

MISTS OF AKUMA

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MARTIAL
ARTS FEATS



MISTS OF AKUMA

EASTERN FANTASY NOIR STEAMPUNK FOR FIFTH EDITION.

Please enjoy this free promotional product from the *Mists of Akuma* Kickstarter!

If you like what's contained within these pages, consider getting the other free PDFs (*Imperial Dragons*, *Legendary Survivors*, *Tsukumogami*, and the *Mists of Akuma Primer*) and stopping by the [Kickstarter page](#) to back the project and help us make the campaign setting book a beautiful reality!

With your help we'll craft a 200+ page tome filled to the brim with evocative, original artwork from a host of talented illustrators, truly breathing life into the dying world of Soburin! A score of races, nearly two dozen major clans and prefectures, a host of new backgrounds and class options, and much more await you!

Either way, please enjoy kicking some ass with these *Martial Arts Feats*!

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THE MISTS OF AKUMA CAMPAIGN SETTING

It has been three and a half millennia since the dawn of mankind; monsoons have become more and more common since the roiling, demon-spewing Mists of Akuma first appeared, and the sun's light grows duller with every day that passes after the end of the War of Kaiyo more than a century ago. A pall of darkness has fallen on Soburin and even its greatest heroes are mired in the petty intrigues and never-ending slights of aggressive clans. Spellswords and mercenaries cross the countryside in search of fortune, leaving the poor and meek to fend for themselves or die in the harsh reality of a broken world where technology has been either abandoned as heresy or perilously embraced.

What will you find in the complete *Mists of Akuma 5th Edition* campaign setting?

- Scores of beautiful, brand new illustrations from several talented artists to truly depict the unique world of Soburin in all of its dark, gritty glory
- Detailed workings of Sanbaoshi, the capital of Soburin and home to the Imperial Palace of the Masuto Dynasty
- Information on the Star of the North, Chikan, one of the unique scientific prefectures of Soburin
- A section on Nagabuki, Gem of the South and one of Soburin's most traditional states
- The 23 great clans of Soburin, each with statistics for a unique Bengoshi (government agent) and henchman
- Five different imperial dragons and over a dozen oni, filling your game with exciting new monsters especially suited for eastern fantasy
- A treasure trove of new class options!
Bushibot Martial Archetype, Circle of Blight, Circle of Shifting, Clockwork Adept Arcane Tradition, College of the Gun Priest, Detective Rogue Archetype, Herbalist Rogue Archetype, Kami Divine Domain, Mage Arcane Tradition, Martial Artist Monastic Tradition, Ninja Rogue Archetype, Priest Monastic Tradition, Samurai Sacred Oath, Tattooed Monastic Tradition, Shinobibot Archetype, Tsukumogami Hunter Ranger Archetype, Wu-Jen Warlock Pacts (with four patrons for every season of Soburin)
- New races for players in Soburin!
Humans (Soburi, Ceramian, and Ropaeo), Bakemono, Enjin, Hengeyokai (of the Cat, Dog, Monkey, Rat, Crane, Fox, and Spider varieties), Kappa, Mutants, Necroji, Oni-Touched, Psonorous, Pyon, Shikome, Steametic, Tanuki, Tengu, Umibo
- Dozens of new feats for spellcasters, warriors, and deadly martial artists
- Eastern armor and weapons, and a retinue of steampunk equipment
- Two new attributes to instill flavor into your game: Dignity and Haitoku



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MARTIAL ARTS FEATS

Many different martial arts disciplines developed during the centuries of conflict that consumed Soburin before the arrival of Ceramians and the Kengen occupation. After the fell end of the War of Kaiyo, even more exotic techniques have appeared to utilize the dark energies unleashed on the world.

METALLIC ELEMENTALIST

Prerequisites: Warlock with the Summer, Fall, Winter, or Spring patron

Utilizing ancient techniques and exploiting the primal power of metallic elements, you are able to achieve truly extraordinary magical effects that enhance your eldritch blasts and spells.

- By expending a piece of metal equal in value to one gold coin per spell level you can generate special effects determined by the school of a spell. 1st-, 2nd-, and 3rd-level spells may utilize silver or gold this way, but 4th-, 5th-, 6th-, 7th-, and 8th-level spells require gold. 0th-level spells (cantrips) cannot be used in conjunction with this feat.

