



Arcanthus

The arcanthus is named after a flower. Meaning, “art”, arcanthus flowers gain a certain respect from monks in their society. However, no matter how much a monk respects art, his fighting style will always be one of discipline. Some monks (particularly those fond of nature) learn to develop their discipline into this art form. Though discipline still exists in their minds and bodies, it is no longer introverted. Rather, it is forged anew into an art for all to see.

Requirements:

To gain the arcanthus prestige class, one must fulfill the following requirements.

Skills: Tumble 8 ranks; Knowledge (Nature) 2 ranks

Feats: Improved Unarmed Attack or monk unarmed ability, Stunning Fist

Special: Fondness with a particular art (nature, painting, dancing, performing, etc.)

Hit Die: D8

Class Skills

The arcanthus’ class skills are: Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge Nature (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skills Points Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	New Art, Soul of the Artist
2 nd	+1	+3	+3	+3	
3 rd	+2	+3	+3	+3	New Art
4 th	+3	+4	+4	+4	
5 th	+4	+4	+4	+4	New Art
6 th	+5	+5	+5	+5	
7 th	+6	+5	+5	+5	New Art
8 th	+6	+6	+6	+6	
9 th	+7	+6	+6	+6	New Art
10 th	+8	+7	+7	+7	New Art

Background and Relations: While at peace with herself, the arcanthus is also at peace with the world around her. She uses this special ability to channel her *ki* into new ways, flirting with both nature’s good side, and nature’s temptingly evil side. While there is no utter discretion, good arcanthus’ tend to favor wind and water, while evil arcanthus’ tend to favor earth and fire. In descending order, from most ‘good’ to most ‘evil’ they are water, wind, earth, fire. Those of neutral alignment tend to choose wind or earth as their school. Her monk peers tend to view arcanthus’ with dislike, jealousy, and respect. For one, the arcanthus has ‘defiled’ the monkish art by blending it with others besides themselves...but on another mark, some monks are jealous because whether it be a child-like memory, or a fondness from themselves for nature, they seek to express themselves as well. As all monks have for all art, respect is most prominent.

Notes: The arcanthus' levels stack with her monk levels for determining unarmed damage, AC bonus, and unarmored speed bonus.

The arcanthus cannot take arts from opposed schools. For example, Jodda is a 5th level monk/5th level arcanthus. She chooses at arcanthus level 1 to take a wind art. From then on, Jodda cannot take any earth arts. At level 3, Jodda takes a fire art. From then on, Jodda cannot take any water arts. Now at fifth level, Jodda can only choose from arts of the fire and wind schools.

Monks that multiclass into as an Arcanthus may continue gaining monk levels (as opposed to not being able to at a later time.)

Arcanthus Rules: Any of the arcanthus' abilities that provoke an attack of opportunity require that she utter the name of the ability (in any language) to perform it. If she cannot hear herself, she has a 20% chance of failing.

When on planes with an impeded magic characteristic, the arcanthus cannot use any abilities from that school. For example, when on the elemental plane of water, Jodda cannot use any of her fire school abilities.

When on planes with an enhanced magic characteristic, the arcanthus doubles range of and effectiveness of the elemental damage of the first ability of each school (wave fist, earth slash, regan, and flurry strike, respectively.) For example, Jodda is a 7th level arcanthus and has mastery of the wind school. Normally, when she uses wave fist, she has a range of 50ft, and she does 2d6(bludgeon) + 1d6(lightning) damage. Now, on the elemental plane of wind, she has a range of 100ft, and does 2d6(bludgeon) + 2d6(lightning) damage.

Class Features

Weapon and Armor Proficiency: Arcanthus' gain no new armor and weapon proficiencies.

Soul of the Artist (Ex): When an arcanthus gains a feat (the feats granted at level 3, 6...etc.) then she may that level acquire 2 ranks in Knowledge (Spirit) and instead use that feat to gain another art. (Note that Knowledge (Spirit) is a cross-class skill.) Subsequent additional feats require another 2 ranks into Knowledge (Spirit). (So, 1 feat is 2 ranks (4 skill points) 2 feats are 4 ranks (8 skill points) and 3 feats are 6 ranks (12 skill points).

Wind

Wave Fist (Sp): Spirit carries fists through the air. Range: 25 + 5ft. per class level. Using this attack provokes an attack of opportunity. The damage from this attack is your unarmed damage. This cannot be used in lieu with flurry of blows (but can be used with multiple attacks, as long as you take a full round action). This attack cannot do subdual damage. Stunning Fist attacks (or similar attacks) may be used in lieu with this attack.

Faster than the Winds (Su): Spirit drastically increases speed. You may haste yourself once per class level per day. This acts as the spell "haste" and does not stack with haste. Using this provokes an attack of opportunity.

Wind Rift (Su): Spirit tears space open, allowing one to jump through time-space to another nearby area. This functions as monk's abundant step. This provokes an attack of opportunity. (Minimum character level 12th)

Festive Wind (Ex): The arcanthus is infused with wind spirit. This can only be acquired if the arcanthus has all other wind abilities. After acquiring this ability “Wave Fist” is renamed “Festive Wind”. The arcanthus can now perform “Wave Fist”, “Faster than the Winds” and “Abundant Step” without uttering words. If the arcanthus utters “Festive Wind” (in any language) while attacking with Wave Fist, she gains 1d6 (lightning) damage to that attack. She gains a +1 AC dodge modifier and +10 to her unarmored speed.

