



PRODUCT NO. CA501

FOLLOW US ON  FACEBOOK,  TUMBLR, AND  TWITTER!

E-MAIL US AT: CUSTOMERSERVICE@ABANDONEDARTS.COM

ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: FIGHTER ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.

See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE LASHER (FIGHTER ARCHETYPE)

The lasher practices an intimidating and punishing fighting style, slashing and ensnaring with whip and chain. Known for their cruelty in battle, lashers excel at bringing opponents to their knees.

A lasher has the following class features.

Weapon and Armor Proficiency: A lasher is proficient with the whip, scorpion whip, and spiked chain, but is not proficient with medium armor, heavy armor, or tower shields.

Sinister Maneuvers (Ex): At 2nd level, a lasher becomes more skilled at humiliating his opponents. The lasher gains a +1 bonus on disarm, dirty trick, and trip combat maneuver checks, and a +1 bonus to his Combat Maneuver Defense when attacked with those maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

This ability replaces bravery.

Slashing Defense (Ex): At 3rd level, a lasher gains a +1 shield bonus to AC as long as he is wielding a whip, scorpion whip, or spiked chain. The lasher loses these bonuses whenever he would be denied his Dexterity bonus to Armor Class. This bonus increases by +1 for every four levels after 2nd.

This ability replaces armor training 1, 2, 3, and 4.

Sinister Lash (Ex): At 5th level, a lasher gains a +1 bonus on attack and damage rolls when wielding a whip, scorpion whip, or spiked chain. This bonus increases by +1 per eight levels after 5th. The damage bonuses granted by this ability are doubled against prone enemies, and against enemies suffering from bleed effects. Against an enemy suffering from both effects, the bonuses granted by this ability are tripled, instead.

This ability replaces weapon training 1.

Punishing Lash (Ex): At 9th level, a lasher can make a special Intimidate check against the target of his attack (DC 10 + target's Hit Die + target's Wisdom modifier) whenever he uses a whip, scorpion whip, or spiked chain to deal nonlethal damage to an enemy. If the check succeeds, any beneficial morale effects affecting the target are suppressed for one round. Rage and similar abilities are not suppressed by this ability, but strictly beneficial morale effects (like the effects of a *heroism* spell) are.

This ability replaces weapon training 2.

Flensing Strike (Ex): At 13th level, a lasher's attacks with whips, scorpion whips, and spiked chains each cause 1d4 points of bleed damage. Multiple bleed effects do not stack. At 17th level, this damage increases to 1d6.

This ability replaces weapon training 3 and 4.

Cruel Denial (Ex): At 19th level, a lasher can make a melee attack with a whip, scorpion whip, or spiked chain as an immediate action against any opponent that attempts to make a melee attack against him. If successful, the attacking creature takes a penalty on his melee attack roll equal to the amount of damage that the lasher's attack deals.

Weapon Mastery (Ex): The lasher must choose the whip, scorpion whip, or spiked chain for this ability.

THE SENTINEL (FIGHTER ARCHETYPE)

The sentinel is much more than a mere guard or watchman; sentinels are the very embodiment of caution, discipline, and martial expertise. Skilled in the arts of defense, these fighters make excellent guardians and defenders.

A sentinel has the following class features.

Tireless Sentry (Ex): Perception is a class skill for the sentinel. Additionally, a sentinel gains Endurance as a bonus feat at 1st level, and has learned to sleep in heavy armor without becoming fatigued.

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

Sentinel's Shield (Ex): At 3rd level, the sentinel gains Bodyguard as a bonus feat (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of that feat) and gains the ability to use that feat without expending an attack of opportunity on any round in which the sentinel takes the aid another or total defense actions.

This ability replaces armor training 1.

Stand Sentinel (Ex): At 5th level, the sentinel has learned to adopt an anchored stance which better allows him to use his arms and armor to deflect incoming attacks. In any round in which the sentinel does not move or take a five-foot step, the sentinel gains a +1 dodge bonus to his Armor Class. The sentinel must be standing upright in order to gain the benefits of this ability, and any movement, even involuntary movement, denies the benefits of this ability for the sentinel for 1 round. This bonus increases by +1 for every four levels after 5th.

This ability replaces weapon training 1, 2, 3, and 4.

THE SOLDIER (FIGHTER ARCHETYPE)

The soldier is a professional warrior, battling the enemies of his nation or kind with bravery and skill. A soldier is fearless, tough, and highly skilled. In camp, in training, or on the battlefield – the soldier gives his all to the cause he fights for.

A soldier has the following class features.

Class Skills: A soldier adds Diplomacy, Knowledge (geography), Knowledge (nobility), Linguistics, and Sense Motive to his list of fighter class skills, and removes Knowledge (dungeoneering) from that list.

Bonus Feats: A soldier may choose teamwork feats in addition to combat feats as his fighter bonus feats, and must choose a teamwork feat as his 1st level fighter bonus feat.

Loyalty (Ex): At 2nd level, the soldier gains a morale bonus equal to the bonus granted by his bravery class feature (if any) on Sense Motive skill checks and on Will saving throws against charm and compulsion effects.

Trained Fighter (Ex): At 3rd level, the soldier gains a bonus equal to half his class level on Constitution checks made to perform a forced march and on Profession (soldier) skill checks. A soldier that identifies a military force or mercenary organization with a Profession (soldier) skill check can call upon his knowledge of that particular organization's tactics, strengths, and weaknesses to gain a +1 competence bonus on attack and damage rolls against members of that force or organization.

This ability replaces armor training 1.

Disciplined Defenses (Ex): At 5th level, the soldier's discipline has become so great that his focus and reflexes are sharper on the battlefield than off of it. The soldier gains a +1 competence bonus on attacks of opportunity and on Reflex and Will saving throws as long as he is in combat. The soldier loses this bonus when flat-footed or whenever he would be denied his Dexterity bonus to Armor Class. This bonus increases by +1 for every four levels after 5th.

This ability replaces weapon training 2, 3, and 4.

Heroic Beyond Death (Ex): At 20th level, word of the soldier's resolve and loyalty can inspire entire nations to heroics – even after he is dead. A living soldier simply gains a +4 bonus on Diplomacy skill checks made to interact with creatures with friendly or helpful attitudes. If those creatures' alignments match the soldier's own alignment, he gains a +8 bonus instead.

If the soldier is dead, any creature that you designate as an ally in life may, after witnessing or learning of the soldier's death, call upon the very thought of his incredible deeds in life to inspire themselves to greatness. Tapping into this wellspring of inspiration is a free action, and grants the creature a +8 morale bonus on a single ability check, attack roll, saving throw, or skill check. The action must not conflict with the aims and goals that you pursued in life, and you are the ultimate arbiter of which creatures are or were the soldier's allies in life, and to which checks and rolls such bonuses may apply. No creature who knows or believes that the soldier is presently alive may gain this bonus, and no creature may gain this bonus more than once per year (regardless of how many times the soldier dies or is killed).

This ability replaces weapon mastery.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.; System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Abandoned Arts Presents: Class Acts: Fighter Archetypes © 2012, Daron Woodson; Author: Daron Woodson, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.



CREDITS

Design and editing by Daron Woodson.

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Learn more about the Pathfinder Roleplaying Game at www.paizo.com.