Abjuration. You gain advantage on one randomly determined type of ability check for a number of rounds equal to spell level.

Conjuration. The duration of your spell increases by a number of rounds, minutes, or hours (as appropriate to the spell's normal duration) equal to your proficiency bonus.

Divination. You gain advantage on one randomly determined type of saving throw for a number of rounds equal to spell level.

Enchantment. You gain advantage on one of the following types of checks (determined randomly) for a number of rounds equal to spell level: Deception, Insight, Intimidate, or Persuasion.

Evocation. Roll 1d20; on a result of 20, the casting time of the spell is reduced to a bonus action.

Illusion. Creatures are at disadvantage to resist your illusion for a number of rounds or minutes (as appropriate to the spell's normal duration) equal to your proficiency bonus.

Necromancy. At the end of your turn after casting the spell, you heal 1d4 hit points per spell level.

Transmutation. Roll 1d20; on a result of 20, the spell is reduced to a bonus action. On a 17, 18, or 19, if the spell has required concentration it does not require your concentration for a number of minutes equal to your proficiency bonus.

- When you score a critical hit with an eldritch blast, the target of your blast suffers disadvantage on ability checks for one round per damage die.

MIST WARRIOR

Prerequisites: Haitoku 15, exposure to the Mists of Akuma

After breathing fully from the otherworldly Mists of Akuma, something within you changed. Now you have incredible abilities that transcend understanding, almost as though the fell fogs have become a part of you.

- When you use the Withdraw action any attacks made against you are at disadvantage. Until the end of your next turn you are at disadvantage on any attacks you make.
- You may cast misty step without the need for any components. You require a long rest before you can use this ability again.
- When you use the Dodge action, you gain your proficiency bonus to your armor class. Until the end of your next turn you are at disadvantage on any attacks you make.

NATURE TOUCHED

Prerequisites: Dignity 15, exposure to the Mists of Akuma

Interaction with the foul Mists of Akuma have touched something deep within you, unlocking a connection with nature that empowers you with incredible talents and abilities unheard of within the civilized regions of Soburin.

- You gain resistance to poison damage.
- After taking a long rest, you gain resistance to either cold or fire until the next time you finish a long rest.
- Learn one druid cantrip of your choice. You can cast this cantrip without the need for components of any kind and use Dignity as your spellcasting attribute.

