

Everyman Unchained Fighters



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Everyman Unchained: Fighters

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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Author's Anecdote

One of the design goals of *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED* was to help fix disparities between the classes in the *PATHFINDER ROLEPLAYING GAME*'s history. Of the four classes that were updated in *PATHFINDER UNCHAINED*, one that many were surprised to see omitted from the list was the fighter, the player base's favorite punching bag. *PATHFINDER UNCHAINED* had new rules and subsystems to help the fighter, namely the stamina and combat tricks system, but the fact that it was a suggestion and potentially available to other classes left many feeling as though the system wasn't a proper fix for the fighter—that it was just a new subsystem that was a suggestion for the class. Over the ensuing months, new content would be made available specifically for fighters, such as advanced armor and weapon trainings, but an official, true redesign of the fighter still seems unlikely.

The fighter is my absolute favorite class, probably because I am a sucker for combat feats and I have plenty of notches on my belt to prove it—I designed the advanced armor training and advanced weapon training rules, and continued to promote their inclusion in products. But I've always wanted a proper unchaining of the fighter, and it seems as though my fans want that too. I've worked with every "true" unchained class and have unchained a few others, so the time felt right to try unchaining a class from the ground up. Within *EVERYMAN UNCHAINED: FIGHTERS*, you'll see a redesign of the fighter, but not a total reconstruction. The core fighter lives in this build—keeping the essence of a class the same is the essence of unchaining, after all. But the fighter you see within has come into his own both as a warrior and as a set of rules and mechanics. He is a warrior who values training and discipline, and who uses both constantly to surmount whatever challenges befall him. Whether you play a daring duelist, a skilled soldier, or a hulking brute, it is our hope that the tools within will help you unchain your game.

—Alexander Augunas

Description of Contents

The following sections are presented in *EVERYMAN UNCHAINED: FIGHTERS*.

Fighter (Pgs. 04-13): *EVERYMAN UNCHAINED: FIGHTERS* features an expansion of the fighter base class, which is found in this section. The unchained fighter combines new rules and subsystems that have been created over Pathfinder's existence in order to create a new, robust class. New additions to these mechanics have also been added where relevant, creating a fresh, new take on the fighter class.

Weapons and Weapon Groups (14-23): This section provides updates to the fighter weapon groups, and introduces three new advanced weapon groups. It also details the statistics for a large number of weapons that have been compiled from sources outside of *PATHFINDER ROLEPLAYING GAME: ULTIMATE EQUIPMENT*.

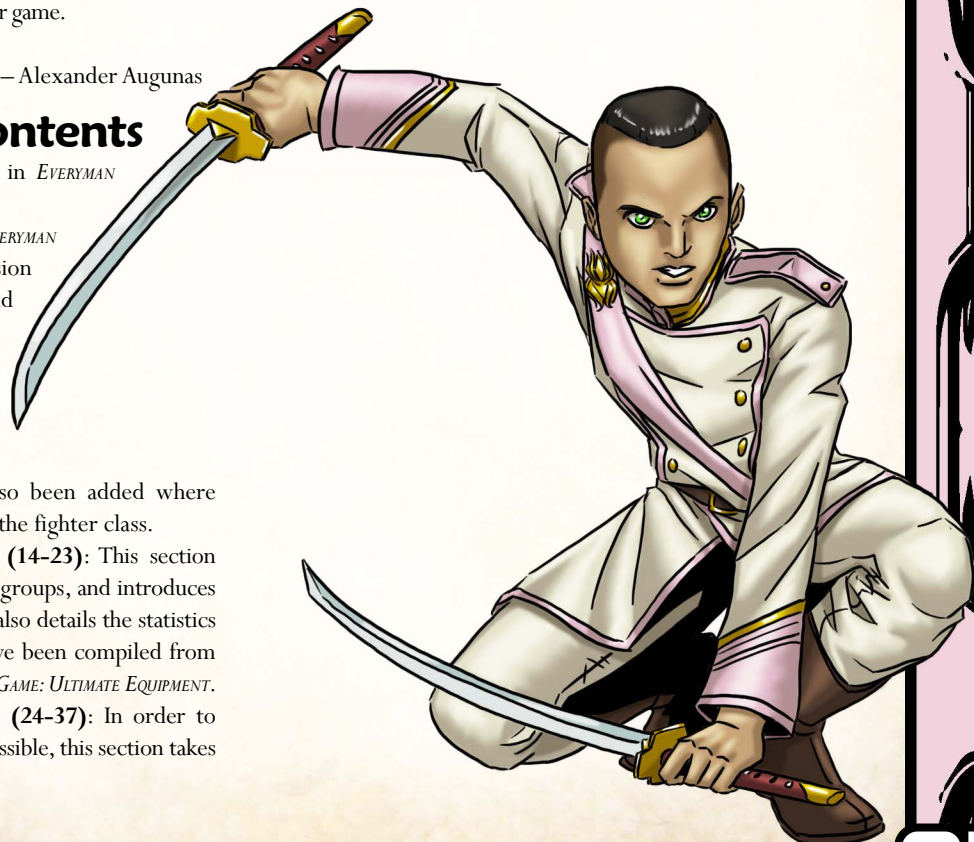
Unchained Fighter Archetypes (24-37): In order to create the most well-rounded fighter possible, this section takes

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all of the fighter archetypes from the *PATHFINDER ROLEPLAYING GAME* core rules and updates them for use with the unchained fighter. This section includes all fighter archetypes published from *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE* up through *PATHFINDER ROLEPLAYING GAME: HORROR ADVENTURES*. The archetypes have been kept true to their original publication wherever possible, but all have been tweaked in order to better reflect the new mechanics and abilities of the unchained fighter.

Feats (38-41): The final section in *EVERYMAN UNCHAINED: FIGHTERS* introduces a number of new feats that specifically list fighter class features as prerequisites. Each feat also includes a combat trick that fighters can access using their stamina class feature.



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Fighter

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

Role: Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons, plus all weapons that belong to his chosen weapon group (see weapon training). He is proficient with all armor (heavy, light, and medium) and shields (including tower shields).

Bonus Feats: At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats.

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Stamina (Ex): A fighter trains diligently in order to build his martial acumen, allowing him to push himself beyond the limits of his endurance to perform otherwise impossible feats of valor and daring. Each day, the fighter gains a stamina pool with a maximum number of stamina points equal to his base attack bonus + his Constitution modifier. During combat, a fighter can spend points from his stamina pool in order to perform a combat trick, the specific effects of which are dictated by a combat feat or class feature that the fighter possesses (for a list of combat tricks, see the stamina

rules in Chapter 3 of *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*). Unless noted otherwise, spending stamina points is not an action, and a fighter can't spend stamina points if he is unconscious, fatigued, or exhausted. Dropping to 0 stamina points causes the fighter to become fatigued until he has 1 or more points in his stamina pool.

Temporary increases to Constitution, such as those granted by the *bear's endurance* spell, do not increase the number of stamina points in the fighter's pool or his pool's maximum number of stamina points. However, permanent increases to Constitution, such as the bonus granted by a *belt of mighty constitution* worn for more than 24 hours, do adjust your stamina points.

A fighter regains stamina points by resting for short periods of time. A fighter doesn't have to sleep while resting in this way, but he can't exert himself. The fighter stops regaining stamina points if he enters combat; takes an action that requires a Strength-, Dexterity-, or Constitution-based skill check or an ability check tied to one of those ability scores; or takes more than one move action or standard action in a round (he can still take free, immediate, and swift actions). This reduction in the fighter's number of actions per round also effectively halves his overland speed. For each uninterrupted minute the fighter rests in this way, he regains 1 stamina point. If the fighter is suffering from any of the following conditions, he can't regain stamina points: confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned.

Weapon Training (Ex): Although he likely specializes in the use of one specific weapon, a skilled fighter is able to apply his training in one kind of weapon to other similar weapons, forming a weapon group. At 1st level, a fighter chooses one group of weapons (see page 12). He gains proficiency with all martial and exotic weapons from this group. In addition, the fighter can tap into his stamina pool in order to perform a combat trick that enhances his competency with weapons from his chosen weapon group. By spending points from his stamina pool when he makes an attack with a weapon that

Table: Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
01	+1	+2	+0	+0	Bonus feat, stamina, weapon training
02	+2	+3	+0	+0	Bravery, bonus feat
03	+3	+3	+1	+1	Armor training (medium), second wind (swift)
04	+4	+4	+1	+1	Bonus feat, martial spontaneity
05	+5	+4	+1	+1	Advanced weapon training, weapon training +1
06	+6/+1	+5	+2	+2	Bonus feat
07	+7/+2	+5	+2	+2	Advanced armor training, armor training (heavy)
08	+8/+3	+6	+2	+2	Bonus feat
09	+9/+4	+6	+3	+3	Advanced weapon training, weapon training +2
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	Advanced armor training, second wind (immediate)
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	Advanced weapon training, weapon training +3
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	Advanced armor training
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	Advanced weapon training, weapon training +4
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	Armor mastery, second wind (free)
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

belongs to his chosen weapon group, the fighter can grant himself a competence bonus on his attack equal to the number of points spent (maximum +5).

At 5th level, the fighter gains a +1 bonus on attack and damage rolls when using a weapon from his chosen group. This bonus increases by +1 at 9th level and every four levels thereafter, to a maximum of +4 at 17th level.

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Armor Training (Ex): Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty of his armor by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1.

In addition, the fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Second Wind (Ex): At 3rd level, a fighter can tap into his stamina in order to temporarily regain vitality. By spending 3 stamina points from his stamina pool as a swift action, the fighter gains a number of temporary hit points equal to 1d10 + 1 point per fighter level (maximum +10), up to a maximum number of temporary hit points equal to the current amount of hit point damage that he has taken. This effect lasts 1 minute. Temporary hit points gained from multiple uses of this ability don't stack, and if the number of temporary hit points that the fighter has from this ability ever exceeds the amount of lethal damage that he has taken, excess temporary hit points are lost.

For instance, a fighter that has taken 20 points of damage can gain up to 20 temporary hit points from this ability. If he is later healed for 15 points of damage, the maximum number of temporary hit points that he can gain is reduced to 5, and any temporary hit points in excess of this amount are lost.

At 11th level, the fighter can use this ability as an immediate action. In addition, he can spend 5 stamina points to gain a number of temporary hit points equal to 2d10 + 1 point per fighter level (maximum +20). At 19th level, he can use this ability as a free action once per round, even if it isn't his turn.

Martial Spontaneity (Ex): At 4th level, a fighter can take a move action to tap into his stamina to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The fighter must meet all the feat's prerequisites. He must spend 3 stamina points from his stamina pool in order to use this ability, and the benefits of any feats that he gains using this ability immediately end whenever the fighter drops to 0 stamina points.

The fighter can use this ability again before the duration expires to replace the previous combat feat with another choice. If a combat feat has a daily limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Advanced Weapon Training: As the fighter's combat skill grows, he trains himself in new ways to use his skill with his chosen weapon group to out match his enemies. Starting at 5th level, a fighter gains one advanced weapon training option. He gains an additional option at 9th level, 13th level, and 17th level.

Advanced weapon training options only function when the fighter is wielding a weapon that belongs to a weapon group

that he has chosen with the weapon training class feature or the expanded weapon training advanced weapon training option unless noted otherwise. If the fighter wields two or more weapons from different weapon groups that he has chosen with the weapon training class feature simultaneously, use the his highest weapon training bonus to determine the effects of his advanced weapon training options unless noted otherwise.

A fighter cannot select an individual advanced weapon training option more than once unless noted otherwise.

Abundant Tactics (Ex): The fighter adds his highest weapon training bonus to the number of times per day that he can use any combat feats he possesses that allow a limited number of daily uses, such as the Stunning Fist feat. This option functions even when the fighter is not wielding a weapon from a chosen weapon group.

Attack Focus (Ex): When the fighter wields a weapon from a chosen weapon group, he adds half his weapon training bonus to the save DC of all abilities and effects tied to his weapon attacks (minimum +1). This includes (but isn't limited to) any special weapon abilities the weapon possesses, the effects of any special material that the weapon is made of, any poisons applied to the weapon, and any other unique properties that the weapon possesses.

Battle Trance (Ex): The fighter can enter a state of deadly calm that focuses his body and mind, honing his weapon skill with deadly precision. By spending 1 stamina point from his stamina pool as a free action, the fighter can increase his weapon training bonus for 1 round. Each round he can maintain his battle trance as a free action by spending 1 point of stamina. This trance increases the fighter's weapon training bonus on attack rolls and damage rolls with each of his chosen weapons by +1, as well as the bonuses he gains from advanced weapon options that add his weapon training bonus to ability checks, attack rolls, initiative checks, saving throws, skill checks, damage rolls, AC, or CMD. This increase does not alter the effects of advanced weapon training options that derive non-numeric benefits from the fighter's weapon training bonus (such as the abundant tactics option). A fighter cannot use any Intelligence-based skills or any abilities that require patience or concentration while in a battle trance.

The fighter can end his battle trance as a free action and is fatigued after the trance ends for a number of rounds equal to 2 times the number of rounds spent in the battle trance. A fighter cannot enter a new battle trance while fatigued, exhausted, or while raging (including the *rage* spell). Otherwise, he can enter multiple battle trances during a single encounter or combat. If a fighter falls unconscious, his battle trance ends.

Boundless Stamina (Ex): Whenever the fighter uses a combat trick while wielding a weapon from a chosen weapon group, he resolves the trick's effects as if he had spent 1 more stamina point activating the combat trick than he actually spent. If the combat trick has a static stamina point cost (such as the Weapon Focus combat trick), this effectively reduces the trick's stamina point cost by 1 (minimum 1). If the combat trick allows the fighter to spend a varying amount of stamina points (such as the Arcane Strike combat trick), he is treated as if he had spent 1

more stamina point than he actually spent activating the combat trick. This option cannot allow you to exceed a combat trick's maximum number of combat points spent.

Combat Assist (Ex): When the fighter uses a weapon from a chosen weapon group to aid an ally's attack against an opponent and succeeds, the ally applies the aid another bonus to a number of attacks made against that opponent equal to the fighter's weapon training bonus. This effect lasts until the end of the ally's next turn. In addition, the fighter adds his weapon training bonus to the aid another bonus that he grants his ally on attack rolls with a successful aid another attempt. This doesn't stack with increases to his aid another bonus from other class features or abilities.

Combat Maneuver Defense (Ex): When the fighter wields a weapon from a chosen weapon group, he adds his weapon training bonus to his CMD against all combat maneuvers attempted against him, instead of just against disarm and sunder combat maneuvers.

Dazzling Intimidation (Ex): When the fighter wields a weapon from a chosen weapon group, he adds his weapon training bonus to Intimidate checks, and he can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If the fighter has the Dazzling Display feat, he can use that feat as a standard action instead of a full-round action.

Deadshot (Ex): Whenever the fighter attacks with a ranged weapon from a chosen weapon group as a readied action or while sniping, he adds his fighter level to his damage roll. This bonus only applies on the first attack that the fighter makes each round as a readied action or while sniping, even if the fighter has an ability that allows him to make multiple readied actions during a round or make multiple attacks as a readied action or while sniping.

Deadly Weapon Training (Ex): Whenever the fighter spends 1 or more points of stamina to use his weapon training combat trick as part of an attack made with a weapon from a chosen weapon group for which he has the Weapon Focus feat, he doubles his weapon training bonus on damage rolls. This option doesn't stack with other advanced weapon training options that double the fighter's weapon training bonus on damage rolls (such as trained grace).

Defensive Weapon Training (Ex): When the fighter wields a weapon from a chosen weapon group, he gains a +1 shield bonus to his Armor Class. He also adds half of the weapon's enhancement bonus (if any) to this shield bonus. If his weapon's weapon training bonus on attack rolls and damage rolls is +4 or higher, the shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

Effortless Dual Wielding (Ex): The fighter treats all one-handed melee weapons that belong to one of more of his chosen weapon groups as though they were light weapons when determining his penalties on attack rolls for fighting with two weapons.

Expanded Weapon Training (Ex): The fighter chooses one additional weapon group with the weapon training class feature. He does not gain proficiency with any exotic weapons that belong to fighter weapon groups that he chooses with this advanced weapon training, but he can use weapons from the newly chosen group with his advanced weapon training abilities.

The fighter can take this option once at 9th level, and again at 13th level and 17th level. The first time he takes it, he treats his fighter level as 4 levels lower for the purpose of determining the bonus on attack rolls and damage rolls that he gains from the weapon training class feature on attack rolls and damage rolls made with weapons from his newly chosen weapon group. The second time he takes it, he treats his fighter level as 8 levels lower for the purpose of determining this bonus. The third time he takes it, he treats his fighter level as 12 levels lower for the purpose of determining this bonus.

Fighter's Feint (Ex): When the fighter wields a weapon from a chosen weapon group, he can feint as a move action or in place of his first attack during a full attack.

Fighter's Finesse (Ex): The fighter gains the benefits of the Weapon Finesse feat with all melee weapons that belong to one or more of his chosen weapon groups (even if they cannot normally be used with Weapon Finesse). The fighter must have the Weapon Finesse feat to select this option.

Fighter's Tactics (Ex): All of the fighter's allies are treated as if they had the same teamwork feats as the fighter for the purpose of determining whether the fighter receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually have the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the fighter to receive the listed bonus. This option functions even when the fighter is not wielding a weapon from a chosen weapon group.

Focused Weapon (Ex): The fighter selects one weapon from a chosen weapon group for which he has the Weapon Focus feat. The fighter can deal damage with this weapon based on the damage of the warpriest's sacred weapon^{ACG} class feature, treating his fighter level as his warpriest level. The fighter must have Weapon Focus with the selected weapon in order to choose this option.

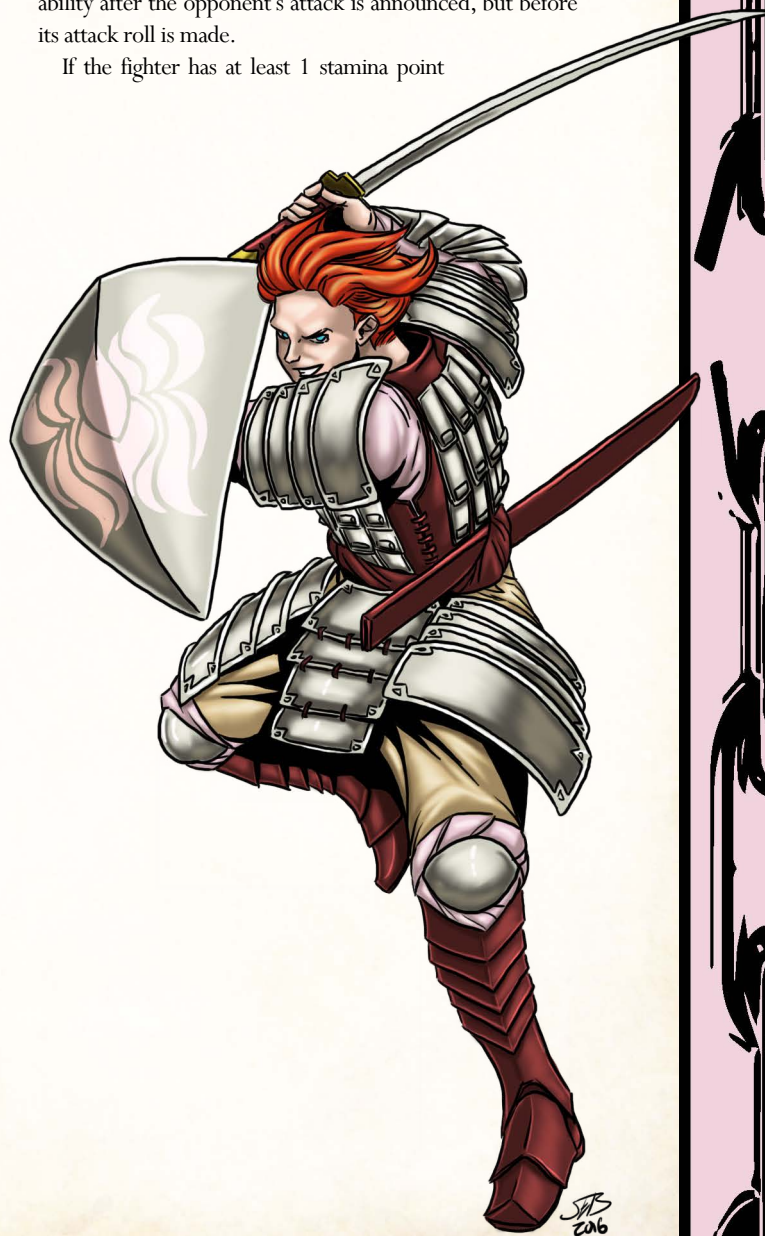
Freehanded Training (Ex): When the fighter wields a light or one-handed melee weapon from a chosen weapon group, he adds his fighter level to the damage dealt. To use this ability, a fighter cannot attack with a natural weapon or a weapon in his off hand, or use a shield other than a buckler. He can use this ability even with thrown light or one-handed melee weapons, so long as the target is within 30 feet. Any creature that is immune to sneak attacks is immune to the additional damage granted by freehanded training, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage from freehanded training. This additional damage is precision damage and isn't multiplied on a critical hit.

