels of black belt attained after 2nd level. Unless specified otherwise, a black belt cannot select an individual talent more than once.

Advanced Close Weapon Training (Ex): The black belt selects the close fighter weapon group, as per the fighter's chosen weapon class feature, treating half her black belt levels as her fighter level to determine its effects.

Athlete (Ex): A black belt adds half her black belt levels as a bonus to all Acrobatic skill checks. A black belt is considered always taking 10 on any Acrobatic skill checks. The black belt can also take 20 in half the time.

Clear Mind (Ex): When the black belt fails a Will saving throw, she can attempt another Will saving throw at the end of her next turn (using the original DC). If the second saving throw is successful, the black belt is treated as if she succeeded at the first saving throw, negating or reducing the effect as determined by the spell or effect. If this second saving throw fails, the black belt suffers the full effects of the spell or effect as normal.

Damage Reduction (Ex): The black belt gains damage reduction 1/—. A black belt can select this talent up to five times. Its effects stack and stacks with Tough Skin.

Evasion (Ex): A black belt can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the black belt is wearing light armor or no armor. A helpless black belt does not gain the benefit of evasion.

Expert Leaper (Ex): When using the Acrobatics skill to jump, a black belt with this talent is always considered to have a running start and adds her black belt level to the check result. Whenever she deliberately falls, a successful DC 15 Acrobatics check allows her to ignore the first 20 feet fallen. For every 5 by which she exceeds the DC of this check, she can ignore an additional 10 feet of distance fallen.

Fast Movement (Ex): A black belt that selects this talent increases her base speed by 10 feet.

Hardened Fortitude (Ex): A black belt only requires half as much sleep or meditation as normal and can survive twice as long without food and water before needing to make checks. In addition, the black belt gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold his breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

Increased Ki (Ex): The black belt's maximum ki pool size increases by 1 additional point per two black belt levels she possesses. **Prerequisite:** The black belt must have the ki pool class feature or martial arts talent to select this talent.

Iron Skin (Ex): By expending 1 aggression point as an immediate action, the damage reduction from the tough skin feature applies to the next single instance of lethal damage dealt to the black belt until the beginning of her next turn. **Prerequisite:** The black belt must have the Tough Skin class feature to select this talent.

Ki Deflection (Su): The black belt receives a +1 deflection bonus to AC and to Reflex and Will saves so long as she possesses at least 1 point in her ki pool. This deflection bonus increases to +2 at 6th level. **Prerequisite:** The black belt must have the ki pool class feature or martial arts talent to select this talent.

Ki Pool (Ex): A black belt with this talent gains a small ki pool. This ki pool is similar to a monk's ki pool, but the black belt's ki pool does not grant any extra attacks. The black belt gains a number of ki points equal to her Wisdom modifier (minimum 1). These ki points replenish at the start of each day. If she already has

a ki pool, or gains a ki pool later, she gains half her Wisdom bonus (minimum 1) as bonus ki points to her ki pool. She can spend a ki point to gain a +10-foot bonus to movement until the end of her turn.

Ki Power (Ex or Su): A black belt can select a ki power from the monk's ki power list, using her black belt level as her monk level. **Prerequisite:** The black belt must have the ki pool class feature or martial arts talent to select this talent.

Leather Skin (Ex): The black belt counts her level as 4 higher when calculating the damage reduction provided by the black belt's tough skin class feature. **Prerequisite:** The black belt must have the Tough Skin class feature to select this talent.

Ledge Walker (Ex): This ability allows a black belt to move along narrow, uneven, or slippery surfaces (such as ice) at full speed using the Acrobatics skill without penalty. In addition, a black belt with this talent is not flat-footed when using Acrobatics to move along such surfaces, and retains her Dexterity bonus to AC.

Long-Time Grudge (Ex): The black belt is much better at holding onto her aggression than normal. Aggression points are now only lost after a number of minutes equal to 1 + half her Constitution modifier (minimum 1).. **Prerequisite:** The black belt must have the aggression class feature to select this talent.

Martial Genius (Ex): The black belt can spend 2 points from her ki pool to use her martial flexibility without expending one of its uses per day. **Prerequisites:** The black belt must have the martial flexibility class feature and ki pool class feature or martial arts talent to select this talent.

Martial Versatility (Ex): The black belt gains Martial Versatility as a bonus feat, ignoring its prerequisites. She treats herself as human and her black belt levels as fighter levels for the purpose of qualifying for feats for which Martial Versatility is a prerequisite.

Melee Power (Ex): A black belt with this talent adds +2 to damage with unarmed strikes or one-handed weapons with the "monk" special feature. In addition, the black belt may reroll 1s for damage with melee weapons.

