Everyman Options Unchained Fighters







Everymen Options Uncheined Fighter

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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 selfpublishing 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

The EVERYMAN UNCHAINED series has always been one of Everyman Gaming's most popular product lines, but man, I was caught off-guard by how much people apparently wanted a followup to EVERYMAN UNCHAINED: FIGHTERS. In its first few weeks of availability, Everyman Unchained: Fighters managed to hold Top 5 spots across nearly all of our major PDF distribution partners, to the extent that downloads-wise EVERYMAN UNCHAINED: FIGHTERS shattered our previous records. It was pretty clear to us that you, the Everyman Gaming customer base, wanted more unchained fighter, and we had plenty left to give you. After all, there were still plenty of fighter archetypes left to be unchained for the unchained fighter. (A day hasn't gone by that someone hasn't mentioned to us via forum post or e-mail that the original release doesn't include the martial master, the mutagenic master, or the lore warden archetypes!)

That being said, however, I didn't just want to grab a bunch of archetypes from other sources, update them, and sell them. Although we did that with the unchained monk series, I don't want Everyman Gaming to get a reputation as a company that just republishes other people's work without actually adding something to the collective body. But I also didn't want to flood the fighter class with tons of all-new archetypes. Could I have? Absolutely. But the fighter is one of the most supported classes in the game archetype-wise, and so it was my conclusion that what the fighter really needed was some more neat tricks. Specifically, more advanced armor training options, more advanced weapon training options, and more fighter training options. So that's what we did, and that's why I decided to call this an options book rather than just an unchained book.

Within, you'll find new feats, two new archetypes, pages of updated archetypes, and four pages of class options for the fighter. Short-term, I think that adding more class options to a class that previously lacked any was the right call. Between all of the different content mentioned, we managed to support a number of cool fighting styles that are currently hard to pull off, such as thrown weapon fighting and giant weapon fighting, as well as offer the fighter more out of combat options, if that's his thing. Looking forward, we're going to keep supporting the unchained fighter-likely alongside Paizo's fighter whenever possible-by adding new class options, new archetypes, and more. But this product should help drastically with getting the fighter caught up to his fellow martial peers. And hey! If you think the fighter's still missing something or there's additional fighting styles out there that are still criminally under supported, let us know. I make a real effort to get fun options that meet a real gaming need out there into the field, so knowing what people are looking for is always helpful. (Our website, http://www.everymangaming.com, has a Contact Us forum, and I read everything sent our way.)

Thanks for being awesome!

—Alexander Augunas

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Content

The following content can be found within *EVERYMAN OPTIONS:* UNCHAINED FIGHTERS.

Unchained Fighter Options (Pgs 04–05): Unchained fighters distinguish themselves and their abilities using a slew of class options, specifically advanced armor training options, advanced weapon training options, and fighter training options. These options combined are designed to help fighters improve their baseline class abilities and support a number of different fighting styles, while also giving the fighter additional utility outside of combat. Included herein are superhuman "heightened" abilities for certain skills, abilities that act as more versatile versions of existing feats to help the fighter alleviate feat taxes, and abilities possessed by archetypes that were deemed too cool not to make available to fighters of every credence. Armed with these abilities, an unchained fighter gains an even larger repertoire of abilities and options for potential use.

Unchained Fighter Archetypes (Pgs 08–19): The fighter is one of the most highly supported base classes in the *PATHFINDER ROLEPLAYING GAME* in terms of archetypes, and one of the design goals of the unchained fighter was to allow players and GMs alike to make translations between the base fighter and the unchained fighter wherever possible. With this in mind, this section updates over a dozen archetypes from *PATHFINDER ROLEPLAYING GAME* compatible products while also adding in two new ones: the combat infiltrator and the mystic warrior. Armed with these options, players and GMs

can finally customize the unchained fighter to their exact specifications.

Feats (Pgs 20–21): Rounding out *EVERYMAN OPTIONS: UNCHAINED FIGHTERS* are five new feats designed specifically to add additional options and abilities to the fighter, those these feats can be taken by other classes who meet their prerequisites. Included herein are feats that give the fighter the ability to perform death-defying stunts, make attacks with thrown weapons in a blink of an eye, and more.



