

Meowfist

A meowfist is a student of the school of hard knocks, who dedicates himself to learning how to take down foes by any means necessary. A meowfist isn't afraid to smash a tankard over a foe's head, stomp an opponent's foot, gouge an eye, or generally create mayhem to gain any possible advantage.

The meowfist is an archetype of the monk class, available only to palico monks.

Agile Kitty (Ex): At 1st level, a meowfist gains Agile Maneuvers as a bonus feat. In addition, the meowfist may add his Dexterity modifier instead of Strength to his unarmed strike attack and damage rolls.

This ability replaces stunning fist.

Ready for Anything (Ex): At 2nd level, a meowfist gains a +2 bonus on initiative checks and Perception checks to act in a surprise round. This bonus improves by 1 per three monk levels after 2nd.

This ability replaces a ki power gained at 2nd level.

Maneuver Training (Ex): At 2nd level, a meowfist gains additional training with the dirty trick combat maneuver. He gains a +1 bonus on combat maneuver checks when attempting this combat maneuver and a +1 bonus to his CMD when defending against this maneuver.

At 7th, 10th, and 16th levels, a meowfist becomes further trained in another combat maneuver, gaining the above +1 bonus on combat maneuver checks and to CMD. In addition, the bonuses granted by previous maneuver training increase by 1 each. For example, when a meowfist reaches 7th level, he gains a +1 bonus on one type of combat maneuver, +1 to her CMD against that combat maneuver, and the bonuses for the dirty trick combat maneuver increase to +2.

This ability replaces evasion.

Turn the Tables (Ex): At 5th level, opponents provoke an attack of opportunity from the meowfist whenever they fail at a combat maneuver against the meowfist.

This ability replaces purity of body.

Dirty Blow (Ex): At 9th level, when a meowfist succeeds at a dirty trick combat maneuver, he can deal his unarmed strike damage to that opponent.

This ability replaces improved evasion.

Knockout (Ex): Starting at 13th level, once per day a meowfist can unleash a devastating attack that can instantly knock a target unconscious. He must announce this intent before making his attack roll. If the meowfist's strike is successful and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + half of the monk's level + his Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target can attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 16th and 19th level, a meowfist can use this ability an additional time per day.

This ability replaces defensive roll.