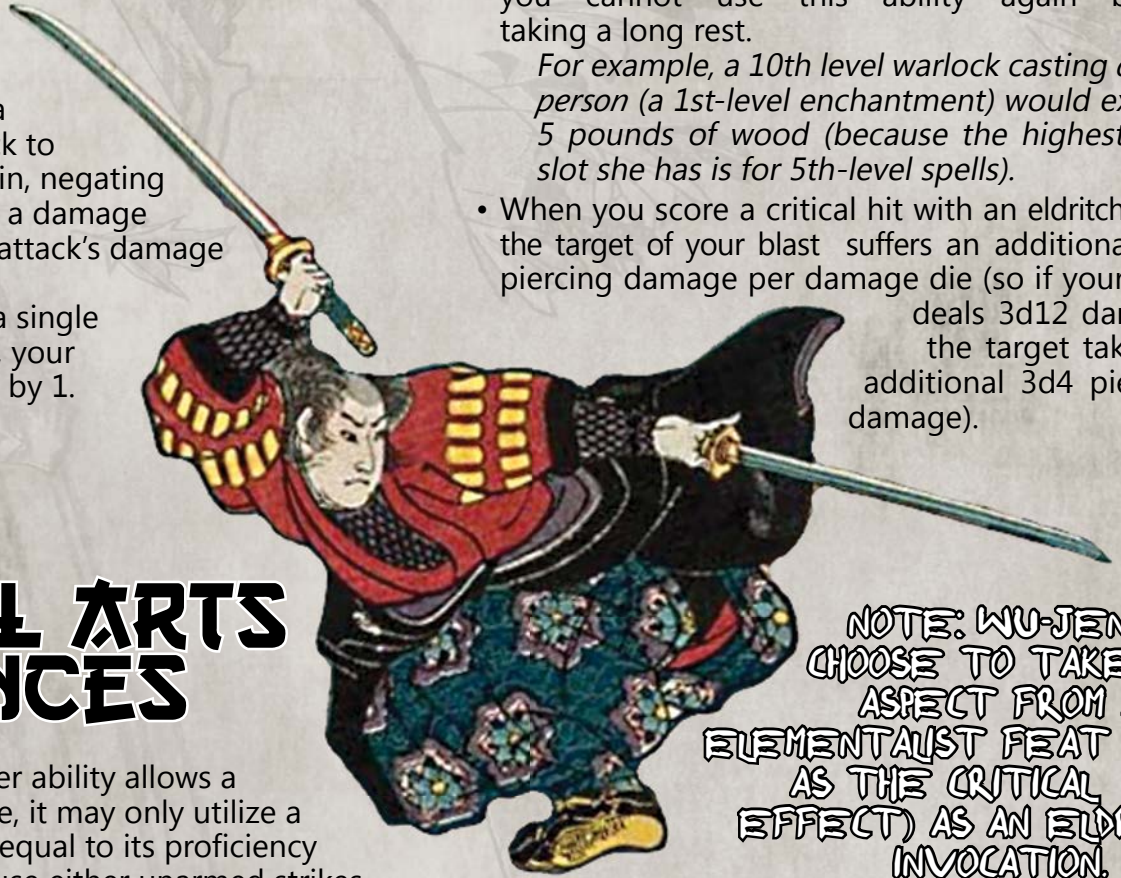


SWORDMASTER

Prerequisites: Strength 12, Dexterity 12, Intelligence 12, Wisdom 12

You live and die by your talents with a blade—and you often live well.

- When you are wielding a katana and score a critical hit that kills your opponent, you may make a free attack against a target adjacent to you.
- When an enemy provokes an attack of opportunity from you by moving, you may spend your reaction and your next turn's bonus action to move up to your speed so long as you end your movement next to the enemy that provoked the attack of opportunity.
- While wielding a katana, you may spend your reaction when you are hit by a ranged weapon attack to cut the missile in twain, negating the attack by making a damage roll that exceeds the attack's damage roll.
- When wielding only a single katana and no shield, your armor class increases by 1.



MARTIAL ARTS STANCES

Unless a class or monster ability allows a creature to do otherwise, it may only utilize a number of stance feats equal to its proficiency bonus. A creature may use either unarmed strikes, shortwords, or any simple weapons that don't have the two-handed or heavy weapon properties in conjunction with martial arts stances.

FIRE'S ETERNAL VIGILANCE

Prerequisites: Haitoku 13, Intelligence 14

Your strikes are made deadlier by your fury, scorching your enemies with the flames of your inner fire.

- Your strikes deal an additional 1d4 fire damage (this damage does not multiply on a critical hit) and you gain resistance to fire damage.
- When this feat is selected a second time, the additional fire damage increases to 1d6 (this damage does not multiply on a critical hit) and you learn how to harness your power and explode. As an action and bonus action, you erupt in flame that deals 2d8 times your proficiency bonus fire damage against creatures and objects within 15 feet. A Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) reduces this damage by half. You cannot use this ability again until after you take a long rest.
- When this feat is selected a third time, the additional fire damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to fire damage.

WOODEN ELEMENTALIST

Prerequisites: Warlock with the Summer, Fall, Winter, or Spring patron

Drawing on the natural power locked within verdant growth, you exploit the gifts of nature to bring primal energy to your spells, making them as potent as possible.

- By expending a piece of inert wood of a weight equal to one pound times the highest level spell you can cast, you can cast a spell you know without expending a spell slot. After doing this a number of times equal to your proficiency bonus, you cannot use this ability again before taking a long rest.

For example, a 10th level warlock casting charm person (a 1st-level enchantment) would expend 5 pounds of wood (because the highest spell slot she has is for 5th-level spells).

- When you score a critical hit with an eldritch blast, the target of your blast suffers an additional 1d4 piercing damage per damage die (so if your blast deals 3d12 damage, the target takes an additional 3d4 piercing damage).

NOTE: WU-JEN MAY CHOOSE TO TAKE ONE ASPECT FROM AN ELEMENTALIST FEAT (SUCH AS THE CRITICAL HIT EFFECT) AS AN ELDITCH INVOCATION.

THE BELLOWING GALE

Prerequisites: Haitoku 13, Strength 14

Using powerful techniques that focus on lightning fast movement, the very air around you reverberates with every blow, sending shockwaves along with your punches and kicks.