Mighty Blow (Ex): By expending one aggression point as a full-round action, the black belt can perform an awesome blow combat maneuver, as per the black belt class feature. This can be reduced to a standard action by expending an additional aggression point. **Prerequisite:** The black belt must be at least 8th level to select this talent.

Mighty Blow, Improved (Ex): When using the mighty blow martial arts talent, the black belt can use it on creatures of any size. **Prerequisites:** The black belt must possess the mighty blow martial arts talent to select this talent.

Never-Ending Grudge (Ex): The black belt finds it hard to let anything go when it comes to combat. The time it takes to lose an aggression point is doubled. **Prerequisite:** The black belt must have the aggression class feature and long-time grudge martial art talent to select this talent.

Positioning Attack (Ex): Once per round, when a black belt with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

Pressure Points (Su): A black belt with this talent can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the black belt deals a critical hit, she also deals 1 point of Strength or Dexterity damage, decided by the black belt. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this talent.

Prizefighter's Spirit (Ex): Once per encounter, the black belt knows that when she's up against the ropes is the time that she should give it her all. If the black belt is under half health (if she has shrug it off, non-lethal damage counts towards this as well) and she has no aggression points at the start of her turn, she gains one aggression point. **Prerequisite**: The black belt must have the aggression class feature to select this talent.

Quick Reflexes (Ex): The black belt can make one additional attack of opportunity per round.

Redirect Force (Ex): If the black belt has a feat that allows her to attempt a combat maneuver without provoking attacks of opportunity, she can choose to provoke them anyway when she performs that maneuver. If she does so and takes damage from the attack of opportunity, the black belt adds the damage as a bonus on her attack roll instead of as a penalty.

Resiliency (Ex): Once per day, a black belt with this ability can gain a number of temporary hit points equal to twice her black belt level. Activating this ability is an immediate action that can be performed only when the black belt is brought to below 0 hit points. This ability can be used to prevent the black belt from dying. These temporary hit points last for 1 minute. If the black belt's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Shove Aside (Ex): When a black belt and an adjacent ally are both in the area of an attack that requires a saving throw, she can take a -4 penalty on her saving throw to grant her ally a +4 bonus on his saving throw. She loses the evasion ability against this attack. If she has improved evasion, it is reduced to evasion for this attack instead. **Prerequisite**: The black belt must have evasion class feature or martial art talent to select this talent.

Slow Metabolism (Ex): The black belt has a slower-than-normal metabolism. She can hold her breath for twice as long as normal before needing to make Constitution checks (four times her Constitution score). In addition, whenever the black belt is poisoned, the time between saving throws (the poison's frequency) is doubled. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "half rounds for 12 rounds."

Stand Up (Ex): A black belt with this talent can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Superior Senses (Ex): A black belt with this talent has a mastery over her senses, and can detect presences by smell and sound as well as she can with sight. She gains a +10 to her Perception rolls to locate creature who benefit from invisibility.

Uncanny Dodge (Ex): The black belt can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A black belt with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a black belt already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Maneuver Training (Ex): At 3rd level, a black belt can select one combat maneuver to receive additional training. She gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to her CMD when defending against that maneuver.

At 7th level and every 4 levels thereafter, the black belt becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a black belt chooses grapple at 3rd level and sunder at 7th level, her bonuses to grapple are +2 and bonuses to sunder are +1. If she then chooses bull rush upon reaching 11th level, her bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.)

AC Bonus (Ex): Also at 3rd level, when a black belt wears light or no armor, she gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 at 7th, 11th, 15th, and 19th levels. These bonuses to AC apply against touch attacks. She loses these bonuses while immobilized or helpless, wearing medium or heavy armor, or carrying a medium or heavy load.

Knockout (Ex): At 4th level, once per day, a black belt can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the black belt hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC 10 + half of the black belt's level + her Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the black belt may use this ability twice per day; at 16th level, she may use it three times per day.

Master's Strike (Ex): At 5th level, a black belt's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the black belt's actual alignment, such as a good black belt choosing evil strikes.) At 17th level, her unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Weapon Mastery (Ex): At 5th level, a black belt's damage with her weapons increases. When wielding a one-handed weapon, she uses the unarmed strike damage of a black belt four levels lower instead of the base damage for that weapon (for example, a 5th-level Medium black belt wielding a punching dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The black belt can decide to use the weapon's base damage instead of her adjusted unarmed strike damage—this must be declared before the attack roll is made.

Aggressive Assault (Ex): At 6th level, when performing an attack or a full-attack action, the black belt can expend one aggression point to allow one attack made as part of that action to ignore an amount of the target's damage resistance or hardness equal to half her black belt level. If the target possesses both damage resistance and hardness, this ability causes the attack to ignore damage resistance only.