Uncheined Fighter Options

The unchained fighter introduces a number of new class options and abilities that enable him to diversify his skills and abilities, allowing him to wield his weapons in unexpected ways, derive new abilities from using his armor, or gain entirely new powers that enable to the fighter to better support his allies outside of combat. Each class option is described below, including when the fighter is able to gain options as well as any special rules or considerations that govern their effectiveness.

Advanced Armor Training Options

Fighters use advanced armor training options to improve their ability to wear armor, applying this knowledge to new situations or deriving entirely new abilities from their armor's use. Fighters gain advanced armor training options at 7th level, 11th level, and 15th level.

Advanced armor training options 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.

Defense Mastery (Ex): The fighter reduces the penalty on attack rolls for fighting defensively by -1 (minimum 0). For every 4 levels beyond 2nd that the fighter possesses, he further reduces the penalty he takes on attack rolls when fighting defensively -1, to a total reduction of -4 at 14th level. In addition, whenever the fighter uses the total defense action while wearing armor or using a shield, he can spend 4 stamina points to make a single attack at his highest bonus without taking any penalties on his attack roll. This functions as if the fighter had used the attack action to make the attack. The fighter must be at least 2nd level to select this option.

Efficient Packer (Ex): The fighter adds a bonus equal to half his fighter level on Sleight of Hand checks to conceal objects on his body. He also gains a bonus to his Strength score equal to half his fighter level for the purpose of determining his carrying capacity. This option functions even when the fighter is not wearing armor or using a shield.

Enhanced Cover (Ex): Whenever the fighter is behind cover (including partial and improved cover), he increases the AC bonus that he gains from the cover by +2. This option functions even when the fighter is not wearing armor or using a shield.

Fighter's Gambit (Ex): Even the most bitter upsets all play in to the fighter's tactics and plans. Whenever an opponent attempts an attack roll or a combat maneuver check against the fighter, he can attempt a Bluff check as an immediate action and use the result as either his AC or CMD, as appropriate. If his opponent's attack roll or combat maneuver fails to beat the result of his Bluff check, the fighter can allow the attack to hit him or the combat maneuver to succeed anyway, as if his opponent's result had met his AC or CMD, in order to gain an insight bonus on his next attack roll or skill check against that opponent equal to half his fighter level.

Hair's Breadth (Ex): Whenever a creature successfully confirms a critical hit against the fighter, he can attempt

an Acrobatics check as an immediate action to negate the critical hit. The DC for this Acrobatics check is equal to 5 + the opponent's confirmation roll. This option functions even when the fighter is not wearing armor or using a shield, but it does not function when the fighter wears medium or heavy armor or when the fighter uses a tower shield. A fighter must be at least 11th level to select this option.

Healthy as a Horse (Ex): Whenever the fighter takes Constitution, Dexterity, or Strength damage, he reduces the amount of ability damage he takes by 2, to a minimum of 0. This option functions even when the fighter is not wearing armor or using a shield. The fighter must be at least 15th level to select this advanced armor training option.

Weight Training (Ex): Whenever the fighter is carrying a medium or heavy load, he reduces the armor check penalty gained from his encumbrance by 2 (to a minimum of 0) and increases the maximum Dexterity bonus he is allowed while encumbered by 2. Each time he selects the enhanced armor training advanced armor training option, these benefits increase by 1 (to a maximum reduction to his armor check penalty and a maximum increase to his maximum Dexterity bonus of 4). This option functions even when the fighter is not wearing armor or using a shield.

Advanced Weapon Training Options

Fighters use advanced weapon training options to improve their ability to wield weapons that they have specialized in. This enables them to perform feats of martial prowess or wield their weapons in entirely unique ways. Fighters gain advanced weapon training options at 5th level, 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 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.

Baleful Glare (Ex): A fighter can glare at one creature within 30 feet as a swift action. That creature takes a -2 penalty to its Psychology DC against psychological maneuvers made by the

fighter and a -2 penalty on attack rolls, except against attacks made against the fighter (for more information about Psychology DC and psychological maneuvers, see Ultimate Charisma). A fighter can maintain his glare against only one opponent at a time; it remains in effect until the fighter glares at a new target, the opponent dies or moves farther than 30 feet from the fighter, or the fighter falls unconscious or dies. The baleful glare relies on the target's perception of his glare and it can be avoided in the same ways a gaze attack can. The fighter cannot use this ability while blinded. Glaring at a creature requires the fighter's focus, so if he uses a gaze attack or a similar ability, he must target the subject of his baleful glare or voluntarily end the glare. The penalties from multiple fighters' glares don't stack, nor do they stack with penalties from witches' evil eye hexes or mesmerists' bold stare abilities. This is a mind-affecting effect. This option functions even while the fighter is not wielding a weapon from a chosen weapon group.