Half Haft (Ex): Whenever the fighter wields a two-handed melee weapon from a chosen weapon group that has reach, he can shorten the grip on his weapon as a move action. While doing so, the fighter takes a -2 penalty on attack rolls with the weapon, but the weapon loses its reach and can be used to attack adjacent opponents. Returning the weapon to its proper grip is a move action.

Improved Fighter's Feint (Ex): Whenever the fighter successfully feints while wielding a weapon from a chosen weapon group, his opponent is denied its Dexterity bonus to AC against all attacks that the fighter makes using weapons from his chosen weapon group until his next turn. The fighter must be at least 13th level and have the fighter's feint advanced weapon training to select this option.

Parry (Ex): When an opponent makes a melee attack against the fighter while he is wielding a weapon from a chosen weapon group, he can spend 2 stamina points and expend a use of an attack of opportunity to attempt to parry that attack. The fighter makes an attack roll as if he were making an attack of opportunity; for each size category the attacking creature is larger than the fighter, the fighter takes a -2 penalty on this roll. If the fighter's result is greater than the attacking creature's result, the opponent's attack automatically misses. The fighter must declare the use of this ability after the opponent's attack is announced, but before its attack roll is made.

If the fighter has at least 1 stamina point



remaining upon performing a successful parry, he can further harry his opponent by exploiting the flaws that he exposed in his opponent's defenses. Exposing these flaws is an immediate action, and upon doing so the fighter gains a +2 circumstance bonus on all opposed skill checks that the fighter makes against the opponent and a +2 circumstance bonus on the next attack roll that he makes against the opponent. This effect lasts until the end of the fighter's next turn.

Ranged Maneuvers (Ex): The fighter chooses one of the following combat maneuver with which to gain additional training: dirty trick, disarm, reposition, steal, sunder, or trip. When making a full-attack or an attack of opportunity that belongs to a chosen weapon group, the fighter can perform the chosen combat maneuver in place of a ranged attack. These combat maneuvers provoke attacks of opportunity as normal unless the fighter has an ability that prevents him from provoking an attack of opportunity, such as the Improved maneuver feat associated with that combat maneuver. The fighter can only make combat maneuvers in place

of ranged attacks against opponents that are within 30 feet.

The fighter can only use this ability in conjunction with ranged weapon attacks and thrown weapon attacks unless he has the Throw Anything feat. If he has Throw Anything, he can use this ability in conjunction with any weapon he throws.

Tactics Training (Ex): Each day, the fighter selects a number of teamwork feats he possesses equal to his highest weapon training bonus. When the fighter wields a weapon from a chosen weapon group, the fighter can spend 1 stamina point to grant one selected teamwork feat to all allies within 30 feet who can see and hear him for 1 minute. Allies do not need to meet the prerequisites of the selected feat. The fighter can use this ability a number of times per day equal to his highest weapon training, and he may reselect which teamwork feats he can grant with this option by taking 10 minutes to review their use and application.

This ability acts as the cavalier's tactician ability for the purpose of satisfying prerequisites and prestige class requirements that require tactician, and is modified by any feat, spell, or effect that specifically works with the cavalier class feature. For example, the Practiced Tactician feat grants a fighter 1 additional use of the tactics training advanced weapon training option. The fighter must have at least one teamwork feat to select this option.

Trained Grace (Ex): When the fighter uses Weapon Finesse to make a melee attack with a weapon, using his Dexterity modifier on attack rolls and his Strength modifier on damage rolls, he doubles his weapon training bonus on damage rolls. The fighter must have Weapon Finesse in order to choose this option.

Trained Initiative (Ex): When the fighter wields a weapon from a chosen weapon group or is able to draw such a weapon (even if he is not currently wielding it), the fighter adds his weapon training bonus to initiative checks. In addition, if he has the Quick Draw feat and has a weapon from a chosen weapon group that isn't hidden, he can draw that weapon as a free action as part of making an initiative check.

Trained Maneuvers (Ex): The fighter chooses one combat maneuver with which to gain additional training. The fighter adds double his highest weapon training bonus on all combat maneuver checks that he makes with the chosen combat maneuver, not just those attempted when he uses a weapon from a chosen weapon group. This option functions even when the fighter is not wielding a weapon from a chosen weapon group.

The fighter can take this advanced training up to four times. The second time he takes it, he chooses a second combat maneuver and treats his fighter level as 4 lower for the purpose of determining the bonus on combat maneuver checks that he gains when making combat maneuver checks with the chosen combat maneuver. The third time he takes it, he treats his fighter level as 8 levels lower for the purpose of determining this bonus. The fourth time he takes it, he treats his fighter level as 12 levels lower for the purpose of determining this bonus.

Trained Throw (Ex): When the fighter wields a weapon from the thrown fighter weapon group and applies his Dexterity



modifier on attack rolls and his Strength modifier on damage rolls, he doubles his weapon training bonus on damage rolls. If the fighter has the Throw Anything feat, he may use this option in conjunction with any weapon he throws that belongs to any of his chosen weapon groups. The fighter must have either chosen the thrown weapon group with the weapon training class feature or have the Throw Anything feat to select this option.

Versatile Training (Ex): The fighter can use his base attack bonus in place of his ranks in two skills of his choice that are associated with one of his chosen weapon groups (see below). This option functions even when the fighter is not wielding a weapon from a chosen weapon group. When using versatile training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in these skills, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify those skills. Once the skills have been selected, they cannot be changed and the fighter can immediately retrain all of his skill ranks in the selected skills at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to two times.

The Bluff and Intimidate skills are associated with all fighter weapon groups. The various fighter weapon groups also have the following associated skills: axes (Climb, Survival), bows (Knowledge [engineering], Perception), close (Sense Motive, Stealth), crossbows (Perception, Stealth), double (Acrobatics, Sense Motive), firearms (Perception, Sleight of Hand), flails (Acrobatics, Sleight of Hand), hammers (Diplomacy, Ride), heavy blades (Diplomacy, Ride), light blades (Diplomacy, Sleight of Hand), monk (Acrobatics, Escape Artist), natural (Climb, Fly, Swim), polearms (Diplomacy, Sense Motive), siege engines (Disable Device, Profession [driver]), spears (Handle Animal, Ride), and thrown (Acrobatics, Perception).

Undaunted Psychology (Ex): The fighter applies his bonus from the bravery class feature to his Psychology DC. While he is wielding a weapon from a chosen weapon group, the fighter also adds his highest weapon training bonus to his Psychology DC. (For more information on psychological maneuvers, see the psychological maneuvers section in *ULTIMATE CHARISMA*.)

Warrior Spirit (Su): The fighter is able to draw out a magic weapon's true potential in combat. Each day, the fighter gains a number of points of spiritual energy equal to 1 + his highest weapon training bonus. When the fighter wields a weapon from a chosen weapon group with an enhancement bonus of +1 or higher, he can spend 1 point of spiritual energy as a swift action to grant the weapon an enhancement bonus equal to his highest weapon training bonus. Enhancement bonuses gained from this option stack with those of the weapon, to a maximum bonus of +5, and last for 1 minute.

Alternatively, the fighter can imbue such a weapon with any one weapon special ability of his choice with an equivalent enhancement bonus that is less than or equal to his highest weapon training bonus. A weapon must have at least a +1 enhancement bonus before the fighter can imbue it with a

weapon special ability using this option.

Weapon Mastery: The fighter gains a weapon mastery feat as a bonus feat. He must meet all of the feat's prerequisites. This option functions even when the fighter is not wielding a weapon from a chosen weapon group.

Weapon Sacrifice (Ex): When damage would cause the fighter or an adjacent ally to be knocked unconscious or killed, as a swift or immediate action the fighter can instead direct the damage to a weapon from the associated weapon group that he is wielding. The original target takes no damage, but the weapon receives only half its normal hardness. The fighter can use this option a number of times per day equal to the fighter's weapon training bonus with the associated weapon group. He cannot use this option with natural attacks or unarmed strikes, or weapons that are incapable of taking damage.

Weapon Specialist (Ex): The fighter selects a number of combat feats that he knows equal to his weapon training bonus with the associated weapon group. The selected feats must be ones that require the fighter to choose a type of weapon (such as Weapon Focus and Weapon Specialization), and the fighter must have chosen weapons that belong to the associated fighter weapon group. The fighter is treated as having the selected feats for all the weapons in the associated weapon group that are legal choices for those feats. The fighter is also considered to have those feats with these weapons for the purpose of meeting prerequisites.

Weapon Training Maneuver (Ex): When the fighter wields a weapon from a chosen weapon group, the fighter can perform a dirty trick, disarm, drag, reposition, steal, sunder, or trip combat maneuver or attempt to antagonize, demoralize, or feint an opponent in place of a melee attack that he makes during a full attack or attack of opportunity. Combat maneuver made using this ability provoke attacks of opportunity as normal unless the fighter has an ability that allows him to make those checks without provoking. Conditions created by these combat maneuvers and psychological maneuvers do not stack to create more serious conditions, even if the fighter has another ability that would normally allow them to do so.

Advanced Armor Training: With practice, a fighter is able to improve his ability to wear and use his armor. Starting at 7th level, a fighter gains one advanced armor training option. He gains an additional option at 11th level and 15th level.

Advanced armor training options only function only when the fighter is wearing appropriate armor or using a shield unless noted otherwise.

A fighter cannot select an individual advanced armor training option more than once unless noted otherwise.

Armor Specialization (Ex): The fighter selects one specific type of armor with which he is proficient, such as chain shirts or scale mail. While wearing the selected type of armor, the fighter adds one-quarter of his fighter level to the armor's armor bonus, up to a maximum bonus of +3 for light armor, +4 for medium armor, or +5 for heavy armor. This increase to the armor bonus doesn't increase the benefit that the fighter gains from feats, class abilities, or other effects that are determined by his armor's base

armor bonus, including other advanced armor training options. A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor.

Armored Confidence (Ex): While wearing armor, the fighter gains a bonus on Intimidate checks based upon the type of armor he is wearing: +1 for light armor, +2 for medium armor, or +3 for heavy armor. This bonus increases by 1 at 7th level and every 4 fighter levels thereafter, to a maximum increase of +4 at 19th level. In addition, the fighter adds half his armored confidence bonus to the DC of Intimidate checks to demoralize him.

Armored Juggernaut (Ex): When wearing heavy armor, the fighter gains DR 1/—. At 7th level, the fighter gains DR 1/— when wearing medium armor, and DR 2/— when wearing heavy armor. At 11th level, the fighter gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. If the fighter is 19th level and has the armor mastery class feature, these DR values increase by 5. The DR from this ability stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the fighter is helpless, stunned, or unconscious.

Armored Maneuver Defense (Ex): When wearing armor or using a shield, a fighter adds his armor or shield's enhancement bonus to his CMD. If both his armor and his shield have an enhancement bonus, he adds only the higher of these bonuses. The fighter loses this benefit when he is flat-footed.

Armored Master: The fighter gains an armor mastery feat or a shield mastery feat as a bonus feat. He must meet all of the feat's prerequisites. This option functions even when the fighter is not wearing armor.

Armored Sacrifice (Ex): When damage would cause the fighter or an adjacent ally to be knocked unconscious or killed, the fighter can instead direct the damage to a suit of armor that he is wearing or a shield he is using as an immediate action. The original target takes no damage, but the armor or shield is treated as if it had only half its normal hardness. The fighter can use this option once per day, plus one additional time each day at 11th and 19th levels.

Armored Sprint (Ex): The fighter gains Run as a bonus feat. If the fighter is proficient with heavy armor, he treats heavy armor as if it were one category lighter for the purpose of determining how fast he can move while running in armor. This option functions even when the fighter is not wearing armor.

Buckler Training (Ex): While using a buckler, the fighter does not take a penalty on attack rolls when using his shield arm to wield a weapon (whether he is using an offhand weapon or using his off hand to help wield a two-handed weapon). Furthermore, the fighter does not lose his buckler's Armor Class bonus when he uses a weapon in his off hand. If the fighter has the Improved Shield Bash feat, he may use a buckler to make a shield bash attack, as if his buckler were a light shield.

Critical Deflection (Ex): While wearing armor or using a shield, the fighter gains a +2 bonus to his AC against attack rolls made to confirm a critical hit. This bonus increases by 1 at 7th level and every 4 fighter levels thereafter, to a maximum of +6 at 19th level.

Enhanced Armor Training (Ex): While wearing armor, the fighter reduces the armor check penalty of his armor by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. The fighter can take this option once at 7th level, and again at 11th level and 15th level. The reductions and increases granted by this option stack with those of the armor training class feature, as well as with one another, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

Grazing Spikes (Ex): While using spiked armor, the fighter's melee attacks deal additional damage equal to the weapon damage of his spiked armor. He adds his spiked armor's enhancement bonus to the damage done, if any, but other bonuses (such as the fighter's Strength modifier or bonuses from other effects) do not apply. This damage is not multiplied on a critical hit, and it does not count as a hit with the spiked armor for the purpose of weapon special abilities (such as *flaming*) and other effects that trigger on a successful hit.

Offset Encumbrance (Ex): The fighter is able to offset the weight of his armor, granting him a bonus to his Strength score for the purpose of determining encumbrance. He gains a +1 bonus to his Strength score for this purpose while wearing light armor, or +2 while wearing medium armor. If he is at least 11th level, he gains a +4 bonus while wearing heavy armor. A fighter must have the armor training class feature to select this option.

Piecemeal Armor Training (Ex): While using piecemeal armor, the fighter is considered to be wearing a suit of armor as long as he is wearing two or three armor pieces, gaining the +1 to armor bonus but still taking the +5% chance of arcane spell failure if the pieces are mixed. For more information about piecemeal armor, see the piecemeal armor section in Chapter 5 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*.

Quick Donning (Ex): The fighter can don armor in a hurry without reducing its effectiveness, and remove it quickly when it becomes a hindrance. When the fighter dons or removes his armor or dons it hastily, the amount of time needed to do so is reduced, as noted on the table below. Other characters can still help the fighter don his armor as normal.

Additionally, when wearing hastily donned armor, the fighter can attempt a Strength or Dexterity check as a full-round action to remove the penalties associated with wearing hastily donned armor (DC 10 + his armor's unmodified armor bonus). If he succeeds at the check, he is treated as having properly donned his armor rather than having hastily donned it. The fighter can also remove his armor in the same amount of time that it takes him to don his armor hastily. He can even remove sections of armor to escape grapples and similar grasping hindrances. Whenever the fighter attempts a combat maneuver check, an Escape Artist check, or a Strength check to escape from an effect that reduces or restricts his ability to move or act, he can reduce the armor bonus of any armor that he is wearing by up to half his armor's base armor bonus. If he does so, he gains a bonus on his check equal to the amount by which he reduced his armor's armor bonus. Multiple uses of this ability cannot reduce the armor's



armor bonus below half its base armor bonus, and the reduction to the armor's armor bonus lasts until the fighter recovers and dons the removed pieces of armor. This option functions even when the fighter is not wearing armor or using a shield.

Armor Type	Don	Don Hastily	Remove
Light armor	5 rounds	1 round	5 rounds
Medium armor	1 minute	5 rounds	1 minute
Heavy armor	2 minutes	1 minute	1d4 minutes

Shield Training (Ex): While using a shield, the fighter the reduces the armor check penalty of his shield by 2 (to a minimum of 0) and increases his shield's damage die by one step when using his shield to make a shield bash attack. If he is wielding a tower shield, he also reduces the shield's penalty on attack rolls by 2 (to a minimum of 0). This option functions even when the fighter is not wearing armor.

Shielded Evasion (Ex): The fighter selects one type of shield for which he has the Shield Focus feat. While using the selected type of shield, the fighter gains evasion (as the rogue class ability). The fighter can select this option multiple times. Each time, he selects a different type of shield for which he has the Shield Focus feat to apply its benefits to. The fighter must have Shield Focus with the selected weapon in order to choose this option.

Spell Warding (Ex): While wearing magic armor with an enhancement bonus of +1 or higher, a fighter can use his armor's inherent magic to ward off spells. He gains spell resistance equal to 10 + his fighter level + his armor's enhancement bonus. Alternatively, if the fighter has spell resistance from another effect, he can instead add 1 + his armor's enhancement bonus to his existing spell resistance if the result would prove higher than the spell resistance granted by this ability.

At 11th level and 15th level, the fighter's spell resistance (whether existing or from this ability) increases by 1.

Steel Headbutt (Ex): While wearing medium or heavy armor, a fighter can deliver a headbutt with his helm as part of a full attack action. This headbutt is in addition to his normal attacks, and is made using the fighter's base attack bonus – 5. A helmet headbutt deals 1d3 points of damage if the fighter is wearing medium armor, or 1d4 points of damage if he is wearing heavy armor (1d2 and 1d3, respectively, for Small creatures), plus an amount of damage equal to 1/2 the fighter's Strength modifier. Treat this attack as a weapon attack made using the same special material (if any) as the armor. The armor's enhancement bonus does not modify the headbutt attack, but the helm can be enchanted as a separate weapon.

Tower Shield Defense (Ex): While using a tower shield, the fighter gains his shield bonus against touch attacks.

Unmoving (Ex): Select one combat maneuver (except sunder). Whether using his armor as leverage against a grappling foe or using its weight to help him stop a bull rush, a fighter can use his armor to protect him from the chosen combat maneuver. While wearing armor or wielding a shield, the fighter gains a bonus to his CMD against the chosen combat maneuver. The bonus is +1 if he's wearing light armor, +2 if he's wearing medium armor, and +3 if he's wearing heavy armor. This bonus increases by 1 at 7th level and every 4 fighter levels thereafter, to a maximum at 19th level of +5 for light armor, +6 for medium armor, and +7 for heavy armor. Mithral armor provides a bonus 1 lower than normal for armor of its type.

Armor Mastery (Ex): At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, the fighter automatically confirm all critical threats that he makes with attacks from any of his chosen weapon groups, and the critical multiplier of those attacks increases by 1 (x2 becomes x3, for example). In addition, he cannot be disarmed while wielding a weapon from any of his chosen fighter weapon groups.

Fighter Training Options

Skilled fighters can apply their combat prowess towards other, noncombatant activities, bolstering their effectiveness with their discipline and skill. Whenever a fighter would gain an advanced armor training option, an advanced weapon training option, or a bonus feat from fighter class levels, he can instead choose a fighter training option instead. Some fighter training options can only be selected if the fighter meets the option's prerequisites.

Adaptable Training (Ex): The fighter can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Climb, Disguise, Escape Artist, Intimidate, Knowledge (engineering), Profession (soldier), Ride, or Swim. When using adaptable training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Once a skill has been selected, it cannot be changed and the fighter can immediately retrain all of his ranks in the selected skill at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to four times.

Determination (Ex): The fighter can use his stamina to help him struggle against overwhelming odds. By spending 1 stamina point as a swift action, the fighter can suppress any one of the following conditions currently affecting him for 1 round: dazed, dazzled, fascinated, fatigued, shaken, sickened, or staggered. This round counts against the conditions duration as normal. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting. The fighter must be at least 4th level to select this option.