Earth

Earth Slash (Su): Unleashes a spirit in a straight line, splitting the earth in its path. Range: 25 + 5 ft. per class level. Using this ability provokes an attack of opportunity, and requires a full round action. Enemies may make a DC 10 + acanthus level balance check to take half damage (evasion, no damage). The damage from this attack is your unarmed damage. Creatures that are flying, or are somehow otherwise not on the ground, are unaffected by this attack. This attack cannot be used in lieu with stunning fist or flurry of blows. Creatures floating in water 5ft. or deeper automatically take half damage from this attack (but if they have evasion, may roll to see if they take no damage). (Minimum character level 12th)

Child of the Earth (Ex): Spirit causes grappling abilities to dramatically increase. Gain the improved grapple feat, even if you do not meet the prerequisites. If you already have the improved grapple feat, gain the improved trip feat, even if you do not meet the prerequisites.

Earthen Turn (Ex): Spirit changes direction quickly. While charging, you may make one (up to 90 degree angle) turn. This allows you to charge around corners, trees, etc.

Rumble Earth (Ex): The arcanthus is infused with earth spirit. This can only be acquired if the acanthus has all other earth abilities. After acquiring this ability, “Earth Slash” is renamed “Rumble Earth”. The arcanthus can now perform “Earth Slash” and “Earthen Turn” without uttering words. If the arcanthus utters, “Rumble Earth” (in any language) while attacking with Earth Slash, she gains 1d6 (bludgeon) damage to that attack. Also, the arcanthus’ skin hardens, giving her +1 to AC and she can now turn two times (up to 90 degrees) while charging.

Water

Regan (Su): Unleashes a soothing spirit that heals yourself and your allies slowly. Radius: 25 + 5ft. per class level, centered on caster. Using Regan heals 2 HP per round. Its duration is equal to 1 round per class level. It effects only allies. Using Regan provokes an attack of opportunity.

Calm Spirit (Su): Spirit mends wounds. As with the monk ability “Wholeness of Body” except that it is only useable on allies. Using this provokes an attack of opportunity.

Pillar of Water (Su): Unleashes destructive water spirit against undead. As the spell “Searing Light” however, this attack only effects undead. Using this provokes an attack of opportunity. (Minimum character level 12th)

Crystal Water (Ex): The arcanthus is infused with water spirit. This can only be acquired if the arcanthus has all other water abilities. After acquiring this ability “Regan” is renamed “Crystal Water”. The arcanthus can now perform “Regan”, “Calm Spirit”, and “Pillar of Water” without uttering words. If the arcanthus utters “Crystal Water” (in any language) when using Regan, you and your allies heal 1d4 HP and when dieing, allies automatically stabilize. Also, the arcanthus may now turn a (one pint) bottle of purified water into a bottle of cure light wounds (1d8+3) once per day.

Fire

Flame Strike (Su): Unleashes burning spirit in a plethora of blows. This attack can only be used when performing a flurry of blows. Using this provokes an attack of opportunity. Declare you are using this before you attack. Using Flame Strike add 1d6 (fire) damage to one of your flurry of blows attacks. This attack counts as one of your stunning fists attempts for the day. You cannot use a stunning fist attack during this round.

Illservan's Charge (Ex): Unleashes raging spirit in a charge. Once per day per class level, the arcanthus can charge with an additional 1d6(fire) to damage. The charge must be in a straight line, even if the arcanthus has other feats that allow her to otherwise charge differently. Using this provokes an attack of opportunity. This works with both armed and unarmed attacks.

Blood Wrath (Ex): Unleashes furious battle spirit. Once per day, the arcanthus can go into blood wrath. Doing this takes a full round action (of doing nothing else but working into a blood wrath) and provokes an attack of opportunity. After she is in blood Wrath, she gains +1 to attack and damage for each class level of arcanthus for a total of three rounds. Once in blood wrath, the arcanthus loses her dexterity bonus to her AC. She is also dazed for three rounds afterwards.

As with rage, the arcanthus cannot use any Charisma, Dexterity, or Intelligence based skills (except for balance, escape artist, intimidate, and ride), the concentration skill, or any abilities that require patience or concentration(including any other arcanthus skills), nor can she cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function. She can use any feat he has except combat expertise, item creation feats, and metamagic feats. (Minimum character level 12th)

Haze of Fire (Ex): The arcanthus is infused with fire spirit. This can only be acquired if the acanthus has all other fire abilities. After acquiring this ability "Blood Wrath" is renamed "Haze of Fire". The arcanthus can now perform "Flurry Strike", "Illservan's Charge", and "Blood Wrath" without uttering words. If she utters "Haze of Fire"(in any language) when performing Blood Wrath, the period afterwards(in which she was dazed for three rounds) is reduced to one round. Also, once per day, when you roll a critical threat and are rolling to see if it is critical, add four to the number rolled. You must declare this before you roll the second time.