

BLOOD-EYE STYLE

The blood-eye style is inspired by the fighting style used by the character of Lord Shen in the movie Kung Fu Panda 2.

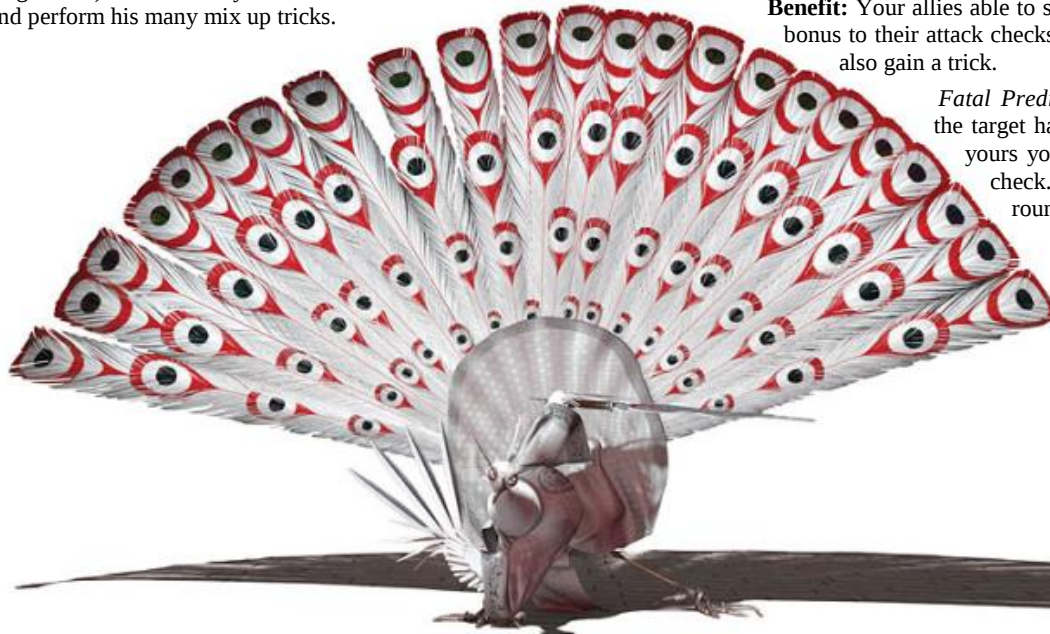
In the movie Lord Shen has a very active martial arts style that utilizes his flashy peacock tail for misdirection and uses a variety of different tricks to keep opponents off balance. This is represented by the 2+ mix-up tricks requirement in the prerequisites for the Basics feat.

A Blood-eye practitioner need not have a high Base Attack Bonus to be effective when using this style, thanks to judicious use of tricks like *Leaping Fire Cut* and *Fatal Prediction*. Combine these tricks with the *Endless Cascade Method* stance and their enhanced bonuses more than make up for a non-combat character's lower BAB. The *Scattering Petals* trick allows for more chances to hit with hurled knives, also compensating for a character with a lower BAB than most hard core fighters. Add in the Martial Arts feat focused on Intelligence and you have a dangerous fighter, indeed.

As noted in the trick advice above, weapons covered by the style are acrobatic polearm attacks and hurling knives (preferably by the handful). This allows the Blood-eye practitioner to be a threat at both melee and (close) range.

One important note: Remember that Throwing Knives are not categorized as Knives. They are in the Hurl category. That means without a GM houserule, only knives with the *hurl* quality will benefit from the Blood-eye Basics chain. The same goes with the Knife B/M/S chain. Check with your GM and see how he or she rules Throwing Knives in the campaign.

In the illustration below, all three main components of the style are displayed by Lord Shen: the handful of knives for hurling, the kris-bladed polearm held back at the ready (it's difficult to see its length here) and the flashy tail feathers which Shen uses to distract and perform his many mix up tricks.



This feat tree was designed by
Scott Gearin.

Art from the Internet.

BASIC COMBAT FEATS

BLOOD-EYE BASICS

You have practiced the fighting arts of the Bloody-eyed Conqueror.

Prerequisites: Edged proficiency, 2+ mix-up tricks.

Benefit: You may hurl knives on your person without readying them and may do so even if your hands are full (but not bound). You also gain a stance.

Endless Cascade Method (Stance): Your Intelligence score rises by 3. You gain an additional +2 bonus when using the mix-up trick (for a total of +5). However, you may not run while in this stance.

BLOOD-EYE MASTERY

Your constant practice with the arms of the Bloody-eyed Conqueror has given you deadly insight into their use.

Prerequisites: Blood-eye Basics

Benefit: You gain two tricks.

Leaping Fire Cut (Polearm Attack Trick): You may substitute your Tactics (Int) bonus for your melee attack bonus. If the attack misses you become flat-footed at the end of your Initiative Count. You may use this trick as many times per combat as you have Melee Combat feats.

Scattering Petals (Hurling Knife Trick; 4 shots): You may re-roll this attack up to 3 times if you choose, but must accept the last result rolled. You may use this trick once per round.

BLOOD-EYE SUPREMACY

While you may strike down fools personally, your true power lies in leading others to victory.

Prerequisites: Blood-eye Mastery

Benefit: Your allies able to see and hear you gain a +2 morale bonus to their attack checks against standard characters. You also gain a trick.

Fatal Prediction (Polearm Attack Trick): If the target has a lower Intelligence score than yours you gain a +5 bonus to your attack check. You may use this trick once per round.



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