

Elemental Fist Disciple

The elemental fist disciple is a monk that uses ki to fuel his elemental attacks to cripple his foes with status ailments. Elemental fist disciples often use martial arts to back up their variety of elemental-based ranged attacks.

Hit Die: d10.

Requirements

To qualify to become an elemental fist disciple, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Knowledge (the planes) 5 ranks.

Special: Must have at least 3 ki powers.

Class Skills

The elemental fist disciple's class skills (and the key ability for each skill are Acrobatics (Dex), Climb (Str) Diplomacy (Cha), Escape Artist (Dex), Knowledge (nature) (Int), Knowledge (the planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 3-12: The Elemental Fist Disciple

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+1	+1	+0	Extra Ki, Earth Slash, Monk Abilities, Limit Break
2 nd	+2	+1	+1	+1	Wind Burst, Ki Power
3 rd	+3	+2	+2	+1	Fire Cross
4 th	+4	+2	+2	+1	Icy Breath, Ki Power
5 th	+5	+3	+3	+2	Watery Explosion
6 th	+6	+3	+3	+2	Lightning Strike, Ki Power
7 th	+7	+4	+4	+2	Magma Ball
8 th	+8	+4	+4	+3	Electric Hailstorm, Ki Power
9 th	+9	+5	+5	+3	Pressure Cannon
10 th	+10	+5	+5	+3	Elemental Maelstrom, Ki Power

Class Features

All of the following are class features of the elemental fist disciple prestige class.

Weapon and Armor Proficiency: Elemental fist disciples gain no proficiency with any weapon or armor.

Limit Break (Su): At 1st level, the elemental fist disciple receives the Limit Break (Elemental Fists).

Elemental Fists (Su): This Limit Break imbues the elemental fist disciple's fists with elemental energy. As a free action, the elemental fist disciple can choose an element to imbue his fists with (earth, fire, ice, lightning, water, or wind) and change it at the start of his next turn every round for a duration of 1 round + 1 round per two elemental fist disciple levels after 1st. For the duration of the limit break, the elemental fist disciple deals normal unarmed damage plus 1d6 points of elemental damage of the element he chosen + an additional 1d6 per two elemental fist disciple levels after 1st. This limit break requires only a swift action.

Monk Abilities: An elemental fist disciple's class levels stack with his monk levels for determining his AC bonus, ki pool, martial arts damage, and Fast Movement bonus.

Extra Ki: At 1st level, the elemental fist disciple gains Extra Ki as a bonus feat.

Earth Slash (Su): At 1st level, at a cost of 2 ki, the elemental fist disciple can use the power of the earth to slash forward in a line in front of him. The 5-ft.-wide line extends up to 60 feet. Creatures within the area of effect take 1d6 points of earth damage per elemental fist disciple level and are inflicted with the Blind status for 1d6 rounds, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Blind status effect.

Ki Powers: At 2nd level and every two levels thereafter, the elemental fist disciple can choose a ki power from the monk list or from a ki power below.

Accurate Strike (Ex): The elemental fist disciple can expend 2 ki, as a swift action, to resolve all of his unarmed strike attacks until the end of his turn as melee touch attacks.

Aquatic Agility (Su): As an immediate action, the elemental fist disciple can spend 1 ki to gain the benefits of *water breathing* for 1 round per level. During this time, he can ignore the effects of rough water and underwater combat on his attacks and movement.

Dispelling Strike (Su): The elemental fist disciple can spend 1 or more ki as a swift action to imbue his unarmed strike with a special power. If his unarmed strike strikes a creature within the next minute, that creature is the subject of a targeted *dispel* using the elemental fist disciple's character level as the caster level, except that this effect cannot dispel a spell of a level higher than the number of Ki expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful.

Hasted Assault (Su): The elemental fist disciple can expend 1 ki as a swift action to move more quickly. This functions as *haste*, but only targets the elemental fist disciple and lasts for a number of rounds equal to the elemental fist disciple's Wisdom bonus.

Ki Accuracy (Su): The elemental fist disciple can expend 1 ki as a swift action to grant himself an insight bonus equal to his Wisdom bonus on all attack rolls until the end of his turn.

Ki Cloak (Su): The elemental fist disciple can expend 1 ki to add his Wisdom bonus to Stealth checks and Bluff checks to create a diversion in order to hide. This bonus lasts for 1 minute.

Ki Edge (Su): The elemental fist disciple can expend 1 ki as an immediate action after hitting a target with an unarmed strike in order to deal an amount of bleed damage equal to his Wisdom modifier (minimum 0).

Ki Shield (Su): The elemental fist disciple can expend 1 ki as an immediate action to grant himself a shield bonus to AC equal to his Wisdom bonus until the end of his next turn.

Lingering Pain (Su): The elemental fist disciple can expend 1 ki as an immediate action after hitting a target with an unarmed strike attack. All damage from that attack is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the elemental fist disciple's next turn.

Pool Strike (Su): The elemental fist disciple can expend 1 ki as a standard action to charge his free hand with elemental energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of elemental damage (earth, fire, ice, lightning, water, or wind chosen when he spends the Ki to activate this ability). If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. Every two levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Pool Strike, Arcing (Su): The elemental fist disciple can expend 1 additional ki when using the pool strike. If his attack hits, the elemental fist disciple can target a number of enemies within 15 feet equal to his Wisdom modifier (minimum 0) with a ranged touch attack as a free action. Those struck take the same elemental damage as the primary target of the pool strike, including increased damage on a critical hit.

