[This is supposed to be used as a Martial Style for Timeless Error’s Fighter, which a variant of can be found in the PHB2. Use as a track at your own discretion.]

Darting Kingfisher:

Most people see combat as a fight to the death with a mortal enemy. You don’t look at it that way. To you, a battle is as simple as a kingfisher hunting fish, predator and prey…and anyone who has seen you in action knows exactly which one is you. You don’t believe in honorable duels, and you don’t salute your opponent before attacking them. You are efficient, ruthless, and deadly.

All bonuses from this track are fury bonuses, which do not stack with other tracks’ fury bonuses. A creature benefiting from a fury bonus may not benefit from other sources of [Precision] damage.

Some abilities in this track are denoted as [Kingfisher] abilities. [Kingfisher] abilities may not be used together on the same attack (although they can be used together over the course of one attack action if applied to different attacks).

1st Circle – AmbushEX: You attack silently and without warning. You don’t play by the rules in combat, and you’re proud of it. You gain a +2 bonus to Acrobatics checks and the in-combat use of the Bluff skill, and you deal 1d4 bonus damage per circle you have in this track on successful attacks against [Flat-footed] opponents.

2nd Circle – Vicious DiveEX: Like a kingfisher swooping down from the branches, you appear out of nowhere and pierce your victim’s flesh. Once per [Round], a [Flat-footed] opponent hit by one of your attacks becomes [Bleeding].

3rd Circle – Kingfisher’s StrikeEX: You knock the wind out of your prey or sweep them off their feet. Once per [Round], a [Flat-footed] opponent hit by one of your attacks is [Slowed] for one [Round] or knocked [Prone]. This is a [Kingfisher] ability. Additionally, your Vicious Dive ability applies to all successful attacks you make against [Flat-footed] opponents, not just one per [Round].

4th Circle – Kingfisher’s SpearEX: With a thrust to the hamstring or a similar deft maneuver, you severely hamper your foe’s mobility. Once per [Round], a [Flat-footed] opponent hit by one of your attacks becomes [Entangled] for two [Rounds]. This is a [Kingfisher] ability. Whenever you use a [Kingfisher] ability, you inflict the [Battered] condition on your opponent. Additionally, the bonus damage on successful attacks against [Flat-footed] opponents you gained from your Ambush ability now increases to 2d4 per circle you have in this track.

5th Circle – Kingfisher’s LashEX: You swipe for your target’s eyes, leaving them unable to defend themselves while they struggle to regain their sight. Once per [Round], a [Flat-footed] opponent hit by one of your attacks becomes [Blinded] for two [Rounds]. This is a [Kingfisher] ability. Whenever you use a [Kingfisher] ability, you inflict the [Sickened] condition on your opponent. Additionally, for every [Kingfisher] ability you have used on an opponent in this [Encounter], you gain a +1 bonus on attack rolls, and a +2 bonus to damage on attacks, against that opponent.

6th Circle – Kingfisher’s StunEX: You stun your unfortunate opponent with a sudden blow. Once per [Round], and a total of three times per [Encounter], a [Flat-footed] opponent hit by one of your attacks must make a Fortitude save (DC 10 + 1/2 your level + your KOM) or become [Dazed]. This is a [Kingfisher] ability. Additionally, whenever you use a [Kingfisher] ability, you inflict the [Prone] condition on your opponent.

7th Circle – Death From AboveEX: Once per [Encounter], after making a successful attack and activating a [Kingfisher] ability (the opponent does not need to fail its save, if there is one), you can deal an extra 6 damage per level you possess and make the target [Nauseated]. This is a [Death] effect.