- Your strikes deal an additional 1d4 thunder damage (this damage does not multiply on a critical hit) and you gain resistance to thunder damage.
- When this feat is selected a second time, the additional thunder damage increases to 3 1d6 (this damage does not multiply on a critical hit) and once per turn, you may move a target you hit with a melee attack up to 10 feet away from you (regardless of the target's size).
- When this feat is selected a third time, the additional thunder damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to thunder damage.

THE CLEAR MIND

Prerequisites: Intelligence 14, Wisdom 14

You have come to understand that true combat is as much mental effort as physical trial. Exploiting the psyche of your enemies against them, you imbue your strikes with the force of your mind—to devastating effect.

- Your strikes deal an additional 1d4 psychic damage (this damage does not multiply on a critical hit) and you gain telepathy to a range of 30 feet (if you already have telepathy, its range increases by 30 feet).
- When this feat is selected a second time, the additional psychic damage increases to 1d6 (this damage does not multiply on a critical hit) and you gain resistance to psychic damage.
- When this feat is selected a third time, the additional psychic damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to psychic damage.

THE EVANESCENT SUN

Prerequisites: Dignity 13

Your nobility shines beyond the confines of your soul, blessing your physical blows with divine power.

- Your strikes deal an additional 1d4 radiant damage (this damage does not multiply on a critical hit) and you learn the dancing lights cantrip (when you cast the cantrip, it does not require concentration).
- When this feat is selected a second time, the additional radiant damage increases to 1d6 (this damage does not multiply on a critical hit) and you gain resistance to radiant damage.
- When this feat is selected a third time, the additional radiant damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to radiant damage.

THE FORSAKEN BLIGHT

Prerequisites: Haitoku 13, Wisdom 14

You've learned to strike with a resonance that corrodes creatures and objects on a level beyond understanding, weakening virtually everything but the most impervious targets.

- Your strikes deal an additional 1d4 acid damage (this damage does not multiply on a critical hit) and you gain resistance to acid damage.
- When this feat is selected a second time, the additional acid damage increases to 1d6 (this damage does not multiply on a critical hit) and you have advantage on checks made to grapple a foe or to avoid being grappled.
- When this feat is selected a third time, the additional acid damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to acid damage.

THE FROZEN FLOWER

Prerequisites: Haitoku 13, Constitution 14

Your body is a conduit for the heat of life, as attuned to the flow of energy around you as water. By exerting your will you can dampen the ambient temperature, granting your strikes a deadly chill.

- Your strikes deal an additional 1d4 cold damage (this damage does not multiply on a critical hit) and you gain resistance to cold damage.
- When this feat is selected a second time, the additional cold damage increases to 1d6 (this damage does not multiply on a critical hit) and you learn how to generate shields of ice for protection called ice petals. As a reaction after being hit by an attack, you gather and flash-freeze the moisture around your body the instant before being struck, putting the ice petal between your attacker and your body. These ice petals have an AC equal to your AC and a number of hit points equal to double your proficiency bonus. You may create a number of ice petals equal to your proficiency bonus before you require a long rest to recharge this ability.
- When this feat is selected a third time, the additional cold damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to cold damage.

THE FURIOUS STORM

Prerequisites: Haitoku 13, Dexterity 14

Your movements are incredibly efficient, designed for you to maximize friction and generate deadly shocks that empower your blows with electricity.

- Your strikes deal an additional 1d4 lightning damage (this damage does not multiply on a critical hit) and you gain resistance to lightning damage.

- When this feat is selected a second time, the additional lightning damage increases to 1d6 (this damage does not multiply on a critical hit) and you triple the distance of any jumps you make.
- When this feat is selected a third time, the additional lightning damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to lightning damage.

THE INNER FORCE

Prerequisites: Dignity 13

A truly potent spirit empowers your martial arts, making your attacks punch through the very fabric of reality.

- Your strikes deal an additional 1d4 force damage (this damage does not multiply on a critical hit) and you learn the mage hand cantrip.
- When this feat is selected a second time, the additional force damage increases to 1d6 (this damage does not multiply on a critical hit) and you gain resistance to force damage.
- When this feat is selected a third time, the additional force damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to force damage.