Prerequisite: Pool strike ki power

Pool Strike, Clinging (Su): The elemental fist disciple can expend 1 additional ki when making a pool strike. A single target of his pool strike takes elemental damage as normal from the pool strike and also takes half this amount of damage at the beginning of its turn on the following round. **Prerequisite:** Pool strike ki power

Prescient Attack (Su): The elemental fist disciple can expend 1 ki as an immediate action after hitting a target with an unarmed strike attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the elemental fist disciple's attacks until the end of the elemental fist disciple's next turn.

Prescient Defense (Su): The elemental fist disciple can expend 1 ki as an immediate action after hitting a target with an unarmed strike attack, granting him a premonition of his enemy's intentions. The elemental fist disciple gains a bonus to his AC and on Reflex saves equal to his Wisdom modifier (minimum 0) against attacks by that opponent until the beginning of his next turn.

Reflection (Su): The elemental fist disciple can sacrifice 1 or more ki as an immediate action to reflect a spell back at its caster. This functions as *reflect*, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent.

Wind Burst (Su): At 2nd level, at a cost of 2 ki, the elemental fist disciple can use the power of wind to create a powerful wind to burst all around the elemental fist disciple. This ability is centered on the elemental fist disciple and explodes out to 30-ft.-radius burst. Creatures within the area of effect take 1d6 points of wind damage per elemental fist disciple level and are inflicted with the Silence status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Silence status effect.

Fire Cross (Su): At 3rd level, at a cost of 2 ki, the elemental fist disciple can use the power of fire to create a cross of burning flames within 60 feet of him. The cross is two lines, 35-ft.-long and 5-ft.-wide, perpendicular to each other, intersecting at the center. Creatures within the area of effect take 1d6 points of fire damage per elemental fist disciple level and are inflicted with the Berserk status for 1 round per two elemental fist disciple levels, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Berserk status effect.

Icy Breath (Su): At 4th level, at a cost of 2 ki, the elemental fist disciple can use the power of ice to breathe out a blast of cold air. It extends out to 30 feet in a cone. Creatures within the area of effect take 1d6 points of ice damage per elemental fist disciple level and are inflicted with Immobilize status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Immobilize status effect.

Watery Explosion (Su): At 5th level, at a cost of 2 ki, the elemental fist disciple can use the power of water to launch a ball of water that explodes on impact. The elemental fist disciple can use this ability on anyone within 60 feet and when it hits something, it explodes in a 20-ft.-radius spread. Creatures within the area of effect take 1d6 points of water damage per elemental fist disciple level and be inflicted with the Slow status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier)

reduces the damage by half and negates the Slow status effect.

Lightning Strike (Su): At 6th level, at a cost of 2 ki, the elemental fist disciple can use the power of lightning to strike an area with an electric blast. The elemental fist disciple can use this ability on anyone within 60 feet and it hits a 20-ft. square. Creatures within the area of effect take 1d6 points of lightning damage per elemental fist disciple level and are inflicted with the Disable status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Disable status effect.

Magma Ball (Su): At 7th level, at a cost of 3 ki, the elemental fist disciple can harness the power of earth and fire to launch a ball of molten lava that explodes on impact. The elemental fist disciple can use this ability on anyone within 120 feet and when it hits something, it explodes in a 40-ft.-radius spread. Creatures within the area of effect take 1d6 points of earth damage and 1d6 points of fire damage per elemental fist disciple level and are inflicted with the Curse status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Curse status effect.

Electric Hailstorm (Su): At 8th level, at a cost of 3 ki, the elemental fist disciple can harness the power of ice and lightning to produce a small storm that rains electrified hailstones. The elemental fist disciple can center the hailstorm within 120 feet of him and it rains on a 40-ft.-square area. Creatures within the area of effect take 1d6 points of ice damage and 1d6 points of lightning damage per elemental fist disciple level and are inflicted with the Immobilize status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Immobilize status effect.

Pressure Cannon (Su): At 9th level, at a cost of 3 ki, the elemental fist disciple can harness the power of water and wind to create a blast of concentrated water and wind in a line. The 10-ft.-wide line extends up to 120 feet. Creatures within the area of effect take 1d6 points of water damage and 1d6 points of wind damage per elemental fist disciple level and are inflicted with the Slow status for 1 round per elemental fist disciple level, a Reflex save (DC 10 + the elemental fist disciple's level + his Wisdom modifier) reduces the damage by half and negates the Slow status effect.

Elemental Maelstrom (Su): At 10th level, at a cost of 4 ki, the elemental fist disciple can harness the power of the elements to create a large storm of confusing elements. The elemental fist disciple can center the hailstorm within 240 feet of him and it rains on a 60-ft.-square area. Creatures within the area of effect take 4d6 points damage of each element (earth, fire, ice, lightning, water, and wind) and are inflicted with the Confuse status for 1 minute, a Reflex save (DC 20 + his Wisdom modifier) reduces the damage by half and negates the Confuse status effect.