

Living Avalanche

When a living avalanche is on the move, no one can stand in her way.

The living avalanche is an archetype of the black belt class.

Earth Discipline (Ex): At 2nd level, a living avalanche gains Improved Overrun as a bonus feat, even if she doesn't meet the prerequisites. At 5th level, she gains Improved Bull Rush as a bonus feat, even if she doesn't meet the prerequisites. If the living avalanche already has these feats, she may pick another Combat feat for which she meets the prerequisites for.

This ability replaces shrug it off.

Landslide (Ex): At 3rd level, a living avalanche must choose overrun as her first combat maneuver for maneuver training. At 7th level, she must choose bull rush as her second combat maneuver for maneuver training. She doesn't gain training in any new combat maneuvers at later levels, but her bonuses on combat maneuver checks and to CMD for bull rush and overrun combat maneuvers increase as normal. She gains the following benefits at the listed levels.

At 11th level, if she succeeds at an overrun combat maneuver as part of a charge, she automatically knocks her target prone (no matter the result of her check). In addition, if the living avalanche succeeds at a bull rush combat maneuver as part of a charge, she reduces the penalty combat maneuver checks to bull rush each creature beyond the first by 2.

At 15th level, the living avalanche can attempt bull rush and overrun combat maneuvers against creatures two sizes larger than herself, but only as part of a charge.

At 19th level, if the living avalanche succeeds at a bull rush combat maneuver as part of a charge, she reduces the penalty on combat maneuver checks to bull rush each creature beyond the first by an additional 2. When attempting an overrun combat maneuver as part of a charge, she also ignores any increase to a creature's CMD from having more than two legs.

This ability alters maneuver training.

Unyielding (Ex): Also at 3rd level, when a living avalanche wears light armor or no armor, she gains DR 1/adamantine. This damage reduction increases by 1 at 7th, 11th, 14th, and 17th levels.

This ability replaces AC bonus.

Avalanche (Ex): At 13th level, a living avalanche can attempt to overrun multiple creatures as a full-round action. The living avalanche moves up to twice her speed in a straight line and attempts an overrun combat maneuver against each creature in her path, as long as that creature is no more than two size categories larger than herself. Each creature she succeeds against is knocked prone and takes damage as if the living avalanche hit it with a weapon she is wielding or an unarmed strike. If she fails her combat maneuver check against a creature, she stops her movement in the space directly in front of the creature.

This ability replaces awesome blow.

Improved Avalanche (Ex): At 20th level, if a living avalanche rolls a natural 20 on an overrun combat maneuver check as part of the avalanche ability, she can immediately attempt to confirm the critical hit by attempting another combat maneuver check with the same modifiers as the previous one; if the critical hit is confirmed, the attack deals double damage.

This ability replaces improved awesome blow.