Crushing Maneuvers (Ex): Whenever the fighter performs a bull rush or overrun combat maneuver while wielding a weapon from a chosen weapon group, he deals bludgeoning damage to his opponent equal to his Strength bonus (minimum 1).

Distracting Glare (Ex): The fighter's baleful glare ability also imparts a -2 penalty on concentration checks to the target of his glare. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. The fighter must have the baleful glare advanced weapon training option to select this option.

Free Fighting Style (Ex): The fighter can freely mix two style feats that he knows into a more flexible style. The fighter can have an additional style feat stance active simultaneously with his first style feat stance. He can enter all of his allowed stances as a move action or one stance as a swift action. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. The fighter must have at least two style feats to select this option.

Free Fighting Style Mastery (Ex): The fighter can have the stances of up to three additional style feats active at the same time, for a total of four style feats. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. The fighter must be at least 15th level and have the free fighting style and greater free fighting style weapon training options to select this option.

Greater Free Fighting Style (Ex): The fighter can have the stances of up to two additional style feats active at the same time, for a total of three style feats. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. The fighter must be at least 11th level and have the free fighting style advanced weapon training option to select this option.

Know Thy Enemy (Ex): The fighter can take a standard action to study one specific target that he can see. As part of this action, he attempts a Knowledge check to identify the target's abilities and weaknesses. If successful, the fighter gains a ± 2 competence bonus on attack rolls and weapon damage rolls made against that specific target in addition to gaining an appropriate amount of information about that target's abilities and weaknesses. This bonus lasts for the duration of the encounter, or until the fighter attempts a new Knowledge check to use this ability against a different target. This option functions even while the fighter is not wielding a weapon from a chosen weapon group.

Mounted Weapon Training (Ex): Whenever the fighter is mounted, his mount gains a bonus on attack rolls and damage rolls with any natural attacks it possesses equal to his unmodified weapon training bonus. This also applies on combat maneuver checks made to overrun or trample opponents. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. A fighter must be at least 13th level to select this option.

Offensive Assault (Ex): The fighter can choose to take a -1 penalty on all attack rolls and combat maneuver checks to gain a +2 bonus on weapon damage rolls. This bonus to damage is increased by half (+50%) if the fighter is making an attack with a two-handed melee weapon, a one-handed melee weapon using two hands, or a primary natural weapon that adds 1-1/2 times his Strength modifier on damage rolls. This bonus to damage is halved (-50%) if the fighter is making an attack with an off-hand weapon or a secondary natural weapon, and does not stack with bonuses from Power Attack, Deadly Aim, or similar feats.

At 4th level and every 4 levels thereafter, the fighter can choose to increase the penalty by -1 to increase the bonus to damage by +2, up to a -6 penalty for a +12 bonus at 20th level.

The fighter must choose to use this option before making an attack roll, and its effects last until his next turn. Once chosen, the fighter can't adjust the penalty he takes until the next time he chooses to use the ability. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This option counts as Deadly Aim and Power Attack for the purpose of meeting feat prerequisites and prestige class requirements, and the fighter counts as having a Str of 13 and a Dex of 13 for the purpose of meeting such prerequisites or requirements. This option functions even while the fighter is not wielding a weapon from a chosen weapon group.

Swift Lore (Ex): The fighter can use his know thy enemy ability as a swift or standard action. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. The fighter must be at least 13th level and have the know thy enemy advanced weapon training option to select this option.

Titanic Weapon Wielder (Ex): The fighter can wield a twohanded weapon from his chosen weapon group in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for him, and it is treated as onehanded for all effects, such as when determining the effect of Power Attack, his Strength bonus to damage rolls made with the weapon, and the like. In addition, he can use two-handed melee weapons from his chosen weapon group that are meant for creatures one size category larger than himself, treating them as two-handed weapons. He takes an additional -2 penalty on attack rolls when using an oversized two-handed weapon. *Unstoppable (Ex)*: The fighter gains the nothing can stop me vigilante talent^{III}. He may only make the free attack allowed by this ability with a weapon that belongs to a chosen weapon group. A fighter must be at least 4th level to select this option.