Dutiful Guard (Ex): The fighter is not fatigued from sleeping in medium or heavy armor. In addition, the DCs of Perception checks that the fighter makes do not increase by +10 while he is asleep.

Establish Perimeter (Ex): The fighter can establish a defensible location, enabling him and his allies to rest with reduced fear of being caught by surprise. The fighter learns to use the alarm trap ranger trap a number of times per day equal to half his fighter level (see the ranger section in Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*). The DC for this trap is equal to $10 + 1/2$ the fighter's level + the fighter's Wisdom bonus, and it lasts 1 day per two fighter levels.

Fighter's Reflexes (Ex): The fighter gains a +2 bonus on Reflex saving throws. This bonus increases by +1 at 6th level and every 4 levels thereafter, to a maximum of +6 at 18th level. The fighter must be at least 2nd level to select this option.

Fighter's Tenacity (Ex): The fighter gains a +2 bonus on Will saving throws. This bonus increases by +1 at 6th level and every 4 levels thereafter, to a maximum of +6 at 18th level. The fighter must be at least 2nd level to select this option.

Fortify Perimeter (Ex): The fighter can spend 10 minutes fortifying an area that is up to 5 square feet per fighter level he possesses, making it difficult to enter the area. Doors, windows, and other entrances into the room cannot be opened without first making a successful Disable Device or Strength check. In addition, the break DC and hardness of all doors, walls, and windows within the affected area is increased by an amount equal to half the fighter's level. The Disable Device DC to disable this effect is equal to $10 + 1/2$ the fighter's level + the higher between the fighter's Intelligence and Wisdom modifiers. The fighter must have appropriate objects or materials available to fortify the area to use this ability, and its effects last for two days per fighter level he possesses.

Greater Determination (Ex): The fighter adds the following conditions to the list of those that he can suppress using the determination fighter training option: bleed, blind, confused, cowering, deafened, exhausted, frightened, nauseated, paralyzed, or stunned. The fighter must be at least 9th level and have the determination fighter training option to select this option.

Greater Martial Spontaneity (Ex): The fighter can use martial spontaneity to gain the benefit of two combat feats at the same time. He may select one feat as a swift action or two feats as a move action. He may use one of these feats to meet a prerequisite of the second feat; doing so means that he cannot replace a feat currently fulfilling another's prerequisites without also replacing those feats that require it. Each time he uses martial spontaneity to gain the benefit of a feat or replace a previously selected feat, the fighter must spend 3 stamina points per feat selected. The fighter must be at least 9th level and have the martial spontaneity ability to select this option.

Inspiring Confidence (Ex): As a swift action, the fighter can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends. He can use this ability once per day at 2nd level, plus one additional time each day for every 4 fighter levels beyond 2nd that he possesses. The fighter must be at least 2nd level to select this option.

Item Mastery (Ex): The fighter gains an item mastery feat as a bonus feat. He must meet all of the feat's prerequisites.

Master Blacksmith (Ex): Whenever the fighter uses a Craft skill to create mundane weapons or armor, he can create a number of items of the same kind equal to his Intelligence modifier (minimum 1) at one time. These additional items do not increase the time required, but they do increase the raw material cost. In addition, whenever you make weapons or armor using a Craft skill, use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost). The fighter must have at least 5 ranks in a Craft skill that can be used to craft mundane weapons or armor to select this option.

Master Craftsman: Choose one Craft skill that the fighter can use to create armor or weapons, such as Craft (armor)

or Craft (weapons). The fighter can use his base attack bonus in place of his skill ranks in the chosen Craft skill, including his base attack bonus gained through levels in other classes. He adds the skill's usual ability score modifier to skill checks made with this skill, as well as all other bonuses or penalties that would modify skill checks that he makes with this Craft skill. Additionally, the fighter is treated as having the Craft Magic Arms and Armor feat for the purpose of magic weapons and armor, but only when using his chosen Craft skill to make the check. A fighter can select this option multiple times. Each time, he chooses a different Craft skill to apply its benefits to.

Mount (Ex): The fighter gains a loyal steed that can carry him into battle. This ability functions as a cavalier's mount, using the fighter's level -4 as his effective druid level.

A fighter can select this option twice. The second time he chooses this option, he calculates his effective druid level as if his fighter level were 4 levels higher, to a maximum druid level equal to his fighter level.

Rapid Martial Spontaneity (Ex): The fighter can use martial spontaneity to gain the benefit of one combat feat as an immediate action. Each time he uses martial spontaneity to gain the benefit of a feat or replace a previously selected feat, the fighter must spend 2 stamina points per feat selected. The fighter must be at least 13th level and have the martial spontaneity ability, the greater martial spontaneity fighter training option, and the true martial spontaneity fighter training option to select this option.

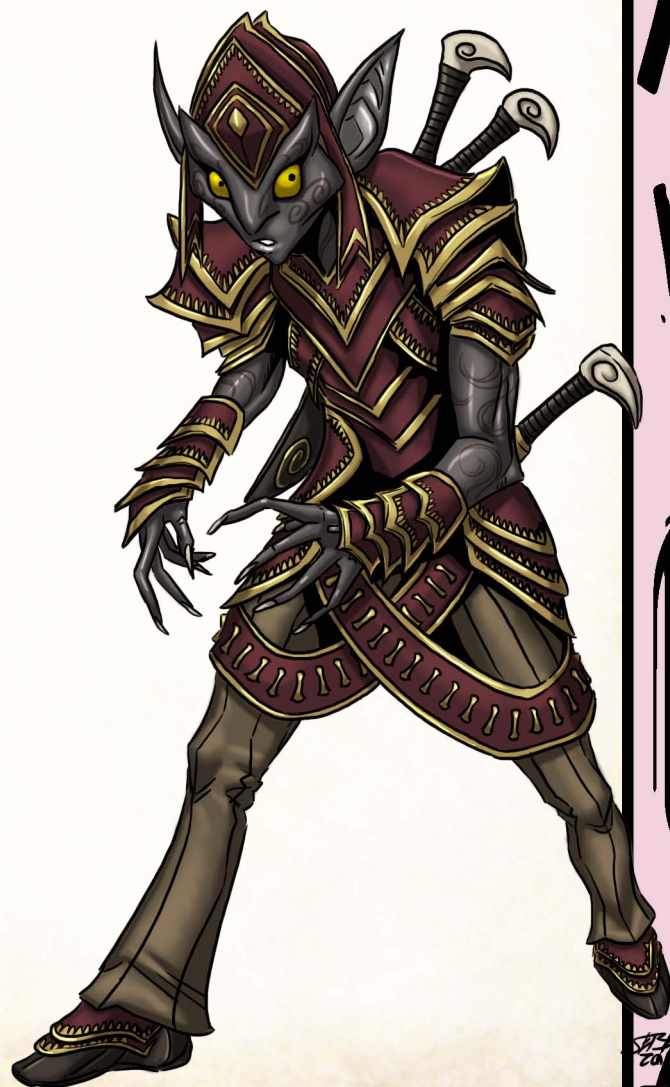
Resolve (Ex): A number of times per day equal to his highest weapon training bonus, the fighter can endure even the most devastating wounds through sheer force of will. This option functions as the samurai class ability of the same name, using his fighter level as his effective samurai level. A fighter must be at least 9th level to select this option.

Size Up (Ex): The fighter's excellent sense of intuition enables him to determine the strength of his foes. The fighter can attempt to size up one opponent that he can see as a standard action by attempting a Sense Motive check opposed by his opponent's Bluff check. If the fighter succeeds, he can immediately attempt a Knowledge skill to identify his opponent's abilities and weaknesses, and he learns one piece of information about his opponent from the following list, plus one additional piece of information for every 5 points by which your Sense Motive check exceeds the opponents Bluff: age*, alignment, class†, feats, gender†, race or ethnicity†, or training in a Craft, Perform, or Profession skill. For items marked with an asterisk (*), the fighter can only learn this feature if his Knowledge check was successful. For items marked with a cross (†), if the opponent has more than one of these features, each one the fighter discovers counts as a piece of information. Whether or not the fighter succeeds on his Sense Motive check, that opponent cannot be the target of this ability again for 1 day. The fighter must be at least 4th level to select this option.

True Martial Spontaneity (Ex): The fighter can use martial spontaneity to gain the benefit of three combat feats at the

same time. He may select one feat as a free action, two feats as a swift action, or three feats as a move action. He may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each time he uses martial spontaneity to gain the benefit of a feat or replace a previously selected feat, the fighter must spend 3 stamina points per feat selected. The fighter must be at least 13th level and have the martial spontaneity ability and the greater martial spontaneity fighter training option to select this option.

True Determination (Ex): The fighter adds panicked and petrified to the list of conditions that he can suppress using the determination advanced weapon training option. Additionally, he can use this ability to suppress any spells or effects that possess or exercise mental control over him (including enchantment [charm] and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). The fighter must be at least 13th level and have the determination and greater determination fighter training options to select this option.



Weapons & Weapon Groups

A weapon group is a related category of related armaments that fighters often learn to wield together side by side. Weapons in a given weapon group are often grouped together because they utilize similar mechanical techniques. For example, the techniques for wielding a shortsword aren't terrible different than those for wielding a dagger, so it stands to reason that fighters that commonly wield shortswords may be able to brandish a dagger without too much difficulty. In some cases, however, weapon groups are defined not by their similarities, but instead because of the types of environments they are used in or because of the manner in which they are wielded.

For the purpose of any effect based upon weapon group (such as the unchained fighter's weapon training class feature), weapon groups are defined in two broad categories—basic and advanced. Basic weapon groups are available to all characters, and are typically defined by the martial style involved in wielding those weapons. Advanced weapon groups are often racial or cultural in nature, and while they are more varied in which weapons belong to each group, each possesses prerequisites that must be met before a character can choose the weapon group. GMs may add other weapons to any of these groups, or add entirely new groups.

Weapons marked with an asterisk (*) are detailed on pages 14-21; for all others, see Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE EQUIPMENT*.

Basic Weapon Groups

The following weapon groups are available to all fighters via the weapon training class feature.

AXES

Weapons: Bardiche, battleaxe, boarding axe*, collapsible kumade*, dwarven double waraxe, dwarven longaxe, dwarven maulaxe*, dwarven waraxe, gandas*, greataxe, handaxe, heavy pick, hooked axe, hurlbat*, knuckle axe, kumade*, light pick, mattock, orc double axe, pata, pickaxe*, throwing axe, and tongi*.

BLADES, HEAVY

Weapons: Ankus*, bastard sword, chakram, cutlass*, double chicken saber, double walking stick katana, dueling sword*, elven curve blade, estoc*, falcata, falchion, flamebard*, great terbutje*, greatsword, katana, khopesh, longsword, nine-ring broadsword, nodachi, rhoka*, sawtooth sabre*, scimitar, scythe, seven-branched sword, sharpened combat scabbard*, shotel, switchscythe, temple sword, terbutje*, and two-bladed sword.

BLADES, LIGHT

Weapons: Bayonet, blade boot*, brass knife*, butterfly knife*, chakram, dagger, deer horn knife*, dogslicer, gladius, hunga munga*, kama, kerambit, kukri, kunai*, machete*, manopole*, pata, quadrens, rapier, ratfolk tailblade, sea-knife, short sword, sica, sickle, starknife, switchblade knife*, sword cane, swordbreaker dagger, tailblade, wakizashi, and war razor*.

BOWS

Weapons: Composite longbow, composite shortbow, longbow, shortbow, and thorn bow*.

CLOSE

Weapons: Armor spikes, barbazu beard*, bayonet, blade boot*, brass knuckles, cestus, dan bong, dwarven boulder helm*, emei piercer, fighting fan, garrote*, gauntlet, heavy shield, hook hand*, iron brush, klar*, light shield, madu, mere club*, punching

dagger, rope gauntlet*, sap, scizore, shield spikes, spiked gauntlet, tekko-kagi, thorn bracer*, tonfa, tri-bladed katar*, unarmed strike, wooden stake, and wushu dart.

CROSSBOWS

Weapons: Crank crossbow (heavy)*, crank crossbow (light)*, double crossbow, gastraphetes*, hand crossbow, heavy crossbow, launching crossbow*, light crossbow, repeating hand crossbow, repeating hand crossbow, repeating heavy crossbow, repeating light crossbow, stonebow*, tube arrow shooter*, underwater light crossbow, and underwater heavy crossbow.

DOUBLE WEAPONS

Weapons: Battle ladder*, bo staff, boarding gaff*, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven double waraxe, dwarven urgrosh, gnome hooked hammer, halfling double sling, kusarigama, monk's spade, orc double axe, quarterstaff, taiaha, two-bladed sword, and weighted spear*.

FIREARMS

Weapons: All one-handed, two-handed, and siege firearms.

FLAILS

Weapons: Battle poi*, bladed scarf*, cat-o'-nine-tails*, chain spear, dire flail, double chained kama, dwarven dorn-dergar*, flail (light flail), flailpole*, flindbar, flying talon*, gnome pincher*, halfling rope-shot*, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.

HAMMERS

Weapons: Aklys, battle aspergillum, club, combat scabbard*, dwarven longhammer, dwarven maulaxe*, earth breaker*, greatclub, hanbo, heavy mace, knobkerrie*, light hammer, light mace, mere club*, piston maul*, planson*, taiaha, tetsubo, wahaika, and warhammer.

KOBOLD TAIL ATTACHMENT

Weapon: Long lash, pounder, razored tail attachment, spiked tail attachment, and sweeper.

MONK

Weapons: Bo staff, brass knuckles, butterfly knife*, cestus, dan bong, deer horn knife*, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungchuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart*, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

NATURAL

Weapons: Unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

POLEARMS

Weapons: Bardiche, bec de corbin, bill, boarding gaff*, crook*, fauchard, flailpole*, glaive, glaive-guisarme, guisarme, halberd, hooked lance, horsechopper, lucerne hammer, mancatcher, monk's spade, ogre hook*, naginata, nodachi, ranseur, rip saw glaive*, and tiger fork.

SIEGE WEAPONS

Weapons: Ballista, bombard, catapult, corvus, firedrake, firewurm, gallery, ram, siege tower, springal, trebuchet, and all other siege engines (see Chapter 3 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT* for more details).

SPEARS

Weapons: Amentum, barbed spear, boar spear, boarding pike*, chain spear, doru*, elven branched spear*, flask pike, javelin, harpoon*, injection spear, lance, long spear, orc skull ram*, pilum*, planson*, sarissa, shortspear, sibat, spear, spear-sling*, syringe spear*, tiger fork, totem spear, trident, and weighted spear*.

THROWN

Weapons: Aklys, amentum, atlatl, blowgun, bolas, boomerang, brutal bolas*, chakram, club, crystal chakram, dagger, dart, deer horn knife*, dire bolas, doru*, double sling*, flask thrower*, grappling hook*, halfling double sling*, halfling sling staff, harpoon*, hunga munga*, hurlbat*, javelin, jolting dart, lasso, kestrom, knobkerrie*, kunai*, light hammer, net, phaleros*, poisoned sand tube, rope dart*, shortspear, shrillshaft javelin*, shuriken, sibat*, sling, sling glove*, snag net, spear, starknife, stingchuck*, stiched sling*, syringe spear*, throwing axe, throwing arrow cord*, throwing shield, trident, wahaika, and wushu dart.

Advanced Weapon Groups

The following advanced weapon groups are categorized based upon advanced criteria, such as cultural or regional associations or comradery

in rules mechanics. Whether or not a character can choose an advanced weapon group is the GM's decision.

FINESSE

Weapons: bladed scarf*, dueling sword*, elven branch spear, elven curve blade, estoc*, gauntlet, rapier, scorpion whip, spiked chain, sword cane, whip, all light weapons, such as dagger, shortsword, and sai, and all natural weapons, such as bite, claw, gore, tail, and wing.

PERFORMANCE

Weapons: all weapons with the performance weapon quality, such as gladius, quadrens, scorpion whip, and sica.

PRIMITIVE

Weapons: Atlatl, boar spear, boomerang, club, dagger, dart, gauntlet, great terbutje*, greatclub, harpoon*, heavy flail, javelin, kestrom, light flail, long spear, mattock, mere club*, net, pilum, rhomphaia, quarterstaff, sap, scythe, shortspear, sickle, sling, spear, taiaha, tepoztopilli, terbutje*, throwing axe, unarmed strike, wahaika, whip, and wooden stake.



Weapons Compilation

The following weapons have been compiled from sources that were not included in *PATHFINDER ROLEPLAYING GAME: ULTIMATE EQUIPMENT*. Their descriptions and statistics have been reproduced below for convenience.

ANKUS

Also known as an elephant goad, this tool consists of a 2- to 3-foot rod ending in a spearhead and a backward-facing hook. Traditionally used to train and direct large animals, the ankus can be used as a weapon in a pinch.

BARBAZU BEARD

A barbazu beard is an intimidating helm with a full facemask wrought to look like a snarling barbazu's head. Extending from the chin area of the face guard is a razor-sharp blade much like an actual barbazu's beard, usually 8 inches long but sometimes longer. A barbazu beard can be used as an off-hand weapon that requires no hands to use; thus, a warrior could combine use of a barbazu beard with a two-handed weapon.

Attacking with a barbazu beard provokes an attack of opportunity. Because it is so close to the wearer's face, using a barbazu beard against creatures harmful to touch (such as fire elementals and acidic oozes) has the same risks as using a natural weapon or unarmed strike against these creatures.

BATTLE LADDER

Gnomes use these narrow, reinforced 4-foot ladders as weapons. You fight with a battle ladder like you would with a regular quarterstaff, except that you also use the spaces in the ladder to entangle limbs, giving the ladder the trip weapon feature.

BATTLE POI

This pair of arm-length chains has handles at one end and heavy fuel-soaked torch heads at the other. The weight of the poi is insufficient to deal physical damage, but the burning fuel deals fire damage. If you are proficient in battle poi, you are treated as if you have the Two-Weapon Fighting feat for the purposes of making poi attacks. Poi can be extinguished by spending a full round action smothering them in sand or submerging them in water.

BLADE BOOT

Blade boots come with a spring-mounted knife that pops out when triggered with the right combination of toe presses. You can use a blade boot as an off-hand weapon. Releasing the knife is a swift action; rearming it is a full-round action. When the blade is extended, you treat normal terrain as difficult and difficult terrain as impassable.

BLADED SCARF

If you are proficient with a bladed scarf, you deal 1d4 points of slashing damage to any creature that makes a successful grapple check against you.

You can use the Weapon Finesse feat to apply your Dexterity

modifier instead of your Strength modifier on attack rolls with a bladed scarf sized for you, even though it isn't a light weapon.

BOARDING AXE

Basically a hand axe with a backward-pointing spike, a boarding axe is used to chop through hatches or rigging, to drag burning debris off a ship, or as a weapon. A boarding axe is a one-handed martial weapon that uses the same statistics as a handaxe, except it deals slashing or piercing damage. In addition, the spike grants a +2 circumstance bonus on Climb checks on wooden surfaces.

BOARDING GAFF

A gaff hook is a long pole with a hook on one end for spearing fish. Pirates often add extra, heavier hooks to both ends of gaff hooks to assist with boarding actions. After the pirates use grappling hooks to draw ships close together, they hook the gunwales together with boarding gaffs to prevent the ships from drifting. Small crafts often use boarding gaffs in place of grappling hooks.

Boarding gaffs bite deeply into the wood of the railing. It takes 1 minute to pry a boarding gaff loose. Most pirates use a boarding axe or cutlass to cut through boarding gaffs rather than trying to unhook them one by one.

The gaff can also be used for fishing when not in combat.

BOARDING PIKE

A boarding pike is an 8-foot-long pole topped with a foot-long tapered metal tip. Boarding pikes look much like longswords, but the metal pike is designed to flow into the wooden haft, leaving no grooves, collars, or spikes that could trap salt water and cause rust. Boarding pikes are mainly used defensively, to repel boarding actions. The pikes are kept in brackets around the mast, so sailors can quickly grab pikes and brace them against the gunwale to repel boarders.

