

Heavyweight

When fighting hand to hand, many will try to power through their enemies' strikes, and hit back much harder. The hardy seeq tend to adopt this fighting style, putting their girthy bulk and meaty arms to good use in pummeling their opponent.

The heavyweight is an archetype of the monk class, available only to seeq monks.

Archetype Main Ability Scores: The heavyweight mainly focuses on STR for martial combat and WIS for her class features.

Archetype Feature Replacements: 1st - [Blitz Techniques](#), [Combo Finishers](#). 2nd - [Evasion](#). 5th - [Purity of Body](#). 9th - [Improved Evasion](#). 17th - [Timeless Body](#). 20th - [Perfect Self](#).

Slow and Steady: A heavyweight's fighting style wants to stay close to her opponent as much as possible, without backing away. She takes a -1 penalty to AC and Reflex saves when not adjacent to an enemy.

Heavy Hand (Ex): At 1st level, the heavyweight receives the [Power Attack](#) feat as a bonus feat. She may only use this feat with her unarmed strikes, or with weapons with the *monk* special quality. In addition, at 3rd level, she may treat her power attacks with unarmed strikes as being from a two-handed weapon for the purposes of using the [Furious Focus](#) feat.

This ability replaces blitz techniques.

Girthy Grappler (Ex): At 1st level, a heavyweight adds a +1 bonus to Power Attack damage and combat maneuver rolls for grappling when she uses her unarmed strikes or weapons with the *monk* special quality. At 5th level, and every four monk levels thereafter, this bonus increases by 1, to a maximum of +5 at 17th level.

Additionally, at 7th level, a heavyweight suffers no penalties to attack rolls while grappling, can make attacks of opportunity while grappling, and retains her Dexterity bonus to AC when pinning an opponent or when grappled.

At 11th level, by spending a ki point from her ki pool, the heavyweight can perform a grapple against 2 different targets within her reach as part of the same action. She makes a single combat maneuver check, and it applies to all targets. When she has multiple targets grappled at once, the heavyweight can use the same action and combat maneuver check against all targets to maintain the grapple (and affect them all with pinning attempts, dragging, etc.).

At 15th level, the heavyweight can perform a grapple against all creatures within her reach by using this ability, but attempting to do so against more than 2 creatures is a full round action.

This ability replaces combo finishers.

Uncanny Dodge (Ex): Starting at 2nd level, a heavyweight can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A heavyweight with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a heavyweight already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

This ability replaces evasion.

Combatant's Chakra (Su): At 5th level, as a swift action, a heavyweight can spend 2 ki points from her ki pool to grant herself temporary hit points. If she is adjacent to a single enemy, she gains temporary hit points equal to her Wisdom modifier. If she is adjacent to 2 or more enemies, she gains temporary hit points equal to her Wisdom modifier + half her monk level, multiplied by the number of enemies after the first to which she is adjacent. These temporary hit points last for a number of rounds equal to her Wisdom modifier.

This ability replaces purity of body.

Improved Uncanny Dodge (Ex): A heavyweight of 9th level can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her, unless the attacker has at least four more monk levels than the target does.

This ability replaces improved evasion.

Inescapable Grasp (Su): At 17th level, the heavyweight can spend 1 ki point from her ki pool as a swift action to suppress her opponents' [freedom of movement](#) and magical bonuses to Escape Artist or on checks to escape a grapple until the start of her next turn. In addition, her unarmed strikes gain the [ghost touch](#) special ability, and she can make a free grapple attempt once per round at the end of her flurry of blows.

This ability replaces timeless body.

Heavy Master (Ex): At 20th level, a heavyweight reaches the pinnacle of her fighting style. She doubles her Strength modifier for damage when using Power Attack, and she gains DR/- 2. This DR stacks with DR from other sources, such as the Diamond Resilience ki power.

This ability replaces perfect self.