

Blur

Moombas are what every shumi dreams of being, their physical forms surpassing their younger kin by far, in both stamina and cuteness. There are moombas that turn this unbridled energy they have into a ferocious weapon of momentum, somersaulting and cartwheeling fast enough that their hands and feet become blurred by movement.

The blur is an archetype of the black belt class, available only to moomba black belts.

Archetype Main Ability Scores: The blur mainly focuses on STR/DEX for martial combat and CON for her class features.

Archetype Feature Replacements: 1st - [Martial Cunning](#). 2nd - [Aggression](#). 3rd - [Maneuver Training](#). 6th - [Aggressive Assault](#). 9th - [Burst of Aggression](#). 13th - [Awesome Blow](#), [Aggressive Onslaught](#).

Speedy (Ex): At 1st level, a blur gains [Run](#) as a bonus feat. She loses the benefits of this feat when wearing medium or heavy armor, or carrying a medium or heavy load.

This ability replaces martial cunning.

Acceleration (Ex): At 2nd level, whenever the blur moves at least half of her base land speed during her turn, she may add her Dexterity modifier to her attack and damage rolls with her unarmed strikes, weapons from the close fighter weapon group, and light, one-handed weapons with the “monk” special quality until the end of her turn. This does not stack with [Weapon Finesse](#) and similar effects.

This ability replaces aggression.

Fast Movement (Ex): At 3rd level, the blur gains a +10 ft. enhancement bonus to her base land speed. She loses this speed bonus when wearing medium or heavy armor, or carrying a medium or heavy load. At 7th level, and every four black belt levels thereafter, this enhancement bonus increases by 10 ft.

This ability replaces maneuver training.

Accelerated Assault (Ex): At 6th level, if a blur moves at least 10 feet during her turn before making an attack, she gains a +1 bonus to her next attack and damage roll. This bonus increases by 1 for every 10 feet of movement beyond the first 10 feet.

This ability replaces aggressive assault.

Cornering (Ex): At 9th level, a blur may change direction once during a charge or run action. In addition, she no longer takes a penalty to AC from charging.

This ability replaces burst of aggression.

Rolling Pounce (Ex): At 13th level, when charging, a blur may leap at her foes. She may attempt a DC 20 (+5 for each attack for a full-attack) Acrobatics check to jump. If successful, she may make a full attack rather than a standard attack as part of her charge.

This ability replaces awesome blow.

Accelerated Onslaught (Ex): At 13th level, when using accelerated assault, the blur applies the attack and damage bonus to all attacks she makes until the end of her turn. The bonus continues to increase if she can move during her full attack action in between attacks.

This ability replaces aggressive onslaught.

Improved Master's Flurry (Ex): At 20th level, a blur can make a fourth off-hand attack when using master's flurry. This attack is made at a -15 penalty. In addition, she gains a +4 bonus to critical confirmation rolls when using master's flurry.

This ability replaces improved awesome blow.