BRASS KNIFE

Pirates often carry long brass knives for working aboard a ship. Though brass doesn't hold as sharp an edge as steel, it isn't vulnerable to rust like steel is. In a pinch, a pirate can use his brass knife as a weapon. Mostly, though, they are used for cutting ropes, cleaning fish, and other sundry tasks.

A brass knife has the fragile quality. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, rolling a natural 1 destroys it instead.

BRUTAL BOLA

These bolas function as standard bolas, but they deal lethal damage rather than nonlethal damage.

BUTTERFLY KNIFE

A butterfly knife has a blade concealed between two halves of the handle that can be brought to bear quickly. If you are proficient with the butterfly knife (or have the Quick Draw feat) and are holding it in your hand, you may open it as a

SIMPLE WEAPONS								
Light Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Brass knife	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	fragile
Hook hand	10 gp	1d3	1d4	x2	—	1 lb.	S	disarm
Kunai	2 gp	1d3	1d4	x2	10 ft.	2 lbs.	B or P	—
One-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Club, mere	2 gp	1d3	1d4	x2	—	2 lbs.	B or P	fragile
Two-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Boarding pike	8 gp	1d6	1d8	x3	—	9 lbs.	P	brace, reach
Kumade	5 gp	1d4	1d6	x3	—	4 lbs.	P	grapple
Kumade, collapsible	10 gp	1d4	1d6	x3	—	4 lbs.	P	grapple
Spear, weighted	10 gp	1d6/1d4	1d6/1d6	x3/x2	—	8 lbs.	B or P	brace, double
Ranged	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Stingchuck	—	1d3	1d4	x2	10 ft.	9 lbs.	B	see text
Stonebow	35 gp	1d4	1d6	x2	50 ft.	4 lbs	B	—
MARTIAL WEAPONS								
Light Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Axe, boarding	6 gp	1d4	1d6	x3	—	3 lbs.	P or S	—
Blade boot	25 gp	1d3	1d4	x2	—	2 lbs.	P	see text
Cat-o'-nine-tails	1 gp	1d3	1d4	x2	—	1 lb.	S	disarm, nonlethal
Knife, switchblade	5 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P	—
Machete	10 gp	1d4	1d6	19-20/x2	—	2 lbs.	S	—
War razor	8 gp	1d3	1d4	19-20/x2	—	1 lb.	S	—
One-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Ankus	8 gp	1d6	1d8	x2	—	5 lbs.	P	disarm, trip
Combat scabbard	1 gp	1d4	1d6	x2	—	1 lbs.	B	see text
Cutlass	15 gp	1d4	1d6	x2	—	4 lbs.	S	—
Gandasa	15 gp	1d6	2d4	x3	—	4 lbs.	S	—
Klar	12 gp	1d4	1d6	x2	—	6 lbs.	S	—
Manopla	17 gp	1d6	1d8	x2	—	4lbs.	P or S	blocking, disarm
Scabbard, sharpened	1 gp	1d4	1d6	x2	—	5 lb.	S	see text
Terbutje	5 gp	1d6	1d8	x2	—	2 lbs.	S	fragile
Terbutje, steel	20 gp	1d6	1d8	x2	—	4 lbs	S	—
Two-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Earth breaker	40 gp	1d10	2d6	x3	—	14 lbs.	B	—
Ogre hook	24 gp	1d8	1d10	x3	—	10 lbs.	P	trip
Pickaxe	14 gp	1d6	1d8	x4	—	12 lbs.	P	—
Planson	10 gp	1d8	1d10	x2	—	10 lbs.	B or P	brace
Spear, syringe	100 gp	1d6	1d8	x3	20 ft.	6 lbs.	P	brace, see text
Ranged	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Gastrophetes	65 gp	1d10	1d12	19-20/x2	120 ft.	12 lbs.	P	—
Hunga munga	4 gp	1d4	1d6	x2	15 ft.	3 lbs.	P	—
Hurlbat	8 gp	1d4	1d6	x3	10 ft.	2 lbs.	P and S	—
Phaleros	5 gp	1d4	1d6	x2	20 ft.	3 lbs.	P	—
Spear-sling	50 gp	1d6	1d8	x3	see text	2 lbs.	P	see text
Throwing arrow cord	—	1d3	1d4	x2	60 ft.	—	P	—
EXOTIC WEAPONS								
Light Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Barbazu beard	25 gp	1d3	1d4	x2	—	5 lbs.	S	see text
Battle poi	5 gp	1d3 fire	1d4 fire	x2	—	2 lbs.	fire	—
Flying talon	15 gp	1d3	1d4	x2	—	5 lbs.	P	disarm, trip
Gnome pincher	10 gp	1d4	1d6	x2	—	2 lbs.	B	disarm, see text
Halfling rope-shot	1 gp	1d4	1d6	x2	—	1 lb.	B	disarm

free action; a nonproficient user must spend a move action to open it. Otherwise, treat this weapon as a dagger. When it's closed, you gain a +2 bonus on Sleight of Hand checks made to conceal it on your body.

CAT-O'-NINE-TAILS

A cat-o'-nine-tails, also known as the "captain's daughter," is a short whip made of nine knotted thongs about 3 feet in length, designed to lacerate and inflict great pain without doing serious permanent damage.

A cat-o'-nine-tails deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

COMBAT SCABBARD

A combat scabbard is a metal sheath that can be used as a melee weapon in addition to holding a light or one-handed bladed weapon. When you draw a weapon that is sheathed within a combat scabbard, you can also draw the combat scabbard in the time that it would normally take you to draw the sheathed weapon.

COMBAT SCABBARD, SHARPENED

This combat scabbard has a sharpened sheath, making it deadlier when brandished as a melee weapon.

CRANK CROSSBOW, HEAVY

This heavy crossbow has a winch mounted below the stock. Up to 50 feet of silk rope can be wound onto the winch as a full-round action that provokes attacks of opportunity. The wound rope can be attached to a barbed bolt or grappling bolt as part of a loading action. After firing such a bolt, the wielder can use the winch to retract the rope or pull herself along the rope if the bolt is secure.

When used with a barbed bolt, the winch provides a +2 bonus on grapple combat maneuver checks to pull the target toward you. When used with a grappling bolt, the winch provides a +2 bonus on Climb checks.

CRANK CROSSBOW, LIGHT

This weapon functions as a heavy crank crossbow, except that its damage, critical, and range values are equivalent to those of a light crossbow.

Its lighter construction means it provides only a +1 bonus on Climb checks and grapple combat maneuver checks to pull the target toward you.

CROOK

This common herder's tool is a wooden pole with a hooked end. When using a crook, you can ignore the penalty for not having two hands free when making a combat maneuver check to initiate a grapple against a creature you threaten.

CROSSBOW, LAUNCHING

This stubby-looking crossbow has a cup-like attachment rather than a groove for a bolt. A launching crossbow is designed to

launch splash weapons. Loading a launching crossbow is a full-round action that provokes attacks of opportunity.

DEER HORN KNIFE

This flat, metal weapon consists of two joined crescent-shaped blades overlapping to form a hollow center with four projecting points. The blades can differ in length. One side of the center is wrapped to serve as a grip while the other acts as a guard. Deer horn knives are traditionally used in pairs.

DORU

Balanced by a metal butt, this large spear is weighted so it can be used in one hand by a proficient wielder. You can use a doru two-handed as a simple weapon. You can also use a doru as a one-handed martial weapon, but its critical hit multiplier decreases to x2.

DOUBLE SLING

At first glance resembling a baton-like stick with a sling dangling from each end, this weapon requires extraordinary skill, or halfling acrobatics, to use to full effect.

You can use a double sling as a normal sling, or use the second end to make one additional ranged attack each round. You take the normal penalties for fighting with two weapons when you use both ends of a double sling (as if it were a double weapon); the Two-Weapon Fighting feat reduces these penalties as normal. Reloading one end of a double sling is a move action (just like a normal sling), so unless you have an ability or feat that allows you to quickly reload a sling, you cannot normally make multiple attacks per round for several consecutive rounds with this weapon.

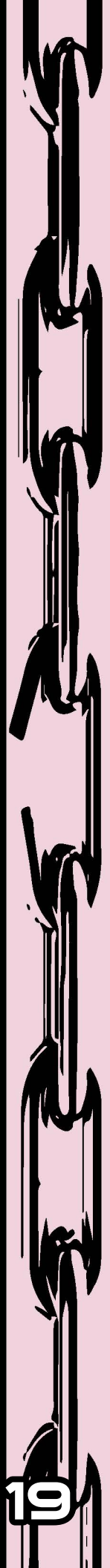
You can hurl ordinary stones with a double sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you, and you take a -1 penalty on attack rolls.

DUELING SWORD

These swords are a bit over 3 feet long, very slightly curved, and sharp only along the outer edge. A dueling sword may be used as a Martial Weapon (in which case it functions as a longsword), but if you have the feat Exotic Weapon Proficiency (dueling sword), you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with a dueling sword sized for you, even though it isn't a light weapon. You can also wield a dueling sword in two hands in order to apply 1-1/2 times your Strength bonus to damage.

DWARVEN DORN DERGER

This exotic weapon is a 10-foot-long, heavy metal chain weighted at the end by a round ball of solid iron about the size of a large fist. Though fallen into disuse over the spanning centuries, the dwarven chain-flail is still sometimes employed by dwarves who cling to the old ways. By adjusting the slack of the chain, the weapon can be used either with or without reach. Changing between using it as a normal weapon and a reach weapon is a move action.



EXOTIC WEAPONS								
Light Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Katar, tri-bladed	6 gp	1d3	1d4	19-20/x2	—	2 lbs.	P	—
Knife, butterfly	5 gp	1d3	1d4	19-20/x2	—	1 lb.	P or S	—
Knife, deer horn	10 gp	1d3	1d4	x3	20 ft.	3 lbs.	P	blocking, monk
Maulaxe, dwarven	25 gp	1d4	1d6	x3	10 ft.	5 lbs.	B or S	—
Rope gauntlet	2 sp	1d3	1d4	x2	—	2 lbs.	B or S	—
Thorn bracer	30 gp	1d4	1d6	2	—	3 lbs.	P	—
One-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Doru	4 gp	1d6	1d8	x3	20 ft.	6 lbs.	P	brace
Estoc	50 gp	2d3	2d4	18-20/x2	—	4 lbs.	P	—
Knobkerrie	5 gp	1d4	1d6	x2	20 ft.	4 lbs.	B	see text
Rhoka	5 gp	1d6	1d8	18-20/x2	—	6 lbs.	S	—
Sabre, sawtooth	35 gp	1d6	1d8	19-20/x2	—	6 lbs.	S	—
Sword, dueling	20 gp	1d6	1d8	19-20/x2	—	3 lbs.	S	—
Tongi	18 gp	1d4	1d6	19-20/x3	—	4 lbs.	P	—
Two-Handed Melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Battle ladder	20 gp	1d4/1d4	1d6/1d6	x2	—	8 lbs.	B	trip
Boarding gaff	8 gp	1d4/1d4	1d6/1d6	x2	—	8 lbs.	S	double, reach, trip
Crook	1 gp	1d4	1d10	18-20/x2	—	7 lbs.	B	reach, trip
Dorn dergar, dwarven	50 gp	1d8	1d10	x2	—	15 lbs.	B	reach
Flailpole	15 gp	1d6	1d8	x2	—	10 lbs.	S	reach, trip
Flambard	50 gp	1d8	1d10	19-20/x2	—	6 lbs.	S	sunder
Garrote	3 gp	1d4	1d6	x2	—	1 lb.	S	grapple, see text
Harpoon	5 gp	1d6	1d8	x3	10 ft.	16 lbs.	P	grapple
Orc skull ram	15 gp	1d8	1d10	x3	—	20 lbs.	B	reach
Piston maul	70 gp	1d8	1d10	x2	—	15 lbs.	B	see text
Ripsaw glaive	30 gp	1d8	1d10	x3	—	12 lbs.	S	reach, see text
Scarf, bladed	12 gp	1d4	1d6	x2	—	2 lbs.	S	disarm, trip
Ranged	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bola, brutal	15 gp	1d3	1d4	x2	10 ft.	2 lbs.	B and P	trip
Bow, thorn	50 gp	1d4	1d6	x3	40 ft.	2 lbs.	P	—
Crossbow, crank (heavy)	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lbs.	P	—
Crossbow, crank (light)	250 gp	1d6	1d8	19-20/x2	80 ft.	6 lbs.	P	—
Crossbow, launching	75 gp	—	—	—	30 ft.	8 lbs.	—	see text
Flask thrower	25 gp	—	—	—	20 ft.	4 lbs.	—	see text
Grappling hook	6 gp	1d4	1d6	x2	10 ft.	14 lbs.	P	grapple
Shrillshaft javelin	35 gp	1d4	1d6	x2	30 ft.	3 lbs.	P	see text
Sling, double	10 gp	1d3	1d4	x2	50 ft.	1 lb.	B	double, see text
Sling glove	5 gp	1d3	1d4	x2	50 ft.	2 lbs.	B	—
Sling, stitched	x-	1d4	1d6	x2	—	1 lb.	B	disarm, trip

DWARVEN MAULAXE

This versatile weapon appears like a heavy-headed axe, but a skilled welder can strike equally well with its chopping edge as with the forged sledge that backs the blade.

EARTH BREAKER

The crude metal of this massive hammer's head ends in multiple blunt spikes that channel the momentum of a powerful swing.

ELVEN BRANCHED SPEAR

Behind this long pole weapon's spearhead, several short branches

project from the shaft at irregular intervals, each angled forward and tipped with a smaller leaf-like blade. When you make attacks of opportunity provoked by movement, you gain a +2 bonus on attack rolls. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with an elven branched spear sized for you, even though it isn't a light weapon. Elves treat elven branched spears as martial weapons.

ESTOC

An estoc is a sword about as long as a bastard sword, but designed exclusively for thrusting attacks. Its "blade" is a steel spike with



a triangular, square, or hexagonal cross-section. Like the bastard sword, an estoc requires special training to use it one handed, but it can also be wielded as a two-handed martial weapon.

When you wield an estoc with one hand, treat it as a one-handed weapon; when you wield an estoc with two hands, treat it as a two-handed weapon. If you can use the estoc proficiently with one hand, you can also use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls when wielding an estoc sized for you with one or two hands, even though it isn't a light weapon.

FLAILPOLE

This is simply a heavy flail mounted on the end of a long polearm.

FLAMBARD

This two-handed sword has a wavy blade that is especially useful for cutting through wooden weapons. If you are proficient with this weapon, you gain a +4 bonus on any sunder attempts made against weapons with a wooden haft; otherwise you may use this sword as a bastard sword.

FLASK THROWER

This weapon resembles a halfling sling staff, except that the cradle at the end is designed to hold and hurl flasks as well as stones or bullets. A flask thrower significantly extends the range of thrown substances that deal splash damage, such as

acid, alchemist's fire, or holy water, as well as that of tools such as tanglefoot bags, thunderstones, or caltrops.

GANDASA

A gandasa is a wide, single-edged dagger on a 2-foot handle and is wielded in combat like an axe. This weapon is also known as an elephant knife because the connection between the blade and the handle is often decorated to resemble a stylized elephant head.

GASTRAPHETES

The gastraphetes, sometimes called a "belly bow," is an oversized crossbow reloaded by pressing one end against the ground, the other hand against one's abdomen, and locking the string in place through ratchet action. Reloading takes a full-round action, uses two-hands, and requires that the wielder be standing. Wielding a gastraphetes requires two hands, and due to the weapon's bulk, firing it while standing without support (such as a wall, a window, or a stand) imposes a -4 penalty on attack rolls; you take no penalty for firing a gastraphetes while prone. A Large or larger creature can use a gastraphetes one size category smaller than itself without any support, but takes the normal size penalty for firing an inappropriately sized weapon.

GNOME PINCHER

This odd weapon is a 2-foot rod topped with four blunt claws. Squeezing the handle causes the claws to close. You can use the

gnome pincher to attempt a disarm or steal combat maneuver with a +2 bonus. You can transfer an object from the pincher to your free hand as a free action. Gnomes treat gnome pinchers as martial weapons.

GRAPPLING HOOK

This three-pronged hook is designed to latch on to faraway objects, allowing them to be scaled. In a pinch, a grappling hook can be hurled at an opponent as a weapon.

HALFLING ROPE-SHOT

One end of this short rope has a sling bullet wrapped in a monkey's fist knot, and the other end is tied in a small loop. You wrap the loop around your wrist as a full-round action and swing the weighted end like a flail. If the loop is properly attached to your wrist and you drop the rope-shot or are disarmed, you can recover it as a swift action. Removing the weapon's loop is a full-round action. You get a +2 bonus on Sleight of Hand checks made to conceal a rope-shot on your body. Halflings treat rope-shots as martial weapons.

HARPOON

A harpoon is a barbed spear with an attached rope 50 feet or less in length. If you are proficient in the harpoon, it is a grappling weapon. A harpoon's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope.

HOOK HAND

Pirates who lose a hand in the course of their adventures sometimes attach hooks to their wrists.

Your opponent cannot use a disarm action to disarm you of a hook hand. Hook hands generally do not interfere with routine activities, but you cannot use another weapon two-handed if you have a hook hand attached. You cannot use any type of weapon if both your hands are hook hands, and you may have trouble with routine activities.

Hook hands presume that the wrist joint is intact. If the wrist joint is not intact, use the prosthesis statistics instead. It takes 1 minute to attach or detach a hook hand.

HUNGA MUNGA

This three-bladed dagger is intended for throwing but can be used as a melee weapon.

HURLBAT

A hurlbat is a throwing axe made from a single piece of flat metal. Every extremity of the hurlbat is sharpened, including the point of the handle. You can wield the hurlbat as a melee weapon, but it's not designed for such use; you take a -1 penalty on melee attack rolls with the weapon, and you must succeed at a DC 15 Reflex save when making melee attacks to avoid cutting yourself on an edge and taking 1 point of slashing damage. You don't need to attempt this save while wearing heavy armor.

KLAR

The traditional form of this tribal weapon is a short blade bound to the skull of a large horned lizard but a skill smith can craft one entirely out of metal. A traditional klar counts as a light wooden shield with armor spikes. A metal klar counts as a light steel shield with armor spikes.

KNOBKERRIE

A knobkerrie, or iwisa, is carved from a single piece of hardwood with a shaft 2 to 4 feet long surmounted by a bulbous knob. The knobkerrie is a traditional hunting weapon, but it's also used as a symbol of authority. Many tribal elders use decorated knobkerries as scepters or canes. A knobkerrie is thrown end-over-end. If you are proficient, you gain a +1 bonus on ranged attack rolls with a knobkerrie against opponents using bucklers, light shields, or heavy shields. If you aren't proficient with a knobkerrie, treat it as a club.

KUNAI

Crafted from a single piece of iron, a kunai has a leaf-shaped blade and a ring for a pommel. Adapted from the common trowel, the kunai has a thick blade that is sharpened only near the tip.

Unlike finer weapons, the kunai can readily substitute for a crowbar or piton without being damaged in the process.

MACHETE

This tool is a wide, single-edged blade about 2 feet in length. Most often used to hack through dense vegetation, it works equally well as a weapon. A character proficient with a machete gains a +1 circumstance bonus on Survival checks to get along in the wild.

MANOPLE

This rigid, fingerless gauntlet has three blades projecting from the gauntlet's hand. The central blade is straight and double edged, while the side blades are curved like the prongs of a sai. You can't use the hand on which a manopole is worn for anything else. A manopole takes a full-round action to don, and gives you a +10 bonus to your CMD against disarm attempts.

MERE CLUB

Traditionally made of carved stone, the mere is a short, flat-sided, sharp-pointed club.

A mere club has the fragile quality. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, rolling a natural 1 destroys it instead.

OGRE HOOK

A huge, crude crook of sharpened metal, an ogre hook takes its name from the savages who most typically employ it. Usually created by ogres, these are often Large, and awkward for most humanoids to use.

ORC SKULL RAM

This weapon consists of a wooden log with a shoulder strap

to carry some of the weight. The name comes from the orc tradition of making the ram's head out of a large skull. On a successful critical hit with a skull ram, you can attempt a combat maneuver check to bull rush your opponent as a free action.