Focus (Ex): At 7th level, a black belt can clear her mind of all distractions to gain focus on the battle in front of her. Any time a black belt uses the Total Defense action in combat and is able to perceive at least one foe, she also gains the Focus status. This grants her a +5 insight bonus to her next attack roll. In addition to this bonus, the black belt's next melee attack also deals double damage. This insight bonus stacks with itself and each application of Focus increases the damage multiplier by 1 (thus a black belt that uses focus two times before attacking will have a +10 insight bonus to her next attack roll and deal three times normal damage if it is a melee attack). This damage bonus is additive with all other damage multipliers as normal, such as from critical hits. Focus cannot stack with itself more than three times. The status remains until the black belt makes her next attack roll or combat ends. The Focus status is always expended on the black belt's next attack, even if it misses or is interrupted. The black belt can only gain this focus once per round.

Exploit Weakness (Ex): At 7th level, as a swift action, a black belt can observe a creature or object to find its weak point by succeeding at a Wisdom check, adding her black belt level against a DC of 10 + the object's hardness or the target's CR. If it succeeds, the black belt gains a +2 bonus on attack rolls until the end of her turn, and any attacks she makes until the end of her turn ignore the creature or object's DR or hardness.

A black belt can instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saving throws, as well as a dodge bonus to AC against that opponent equal to half her black belt level until the start of her next turn.

Burst of Aggression (Su): At 9th level, by expending one aggression point as a move action, the black belt can select one martial arts talent she does not possess, and gain its benefits for as long as she possesses at least 1 aggression point. She can only select one martial arts talent to benefit from at a time in this way; if she selects a new one, she immediately lose the benefits of the one previously chosen.

Opportunist (Ex): At 11th level, once per round, the black belt can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. She cannot use this ability more than once per round, even if she has the Combat Reflexes feat or a similar ability. At 19th level, she can use this ability twice per round.

Advanced Martial Arts Talents: At 12th level, and every two levels thereafter, a black belt can choose one of the following advanced martial art talents in place of a martial art talent.

Another Day (Ex): Once per day, when the black belt would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The black belt is staggered for 1 round on her next turn.

Center of Combat (Ex): A black belt with this talent gains a +1 dodge bonus to AC for every adjacent opponent beyond the first.

Combat Feat: A black belt that selects this talent gains a bonus combat feat. This talent may be taken more than once. Each time, a different feat must be selected.

Critical Strike (Ex): The black belt can choose to take a cumulative –2 penalty on all melee attack rolls and combat maneuver checks to gain a +1 bonus onto her critical threat range on all attacks with any weapon she has Improved Critical for to a maximum of +5. This bonus is applied after doubling the critical threat range of the weapon from the Improved Critical Feat. **Prerequisite:** The black belt must have the Improved Critical feat to select this advanced talent.

Defensive Roll (Ex): The black belt can roll with a potentially lethal blow to take less damage from it than she otherwise would. When she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the black belt can attempt to roll with the damage. To use this ability, the black belt must attempt a Reflex saving throw (DC = damage dealt). If she succeeds, the black belt takes only half damage from the blow; if she fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll; if she is denied her Dexterity bonus to AC, she can't use this ability. Since such damage would not normally allow a character to attempt a Reflex save for half damage, the black belt's evasion ability does not apply to the defensive roll.

Devastating Melee Smash (Ex): Once per encounter, before making the black belt's attack roll, she may choose to add her black belt levels to damage with her unarmed strike or one-handed weapons with the "monk" special feature. If she misses, this attempt is wasted. This talent may be selected multiple times, each time granting one additional attempt per encounter. **Prerequisite:** The black belt must have the melee power martial art talent to select this advanced talent.

Fast Tumble (Ex): When a black belt with this talent uses Acrobatics to tumble at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

Ferocity (Ex): A black belt that selects this talent may continue fighting without penalty until her hit points reach -10 + her Constitution score. **Prerequisite:** The black belt must have the Diehard feat to select this advanced talent.

Hard Minded (Ex): A black belt with this talent is hard to fool with mind-affecting effects. At the start of her turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the check, she is no longer subject to the mind-affecting effect. She can make this saving throw even against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw as if the spell or effect did allow a saving throw.

Hustle (Ex): Whenever the black belt would be allowed to take a 5-ft.-step, she may take a 10-ft.-step instead. Any ability, effect, feat, or rule that applies to a 5-ft.-step now applies when she takes a 10-ft.-step. **Prerequisite:** The black belt must have the fast movement class feature or martial arts talent to select this advanced talent.

Improved Evasion (Ex): This works like evasion, except that while the black belt still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless black belt does not gain the benefit of improved evasion. **Prerequisite:** A black belt must have the evasion class feature or martial art talent before taking this advanced talent.

