

Blitzballer

Blitzballers are masters of the blitzballs. These monks view blitzballs as an extension of unarmed strikes, and these masters can infuse blitzballs with their ki.

The blitzballer is an archetype of the monk class.

Weapon and Armor Proficiency: In addition to the standard monk weapon proficiencies, a blitzballer is proficient with all blitzballs.

Blitzball Techniques (Ex): A blitzballer can use blitz techniques with his blitzball to perform combo finishers.

This ability alters blitz techniques.

Flurry of Blows (Ex): A blitzballer can make a flurry of blows as a full-attack action as long as he's attacking with thrown weapons. He can't make a flurry of blows with his unarmed attacks or any other weapons.

A blitzballer's flurry of blows otherwise functions as the standard monk class feature.

A blitzballer can't use Rapid Shot when making a flurry of blows with a thrown weapon.

At 6th level, if the blitzballer makes a full attack and misses with at least one extra iterative attack remaining, his blitzball can bounce off of the intended target to attack another with his next iterative attack. The range increment penalties and limits are calculated using the distance between the blitzballer and his new target, and the distance between his new and old targets cannot exceed five range increments of his blitzball. He cannot designate an enemy he previously targeted with a ranged attack in this round as his new target.

This ability alters flurry of blows and replaces combo substitution.

Fast Thrower: At 1st level, a blitzballer gains Quick Draw as a bonus feat, even if he doesn't meet the prerequisites. At 4th level, he gains Shot on the Run as a bonus feat, even if he doesn't meet the prerequisites. At 8th level, when using the Shot on the Run feat, he can make a second ranged attack with a –5 penalty at any point during his movement. At 15th level, he can make a third ranged attack with a –10 penalty at any point during his movement.

This ability replaces stunning fist.

Invisible Thrower (Ex): At 3rd level, when a blitzballer uses the Stealth skill to maintain his obscured location after sniping, he takes a –10 penalty on his Stealth check instead of –20.

This ability replaces fast movement.

Ki Pool (Su): At 4th level, in addition to the normal abilities of his ki pool, a blitzballer can spend 1 point from his ki pool to increase the range increment of a blitzball by 20 feet for 1 round.

Ki Missile (Su): At 5th level, a blitzballer can spend 1 point from his ki pool as a swift action to change the base damage dice of blitzballs to that of his unarmed strikes. These weapons are also treated as ki focus weapons, allowing the monk to apply his special ki attacks to his blitzballs as if they were unarmed strikes. This effect lasts until the beginning of his next turn.

This ability replaces purity of body.

Trick Throw (Su): At 11th level, a blitzballer can infuse his blitzballs with ki to hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the blitzballer can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even throwing weapons around corners. The weapon must still be able to reach the target; for instance, a target inside a closed building with no open doors or windows cannot be attacked using Trick Throw. These effects last for 1 round.

This ability replaces counterattack.