PICKAXE

A two-handed version of the heavy pick, the brutal pickaxe is equally effective at breaking up earth and stone as it is at sundering flesh and bone. Often a weapon of convenience for commoners, the pickaxe is also a favorite among brutes and thugs who value the intimidation factor afforded by the immense weapon.

PISTOL MAUL

An alchemically-fired piston in the head of this two-handed hammer strikes targets with astounding force. Successful sunder attacks made with a piston maul deal an additional +4 points of damage. A piston maul requires a thunderstone to function; otherwise you treat it as a greatclub. Inserting a thunderstone into the weapon's compartment is a standard action, and powers the weapon for 24 hours, after which the thunderstone is consumed.

PLANSON

This 5-foot tapered pole is bound in metal with a narrow metal spike projecting from the top. The planson can be used as a club or as a sturdy, if top-heavy, spear to stop a charge.

PHALEROS

A phaleros is a type of metal javelin that stores a splash weapon in a small cage between the haft and the spearhead. When a phaleros strikes its target, the spearhead compresses towards the haft and breaks the payload, showering the target with its contents as though you had strike the target's square with a splash weapon. A phaleros is reusable, and reloading one with a splash weapon is a process that takes two rounds and provokes attacks of opportunity.

RHOKA

This sword is used almost exclusively by the urdefhan, life-hating quasi-daemonic underground dwelling creatures. The sword is the size of a longsword but consists of two serrated blades placed side by side, each ending in a cruel hook.

ROPE GAUNTLET

By wrapping your hands and forearms in thin but tough hemp ropes and then soaking the makeshift gloves in water for weight and expansion, you can transform your fists into rockhard weapons easily capable of killing in a fist fight. Each rope gauntlet takes a full minute to wrap and another minute to soak, but once applied can be worn for a day; removing a rope gauntlet takes 1 full round.

When wearing rope gauntlets, you are considered armed and your attacks deal normal damage. If you are proficient with rope gauntlets, you may use the rough edges of the ropes to deal slashing damage rather than bludgeoning damage.

Your fingers are mostly exposed, allowing you to wield or carry items in your hands while wearing rope gauntlets, but

the constriction of the weapon at your knuckles gives you a -2 penalty on all precision based tasks involving your hands (such as opening locks).

GLAIVE, SAWBLADE

The blade of this glaive is serrated and mounted on an axle with a heavy cord wrapped around it. A heavy cord is wrapped around the axle; when pulled (a move action), the blade spins rapidly for a number of rounds equal to your Strength bonus. While the blade is spinning, it deals +2 damage; otherwise, treat this weapon as a glaive. Re-wrapping the cord around the spinning mechanism is a full-round action that provokes an attack of opportunity.

SAWTOOTHED SABRE

Sawtoothed sabres are cruelly efficient weapons. Their curved, serrated blades can cause deep wounds. A sawtoothed sabre may be used as a Martial Weapon (in which case it functions as a longsword), but if you have the feat Exotic Weapon Proficiency (sawtoothed sabre), you treat the weapon as if it were a light weapon for the purpose of two-weapon fighting—the sabre remains classified as a one-handed melee weapon for all other purposes.

SLING GLOVE

This curved, scooped-shaped, 2-foot-long wicker basket attaches to your wrist, allowing you to throw fist-sized stones at great speed merely by whipping your arm forward. Loading a sling glove is a free action that does not provoke an attack of opportunity so long as you have a free hand.

You take -4 penalty when throwing a stone at an adjacent target and cannot use the weapon to attack creatures in your space.

SPEAR-SLING

A spear-sling consists of a hollow tube with a loop of elastic material, such as rubber or sinew, attached to one end. The wielder draws a harpoon, javelin, shortspear, or spear through the tube, pulling the loop taut. Releasing the loop propels the shaft forward like a bow does an arrow.

A harpoon, javelin, shortspear, spear, or other weapon shot from a spear-sling is treated as a projectile weapon instead of a thrown weapon, increasing its maximum range and allowing it to be used underwater. Using a spear-sling requires two hands. Loading a spear-sling is a standard action (a move action if the wielder has the Rapid Reload feat) that provokes attacks of opportunity.

A spear-sling is made with a particular strength rating, like a composite longbow. Each point of Strength bonus granted by the sling's strength rating adds 50 gp to its cost. If you have a negative Strength modifier, apply it to damage rolls when you use a spear-sling.

STEEL TERBUTJE

This is a forged weapon built to look much like a common terbutje. It lacks the fragility of its non-metallic counterpart.

STINGCHUCK

A stingchuck is a foul bag made of a humanoid's head with the brain removed and the skull heavily scored so that it bursts open when thrown.

Normally filled with biting vermin, a stingchuck acts as a splash weapon. When it hits, the vermin bite and sting the target, dealing 1d6 points of damage and forcing a DC 11 Fortitude save to avoid being nauseated for 1d3 rounds. Each round a creature remains nauseated by a stingchuck, it takes 1 additional point of damage from the biting vermin. All creatures within the splash effect take 1 point of damage from the vermin but do not risk being nauseated.

STITCHED SLING

Technically not a unique kind of weapon, a stitched sling is a sling, staff sling, or double sling whose cup is sewn closed around the ammunition, creating a weak sort of light flail. The ammunition sewn into the sling is irrelevant to the type and amount of damage it causes. A stitched sling cannot be used to fire ammunition unless the thread or cord holding the cup closed is cut open (a full-round action that provokes attacks of opportunity).

STONEBOW

A stonebow, or bullet crossbow, resembles a light crossbow except for the distinct U-shaped bend in the stock. Instead of bolts, the stonebow shoots sling bullets. The bow has two strings with a leather pocket between them to hold the bullet. Loading a stonebow is a move action (a free action if you have the Rapid Reload feat) that provokes attacks of opportunity.

You can shoot ordinary stones with a stonebow, but stones aren't as dense or as round as bullets. When using stones, you take a -1 penalty on attack rolls and deal damage as if the weapon were designed for a creature one size category smaller than you.

You can shoot, but not load, a stonebow with one hand, but doing so imposes a -2 penalty on your attack rolls.

You can shoot a stonebow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for firing one-handed.

SWITCHBLADE

This knife has a spring-loaded blade hidden inside the handle. This weapon is treated as a dagger. This knife can be designed to look like another type of object (a DC 15 Perception check reveals the deception). If held in your hand, you can activate it as a free action.

SYRINGE SPEAR

The blade of this weapon contains a thin tube or bore that connects to a hollow container just beneath the crosspiece. A successful hit with the spear injects the liquid contents of the container (typically poison) into the target. Refilling a syringe spear takes 1 minute.

TERBUTJE

This length of tempered wood, also called a macuahuitl, has

bits of shark teeth, obsidian, glass, or similar materials studded all along its length.

A terbutje has the fragile quality. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, rolling a natural 1 destroys it instead.

THORN BRACER

These sturdy leather bracers are studded with lacquered rose thorns that can be used to pierce foes. A thorn bracer can be used to make an offhand attack if you aren't wielding a weapon or shield in that hand. You can attack with these bracers even while holding objects in your hands. When attacking with thorn bracers, you lose any shield bonus to AC gained from a readied shield until your next action.

THORN BOW

This polished rosewood bow is studded with thorns and tiny flowers. Treat a thorn bow as a shortbow.

TRI-BLADED DAGGER

Although most punching daggers boast a single long, thick blade, the tri-bladed dagger features a fan of three splayed razor edges.

THROWING ARROW CORD

This simple fiber or leather cord has a knot at either end. One end is wound once around the notch of a throwing arrow. The cord runs taut along the shaft to the front of the arrow, where you hold the arrow to throw. The remainder of the cord wraps around your hand. The cord dramatically increases the throwing arrow's range.

Attaching the cord to a throwing arrow is a move action that requires two hands and provokes attacks of opportunity. The Rapid Reload feat can be taken for throwing arrow cords, allowing you to load a throwing arrow as a free action.

THUNDERING JAVELIN

This single-use javelin bears a thunderstone in its haft, just behind the weapon's head. If you hit with one of these javelins, the target takes javelin damage as normal and is the center of the thunderstone's effect. If you miss, roll to see where the javelin lands (as if determining a miss with a splash weapon); that square becomes the center of the thunderstone's effect.

TONGI

This rare weapon resembles a battleaxe with wedges cut out of the head, presenting four sharp points that splay from the handle rather than a single convex blade.

WAR RAZOR

To all appearances, a war razor is an oversized razor or flip knife. As the razor folds into the handle, no sheath is required, making the weapon easy to hide. You gain a +2 bonus on Sleight of Hand checks made to conceal the weapon on your body.

Unchained Fighter Archetypes

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter's weapon training or a ranger's favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian's 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

Airborne Ambusher (Archetype, Strix)

Driven by suspicion and hatred, strix doggedly guard their territories, making deadly use of their flight.

Weapon and Armor Proficiency: An airborne ambusher is not proficient with heavy armor or tower shields.

Class Skills: An airborne ambusher adds Fly to his list of class skills and removes Climb from his list of class skills.

Combat Flyer (Ex): At 2nd level, an airborne ambusher may use his fighter bonus feats to select Flyby Attack and Hover.

This ability replaces bravery.

Flying Dodger (Ex): At 9th level, when an airborne ambusher flies at least half its fly speed on its turn, it gains a +1 dodge bonus to AC for 1 round. This bonus increases to +2 at 11th level and +4 at 17th level.

This ability replaces the advanced weapon training option gained at 9th level.

Plummeting Charge (Ex): At 13th level, if an airborne ambusher flies at least half its fly speed as part of a charge, it gains a +2 racial bonus on the attack roll (in addition to the normal charge bonus) and a +4 bonus on its critical confirmation roll. These bonuses improve to +4 and +6 at 17th level.

This replaces the advanced weapon training options gained at 13th level and 17th level.

Archer (Archetype)

The archer is dedicated to the careful mastery of the bow, perfecting his skills with years of practice honed day after day on ranges and hunting for game, or else on the battlefield, raining destruction down on the enemy lines.

Bowman (Ex): At 1st level, an archer must select the bow fighter weapon group as his chosen weapon group. An archer cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Hawkeye (Ex): At 2nd level, an archer gains a +1 bonus on Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 4 levels beyond 2nd.

This ability replaces bravery.

Trick Shot (Ex): At 3rd level, an archer can choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a -4 penalty to his CMB. Every four levels beyond 3rd, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal.

At 11th level, he may also choose from the following combat maneuvers: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archer's arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMB check (against the archer's CMD -4).

This ability replaces armor training and advanced armor training.

Safe Shot (Ex): At 9th level, an archer does not provoke attacks of opportunity when making ranged attacks with a bow.

This ability replaces the advanced weapon training option gained at 9th level.

Evasive Archer (Ex): At 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level.

This ability replaces the advanced weapon training option gained at 13th level.

Volley (Ex): At 17th level, as a full-round action, an archer can make a single bow attack at his highest base attack bonus against any number of creatures in a 15-foot-radius burst, making separate attack and damage rolls for each creature.

This ability replaces the advanced weapon training option gained at 17th level.

Ranged Defense (Ex): At 19th level, an archer gains DR 5/— against ranged attacks. In addition, as an immediate action, he can catch an arrow fired at him and shoot it any target he chooses, as if he had the Snatch Arrows feat.

This ability replaces armor mastery.

Armor Master (Archetype)

All fighters have two main tools of their trade—weapons and armor. While many fighters hone their weapon skills to a point of inescapable grace and lethality, there are those who live under the maxim that a good offense can be accomplished though an impenetrable defense. To these fighters, proper use of armor and shields ensures that they can fight another day, and that the frustration of enemies who can't seem to crack an armor master's superior defenses is just the first symptom of his foes' eventual defeat.

Deflective Shield (Ex): At 2nd level, an armor master specializes in using his shield to deflect attacks. He gains a +1 bonus to his touch AC, and this bonus increases for every four levels beyond 2nd (to a maximum of +6 at 20th level); however, this bonus cannot exceed the sum of the armor and enhancement bonus to AC provided by the shield that the armor master is currently carrying.

This ability replaces bravery.

Armored Defense (Ex): At 5th level, an armored master gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. This DR increases by 1 at 9th level and every 4 levels thereafter, to a maximum of DR 4/— when wearing light armor, DR 5/— when wearing medium armor, and DR 7/— when wearing heavy armor. This damage reduction stacks with that provided by the armor mastery class feature and adamantine armor, but not with other forms of damage reduction. Damage reduction from this ability is lost if the armor master is stunned, unconscious, or helpless.

An armor master does not gain a weapon training bonus on attack rolls and damage rolls made with weapons from his chosen fighter weapon group. He can choose the expanded weapon training advanced weapon training option as an advanced armor training option. This ability alters advanced armor training, weapon training, and armor mastery, and replaces the advanced weapon training options gained at 5th level and 17th level.

Fortification (Ex): At 9th level, an armor master can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the *light fortification* special ability. At 13th level, his armor gains the *moderate fortification* special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the armor master takes the better of the two fortifications.

This ability replaces the advanced weapon training options gained at 9th level and 13th level.

Indestructible (Ex): At 20th level, an armor master gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it.

This ability replaces weapon mastery.

Brawler (Archetype)

All melee is up close and personal, but some warriors bring it as close as they can get. Brawlers can be found anywhere, among all races and societies. A brawler could be hired muscle in a tavern, a local crime syndicate enforcer, or a hotheaded recruit among the ranks of a baron's guard. Often brawlers' in-your-face attitudes are as powerful as their tactics.

Close Combatant (Ex): At 1st level, a brawler must select the close weapon group as his chosen weapon group. A brawler cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Close Control (Ex): At 3rd level, a brawler becomes skilled at forcefully moving his opponent around the battlefield. The brawler gains a +1 bonus on bull rush, drag, and reposition combat maneuver checks. The brawler also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces armor training 1.

Menacing Stance (Ex): At 7th level, a brawler constantly harries and distracts his enemies. While adjacent to the brawler, enemies take a –1 penalty on attack rolls and a –4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of –4 on attack rolls and –7 on concentration checks at 19th level). Creatures do not take these penalties if the brawler is dazed, helpless, staggered, stunned, or unconscious.

This ability replaces armor mastery and the advanced armor training options gained at 7th level, 11th level, and 15th level.

No Escape (Ex): At 9th level, taking a 5-foot step out of the area of a brawler's menacing stance or moving out of the area of a brawler's menacing stance with a withdraw action provokes an attack of opportunity from the brawler.

This ability replaces the advanced weapon training option gained at 9th level.

Stand Still: At 13th level, a brawler gains Stand Still as a bonus feat, even if he does not have the Combat Reflexes feat. If the brawler already has the Stand Still feat, he can take any other combat feat instead. Furthermore, he gains a bonus equal to 1/2 his fighter level on combat maneuver checks when using the Stand Still feat.

This ability replaces the advanced weapon training option gained at 13th level.

Cad (Archetype)

In combat, most fighters have some sort of code of honor.

Some believe that one should not kick enemies when they are down, or should limit use of other such dirty tricks to the most dire of circumstances. The cad places no such limitations on himself. Battles are for winning, and anything that gives the cad the upper hand against his enemies is a legitimate tactic. No trick is too treacherous if it leads to victory.

Weapon and Armor Proficiency: A cad is not proficient with medium armor, heavy armor, or tower shields.

Skills: Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Sleight of Hand (Dex), and Stealth (Dex) are class skills for a cad.

Dirty Maneuvers (Ex): At 2nd level, a cad becomes skilled at deceiving and discomfiting his opponents. The cad gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. The cad also gains a +1 bonus to CMD when attacked with the disarm, dirty trick, and steal combat maneuvers. These bonuses increase by 1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces bravery.

Catch Off-Guard: At 3rd level, the cad gains the Catch Off-Guard feat as a bonus feat.

This ability replaces armor training.

Payback (Ex): At 5th level, a cad gains a +1 bonus on attack and damage rolls against any creature that has attacked the cad since the beginning of his last turn. This bonus increases by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level).

A cad does not gain a weapon training bonus on attack rolls and damage rolls made with weapons from his chosen fighter weapon group. This ability alters weapon training.

Deadly Surprise (Ex): At 7th level, when a cad hits an opponent that is denied its Dexterity bonus to AC against him with a weapon from his chosen weapon group or an unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack.

This ability replaces the advanced armor training option gained at 7th level.

Razor-Sharp Chair Leg (Ex): At 9th level, as a swift action, a cad may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the cad has a critical threat range of 19–20/×2 with any improvised melee weapon.

This ability replaces the advanced weapon training option gained at 9th level.

Craven Combatant (Ex): At 11th level, when fighting defensively or using Combat Expertise or total defense, a cad cannot be flanked except by a rogue or ninja whose level is four or more higher than the cad's fighter level.

This ability replaces the advanced armor training option gained at 11th level.

Sweeping Prank (Ex): At 13th level, as a standard action, a cad can use a dirty trick maneuver against any two adjacent opponents that he can reach, making a separate combat maneuver check against each opponent. He must use the same dirty trick maneuver against each opponent.

At 17th level, the cad can use this ability as a full-round

action to attempt a dirty trick maneuver against a number of enemies equal to 2 + his Dexterity bonus (if any).

This ability replaces the advanced weapon training options gained at 13th level and 17th level.

Treacherous Blow (Ex): At 15th level, when a cad confirms a critical hit with a weapon from his chosen weapon group, he can attempt a dirty trick combat maneuver as part of that attack as an immediate action.

This ability replaces the advanced armor training option gained at 15th level.

Ultimate Payback (Ex): At 20th level, any critical threats a cad makes against an opponent that has attacked him since the beginning of his last turn are automatically confirmed.

This ability replaces weapon mastery.

Cavern Sniper (Archetype, Drow)

Perfectly at home in the darkness, the cavern sniper capitalizes on stealth and ranged attacks imbued with his spell-like abilities to harass his opponents. The cavern sniper focuses on surprise, his innate magical abilities, and poison to take down unwary foes. The cavern sniper has the following class features.

Class Skills: The cavern sniper adds Stealth to his list of class skills and removes Intimidate from his list of class skills.

Sniper Training (Ex): At 1st level, a cavern sniper must select the bow or crossbow weapon group as his chosen weapon group.

This ability alters weapon training.

Imbued Shot (Su): At 1st level, the cavern sniper gains the ability to imbue his arrows or bolts with the effect of one of his drow *faerie fire*, *darkness*, or *deeper darkness* spell-like abilities (provided he has access to the ability) as a swift action. When such an arrow or bolt is fired, the spell's area is centered where the arrow or bolt lands. If the target of the attack has a space larger than 5 feet, the cavern sniper can choose which square of the creature's space is the center of the spell-like ability's effect, as long as that square is within line of sight of the cavern sniper. The cavern sniper can instead choose to target a single square within line of sight with an imbued arrow or bolt, and uses that square as the center of the spell-like ability's area of effect on a hit (AC 5). The arrow must be fired during the round it was imbued, or the spell-like ability is wasted. If the arrow or bolt misses, the use of the spell-like ability is wasted.

This ability replaces the bonus feat gained at 1st level.

Silent Shooter (Ex): At 2nd level, a cavern sniper gains a +2 bonus on Stealth checks made when loading a bow or crossbow, poisoning ammunition, and making sniping attempts. This bonus increases by +2 for every four levels beyond 2nd.

This ability replaces bravery.

Quick and Deadly (Ex): At 4th level, the cavern sniper can move at full speed while using Stealth at no penalty and can apply poison to a single arrow or crossbow bolt as a swift action.

This ability replaces the 4th-level fighter bonus feat.

Sniper Training (Ex): Beginning at 5th level, a cavern sniper may select the following advanced weapon training

option in addition to the standard options available to all fighters. A cavern sniper cannot select the expanded weapon training advanced weapon option.

This ability alters advanced weapon training.

Sniper Training (Ex): While wielding a weapon from the bow or crossbow fighter weapon group, the fighter doubles his weapon training bonus on damage rolls. This option doesn't stack with other advanced weapon training options that double the fighter's weapon training bonus on damage rolls (such as trained grace) and it only applies to weapons from the fighter's chosen weapon group.