Fighter Training Options

Fighter training options allow a fighter to apply his combat prowess towards other, noncombatant activities to bolster his effectiveness outside of battle. 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.

Ability Spontaneity (Ex): Whenever the fighter uses martial spontaneity to gain the benefit of a combat feat, he counts all of his ability scores as if they were equal to 10 + 1/2 his fighter level for the purpose of determining if he meets a combat feat's prerequisites. The fighter must be at least 2nd level to select this option.

Armament Sense (Ex): The fighter can attempt Spellcraft

checks to identify the properties of magic items (except spell completion and spell trigger magic items) untrained. He does not need to use *detect magic* to identify such items. When attempting Spellcraft checks to identify such items, he adds the higher between his Spellcraft bonus and his fighter level to his check result.

Empowered Second Wind (Ex): Whenever the fighter uses second wind, he can spend 2 additional stamina points to increase the number of temporary hit points that he gains from this ability by half (+50%). The fighter must have the second wind class feature and be at least 7th level to select this option.

Famed Fighter (Ex): The fighter is well known in a specific community. He gains the renowned social vigilante talent^{UI}. This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending upon the population as allowed by the renowned social talent. Anytime she could select another fighter training option, the fighter can also select from the following list of social vigilante talents, using his fighter level as his vigilante level for the purpose of meeting prerequisites: case the joint^{UI}, celebrity discount^{UI}, gossip collector^{UI}, greater renown^{UI}, incredible renown^{UI}, loyal aid^{UI}, and safe house^{UI}. For the purpose of vigilante social talents, the fighter does not have a vigilante identity and benefits from these abilities as if he were simultaneously in both his social identity and his vigilante identity.

Heightened Acrobatics (Ex): The fighter always counts as having a running start when attempting Acrobatics checks to jump. Additionally, the fighter can stand from prone without provoking an attack of opportunity from an enemy by using Acrobatics, using the same Acrobatics DC as if he were moving through an enemy's space (5 + the opponent's Combat Maneuver Defense). This DC increases by 2 for each additional opponent avoided in 1 round. The fighter must have at least 5 ranks in Acrobatics to select this option.

Heightened Climbing (Ex): The fighter is able to climb with relative ease, granting him a climb speed equal to half his base speed, as well as the +8 racial bonus on Climb checks that having a climb speed provides. The fighter must have at least 5 ranks in Climb to select this option.

Heightened Perception (Ex): The fighter is capable of detecting hidden opponents without actively looking for them. Whenever a fighter with this ability comes within 10 feet of an opponent that is invisible or hiding, he receives an immediate Perception skill check to notice the hidden creature regardless of whether or not he is aware of that opponent. This check should be made in secret by the GM. The fighter must have at least 5 ranks in Perception to select this option.

Heightened Senses (Ex): The fighter has achieved superhuman levels of perceptive ability, granting him the low-light vision and scent abilities. If the fighter already

has low-light vision, the distance that he can see in dim light increases to four times that of a human instead. If the fighter already has scent, the distance at which he can detect opponents at doubles (60 feet normally, or 120 feet upwind and 30 feet downwind). The fighter must have at least 5 ranks in Perception to select this option.

Heightened Swim (Ex): The fighter is able to glide through water, granting him a swim speed equal to half his base speed, as well as the +8 racial bonus on Swim checks that having a swim speed provides. The fighter must have at least 5 ranks in Swim to select this option.

Maneuver Expertise (Ex): The fighter's tactical skill enables him to perform combat maneuvers with ease. When the fighter attempts a combat maneuver check against a foe, he can take a -2 penalty to his AC in order to attempt the combat maneuver without provoking an attack of opportunity. If the fighter has a feat or ability that allows him to attempt the combat maneuver without provoking an attack of opportunity, he can instead gain a +2 bonus on his combat maneuver check. This fighter training option counts as having Int 13 and Combat Expertise for the purpose of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Marching Drill (Ex): The fighter is used to long hauls with heavy loads, and his presence enables his allies to travel farther while using overland travel. The fighter adds half his level to the total number of hours that he can walk each day before having to make a forced march. Whenever he makes a Constitution check to avoid taking nonlethal damage from making a forced march, he gains a bonus on his Constitution check equal to his fighter level. The fighter can grant these benefits to a number of additional allies equal to his fighter level + his highest mental ability score modifier (Intelligence, Wisdom, or Charisma). This option functions even when the fighter is not wearing armor or using a shield.

