

Fight with Style

Bare Knuckle Boxer (Combat)

Your fist are considered deadly weapons.

Prerequisites: Improved Unarmed Strike, non-monk class

Benefit: The base damage of your unarmed strikes is 1d6. Off-hand attacks with your unarmed strikes apply your full strength bonus to damage, rather than half your strength bonus.

Normal: The base damage of unarmed strikes for a size Medium character is 1d3.

Special: If you are size Small, your damage is 1d4. If you are size Large, your damage is 1d8.

Bear Hug (Combat)

Your slam attack makes your opponents easier to grapple.

Prerequisites: Str 14, Improved Unarmed Strike, Bear Style, base attack +6; or monk level 5th

Benefit: While using Bear Style feat and after making a successful slam attack, you may choose to make a grapple check. Both of your hands must be free in order for the grapple to take hold. Both you and your opponent gain the grappled condition.

On a critical hit from the slam attack, you automatically grapple your opponent. Only your opponent gains the grappled condition.

Special: While performing grapple check you do not provoke an attack of opportunity.

Bear Maul (Combat)

Once grappled, you may maul your opponent.

Prerequisites: Str 14, Improved Unarmed Strike, Bear Style, Bear Hug, base attack +9; or monk level 8th

Benefit: While your opponent has the grappled condition, you may maul them. If you succeed on one or more unarmed strikes, at the end of your action, you deal an additional 2d6 bleed damage from mauling them.

Special: Unarmed strikes that cause mauling damage are considered slashing damage.

Bear Style (Combat, Style)

Your unarmed fighting style emulates the fierceness of a bear.

Prerequisites: Str 14, Improved Unarmed Strike, base attack +3; or monk level 3rd

Benefit: While using Bear Style feat you gain a +2 to your CMD against grapples and a +2 to break grapples.

You also gain the ability to make a primary natural slam attack. This attack uses your full attack bonus. A slam attack deals a 1d6 damage and has a x2 critical.

Normal: Making a natural attack with other attacks counts as a secondary natural attacks.

Brass Knuckles (Combat)

When you hit with your fist, you hit with more force.

Prerequisites: Improved Unarmed Strike, non-monk class, Bare Knuckle Boxer, base attack +6

Benefit: The base damage for your unarmed strikes are improved from 1d6 to 1d8.

Special: If you are size Small, your damage is 1d6. If you are size Large, your damage is 1d10.

Bull Charge (Combat)

Like a bull, you charge with full force to push your enemies back.

Prerequisites: Improved Unarmed Strike, Power Attack, Bull Style, Step Up, base attack +6

Benefit: When using Bull Style, you only need to take a 5-foot movement to perform a charge attack and your unarmed strikes deal piercing damage.

On a successful charge, you make a single combined unarmed attack with both hands using your highest base attack bonus. Roll unarmed strike damage for each hand separately, multiplying damage on a critical as normal. The opponent must make a reflex save DC of the damage dealt or be pushed back 5 feet.

On a critical hit, your opponent is pushed back 10 feet and does not receive a reflex save. They are also knocked prone. Your movement does not provoke an attack of opportunity, but your target's movement does.

Normal: On a charge attack, you must move at least 10 feet. Unarmed strikes deal bludgeoning damage.

Bull Run (Combat)

While charging you pick up great strength and speed.

Prerequisites: Improved Unarmed Strike, Power Attack, Bull Style, Step Up, Bull Charge, Improved Overrun, base attack +9

Benefit: When using Bull Style, and performing a charge attack, you may add 10 feet to the distance of your maximum movement and may charge across difficult terrain without movement penalties.

When making a charge attack you may move through ally and opponent squares to get to your target without provoking an attack of opportunity. If you do move through an opponents square, you may make an overrun attempt against them. Even if your overrun attempt fails, you may continue on to finish your charge.

Normal: You can not move through an opponents square. You can move double move on a charge.

Style Feat	Prerequisites	Benefit
Bare Knuckle Boxer*	Improved Unarmed Strike, non-monk class	Your unarmed strikes deal damage based on your size.
Brass Knuckles*	Bare Knuckle Boxer, base attack +6	Your unarmed strike damage increases.
Bear Style*	Str 14, Improved Unarmed Strike, base attack bonus +3, or monk level 3rd	Gain +2 to CMD against grapple, and gain a slam attack
Bear Hug*	Bear Style, base attack +6 or monk level 5th	Make a grapple check after a slam attack
Bear Maul*	Bear Hug, base attack +9 or monk level 8th	Maul your opponent for additional 2d6
Bull Style*	Improved Unarmed Strike, Power Attack, base attack +3	Gain +2 to CMD against bull rush and overrun. Unarmed strike gains brace and blocking special quality.
Bull Charge*	Bull Style, Step Up, base attack +6	On a successful charge, you push your target back. Unarmed strikes deal piercing damage.
Horn Toss*	Str 14, Improved Trip, Bull Style, base attack +6	On a charge attack you throw your opponent into an adjacent square.
Bull Run*	Bull Charge, Improved Overrun, base attack +9	Add 10 ft to charge range. Charge across rough terrain without penalty. Charge through opponents squares.
Combat Style*	Str 14, Dex 14, Improved Unarmed Strike, Combat Expertise, Combat Reflexes, base attack +3	You may perform any combat maneuver without provoking an attack of opportunity
Improved Combat Style*	Combat Style, base attack +6	You gain a +2 on all combat maneuvers being performed.
Mongoose Style*	Improved Unarmed Strike, Combat Reflexes, Acrobatics 1 rank, Escape Artist 3 ranks	Gain +2 on Escape Artist check, and deal slashing damage with unarmed strike
Mongoose Trick*	Mongoose Style, Acrobatics 5 ranks, Escape Artist 6 ranks	Gain a +2 to CMD vs dirt tricks, cause your target to provoke an attack of opportunity
Mongoose Advantage*	Mongoose Trick, Mongoose Style, Acrobatics 6 ranks, Escape Artist 9 ranks	On attacks of opportunity, your unarmed strikes deal extra damage.
Rattlesnake Ruse*	Snake Style, Sense Motive 6 ranks, Bluff 3 ranks	On a successful unarmed strike, make a feint check using Sense Motive skill
Scorpion Stinger*	Scorpion Style, Gorgon's Fist, base attack +9	Cause poison damage to your opponent
Soft-Paw Monkey*	Monkey Style, Acrobatics 8 ranks	When your movement provokes an attack of opportunity, you gain a deflection bonus

* This is a combat feat and can be selected as a fighter bonus feat

Bull Style (Combat, Style)

Your fighting style is strong, fierce, and direct like that of a charging bull.

Prerequisites: Improved Unarmed Strike, Power Attack, base attack +3

Benefit: When using Bull Style you gain a +2 on CMD against bull rush and overrun attempts against you. While in this stance, your unarmed strike gains the weapon special quality of *brace* and *blocking*.

Special: You can brace with unarmed strike and gain blocking while fighting defensively.

Combat Style (Combat, Style)

Versed in a variety of maneuvers, you are an expert at none.

Prerequisites: Str 14, Dex 14, Improved Unarmed Strike, Combat Expertise, Combat Reflexes, base attack +3

Benefit: You may perform any combat maneuver without provoking an attack of opportunity. At the end of your attack action, if successful with two or more unarmed strikes, you may perform a combat maneuver at your highest attack bonus as an attack of opportunity given from Combat Reflexes.

Normal: Any combat maneuver performed without a