Greater Imbued Shot (Su): At 9th level, the cavern sniper gains two extra uses of both his *faerie fire* and *darkness* spell-like abilities, but can only use these extra uses to imbue arrows and bolts with the imbued shot class feature.

This ability replaces the advanced weapon training option gained at 9th level.

Crossbowman (Archetype)

The crossbowman has perfected the deadly use of the crossbow, a simple but cruelly efficient weapon, as a craftsman mastering a lethal tool.

Crossbowman (Ex): At 1st level, a crossbowman must select the crossbow weapon group as his chosen weapon group. A crossbowman cannot select the expanded weapon training advanced weapon training option.

At 5th level, a crossbowman chooses one type of crossbow. He gains a bonus on damage rolls equal to his Dexterity modifier with that type of crossbow. Furthermore, when he scores a critical hit with that type of crossbow, his critical modifier increases by 1 (a x2 becomes a x3, for example). Every 4 levels thereafter, he can pick a different type of crossbow, gaining the bonus damage and increased critical multiplier with that type of crossbow as well.

A crossbowman does not gain a weapon training bonus on attack rolls or damage rolls with weapons from his chosen weapon group. When determining the effects of combat feats or class features that use his weapon training bonus to determine their effects, a crossbowman's effective weapon training bonus is equal to the total number of types of crossbows that he has selected with this ability. The crossbowman cannot benefit from effects that would increase his weapon training bonus, such as the battle trance advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Deadshot (Ex): At 3rd level, when a crossbowman gains the deadshot advanced weapon training option.

This ability replaces armor training.

Improved Deadshot (Ex): At 7th level, when a crossbowman attacks with a crossbow as a readied action, his target is denied its Dexterity bonus to its AC.

This ability replaces the advanced armor training option gained at 7th level.

Quick Sniper (Ex): At 9th level, a crossbowman gains a bonus equal to 1/2 his fighter level on Stealth checks when sniping. When he is hit with a ranged attack, he can shoot his crossbow at his attacker as an immediate action if it is loaded.

This ability replaces the advanced weapon training option gained at 9th level.

Greater Deadshot (Ex): At 11th level, when a crossbowman attacks with a crossbow as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll.

This ability replaces the advanced armor training option gained at 11th level.

Safe Shot (Ex): At 13th level, a crossbowman does not provoke attacks of opportunity when making ranged attacks with a crossbow.

This ability replaces the advanced weapon training option gained at 13th level.

Pinpoint Targeting: At 15th level, a crossbowman gains Pinpoint Targeting as a bonus feat.

This ability replaces the advanced armor training option gained at 15th level.

Meteor Shot (Ex): At 17th level, as a standard action, a crossbowman can make one attack with a crossbow at a -4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The crossbowman must decide which maneuver to attempt before making his attack roll.

This ability replaces the advanced weapon training option gained at 17th level.

Penetrating Shot (Ex): At 19th level, when a crossbowman confirms a critical hit with a crossbow, the bolt pierces the target and can strike another creature in line behind it. The crossbowman must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the bolt can continue to hit another target, but the penalties stack.

This ability replaces armor mastery.

Dirty Fighter (Archetype)

The dirty fighter laughs at concepts like honor and fair play. He cares only for victory, no matter how he achieves it, and spends as much time mastering sneaky combat maneuvers as he does drilling with weapons or learning how to wear armor. A dirty fighter has the following class features.

Sidestep (Ex): At 2nd level, a dirty fighter learns how to evade his enemies when they react to his combat maneuvers. He gains a +1 dodge bonus to his AC against attacks of opportunity provoked by him while attempting a combat maneuver. This bonus increases by +1 for every four levels beyond 2nd level.

This ability replaces bravery.

Maneuver Training (Ex): At 5th level, a dirty fighter must select the trained maneuvers advanced weapon training option, and he must choose dirty tricks with this option.

This ability alters the advanced weapon training option gained at 5th level.

Speedy Tricks (Ex): At 9th level, a dirty fighter has perfected how to quickly perform dirty tricks. Whenever the dirty fighter would be allowed to make a melee attack against an opponent (such as when taking a full attack or using the Spring Attack feat), he can make a dirty trick attempt instead of a melee attack.

This ability replaces the advanced weapon training option gained at 9th level.

Double Tricks (Ex): At 13th level, when a dirty fighter performs a combat maneuver, he may apply two different conditions to his target instead of one. Each penalty condition requires a separate action to remove. At 17th level, he may apply three different conditions.

This ability replaces the advanced weapon training options gained at 13th level and 17th level.

Dragoon (Archetype)

These gallant lancers serve in the vanguard of many armies or as knights-errant. They are born leaders and masters of the mounted charge.

Weapon and Armor Proficiency: A dragoon is not proficient with tower shields.

Skilled Rider (Ex): At 1st level, a dragoon gains both the

Mounted Combat and Skill Focus (Ride) feats as bonus feats.

This ability replaces the 1st-level fighter bonus combat feat.

Spearman (Ex): At 1st level, a dragoon must select the polearm weapon group as his chosen weapon group.

This ability alters weapon training.

Spinning Lance (Ex): At 7th level, whenever the dragoon wields a piercing reach weapon from the polearm or spear fighter weapon group, he may alternate attacks with the piercing head of his lance (with reach), or with the butt end (treat as a club) against adjacent targets. Unlike a double weapon, the masterwork quality and magical special abilities apply to both ends of weapon lance, except for those weapon special abilities that apply only to edged weapons.

This ability replaces the advanced armor training option gained at 7th level.

Piercing Lance (Ex): At 11th level, as a standard action or as part of a charge, a dragoon attacking a mounted opponent can make two attacks, one against the mount and the other against the rider, using his highest base attack bonus. Furthermore, if the mount is hit and its rider attempts to negate the hit with the Mounted Combat feat, the dragoon's attack roll is considered 4 higher when calculating the DC of the Ride check to negate the hit.

This ability replaces the advanced armor training option gained at 11th level.

Leaping Lance (Ex): At 15th level, a dragoon and his mount suffer no armor check penalty on Acrobatics checks while mounted. When charging, a dragoon may jump from his mount toward his target. If he jumps 10 feet, his charge modifiers on attack rolls and to AC are doubled and he is still considered mounted for lance damage, mounted combat feats, and so on.

This ability replaces the advanced armor training option gained at 15th level.

Foehammer (Archetype)

While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarves' heritage as forgemasters and warriors alike.

Hammer Training (Ex): At 1st level, a foehammer must select the hammers weapon group as his chosen weapon group. A foehammer cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Sledgehammer (Ex): At 3rd level, a foehammer wielding a hammer gains a +2 circumstance bonus on combat maneuver checks made to bull rush, overrun, sunder, or trip.

This ability replaces armor training.

Hammer to the Ground (Ex): At 7th level, when a foehammer succeeds at a bull rush combat maneuver, he can make a trip combat maneuver at the end of the bull rush. If he does not move with the target, the force of his blow



may still trip his foe, but he takes a -5 penalty on the combat maneuver check to trip.

At 15th level, any creature a foehammer successfully bull rushes is automatically knocked prone at the end of the bull rush.

This ability replaces the advanced armor training options gained at 7th level and 15th level.

Rhythmic Blows (Ex): At 9th level, each time that a foehammer hits a target, he gains a +1 bonus on attack rolls against that target. This bonus stacks with each hit against that target, but lasts only until the end of the foehammer's turn.

This ability replaces the advanced weapon training option gained at 9th level.

Piledriver (Ex): At 11th level, as a standard action, a foehammer may make a single melee attack with a weapon from the hammer weapon training group. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

This ability replaces the advanced armor training option gained at 11th level.

Ground Breaker (Ex): At 13th level, as a full-round action, a foehammer may strike the ground with his hammer. If the attack deals more damage than the floor's hardness, the space he occupies and all adjacent squares become difficult terrain. Creatures in those squares, except for the foehammer, are knocked prone (DC 15 Reflex negates).

This ability replaces the advanced weapon training option gained at 13th level.

Hammer Master (Ex): At 17th level, any combat feats a foehammer has learned with any weapon from the hammer weapon training group (e.g., Improved Critical, Weapon Focus) apply to all weapons from that group. If he has the weapon specialist advanced weapon training option, the foehammer can retrain that option for free.

This ability replaces the advanced weapon training option gained at 17th level.

Devastating Blow (Ex): At 19th level, as a standard action, a foehammer may make a single melee attack with a weapon from the hammer weapon training group at a -5 penalty. If the attack hits, it is treated as a critical threat. Weapon special abilities that only activate on a critical hit do not activate if this critical hit is confirmed.

This ability replaces armor mastery.

Free Hand Fighter (Archetype)

The free hand fighter specializes in the delicate art of handling a single weapon in one hand while using his free hand to balance, block, tip, and distract his opponents. While not a brawler, his open hand is as much a weapon as a bow or blade. His fighting school benefits only apply when he is using a one-handed weapon and carrying nothing in his other hand.

Singleton (Ex): To gain a bonus on attack rolls and damage rolls from the weapon training class feature, a freehand fighter cannot attack with a weapon in his off hand or use a shield other than a buckler. At 5th level, a freehand fighter does not

count as wielding a weapon from his chosen weapon group for the purpose of determining if he receives a benefit from his advanced weapon training options if he attacks with a weapon in his off hand or uses a shield other than a buckler.

This ability alters weapon training and advanced weapon training.

Deceptive Strike (Ex): At 2nd level, a free hand fighter gains a +1 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide. This bonus increases by +1 for every four levels after 2nd.

This ability replaces bravery.

Elusive (Ex): At 3rd level, a free hand fighter gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels after 2nd. This bonus does not apply when wearing medium or heavy armor or carrying a medium or heavier load.

This ability replaces armor training and advanced armor training.

Timely Tip (Ex): At 9th level, a free hand fighter can make a disarm combat maneuver against a target he threatens as a move action to push aside the target's shield. If successful, the target loses its shield bonus to AC against the free hand fighter's next attack.

This ability replaces the advanced weapon training gained at 9th level.

Interference (Ex): At 13th level, a free hand fighter can make a disarm or trip combat maneuver against a target he threatens as a move action to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the free hand fighter's next turn, whichever comes first.

This ability replaces the advanced weapon training gained at 13th level.

Reversal (Ex): At 19th level, a free hand fighter can make a disarm combat maneuver against a creature he threatens as an immediate action when he is the target of a melee attack from another creature. If successful, the attack changes to target the target of the free hand fighter's maneuver instead of the free hand fighter himself.

This ability replaces armor mastery.

Gladiator (Archetype)

Most fighters battle out of necessity, with each battle a contest of life and death. Some, however, fight for glory and for the adulation of the crowd. The gladiator is both a cunning warrior and a consummate performer, knowing life and death are balanced not only on a sword's edge, but also on the cheers or jeers of the crowd.

Skills: A gladiator gains Perform (act, comedy, and dance) (Cha) as class skills.

Weapon and Armor Proficiency: A gladiator is not proficient with heavy armor or tower shields.

Gladiatorial Weapon Training (Ex): At 1st level, a gladiator treats all weapons in his chosen weapon group as if they had the performance weapon quality. Furthermore, a gladiator gains the piecemeal armor training advanced armor

training option. This does not allow him to take the Advanced Armor Training feat before he gains his first advanced armor training option at 7th level. This ability counts as having the Performance Weapon Mastery^{UC} feat for the purpose of meeting feat prerequisites.

This ability alters weapon training.

Bonus Feats: A gladiator may choose to take combat or performance feats as bonus feats.

Fame (Ex): At 2nd level, when a gladiator begins a performance combat, he always starts with at least 1 victory point. If he already has victory points, he gains 1 extra victory point. At 10th level, the gladiator starts out with at least 2 victory points. If he already has victory points, he gains 2 extra victory points.

This ability replaces bravery.

Mobile Fighter (Archetype)

Where some fighters focus on strength and raw power, the mobile fighter relies on swiftness and mobility, gliding across the battlefield like a steel whirlwind and leaving destruction in his wake.

Agility (Ex): At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Leaping Attack (Ex): At 5th level, whenever a mobile fighter moves at least 5 feet prior to attacking while wielding a weapon from a chosen weapon group, he gains a +1 bonus on damage rolls. This bonus increases by +1 for every four levels beyond 5th that the mobile fighter possesses.

This ability replaces the advanced weapon training option gained at 5th level.

Rapid Attack (Ex): At 11th level, a mobile fighter can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal.

This ability replaces the advanced armor training option gained at 11th level.

Fleet Footed (Ex): At 15th level, the mobile fighter's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five fighter levels he possesses.

This ability replaces the advanced armor training option gained at 15th level.

Whirlwind Blitz (Ex): At 20th level, a mobile fighter can make a full-attack action as a standard action. He may also use the Whirlwind Attack feat as a standard action.

This ability replaces weapon mastery.

Phalanx Soldier (Archetype)

The phalanx soldier specializes in defensive tactics, using his shield to guard himself and his allies and forming a shield wall like an unbreakable anvil against which his enemies break.

Phalanx Training (Ex): At 1st level, a phalanx soldier

must choose polearms as his chosen weapon group. He treats light shields and heavy shields as though they were part of the polearm weapon group. A phalanx soldier cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training.

Stand Firm (Ex): At 2nd level, a phalanx soldier gains a +1 bonus to CMD against bull rush, drag, overrun, and trip attempts. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Phalanx Fighting (Ex): At 5th level, when a phalanx soldier wields a shield, he can use any polearm or spear of his size as a one-handed weapon. In addition, a phalanx fighter can spend up to 5 stamina points to ready a polearm with the brace property against a charge as an immediate action. When he does, he gains a +1 bonus on damage rolls with the readied attack per stamina point spent. This additional damage is not doubled by the brace special weapon property and he cannot use this combat trick when flat-footed.

This ability replaces the advanced weapon training option gained at 5th level.

Deft Shield (Ex): At 7th level, the phalanx fighter must select the shield training advanced armor training option.

This ability alters the advanced armor training option gained at 7th level.

Shield Ally (Ex): At 9th level, when a phalanx fighter is using a heavy or tower shield, he can, as a move action, provide partial cover (+2 cover bonus to AC, +1 bonus on Reflex saves) to himself and all adjacent allies until the beginning of his next turn.

At 13th level, he can instead provide cover (+4 cover bonus to AC, +2 bonus on Reflex saves) and evasion (as a rogue) to one adjacent ally until the beginning of his next turn. This cover does not allow Stealth checks.

At 17th level, he can provide cover to himself and all adjacent allies, or he can provide improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, improved evasion) to a single adjacent ally.

This ability replaces the advanced weapon training options gained at 9th, 13th, and 17th levels.

Irresistible Advance (Ex): At 15th level, a phalanx fighter gains a bonus on bull rush and overrun CMD checks. This bonus depends on the type of shield used: +1 with a buckler, +2 with a light shield, +3 with a heavy shield, or +4 with a tower shield.

This ability replaces the advanced armor training option gained at 15th level.

Shielded Fortress (Ex): At 20th level, a phalanx fighter's shield cannot be disarmed or sundered. He gains evasion (as a rogue) when using a shield (improved evasion when using a tower shield). As a move action, a phalanx fighter can provide evasion to all adjacent allies until the beginning of his next turn. As an immediate action, he can provide improved evasion to an adjacent ally against one attack.

This ability replaces weapon mastery.

Polearm Master (Archetype)

The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.

Polearm Training (Ex): At 1st level, a polearm master must select the polearm weapon group as his chosen weapon group. A polearm master cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Pole Fighting (Ex): At 2nd level, a polearm master gains the half haft advanced weapon training option. At 6th level, the polearm master can shorten his grip on his weapon or return to his proper grift as a swift action. At 10th level, the penalty for attacking an adjacent foe while his grip is shortened is reduced to -1. At 14th level, he can shorten his grip on his weapon or return to his proper grip as an immediate action. At 10th level, the polearm master no longer takes any penalties on attack rolls for attacking an adjacent foe while his grip is shortened.

This ability replaces bravery.

Steadfast Pike (Ex): At 3rd level, a polearm master gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm. The bonus increases by +1 for every four levels beyond 3rd.

This ability replaces armor training and advanced armor training.

Flexible Flanker (Ex): At 9th level, a polearm master may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier.

This ability replaces the advanced weapon training option gained at 9th level.

Sweeping Fend (Ex): At 13th level, a polearm master can use any weapon from the polearm weapon group to make a bull rush combat maneuver, though he takes a -4 penalty to his CMB when making such attempts. Additionally, the polearm master treats all polearms he wields as if they had the trip special feature.

This ability replaces the advanced weapon training option gained at 13th level.

Step Aside (Ex): At 17th level, when a creature threatened by a polearm master takes a 5-foot step into a square adjacent to him, he can take a 5-foot step as an immediate action. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn.

This ability replaces the advanced weapon training option gained at 17th level.

Polearm Parry (Ex): At 19th level, when an opponent threatened by a polearm master makes a melee attack against an ally, he may take an immediate action to grant his ally a +2 shield bonus to AC and DR 5/— against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him.

This ability replaces armor mastery.

Roughrider (Archetype)

Roughriders study and practice the fine points of mounted combat, drilling endlessly with warbeasts—from noble thoroughbreds to trained monsters—to form a perfect synergy between rider and steed.

Steadfast Mount (Ex): At 2nd level, after a roughrider has spent 1 hour practicing with a mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the roughrider is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd.

This ability replaces bravery.

Armored Charger (Ex): At 3rd level, a roughrider no longer suffers armor check penalties on Ride skill checks. His mount's speed is not reduced when carrying a medium load or wearing medium barding.

This ability replaces armor training.

Mount (Ex): At 5th level, a roughrider gains the mount training advanced weapon training option. Whenever he rides his mount, the roughrider's mount gains a bonus on attack rolls and damage rolls equal to his highest weapon training bonus.

This ability alters the advanced weapon training option gained at 5th level.

Leap from the Saddle (Ex): At 7th level, after a roughrider's mount takes a single move, he may attempt a fast dismount (DC 20 Ride check). If he succeeds, he can take a full attack action.

This ability replaces the advanced armor training option gained at 7th level.

Relentless Steed (Ex): At 11th level, a roughrider's mount does not reduce its speed when wearing heavy barding or carrying a heavy load. The roughrider may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse. This ability may be used one additional time per day for every four levels beyond 11th.

This ability replaces the advanced armor training option gained at 11th level.

Relentless Steed (Ex): At 15th level, a roughrider's mounted charge is not blocked by friendly creatures or difficult terrain. Additionally, whenever the roughrider's mount takes a single move, the roughrider can make a full attack, taking his attacks at any point during his mount's movement. If he has the Trample feat, he may substitute an overrun combat maneuver for each of his attacks. This movement provokes attacks of opportunity against the roughrider but not his mount.

This ability replaces the advanced armor training option gained at 15th level.

Indomitable Steed (Ex): At 19th level, a roughrider and his steed gain DR 5/— when mounted.

This ability replaces armor mastery.

Savage Warrior (Archetype)

Warriors' might is not measured only by their skill with steel, but also by their ability to inflict death with fang and claw, horn and hoof, and every exotic appendage the natural and

unnatural world has to offer.

Feral Savagery (Ex): At 1st level, a savage warrior must select the natural weapon group as his chosen weapon group. A savage warrior cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Spark of Life (Ex): At 2nd level, a savage warrior gains a +1 bonus on saving throws made against energy drain and death effects. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Natural Savagery (Ex): At 5th level, a savage warrior gains the trained maneuvers advanced weapon training option. He must choose grapple with this option.

This ability alters the advanced weapon training option gained at 5th level.

Savage Charge (Ex): At 9th level, when a savage warrior attacks with a weapon from the natural weapon group at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his fighter level, while suffering a penalty to his AC equal to half his fighter level. These replace the normal

attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging.

This ability replaces the advanced weapon training option gained at 9th level.

Careful Claw (Ex): At 13th level, when using a weapon from the natural weapon group to attack a creature using *fire shield* or a similar effect that damages creatures attacking it (such as a barbed devil's barbed defense), a savage warrior reduces the damage from such effects by an amount equal to 1/2 his fighter level.

This ability replaces the advanced weapon training option gained at 13th level.