Maximized Second Wind (Ex): Whenever the fighter uses second wind, he can spend 4 additional stamina points to maximize the number of temporary hit points he gains. (He treats all dice rolled as if they had resulted in the highest possible result.) If the fighter also has the empowered second wind fighter training option, he can spend a total of 6 stamina points to apply the benefit of both effects: he gains the maximum number of temporary hit points plus half the normally rolled result. The fighter must have the second wind class feature and be at least 9th level to select this option.

Military Veteran (Ex): The fighter selects one specific fighting force, such as a specific group of bandits or the armed forces of a specific kingdom or nation. The fighter is either an active member of the chosen force or was honorably discharged. This intimacy grants the fighter a +2 bonus on Professional (soldier) checks, and on Knowledge (history) and Knowledge (local) checks regarding his selected fighting force. The fighter familiarity with his fighting force allows him to make those checks untrained. In addition, the fighter gains a +2 bonus on Diplomacy checks

and Intimidate checks he makes against members of his selected fighting force or civilians somehow affiliated with that force (such as a citizen of your army's kingdom or a farmer living in your brigade's turf). These bonuses increase by +2 at 9th level and every 4 levels thereafter. Should the fighter fall from the good graces of his selected fighting force, he loses the benefits of this advanced weapon training option until he can make amends.

More Determined Than Ever (Ex): When the fighter uses second wind, the number of temporary hit points that he can gain from this ability is no longer limited by the amount of lethal hit point damage he has taken.

Personal Armory (Ex): The fighter can choose a number of weapons that he is proficient with equal to 1 + h is Intelligence bonus (minimum 1). He may add the chosen weapons to each of his chosen weapon groups (the weapon group he chooses with the weapon training class feature, plus any weapon groups he chooses with the expanded weapon training advanced weapon training option). The fighter can choose this option multiple times. Each time he chooses this option, he must choose different weapons to apply it to.

Stalwart (Ex): The fighter can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless fighter does not gain the benefit of the stalwart ability. The fighter must be at least 14th level and have the fighter's tenacity fighter training option to select this option.

Structural Know-How (Ex): The fighter can use his understanding of engineering in order to destroy obstacles. The fighter can make Knowledge (engineering) checks in place of Disable Device checks to open locks or similar mechanical devices. In addition, the fighter adds his Intelligence modifier on Strength checks to break, lift, or open objects. For every 3 ranks in Knowledge (engineering) that the fighter possesses, he adds an additional +1 bonus on such Strength checks. This option functions even while the fighter is not wielding a weapon from a chosen weapon group. A fighter must have at least 5 ranks in Knowledge (engineering) to select this option.

Versatile Militant (Ex): The fighter can use his bonus in Profession (soldier) in place of his bonus in the following skills: Perception, Sense Motive, and on Knowledge (history) and Knowledge (local) checks to answer questions about military groups and tactics, historic battles, and similar questions relating to professional militaries. When substituting in this way, the fighter uses his total Profession (soldier) skill bonus, including class skill bonus, in place of the associated skills' bonuses, whether or not he has ranks in that skill or if it is a class skill.

Versatile Athletics (Ex): The fighter chooses one of the following skills: Acrobatics, Climb, or Swim. He can use his bonus in that skill in place of his bonus in the remaining two skills. When substituting in this way, the fighter uses his total skill bonus, including class skill bonus, in place of his skill bonus in the remaining skills, whether or not he has ranks in that skill or if it is a class skill.

Uncheined Fighter Archetypes

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme.

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 the other alternate feature.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements.

Archetypes that list a race next to their qualifying class are only available to members of the listed race.

Blackjack Mercenary (Archetype)

Blackjacks are elite mercenaries that are well-equipped and dedicated to training in small-unit tactics, quickly communicating strategies and tricks to handle any threat to their charges.

Bonus Feat: In addition to combat feats, a blackjack mercenary can choose Improved Iron Will, Iron Will, or any teamwork feat as a bonus feat.

This ability alters bonus feat.

Well-Paid Loyalty (Ex): At 2nd level, a blackjack mercenary gains a +1 bonus on Will saves against compulsion effects. This bonus increases by 1 for every 4 fighter levels the blackjack mercenary possesses beyond 2nd.

This ability replaces bravery.

