

J A D E O G R E S T Y L E

For the remainder of the Teahouse quest, you may use the basics of the Jade Ogre Style thanks to Jiang Fei's training.

Jade Ogre Attack: +___ to hit, 1d6 + _____ damage (x2 crit), DC _____

Jade Ogre Basics

- Each of these moves can be used **as an attack action**. (If you can make multiple unarmed strikes in a round, you may replace them with Jade Ogre moves.)
- Each of these moves is only usable as part of an **unarmed strike**.
- **You do not provoke attacks of opportunity** for making unarmed strikes when using a Jade Ogre move, even if you don't have Improved Unarmed Strike.
- Each of these moves deals **1d6 points of bludgeoning damage** plus your Strength modifier.
- **These moves can deal lethal or nonlethal damage**, without penalty.
- If you would normally deal more than 1d6 points of damage with an unarmed strike, Jade Ogre moves use your normal unarmed strike damage.
- If a Jade Ogre move needs a saving throw, that saving throw is equal to 10 + half your character level + your Wisdom modifier.

Ogre Scares the Foe

A hard strike with the knee aimed at the lower body.

A target damaged by Ogre Scares the Foe must succeed at a Will save or lose any Strength bonus to attack and damage rolls for 1 round.

Ogre Smashes Rock

A straight-line punch designed to rock a foe backward.

A target damaged by Ogre Smashes Rock must succeed at a Fortitude save or be pushed back 5 feet.

Ogre Stomps Around

A fast, jabbing kick that distracts a foe.

A target damaged by Ogre Stomps Around must succeed at a Reflex save or lose its Dexterity bonus to AC for 1 round.

Ogre Swings the Club

A strong side kick.

Apply 1-1/2 times the character's Strength modifier to damage rolls when using Ogre Swings the Club.