Greater Savage Charge (Ex): At 17th level, when using savage charge, the AC penalty is reduced to 1/4 his fighter level instead of 1/2 his fighter level. In addition, a savage warrior can charge through friendly creatures and difficult terrain.

This ability replaces the advanced weapon training option gained at 17th level.

Sensate (Archetype)

A sensate perceives battle through senses beyond mortal ken, anticipating his opponents' movements before they even begin to act. As long as he keeps his focus about him, he fights with a skill rivaling that of the finest masters-at-arms.

Skills: The sensate's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

This replaces the fighter's class skills.

Weapon and Armor Proficiency: Sensates are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

This replaces weapon training and the fighter's weapon and armor proficiency.

Guarded Senses (Su): At 2nd level, a sensate gains a +1 bonus on saves against sonic effects, figments, glamers, patterns, gaze attacks, and scent-based attacks. This bonus increases by 1 for every 4 levels the sensate possesses beyond 2nd.

This ability replaces bravery.

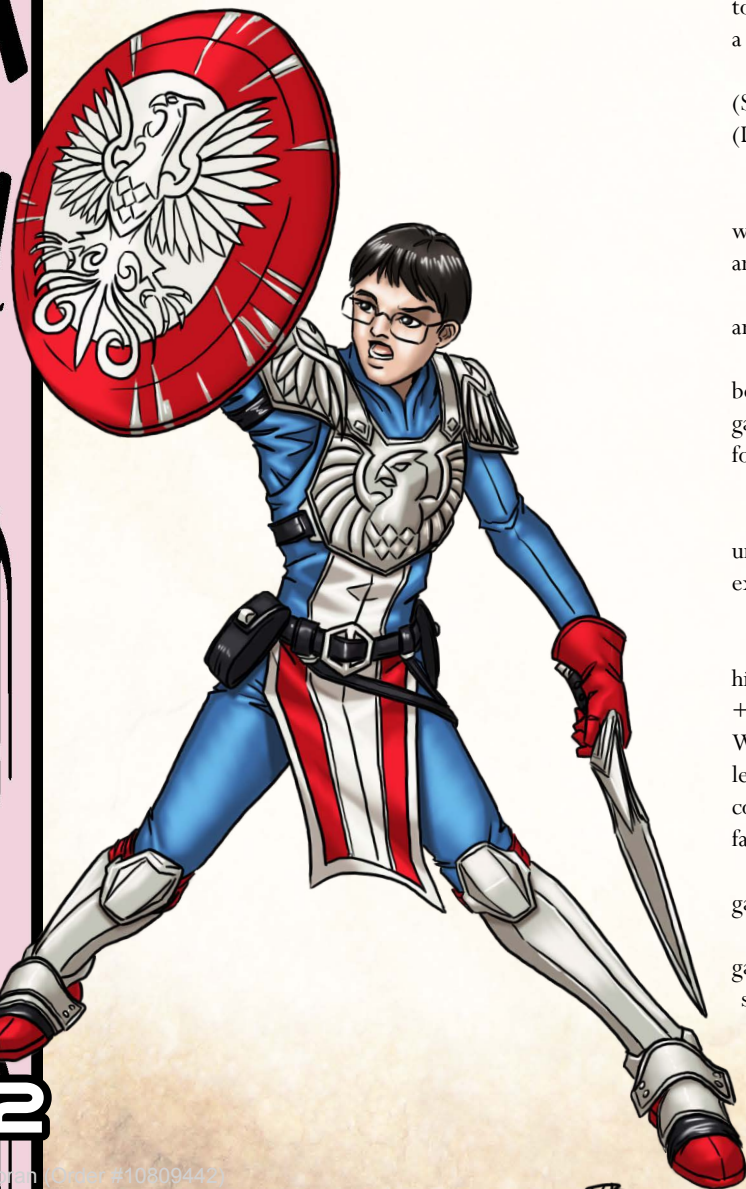
Uncanny Dodge (Su): At 3rd level, a sensate gains uncanny dodge as the barbarian ability of the same name, except supernatural in nature.

This ability replaces armor training.

Centered Senses (Su): At 5th level, a sensate can center his senses as a move action. While centered, a sensate gains a +1 insight bonus on attack rolls, weapon damage rolls, and Will saves. This bonus increases by 1 at 9th level and every 4 levels thereafter. A sensate loses his centered state if he gains the confused, dazed, fascinated, staggered, or stunned condition; falls unconscious; or fails a Will save.

This ability replaces the advanced weapon training options gained at 9th level, 13th level, and 17th level.

Improved Uncanny Dodge (Su): At 7th level, a sensate gains improved uncanny dodge as the barbarian ability of the same name, except supernatural in nature.



This ability replaces the advanced armor training option gained at 7th level.

Evasion (Su): At 11th level, a sensate gains evasion while using centered senses. This functions as the rogue ability of the same name, except that it is supernatural in nature and works regardless of the sensate's armor and encumbrance.

This ability replaces the advanced armor training option gained at 11th level.

Steady (Su): At 15th level, a sensate can center himself as a swift action.

This ability replaces the advanced armor training option gained at 15th level.

Perfect Senses (Su): At 19th level, a sensate's senses reach perfection, and he can easily notice illusions and unseen foes by combining his senses. While centered, he gains the effects of *true seeing* as well as blindsense 60 feet. An unseen creature that makes no sound and leaves no scent (such as a creature under the effects of *invisibility*, *silence*, and *negate aroma*) can still avoid both the *true seeing* and the blindsense.

This ability replaces armor mastery.

Precision (Su): At 20th level, a sensate rolls twice to confirm critical hits while centered, taking the more favorable result. Opponents must roll twice to confirm critical hits against him, taking the less favorable result. The latter ability does not function when the sensate is denied his Dexterity bonus.

This ability replaces weapon mastery.

Shielded Fighter (Archetype)

A shielded fighter focuses on both offense and defense, blending weapon and shield in perfect balance to impede his enemies while delivering deadly blows, and even turning the shield itself into a formidable weapon. These fighting school benefits apply when wielding a weapon and a shield simultaneously.

Shielded Combat (Ex): A shielded fighter treats light shields and heavy shields as though they were part of every weapon group. With a full attack action, a shielded fighter may alternate between using his weapon or his shield for each attack. This action does not grant additional attacks or incur penalties as two-weapon fighting does.

This ability alters weapon training.

Active Defense (Ex): At 3rd level, a shielded fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability counts as armor training for the purpose of meeting feat prerequisites, and at 7th level it also counts as advanced armor training for the purpose of meeting feat prerequisites.

This ability replaces armor training and advanced armor training.

Shielded Evasion (Ex): At 7th level, a shielded fighter gains the shielded evasion advanced armor training option,

ignoring its prerequisites. He gains the benefit of this option whenever he uses a shield, even if he doesn't have Shield Focus with the type of shield wielded.

This ability alters the advanced armor training option gained at 7th level.

Shield Buffet (Ex): At 9th level, as a move action, a shielded fighter may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a -2 penalty on its attack rolls against the shielded fighter and a -2 penalty to AC on attacks made by the shielded fighter until the beginning of his next turn.

At 13th level, a shielded fighter may use this ability as a swift action.

This ability replaces the advanced weapon training option gained at 9th level.

Shield Guard (Ex): At 17th level, as a swift action, a shielded fighter may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the shielded fighter and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

This ability replaces the advanced weapon training option gained at 17th level.

Shield Mastery (Ex): At 19th level, a shielded fighter gains DR 5/— when wielding a shield.

This ability replaces armor mastery.

Improved Shielded Evasion (Ex): At 20th level, a shielded fighter gains improved evasion (as the rogue advanced talent) whenever he wields a shield. Additionally, he adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC, and any shield he wields cannot be disarmed or sundered.

This ability replaces weapon mastery.

Tactician (Archetype)

While many fighters focus on the fundamentals of melee and ranged combat, there are those who are trained to view the bigger picture on the battlefield. These fighters use their training and tactical acumen to overcome challenges that would overwhelm mere brute strength and skill at arms.

Weapon and Armor Proficiency: A tactician is not proficient with heavy armor or tower shields.

Strategic Training (Ex): The tactician adds Diplomacy (Cha), Knowledge (geography) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Sense Motive (Wis) to his list of class skills.

Bonus Feats: A tactician may choose Skill Focus or any teamwork feat, in addition to combat feats, as bonus feats.

Tactical Awareness (Ex): At 2nd level, a tactician gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level).

This ability replaces bravery.

Tactician (Ex): At 5th level, a tactician gains this ability as

the cavalier class feature. He may use this ability once per day at 5th level, plus one additional time for every five levels after 5th (to a maximum of four times at 20th level). If the tactician also has cavalier levels, these levels stack for determining the number of uses per day, and he can take the better progression.

This ability replaces the advanced weapon training option gained at 5th level.

Cooperative Combatant (Ex): At 11th level, when a tactician uses the aid another special attack, he may affect one additional ally per point of Intelligence bonus. For each ally that a tactician aids, he can pick whether to grant that ally the +2 bonus on its next attack against the opponent or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses.

This ability replaces the advanced armor training option gained at 11th level.

Battle Insight (Ex): At 15th level, as a swift action, a tactician can grant his Intelligence modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the tactician. That ally gains the bonus until the end of the tactician's next turn. The tactician can use this ability a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces the advanced armor training option gained at 15th level.

Thunderstriker (Archetype)

The thunderstriker adopts an unusual fighting style, gripping a heavy weapon with both hands and switching to a defensive posture with weapon and buckler, lashing out with the shield with surprising speed and power.

Strapped Shield (Ex): At 3rd level, a thunderstriker gains the buckler training advanced armor training option. This does not allow him to take the Advanced Armor Training feat before he gains his first advanced armor training option at 7th level.

This ability replaces armor training.

Thunder Strike (Ex): At 7th level, when a thunderstriker with the Two-Weapon Fighting feat fights with two weapons, he may attack with a two-handed weapon in her primary hand and a buckler in her off-hand. He applies his full Strength modifier to his damage rolls for all attacks made with thunder strike, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands.

This ability replaces the advanced armor training option gained at 7th level.

Knockback Smash (Ex): At 11th level, when a thunderstriker uses his buckler to attack, he gains a bonus equal to the enhancement bonus of the buckler on both attack and damage rolls.

This ability replaces the advanced armor training option gained at 11th level.

Hammer and Anvil (Ex): At 13th level, a thunderstriker suffers only half the normal penalties for two-weapon fighting when using a buckler as his off-hand weapon. At 17th level, he

no longer suffers two-weapon fighting penalties when using a buckler as his off hand weapon.

This ability replaces the advanced weapon training options gained at 13th level and 17th level.

Buckler Defense (Ex): At 15th level, a thunderstriker gains a +1 bonus to his touch AC and on Reflex saves while using a buckler.

This ability replaces the advanced armor training option gained at 15th level.

Tower Shield Specialist (Archetype)

Many fighters believe the tower shield is a tool suitable only for troops on the battlefield, claiming it is too large and bulky to use in skirmishes or within dungeon corridors. Tower shield specialists defy those notions, using their massive shields with startling skill and incredible effect. They use these seemingly clumsy shields to perform deft maneuvers that confound their enemies.

Burst Barrier (Ex): At 2nd level, a tower shield specialist can use his shield to screen himself from burst spells and effects, gaining a +1 bonus on Reflex saves against them while employing a tower shield. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces bravery.

Tower Shield Training (Ex): At 3rd level, a tower shield specialist gains armor training as normal, but while he employs a tower shield, the armor penalty is reduced by 3 and the maximum Dexterity bonus allowed by his armor increases by 2. This benefit stacks with the increases from the enhanced armor training advanced armor training option. If the tower shield specialist is not employing a tower shield, the benefits to armor training revert to the normal bonuses.

This ability alters armor training.

Tower Shield Specialist (Ex): At 5th level, a tower shield specialist gains the shield training advanced armor training option.

This ability replaces the advanced weapon training option gained at 5th level.

Tower Shield Evasion (Ex): At 9th level, the tower shield specialist gains Shield Focus with tower shields as a bonus feat. Additionally, he gains the shielded evasion advanced armor training option with tower shields. If he already has this option, he instead gains an advanced weapon training option of his choice that he qualifies for. At 17th level, the tower shield specialist gains improved evasion, as the rogue advanced talent, while using a tower shield.

This ability replaces the advanced weapon training options gained at 9th level and 17th level.

Immediate Repositioning (Ex): At 13th level, as an immediate action, a tower shield specialist can reposition his tower shield to another facing, but he cannot use this ability to interrupt an attack.

This ability replaces the advanced weapon training option gained at 13th level.

Two-Handed Fighter (Archetype)

Some fighters focus their efforts on finding the biggest, heaviest, most imposing weapon they can find and training to manage and harness the weight of their massive weapons for maximum impact. These fighting school benefits only apply when using two-handed weapons.

Two-Handed Training (Ex): Light weapons and ranged weapons do not count as being in any fighter weapon group that the two-handed fighter selects with weapon training or the expanded weapon training advanced weapon training option. When determining if he gains a benefit from a fighter class feature, a two-handed fighter only counts as wielding a weapon from his chosen weapon group if he wields that weapon in two hands.

This ability alters weapon training and advanced weapon training.

Shattering Strike (Ex): At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Overhand Chop (Ex): At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls.

This ability replaces armor training.

Backswing (Ex): At 7th level, when a two-handed fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. This ability replaces the advanced armor training option gained at 7th level.

Piledriver (Ex): At 11th level, as a standard action, a two-handed fighter can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

This ability replaces the advanced armor training option gained at 11th level.

Greater Power Attack (Ex): At 15th level, when using Power Attack with a two-handed melee weapon, the bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%).

This ability replaces the advanced armor training option gained at 15th level.

Devastating Blow (Ex): At 19th level, as a standard action, a two-handed fighter may make a single melee attack with a two-handed weapon at a –5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate only on a critical hit do not activate if this critical hit is confirmed.

This ability replaces armor mastery.

Two-Weapon Warrior (Archetype)

Trained under great masters who preached the simple truth that two are better than one when it comes to weapons, the

two-weapon warrior is a terror when his hands are full. From paired daggers to exotic double weapons, all combinations come equally alive in his skilled hands.

Defensive Flurry (Ex): At 3rd level, when a two-weapon warrior makes a full attack with both weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd.

This ability replaces armor training and the advanced armor training option gained at 7th level.

Doublestrike (Ex): At 9th level, a two-weapon warrior may, as a standard action, make one attack with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally.

This ability replaces the advanced weapon training option gained at 9th level.

Improved Balance (Ex): At 11th level, the two-weapon warrior reduces the attack penalties for fighting with two weapons by –1 (minimum 0). At 15th level, this reduction increases to –2 (minimum 0).

This ability replaces the advanced armor training options gained at 11th level and 15th level.

Equal Opportunity (Ex): At 13th level, when a two-weapon warrior makes an attack of opportunity, he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally.

This ability replaces the advanced weapon training option gained at 13th level.

Deft Doublestrike (Ex): At 17th level, when a two-weapon warrior hits an opponent with both weapons, he can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity.

This ability replaces the advanced weapon training option gained at 17th level.

Deadly Defense (Ex): At 19th level, when a two-weapon warrior fights makes a full attack while fighting with two weapons, every creature that hits him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the warrior.

This ability replaces armor mastery.

Unarmed Fighter (Archetype)

Not all fighters need weapons to make their mark on the world. The unarmed fighter picks up a weapon only rarely, and when he does, he prefers the weapons of the monk. There are even those who mistake them for monks, but these fighters enter the fight without ki, and instead have a tough perseverance that few can rival.

Weapon and Armor Proficiency: An unarmed fighter is not proficient with medium armor, heavy armor, or shields.

Monastic Training (Ex): At 1st level, an unarmed fighter must select either the monk weapon group or the natural weapon group as his chosen weapon group. An unarmed fighter can only select the expanded weapon training advanced weapon training

option once, and upon doing so he combines the monk weapon group and the natural weapon group into a single weapon group that uses his highest weapon training bonus to determine the bonus on attack rolls and damage rolls that the unarmed fighter receives, as well as the benefits of his fighter class features.

This ability alters weapon training and advanced weapon training.

Unarmed Style: At 1st level, a unarmed fighter gains the Improved Unarmed Strike feat and any single style feat as a bonus feat. The unarmed fighter need not meet all the prerequisites of the style feat he chooses, but style feats that grant additional uses of the Elemental Fist feat cannot be taken until the unarmed fighter has that feat.

This ability replaces the bonus feat at 1st level.

Harsh Training (Ex): At 2nd level, an unarmed fighter gains a +1 bonus on saving throws against effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces bravery.

Tough Guy (Ex): At 3rd level, an unarmed fighter gains DR/— equal to half his fighter level against nonlethal damage or damage taken while he is grappled.

This ability replaces armor training.

Clever Wrestler (Ex): At 7th level, an unarmed fighter takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The unarmed fighter can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability.

This ability replaces the advanced armor training option gained at 7th level.

Trick Throw (Ex): At 8th level, when an unarmed fighter successfully trips an opponent with an unarmed attack, he can attempt a dirty trick combat maneuver against that creature (before the opponent becomes prone) as an immediate action that does not provoke attacks of opportunity.

This ability replaces the bonus feat gained at 8th level.

Takedown (Ex): At 12th level, if an unarmed fighter succeeds on a drag maneuver, he can attempt a trip maneuver against the same target as a swift action that does not provoke attacks of opportunity. At 15th level, he may do so after a successful grapple check.

This ability replaces the bonus feat gained at 12th level.

Eye Gouge (Ex): At 13th level, if an unarmed fighter confirms a critical hit with his unarmed strike or begins his turn grappled, he may attempt a dirty trick maneuver to blind his target as a swift action that does not provoke attacks of opportunity. A target more than one size category larger is unaffected.

This ability replaces the advanced weapon training option gained at 13th level.

Sucker Punch (Ex): At 17th level, when an unarmed fighter strikes a creature that is denied its Dexterity bonus to

AC, or that he has successfully pinned with a grapple check, he can attempt a dirty trick or trip combat maneuver against that target as a swift action.

This ability replaces the advanced weapon training option gained at 17th level.

Sheer Toughness (Ex): At 19th level, an unarmed fighter becomes immune to nonlethal damage and the exhausted, fatigued, and staggered conditions.

This ability replaces armor mastery.

Unbreakable (Archetype)

The unbreakable is a warrior of indomitable will, unstoppable and implacable once he has set his mind upon a course of action. The unbreakable endures any trial to do what must be done, and when his mind is set toward a goal, nothing can stop him from achieving it, though many may try. He is a juggernaut and a zealot, supremely confident in his own abilities.

Weapon and Armor Proficiency: An unbreakable is not proficient with tower shields.

Tough as Nails: An unbreakable gains Endurance and Die Hard as bonus feats.

This ability replaces the bonus feat gained at 1st level.

Unflinching (Ex): At 2nd level, an unbreakable gains a +1 bonus on Will saves against mind-affecting effects. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level).

This ability replaces bravery.

Heroic Recovery (Ex): At 5th level, an unbreakable gains the Heroic Recovery feat as a bonus feat, if he does not have it already. If he already has this feat, the unbreakable can choose any combat feat instead. In addition, he may use this feat one additional time per day for every four levels after 5th (to a maximum of 4 times per day at 17th level).

This ability replaces the advanced weapon training option gained at 5th level.

Heroic Defiance (Ex): At 9th level, an unbreakable gains the Heroic Defiance feat as a bonus feat, if he does not have it already. If he already has this feat, the unbreakable can choose any combat feat instead. In addition, he may use this feat one additional time per day for every four levels after 9th (to a maximum of 3 times per day at 19th level).

This ability replaces the advanced weapon training option gained at 9th level.

Quick Recovery (Ex): At 11th level, an unbreakable needs only 15 minutes of rest or to be subject to a healing spell or effect to recover from the fatigued condition.

This ability replaces the advanced armor training option gained at 11th level.

Stalwart (Ex): At 13th level, when an unbreakable succeeds on a Fortitude or Will save against a spell or spell-like ability that has a partial effect even on a successful save, he is completely unaffected by it.

This ability replaces the advanced weapon training option gained at 13th level.