Blackjack Tactics (Ex): At 4th level, two or more blackjack mercenaries can spend 1 minute discussing strategy in order to choose a single teamwork feat possessed by at least one of them. For a number of hours equal to the class level of the highest level blackjack mercenary participating in the discussion, the participants each gain the benefits of the selected feat, even if they do not meet the feat's prerequisites. If a creature benefiting from this ability moves more than 30 feet away from any other participant, it loses all benefit from this ability until it is again within 30 feet. Creatures that do not have levels in this archetype cannot benefit from this ability, and no creature can benefit from more than one instance of this ability at any given time.

This ability replaces the bonus feat gained at 4th level.

Insulting Incitement (Ex) At 8th level, when using the blackjack tactics ability, a blackjack mercenary can include one or more creatures without levels in this archetype, but doing so reduces the duration of the effect to a number of minutes

equal to the class level of the highest level blackjack mercenary participating in the discussion instead of hours per class level. If only blackjack mercenaries are included in the effect, all blackjack mercenaries affected gain a +1 morale bonus on skill checks and saving throws for the duration of the effect.

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

SuperiorTactics (Ex): At 8th level, a blackjack mercenary who uses the blackjack tactics ability can allow all affected blackjack mercenaries to gain a second bonus teamwork feat possessed by at least one of the participants.

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

Esprit de Corps (Ex): At 16th level, a blackjack mercenary grants all blackjack mercenaries with whom he is sharing one or more teamwork feats through the blackjack tactics ability a +2 morale bonus on ability checks, attack rolls, saving throws, and skill checks. Each affected blackjack mercenary increases this bonus by 1 if another affected blackjack mercenary has been reduced to 0 or fewer hit points since the beginning of his last turn.

This ability replaces the bonus feat gained at 16th level.

Border Guardian (Archetype)

These heavily armored soldiers don't train for maneuverability, but rather for immovability. Taking advantage of their weighty armor, border defenders can hold back an onslaught of enemies intent on breaking through their line.

Armored Defense (Ex): At 3rd level, a border defender gains a bonus to his CMD against bull rush, dirty trick, drag, grapple, overrun, reposition, and trip combat maneuver checks. This bonus also applies to the DC of foes' Acrobatics checks to move through squares he threatens. This bonus is +1 when the border defender is wearing medium armor, and +3 when he is wearing heavy armor. At 7th, 11th, and 15th levels, these bonuses increase by 1.

In addition, the border defender chooses one of the following combat maneuvers: bull rush,dirty trick, drag, grapple, overrun, reposition, or trip. When he is wearing medium or armor, the border defender adds half this bonus on combat maneuver checks for the selected maneuver. He can choose an additional combat maneuver at 7th, 11th, and 15th levels.

This ability replaces armor training and advanced armor training, but counts as the armor training class feature for the purpose of qualifying for feats (except Advanced Armor Training) and prestige classes.

Vengeful Hunter (Archetype)

Vengeful hunters track down elusive prey using their wits, delivering long-overdue retribution to those that have slighted him or his organization. Often expected to be cruel and vindictive, vengeful hunters that are unable to derive joy from their work seldom last long in their field, leading many to assume that all vengeful hunters are cruel and merciless.

Weapon and Armor Proficiency: Vengeful hunters are proficient with all simple and martial weapons, plus the whip. Vengeful hunters are proficient with light and medium armor and shields (except tower shields).

This ability replaces the fighter's weapon and armor proficiencies.

Class Skills: A vengeful hunter gains Diplomacy, Knowledge (local), and Perception as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills.

This ability alters the fighter's class skills.

Tenacious Tracker (Ex): At 2nd level, a vengeful hunter gains a +1 bonus on Diplomacy checks to gather information and on Survival checks made to identify or follow tracks. This bonus increases by +1 for every 4 levels the vengeful hunter possesses beyond 2nd.

This ability replaces bravery.

Vengeance (Ex): At 5th level, a vengeful hunter deals 1d4 points of bleed damage whenever he damages a creature that has damaged him since the beginning of his last turn. Bleeding damage dealt by this ability does not stack with itself. Whenever a creature takes bleed damage from this effect, it also takes a –1 penalty on ability checks, attack rolls, saving throws, skill checks, and weapon damage rolls for 1 round. This penalty is a pain effect and does not stack with the effects of the sickened condition. This bleed damage increases to 1d6 points at 9th level, 1d8 points at 13th level, and 2d6 points at 17th level.

