

Scaled Fist

Steeped in traditions that trace their origins to the gria warrior-monks who master the power of their draconic heritage, scaled fists eschew passive introspection in favor of unshakable confidence. Scaled fists learn to combine brutal intimidation with the brazen ferocity of an ancient wyrm to devastate their foes.

The scaled fist is an archetype of the monk class, available only to gria monks.

Draconic Might: Any of the scaled fist's class abilities that make calculations based on her Wisdom (including bonus feats with DCs or uses per day, such as Stunning Fist, but not Wisdom-based skills or Will saving throws) may use her Charisma instead.

In addition, a scaled fist may use her Charisma score instead of her Wisdom score to qualify for, and determine the benefits of, feats that lists Improved Unarmed Strikes as one of her prerequisites.

Draconic Mettle (Su): At 3rd level, a scaled fist gains a +2 bonus on saving throws attempted against all fear, paralysis, and sleep effects. This bonus increases by +2 for every three monk levels thereafter.

This ability replaces fast movement.

Draconic Fury (Su): At 5th level, the scaled fist has gained some control over the draconic energies she studies. She must select one type of element: earth, fire, ice, lightning, water, or wind. Once this choice is made, it cannot be changed. When attacking with unarmed strikes, the scaled fist deals an extra 1d6 points of damage of her chosen element so long as she has at least 1 point in her ki pool. Additionally, she can expend 2 points from her ki pool as a swift action to imbue her unarmed strikes with a different element, causing them to deal an extra 1d6 points of damage of the chosen energy type for a number of rounds equal to half her monk level.

This ability replaces purity of body.

Draconic Breath (Su): At 12th level, a scaled fist can spend 3 points from her ki pool to make a breath weapon attack as a standard action. This breath weapon deals 1d6 points of damage of her energy type per monk level in a 30-foot cone. Those caught in the area of the breath can attempt a Reflex save (DC 10 + half of the monk's level + her Wisdom or Charisma modifier) to halve the normal damage.

This ability replaces a ki power gained at 12th level.