Improved Fast Movement (Ex): A black belt that selects this talent increases his base speed by 10 feet. **Prerequisite:** The black belt must have the fast movement class feature or martial arts talent to select this advanced talent.

Improved Ki Pool (Ex): A black belt with this advanced talent increases the number of points in the ki pool that she gains from the ki pool martial art talent to be equal to half her black belt level + her Wisdom modifier. In addition, she can spend 2 points from her ki pool as a swift action to gain the skill unlocks for one skill of her choice as appropriate for her number of ranks in that skill. This benefit lasts for 1 minute. **Prerequisite:** The black belt must have the ki pool class feature or martial art talent to select this advanced talent.

Improved Uncanny Dodge (Ex): The black belt can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking her, unless the attacker has at least four more thief levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum black belt level required to flank the character. **Prerequisite:** The black belt must have the uncanny dodge class feature or martial art talent to select this advanced talent.

Indomitable (Ex): This talent allows a black belt to add her Constitution modifier to her Will saving throws instead of her Wisdom. **Prerequisite:** The black belt must have the hardened fortitude martial art talent to select this advanced talent.

Light Walker (Ex): The black belt can move at full speed through difficult terrain and can take 5-foot steps into difficult terrain. **Prerequisite:** A black belt must have the ledge walker martial art talent before choosing this advanced talent.

Mettle (Ex): If a black belt makes a Will save or Fortitude save that has an effect on a successful save, she takes no effect on a successful save (i.e., 'Will half' & 'Fortitude partial' become 'Will negate' and 'Fortitude' negate).

Reactionary (Ex): This talent allows a black belt to add her Constitution modifier to her Reflex saving throws instead of her Dexterity. **Prerequisite:** The black belt must have the hardened fortitude martial art talent to select this advanced talent.

Redirect Attack (Ex): Once per day, when a black belt with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the black belt, and the creature that made the attack against the black belt must make a new attack roll against the new target.

Awesome Blow (Ex): At 13th level, the black belt can as a standard action perform an awesome blow combat maneuver against a corporeal creature of her size or smaller. If the combat maneuver check succeeds, the opponent takes damage as if the black belt hit it with the close weapon she is wielding or an unarmed strike, it is knocked flying 10 feet in a direction of the black belt's choice, and it falls prone. The black belt can only push the opponent in a straight line, and the opponent can't move closer to the black belt than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the black belt can be of any size to use this ability.)

Aggressive Onslaught (Ex): At 13th level, when performing a full-attack action, the black belt can expend one aggression point to allow all attacks made as part of that action to ignore an amount of the targets' damage resistance or hardness equal to half her black belt level. If the targets possess both damage resistance and hardness, this ability causes the attacks to ignore damage resistance only.

Five Point Palm Exploding Heart Technique (Ex): At 18th level, studying the anatomy and spiritual flow of living creatures to so much of an extent allows a black belt to kill opponents with a single, deadly blow, also known as the fabled dim mak. Once per day, as a full-round action, a black belt may use the Five Point Palm Exploding Heart Technique. The black belt makes a touch attack against her victim, and if successful, the target must make a Fortitude save (DC 10 + half of the black belt's level + his Strength or Dexterity modifier). If a black belt is in the Focus state, the DC to save against this effect increases by 2. If the victim fails this save, its heart will explode once the victim willingly moves at least 25 feet, killing it instantly. This technique is considered a death effect and protection against such will negate it. Constructs, oozes, plants, undead, creatures without hearts, and creatures immune to critical hits cannot be affected. Forced movement does not trigger this and the movement does not have to be all at once or in the same direction, but instead is a cumulative total since the creature became afflicted. A creature suffering from this technique that has not yet died is in a state of extreme physical duress. This results in being exhausted as well as receiving one point of Constitution damage at the start of each turn (if a creature's Constitution score reaches zero its heart is considered to have exploded). A black belt can remove another black belt's Five Point Palm Exploding Heart Technique by expending her daily ability to reverse it as a standard action. A restored creature recovers any Constitution damage suffered because of the technique at a rate of one point per hour. There is no other known cure aside from magical protection against death effects, and there is no other way to remove this status once it is obtained. A black belt is incapable of using this technique on herself, either for harm or to reverse another black belt's attempt. Anyone that sees the black belt perform this ability may use a Knowledge (History) check (DC 20) to recollect this mythical ability or a Heal check (DC 25) to spot and recognize the consequences of it.

Improved Awesome Blow (Ex): At 20th level, the black belt can use her awesome blow ability as an attack rather than as a standard action. She may use it on creatures of any size. If the maneuver roll is a natural 20, the black belt can immediately attempt to confirm the critical by rolling another combat maneuver check with all the same modifiers as the one just rolled; if the confirmation roll is successful, the attack deals double damage, and the damage from hitting an obstacle (if any) is also doubled.