THE POISONED RIVER

Prerequisites: Haitoku 13, Charisma 14

Through rigorous immunization and the controlled consumption of toxins, you have made your body a shrine to poison, able to imbue some of it into your strikes.

- Your strikes deal an additional 1d4 poison damage (this damage does not multiply on a critical hit) and you gain immunity to the poisoned condition.
- When this feat is selected a second time, the additional poison damage increases to 1d6 (this damage does not multiply on a critical hit) and you gain resistance to poison damage.
- When this feat is selected a third time, the additional poison damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to poison damage.

THE STOUT BOAR

Prerequisites: Constitution 15

You utilize powerful techniques that emphasize your bulk to make your strikes truly lethal.

- Your strikes deal an additional 1d4 bludgeoning damage (this damage multiplies on a critical hit) and you may ignore difficult terrain or terrain movement costs (such as from climbing or swimming) when you make an attack action at the end of your movement.
- When this feat is selected a second time, the additional bludgeoning damage increases to 1d6 and you gain resistance to bludgeoning damage.
- When this feat is selected a third time, the additional bludgeoning damage increases to 1d8 and you gain advantage on any saving throws against effects or spells that would cause you to move.



THE STRIKING SERPENT

Prerequisites: Dexterity 15

You strike and move with a deft grace, using your impressive speed to thrust and cut your enemies with calculated strikes.

- Your strikes deal an additional 1d4 piercing damage (this damage does not multiply on a critical hit) and you gain advantage on Acrobatics checks.
- When this feat is selected a second time, the additional piercing damage increases to 1d6 (this damage multiplies on a critical hit) and you have advantage on checks made to shove a foe or to avoid being shoved.
- When this feat is selected a third time, the additional piercing damage increases to 1d8 (this damage multiplies on a critical hit) and you gain resistance to piercing damage.

THE TIGER'S CLAW

Prerequisites: Strength 15

Your strikes are powerful and made with a commitment that rends the flesh of your opponents, making you a truly fearsome combatant.

- Your strikes deal an additional 1d4 slashing damage (this damage does not multiply on a critical hit) and you gain advantage on Intimidation checks. You may unleash a primal, guttural growl as a bonus action to give enemies within 20 feet of you the frightened condition for 1d4 rounds; a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) resists the effect. You require a long rest before you can growl again.
- When this feat is selected a second time, the additional slashing damage increases to 1d6 (this damage multiplies on a critical hit) and you have advantage on checks made to disarm a foe or to avoid being disarmed.
- When this feat is selected a third time, the additional slashing damage increases to 1d8 (this damage multiplies on a critical hit) and you gain resistance to slashing damage.

THE WANING MOON

Prerequisites: Haitoku 15, Charisma 14

Your soul has been corrupted by the dark entities that consumed the great spirits of nature. These dark patrons have blessed you with their corrupting touch, making your targets wither and decay with every strike.

- Your strikes deal an additional 1d4 necrotic damage (this damage does not multiply on a critical hit) and you learn the *chill touch* cantrip.
- When this feat is selected a second time, the additional necrotic damage increases to

1d6 (this damage does not multiply on a critical hit) and you gain resistance to necrotic damage.

- When this feat is selected a third time, the additional necrotic damage increases to 1d8 (this damage multiplies on a critical hit) and you gain immunity to necrotic damage.

THE WICKED ONI

Prerequisites: Haitoku 15

You have learned the dark arts of oni warriors and utilize techniques that most martial artists would be ashamed to even admit knowing of.

- Your strikes deal an additional 1d6 damage to humanoids. By spending a bonus action, you can grant a creature that can see you the frightened condition for a number of rounds equal to your proficiency bonus. A creature that succeeds on a Wisdom saving throw (DC 8 + your proficiency bonus + Haitoku modifier) made at the end of each of its turns negates this condition. Once a creature has been frightened by your oni stance, it is cannot be frightened by it again for 24 hours.
- When this feat is selected a second time, your unarmed strikes deal an additional 1d8 damage to humanoids. You gain advantage to saving throws made to resist the abilities and spells of oni.
- When this feat is selected a third time, you may spend an action to replace any one attribute score with your Haitoku score for a number of rounds equal to your proficiency bonus. You require a long rest before you can use this ability again.



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-  YAI KINGS

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