

Bone Breaker

Bone breakers excel at breaking things, especially people. The bone breaker is most capable as a one-on-one fighter. A few well-placed blows soften up an opponent and make him more susceptible to the bone breaker's signature joint-breaking move.

The bone breaker is an archetype of the black belt class.

Improved Sunder: At 1st level, the bone breaker receives the Improved Sunder feat as a bonus feat.

This ability replaces martial cunning.

Shattering Strike (Ex): Beginning at 1st level, as a full-round action which does not provoke an attack of opportunity, the bone breaker can make a single powerful attack against either a person or an object. When using a shattering strike, the bone breaker ignores an amount of damage reduction, or hardness, equal to his black belt level. The bone breaker can use this ability with either unarmed attacks, or with bludgeoning weapons.

This ability replaces tough skin.

Joint Breaker (Ex): At 4th level, in place of a melee attack, the bone breaker can attempt a special combat maneuver to damage one of his opponent's joints (or similar biological feature). This maneuver does not provoke an attack of opportunity and the bone breaker gains a +4 competence bonus to the attempt. The bone breaker can attempt this maneuver as an unarmed attack, or he may employ a bludgeoning weapon.

He may also choose whether to inflict lethal or nonlethal damage on a successful strike. If the maneuver is successful, roll for damage as for a normal attack, but if the bone breaker is inflicting lethal damage, the target takes only half damage.

The target of the maneuver must also succeed at a Reflex save, where the DC is 10 + half of the black belt's level + his Strength modifier. If the target fails this save, they suffer ability damage to either Strength or Dexterity (the bone breaker may decide which ability is targeted). The amount of ability damage inflicted is equal to 1 + 1 for every three black belt levels after 4th. If the bone breaker's combat maneuver check exceeded the CMD of the target by 10 or more, the ability damage increases an additional +2.

Alternatively, instead of inflicting ability damage, the bone breaker may choose to damage his opponent's ability to move using natural appendages. If used in this way, the bone breaker chooses one of his opponents' method of locomotion (burrowing, climbing, flying, swimming, walking) when beginning the maneuver. With a successful maneuver, the bone breaker deals half damage (full damage if non-lethal) and the opponent must make a successful Reflex save or suffer a reduction in their speed as it relates to the method of movement targeted by the bone breaker.

The reduction is equal to 5 ft. + 5 ft. for every three black belt levels after 4th. The chosen speed cannot be reduced below 5 feet using this attack. A flying creature drops one maneuverability category for every 10 feet of speed it loses, to a minimum of clumsy. If it drops below its minimum forward speed while in the air (or to less than half speed, if its maneuverability is average or worse), it immediately falls and takes damage as normal. Note that this effect reduces a target's base speed as well as its speed after accounting for armor and encumbrance. The effects of this maneuver do not stack with other effects that reduce speed. The penalty to movement last until the creature receives magical healing or, as a standard action, makes a successful Constitution check where the DC is equal to 10 + the bone breaker's Strength modifier.

Creatures who move without the aid of anatomical appendages (such as a black mage using a *fly* spell) are immune to this effect. Creatures who are immune to critical hits are immune to the Joint Breaker ability.

This ability replaces knockout.

Improved Joint Breaker (Ex): At 9th level, when the bone breaker has succeeded at a joint-breaking Combat Maneuver, he can now choose to inflict both Dexterity and Strength damage when his opponent fails their Reflex save.

Alternatively, if using the maneuver to reduce movement, the bone breaker can now inflict ability damage (either Dexterity or Strength) in addition to the movement reduction when the opponent fails their Reflex save. Those who suffer ability damage from this maneuver must also make a successful Will save, where the DC is equal to 10 + half of the black belt's level + his Strength modifier, or be dazed for 1d4 rounds. Creatures immune to critical hits are immune to this effect.

This ability replaces burst of aggression.

Shatter Vital Organ (Ex): At 13th level, when the bone breaker has succeeded at a joint-breaking Combat Maneuver which would inflict Strength or Dexterity damage, or both, he can choose to instead inflict Constitution damage. The amount of ability damage inflicted is equal to 1 +1 for every three black belt levels after 4th. Those who suffer ability damage from this maneuver must also make a successful Will save, where the DC is equal to 10 + half of the black belt's level + his Strength modifier, or be stunned for 1d4 rounds. Those who succeed at the Will save are instead dazed for 1 round. Creatures immune to critical hits are immune to this effect.

This ability replaces aggressive onslaught.

Improved Shatter Vital Organs (Ex): At 18th level, when the bone breaker attempts a joint-breaking combat maneuver, if the combat maneuver roll is a natural 20, the bone breaker may choose to inflict a massive amount of bludgeoning damage to his opponent in addition to the ability damage he would normally inflict. The opponent must succeed at a Reflex save, as normal, but if the Reflex save fails, in addition to ability damage inflicted, the opponent also suffers 10 points of bludgeoning damage per black belt level. If the target makes a successful save, they still suffer an additional 10d6 points of bludgeoning damage.

This ability replaces five point palm exploding heart technique.