Unlimited Endurance (Ex): At 15th level, when an unbreakable is exhausted, he only suffers the effects of the fatigued condition instead, but does require 1 hour of rest to reduce this condition to the actual fatigued condition.

This ability replaces the advanced armor training option gained at 15th level.

Miraculous Recovery (Ex): At 17th level, when an unbreakable makes a saving throw to recover from an ongoing effect, he may roll twice and choose the better roll.

This ability replaces the advanced weapon training option gained at 17th level.

Unbreakable Mind (Ex): At 20th level, an unbreakable becomes nearly impossible to sway with honeyed words or magic. He gains immunity to mind-affecting effects.

This ability replaces weapon mastery.

Weapon Master (Archetype)

Devoted to the perfection of a single weapon, the weapon master's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill.

Focused Weapon Training (Ex): At 1st level, a weapon master chooses a single type of weapon (such as longsword or shortbow) instead of choosing a weapon group. He gains proficiency with his chosen weapon, and he only counts the chosen weapon as being in his chosen fighter weapon group for the purpose of determining the benefits he receives from his combat feats and fighter class features. A weapon master cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Weapon Guard (Ex): At 2nd level, a weapon master gains a +1 bonus to CMD against disarm and sunder attempts while wielding his chosen weapon. This bonus also applies on saves against any effect that targets his chosen weapon (for example, grease, heat metal, shatter, warp wood). The bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Reliable Strike (Ex): At 3rd level, a weapon master can reroll an attack roll, critical hit confirmation roll, miss chance check, or damage as an immediate action. He must accept the second result even if it is worse. He can use this ability once per day at 3rd level, plus one additional time each day at 7th level and every four levels thereafter.

This ability replaces armor training.

Mirror Move (Ex): At 7th level, a weapon master gains his weapon training bonus as an insight bonus to AC when attacked by his chosen weapon.

This ability replaces the advanced armor training option gained at 7th level.

Deadly Critical (Ex): At 11th level, whenever the weapon master attacks an opponent with his chosen weapon, he can spend 4 stamina points as a swift action to change his weapon's base critical threat range to 18–20 and its critical multiplier to x3 until the start of his next turn. Further

modifications to his weapon's critical threat range or critical multiplier stack with this effect (such as the Improved Critical feat or the fighter's weapon mastery class feature).

This ability replaces the advanced armor training option gained at 11th level.

Critical Specialist (Ex): At 17th level, the save DCs of any effects caused by a critical hit with a weapon master's chosen weapon increase by +2.

This ability replaces the advanced armor training option gained at 15th level.

Unstoppable Strike (Ex): At 19th level, a weapon master can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object).

This ability replaces armor mastery.



Feats

Feats are tricks, techniques, or quirks of birth that grant characters new abilities or powers. The feats described below are associated with corruptions—either embracing them or fighting against their influences. The following types of feats are described in this section. Feats marked with an asterisk (*) are introduced elsewhere in this section.

Armor Mastery: Armor mastery feats require the armor training class feature as a prerequisite and count as combat feats for all purposes, including for the purpose of determining which classes can select them. You gain the benefits of an armor mastery feat only while wearing armor that you are proficient with and only while wearing a type of armor that matches the feat's armor proficiency prerequisite, if any. Armor mastery feats without armor proficiency prerequisites can be used while wearing any suit of armor.

Combat: Some classes, including fighters, can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Weapon Mastery: Weapon mastery feats require the weapon training class feature as a prerequisite and count as combat feats for all purposes, including for the purpose of determining which classes can select them. You gain the benefits of a weapon mastery feat only while wielding a weapon that belongs to the fighter weapon group that you have selected with weapon training (including the expanded weapon training advanced weapon training option), referred to as an "appropriate weapon." Any effect of a weapon mastery feat related to attacks applies only to attacks from appropriate weapons unless the feat specifies otherwise.

Acrobatic Armor (Armor Mastery)

Your acrobatic skills and lightly armed frame enable you to dodge incoming attacks with ease.

Prerequisites: Dex 13, Acrobatics 3 ranks, armor training class feature, proficiency with light armor.

Benefit: You gain a +1 dodge bonus to your AC while wearing light armor. This bonus increases by +1 for every 4 ranks in Acrobatics beyond 3 that you possess, to a maximum dodge bonus of +5 at 19 ranks. The bonus that you gain from this ability cannot exceed the maximum Dexterity bonus of your armor, and you do not gain the benefit of this ability while carrying a medium or heavy load.

Combat Trick: While wearing light armor, you can spend stamina points whenever you fight defensively in order to reduce the penalty for fighting defensively by -1 per stamina point spent. The amount of stamina points that you spend using this combat trick cannot exceed the dodge bonus that you gain from this feat's benefit.

Aerobatics

You can deftly dodge enemy attacks with aerial maneuvers.

Prerequisites: Fly 1 rank or racial bonus of +2 or higher on Fly checks.

Benefit: You may make a Fly check instead of an Acrobatics check to move through a threatened area or an enemy's space.

Airborne Assault (Weapon Mastery)

Airborne opponents aren't safe from your leaping assaults.

Prerequisites: Leaping Assault, Acrobatics 7 ranks, weapon training with a melee weapon.

Benefit: You can charge airborne creatures with Leaping Assault by jumping up. To make a leaping assault against an airborne opponent, you must successfully use the Acrobatics skill to high jump a distance equal to the distance between you and your opponent minus your reach. For example, the Acrobatics DC for

a character with a 5-foot reach to make a high jump to reach an opponent that is 40 feet above her is 140 (DC 4 per foot times 35 feet). If this check is successful, you may then make a second Acrobatics check to perform the leaping assault, as detailed by the Leaping Assault feat. When determining the falling damage that you take after your high jump is complete, ignore a number of feet of falling damage equal to the total distance jumped.

In addition to the usual effects of a leaping assault, any airborne opponent hit by your leaping assault must make a Fly check against your CMD. If it fails this check, it loses 10 feet of altitude. If the opponent fails by 10 or more, it plummets to the ground instead, taking the appropriate falling damage.

Combat Trick: By spending 2 stamina points whenever you make an Acrobatics check to high jump, you double the result of your Acrobatics check for the purpose of determining the total distance that you jump. This doesn't stack with other effects that multiple the result of an Acrobatics check made to perform a high jump, such as the air's leap aerokineticist utility talent.

Charging Momentum (Weapon Mastery)

You use the momentum of your charge to deal devastating damage to your opponents.

Prerequisites: Str 13, Vital Strike, fighter level 5th, weapon training with a melee weapon.

Benefit: Whenever you charge an opponent and make a single melee attack at the end of your charge, you can attempt to strike with devastating force. You can apply the Vital Strike feat to this attack. You can apply the Improved Vital Strike or Greater Vital Strike feat to your charge instead if you have either of those feats. In addition to those feats' usual effects, for every 5 by which your charging attack roll exceeds the target's Armor Class, increase the number of times that you roll your weapon's damage dice with the Vital Strike, Improved Vital Strike, or Greater Vital Strike feats by 1, up to a maximum number of additional rolls equal to your weapon training bonus (minimum 1).

You cannot benefit from this feat while using any ability that allows you to take multiple attacks at the end of a charge, such as the pounce ability.

Combat Trick: Whenever you make a charge attack while using Charging Momentum, you can spend up to 6 stamina points. For every 2 stamina points you spend, your weapon training bonus counts as being 1 higher for the purpose of determining the maximum number of additional weapon damage rolls that you can make with this feat.

Cheat Death (Combat)

Your impressive stamina enables you to defy death itself.

Prerequisite: Stamina class feature or base Fortitude save bonus +5.

Benefit: Whenever you would be reduced to 0 or fewer hit points by lethal damage in combat, you can attempt to use your stamina and determination to cheat death. To use this ability, you must attempt a Fortitude save (DC equals the damage dealt). If the save is successful, all negative hit point damage that you would have taken from the attack is converted to nonlethal damage. If the save fails, you take lethal damage up to an amount equal to your Constitution score -1, and the rest of the damage dealt is converted to nonlethal damage. If your nonlethal hit point total equals your total maximum hit points at any point during this conversion, any remaining damage is not converted and is dealt to you as lethal damage as normal.

Combat Trick: You can spend any number of stamina points when you are reduced to 0 or fewer hit points in order to negate 1 hit point of damage per stamina point spent. This combat trick cannot reduce the total amount of damage dealt to you below 0.

Dwarven Weapon Training (Combat)

You are heavily trained in the use of elven weaponry, allowing you to treat all dwarven weapons as a single weapon group.

Prerequisites: Dwarf or proficiency with any one exotic weapon with “dwarven” in its name, weapon training (hammers) class feature.

Benefit: You are highly trained with all manner of dwarven weaponry. Add the battleaxe, heavy pick, and all weapons with “dwarven” in their name to the hammers fighter weapon group. The weapon training class feature does not grant you proficiency with these weapons, but otherwise you gain all of the usual benefits for having them in the hammers weapon group.

Combat Trick: If you are a dwarf, you can spend 1 stamina point when you attack with a weapon from the hammers weapon group to roll your damage twice and use the higher result. If you are not a dwarf, you can spend 1 stamina point when you attack with a weapon with “dwarven” in its name that you are not proficient with to treat yourself as being proficient with that weapon until the start of your next turn.

Elven Weapon Training (Combat)

You are heavily trained in the use of elven weaponry, allowing you to treat all elven weapons as a single weapon group.

Prerequisites: Elf or proficiency with any one exotic weapon with “elven” in its name, weapon training (bows) class feature.

Benefit: You are highly trained with all manner of elven weaponry. Add the longsword, rapier, and all weapons with “elven” in their name to the bows fighter weapon group. The weapon training class feature does not grant you proficiency with these weapons, but otherwise you gain all of the usual benefits for having them in the bows weapon group.

Combat Trick: If you are an elf, you can spend 1 stamina point when you attack with a weapon from the bow weapon group to roll your damage twice and use the higher result. If you are not an elf, you can spend 1 stamina point when you attack with a weapon with “elven” in its name that you are not proficient with to treat yourself as being proficient with that weapon until the start of your next turn.

Extra Armor Training (Combat)

You gain an additional benefit from using armor.

Prerequisites: Advanced armor training class feature, fighter level 7th.

Benefit: You gain one additional advanced armor training option. You must meet the prerequisites for this advanced armor training option.

Special: This feat can be taken multiple times, up to once per 5 fighter levels you possess.

Extra Stamina (Combat)

You can push yourself to higher limits.

Prerequisites: Stamina class feature, fighter level 5th.

Benefits: Your stamina pool increases by 3 points.

Special: You can select this feat up to three times. Each time you do, your stamina pool grows by 3 points.

Extra Weapon Training (Combat)

You have furthered your training with your chosen weapons.

Prerequisites: Advanced weapon training class feature, fighter level 5th.

Benefit: You gain one additional advanced weapon training option. You must meet the prerequisites for this advanced weapon training option.

Special: This feat can be taken multiple times, up to one time per 5 fighter levels you possess.

Gnome Weapon Training (Combat)

You are heavily trained in the use of gnome weaponry, allowing you to add gnome weapons to your group of specialized weapons.

Prerequisites: Gnome or proficiency with any one exotic weapon with “gnome” in its name, weapon training class feature.

Benefit: You are highly trained with all manner of gnome weaponry. Choose one fighter weapon group. Add all weapons with “gnome” in their name to that weapon group. The weapon training class feature does not grant you proficiency with these weapons, but otherwise you gain all of the usual benefits for having them in the chosen fighter weapon group.

Combat Trick: If you are a gnome, you can spend 1 stamina point when you attack with a weapon from the chosen weapon group to roll your damage twice and use the higher result. If you are not a gnome, you can spend 1 stamina point when you attack with a weapon with “gnome” in its name that you are not proficient with to treat yourself as being proficient with that weapon until the start of your next turn.

Immovable Armor (Armor Mastery)

While coated in metal, you cannot be moved.

Prerequisites: Str 13, base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with medium or heavy armor.

Benefit: You add your armor’s enhancement bonus as a bonus to your CMD against bull rush, overrun, reposition, and trip attempts made against you, as well as on saving throws made against effects that would move you (such as teleportation effects).

Combat Trick: Whenever an opponent makes a bull rush, overrun, reposition, or trip attempt against you or you attempt a saving throw against an effect that would move you, you may spend up to 5 stamina points. You gain a circumstance bonus to your CMD and on saves against the attack equal the number of stamina points spent.

Leaping Assault (Weapon Mastery)

You leap at opponents when you charge, using the momentum to attack with devastating force.

Prerequisites: Acrobatics 5 ranks, weapon training class feature with a melee weapon.

Benefit: Whenever you charge, you can make the attack a leaping assault by making an Acrobatics check (DC equals the opponent’s CMD). If your check is successful, your attack deals additional damage equal to your total number of ranks in the Acrobatics skill. You cannot make multiple attacks during a leaping assault, even if you possess a special ability that would normally allow you to make multiple attacks while charging (such as pounce).

Combat Trick: You can spend up to 5 stamina points whenever you make a leaping assault. You gain a circumstance bonus on all Acrobatics checks and damage rolls that you make during the leaping assault equal to the number of stamina points spent.

Masterful Grace (Weapon Mastery)

Your fluid movements enable you to strike felling blows with very little physical power.

Prerequisites: Str 11, Weapon Finesse, Weapon Focus with the chosen weapon, weapon training with the chosen weapon.

Benefit: Choose one kind of melee weapon (such as dagger or greatsword). You gain the benefit of the Weapon Finesse feat with the chosen weapon. When using Weapon Finesse to make a melee attack with the chosen weapon using your Dexterity bonus on attack rolls and your Strength bonus on damage rolls, you add half your base attack bonus on damage rolls. This bonus damage is not reduced or increased if you are wielding a weapon two-handed or



in an off-hand, and it doesn’t stack with abilities that apply a bonus on damage rolls under similar circumstances, such as the lethal grace vigilante talent or the trained finesse advanced weapon training option.

Combat Trick: Once per round, you can spend 2 stamina points to apply the benefit of Masterful Grace to a weapon that you did not select with this feat, even if you don’t meet the feat’s prerequisites with that weapon. This effect lasts until the start of your next turn.

Nimble Charge (Combat)

Your quick reflexes and stamina allow you to dart around the battlefield.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you charge, you may move tactically towards your opponent. Instead of charging into the closest space from which you can attack the opponent, you may charge towards the designated opponent, stop when you are within 10 feet of that opponent, and then move into any space from which you could threaten the opponent. When charging in this manner, you may only move up to your speed instead of the usual distance allowed when charging (double your speed).

Normal: When charging, you must move into the closest space from which you can attack the opponent.

Combat Trick: By spending 2 stamina points when you

use this ability, you can move up to twice your speed when you charge and still gain the benefit of this feat.

Orc Weapon Training (Combat)

You are heavily trained in the use of elven weaponry, allowing you to treat all orc weapons as a single weapon group.

Prerequisites: Orc or proficiency with any one exotic weapon with “orc” in its name, weapon training (axes or heavy blades) class feature.

Benefit: You are highly trained with all manner of orc weaponry. Add the greataxe, falchion, dire flail, heavy flail, light flail, spiked chain, and all weapons with “orc” in their name to the chosen fighter weapon group. The weapon training class feature does not grant you proficiency with these weapons, but otherwise you gain all of the usual benefits for having them in the chosen fighter weapon group.

Combat Trick: If you are an orc or a half-orc, you can spend 1 stamina point when you attack with a weapon from the chosen weapon group to roll your damage twice and use the higher result. If you are not an orc or a half-orc, you can spend 1 stamina point when you attack with a weapon with “orc” in its name that you are not proficient with to treat yourself as being proficient with that weapon until the start of your next turn.

Push the Limits (Combat)

Even when suffering from fatigue, you can fight through and overcome incredible opposition.

Prerequisites: Con 13, stamina class feature, fighter level 1st.

Benefit: You gain a secondary stamina pool with a number of stamina points equal to your Constitution modifier. You can spend these secondary stamina points only when you have 0 stamina points in your primary stamina pool or when you are fatigued, even though you normally can't spend stamina points while fatigued. You can spend these secondary stamina points as normal, but if the secondary pool drops to 0 points, you become exhausted until you have at least 1 stamina point in your primary pool. Even if you have points in your secondary pool, you are still fatigued as long as you have 0 points in your primary pool. Your secondary pool refreshes only after a full night's rest.

Recovery (Combat)

Your superhuman stamina enables you to force your way through debilitating attacks where others falter.

Prerequisite: Great Fortitude, Lightning Reflexes, or Iron Will, second wind class feature, stamina class feature.

Benefit: Whenever you attempt a saving throw and fail, you can spend 2 stamina points as an immediate action in order to reroll the saving throw. You must accept the new result, even if it is worse.

Recuperation (Combat)

Your immense stamina allows you to recuperate from resting.

Prerequisite: Con 13, second wind class feature, stamina class feature.

Benefit: You can spend 1 hour resting in order to recover a number of hit points equal to your Constitution bonus plus 1 hit point per character level you possess, as if you had successfully used the Heal skill to treat deadly wounds on yourself. You do not recover stamina points while resting in this manner, and using this ability counts as benefiting from the treat deadly wounds use of the Heal skill for the purpose of determining the number of times per day that you can have your deadly wounds treated.

Combat Trick: By spending 5 stamina points after resting for 1 hour, you can use this ability without being treated as having benefited from the treat deadly wounds use of the Heal skill, allowing you to restore your hit points even if you have already had your deadly wounds treated. Stamina points spent using this combat trick are recovered last and require 1 hour of rest to be recovered instead of the usual amount of rest (1 minute per stamina point).

Shoulder the Pain (Combat)

You can suspend crippling effects using your force of will.

Prerequisite: Con 13, second wind class feature.

Benefit: As a standard action, you can call upon your stamina and resolve to shove aside your pain and fight on in spite of it. When you use this ability, choose one physical ability score (Strength, Dexterity, or Constitution). For 1 minute, you ignore the penalties from any ability damage that you have taken to the chosen ability score, though you are still incapacitated or killed as appropriate if the total amount of ability damage you accrue equals or exceeds the chosen ability score. You can use this ability a number of times per day equal to 3 + your Constitution modifier (minimum 1).

In addition, whenever you heal Strength, Dexterity, or Constitution damage from resting, you heal an equal amount of ability damage from each of your physical ability scores. Effects that alter the amount of ability damage that you heal from resting, such as a successful Heal skill check, apply to each of your physical ability scores if you choose to heal physical ability score damage.

Combat Trick: Whenever you use Shoulder the Pain to ignore the penalties from ability damage that you've accrued to one of your physical ability scores, you can spend up to 4 stamina points. For every 2 stamina points you spend, you can choose an additional physical ability score and ignore the penalties from ability damage that you've accrued for that ability score in addition to the one choice allowed by this feat.

Skilled Stamina

You can channel your stamina towards more mundane tasks.

Prerequisite: Stamina class feature.

Benefit: Whenever you attempt a Strength check, a Dexterity check, or a skill check using a class skill that you are trained in, you can spend up to 6 stamina points. You gain a +1 circumstance bonus on your roll or check per stamina point spent (maximum +6).

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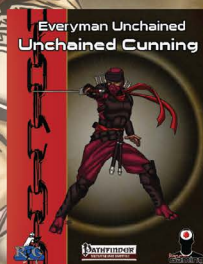
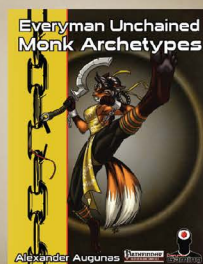
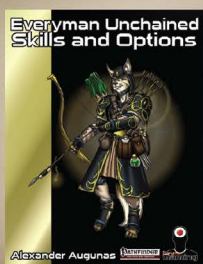
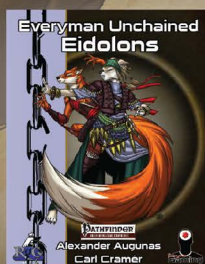
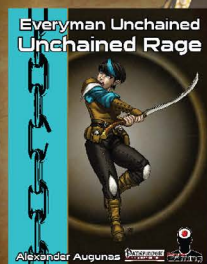
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