

Wyrmfang Brawler

Ever worshipful of their draconic ancestors, gria often latch onto any means by which they can prove themselves linked to the powerful creatures.

The wyrmfang brawler is an archetype of the black belt class, available only to gria black belts.

Dragonright (Ex): At 1st level, the wyrmfang brawler must choose an element type: earth, fire, ice, lightning, water, or wind. The wyrmfang brawler gains Elemental Fist as a bonus feat, but can only use it with his chosen element type. At 5th level and every five black belt levels thereafter, the wyrmfang brawler deals an additional 1d6 damage with his Elemental Fist (2d6 at 5th, 3d6 at 10th, and so on). At 6th, 10th, and 14th levels, he gains Bonus Feats: based upon his chosen element type:

- **Earth** – Shaitan Style (6th), Shaitan Skin (10th), Shaitan Earthblast (14th)
- **Fire** – Efreeti Style (6th), Efreeti Stance (10th), Efreeti Touch (14th)
- **Ice** – Marid Style (6th), Marid Spirit (10th), Marid Coldsnap (14th)
- **Lightning** – Djinni Style (6th), Djinni Spirit (10th), Djinni Spin (14th)
- **Water** – Crashing Waves Style (6th), Crashing Wave Buffet (10th), Crashing Wave Fist (14th)
- **Wind** – Janni Style (6th), Janni Tempest (10th), Janni Rush (14th)

The wyrmfang brawler ignores the prerequisites of Bonus Feats gained this way. In addition, any feat gained through this ability may use the wyrmfang brawler's Charisma modifier instead of his Wisdom modifier to determine DCs associated with it.

This ability replaces martial flexibility.

Powerful Striker (Ex): At 2nd level, the wyrmfang brawler treats his Strength as 4 higher to determine damage dealt with unarmed strikes, natural attacks, or weapons from the close fighter weapon group.

This ability replaces the martial arts talent gained at 2nd level.

Weapon Mastery (Ex): At 5th level, the wyrmfang brawler can choose to deal damage as a monk of his black belt level -4 with his bite, claw, and tail slap natural attacks and with tail attachments. In addition, he treats tail attachments as belonging to the close fighter weapon group for all purposes.

This ability alters weapon mastery.

Draconic Strike (Su): The master's strike class feature affects the wyrmfang brawler's unarmed strike attacks. At 12th level, instead of selecting an alignment component, a wyrmfang brawler treats his unarmed strikes as if he possesses the magic weapon ability associated with his chosen element type: earthen for earth, flaming for fire, frost for ice, jetstream for water, roaring for wind, or shock for lightning. When using his Elemental Fist feat, he instead treats these weapons as having earthen burst, flaming burst, icy burst, jetstream burst, roaring burst, or shocking burst as appropriate for the element type until end of turn.

This ability alters master's strike.