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

Savor the Sting (Ex): At 11th level, whenever a creature takes bleed damage from a vengeful hunter's vengeance ability, he gains a number of temporary hit points equal to the bleed damage dealt to the creature. These temporary hit points last

1 minute and stack with all other sources of temporary hit points, but do not stack with themselves.

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

Swift Revenge (Ex): At 13th level, a bounty gains the ranger's quarry class feature. He can only use this ability against a creature that has attacked him within the past hour.

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

Perceived Wrongs (Ex): At 17th level, once per day a vengeful hunter can use his vengeance ability against any creature—even one that has not harmed him. If he uses this ability against a target that has damaged him since the beginning of his last turn, the bleed damage increases to 3d6 and the target is sickened for as long as the bleed effect continues.

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

Certain Revenge (Ex): At 20th level, a vengeful hunter gains the ranger's improved quarry class feature. He can only use this ability against a creature that has attacked him within the past 24 hours. Whenever he uses his vengeance ability against his quarry, the bleed damage increases by 2 per die.

This ability replaces weapon mastery.

Corsair (Archetype)

A corsair is a pirate who focuses on shipboard combat, relying on his strength of arms over his ability. He specializes in traditional pirate weapons, but often wears heavier armor than is normally seen on a ship. A corsair moves and fights easily in his armor, however, even when in the water. Captains value corsairs because of the skill they exhibit in defending their ships and in boarding actions.

Deck Fighting (Ex): At 2nd level, a corsair gains Cleave as a bonus feat, even if he doesn't meet the feat's prerequisites. A corsair does not take the normal -2 penalty to his AC when using the Cleave feat.

This ability replaces the bonus feat gained at 2nd level.

Armored Pirate (Ex): A corsair wears heavier armor than is common aboard a ship. At 3rd level, a corsair does not add the armor check penalty of any light armor he wears to Acrobatics or Swim checks he makes. At 7th level, he also applies this benefit to any medium armor he wears. At 11th level, he applies this benefit to any heavy armor he wears. A corsair does not gain the ability to move at his normal speed while wearing medium or heavy armor.

This ability alters armor training.

Improved Deck Fighting (Ex): At 6th level, a corsair gains Great Cleave as a bonus feat, even if he doesn't meet the feat's prerequisites. A corsair does not take the normal –2 penalty to his AC when using the Great Cleave feat.

This ability replaces the bonus feat gained at 6th level.

Dragonheir Scion (Archetype)

Dragonheir scions are martially inclined warriors who are

descended from those influenced by draconic power. Unlike their sorcerous brethren, dragonheir scions manifest their heritage in ways more suited to strength of arms and skill with steel than arcane energies. Those who follow this path are often the children of mighty dragon-blooded sorcerers and others who draw energy from their draconic blood, though they themselves might not exhibit spellcasting ability.

Class Skills: The dragonheir scion gains Fly, Knowledge (arcana), and Use Magic Device as class skills and loses Handle Animal and Ride from as class skills.

This ability alters the fighter's class skills.

Draconic Bloodline (Su): Each dragonheir scion can draw his lineage back to the influence of a great draconic progenitor. At 1st level, a dragonheir scion must select one type of dragon from among those listed on Table: Dragonheir Bloodlines. Once chosen, this cannot be changed. A number of the dragonheir scion's abilities deal damage and grant resistances based on his dragon type, as noted below. If a dragonheir scion takes a level in another class that grants a bloodline, the bloodlines must be of the same type, including dragon type, even if that means that the bloodline of the other class must change (a dragonheir scion's draconic bloodline cannot be changed). Subject to GM discretion, the dragonheir scion can change the other class's bloodline to make them conform.

Eldritch Strikes (Su): At 1st level, a dragonheir scion gains Arcane Strike as a bonus feat, even if he does not meet its prerequisites. A dragonheir scion may treat his fighter level as his caster level for the purpose of this feat, as well as any feat that lists Arcane Strike as a prerequisite.

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

Fearful Might (Ex): At 2nd level, a dragonheir scion gains a +1 bonus on Intimidate checks to demoralize a foe. This bonus increases to +2 at 6th level and by an additional +1 every 4 fighter levels thereafter, to a maximum of +5 at 18th level.

This ability replaces bravery.

Draconic Defense (Su): At 3rd level, a dragonheir scion gains a ± 1 natural armor bonus and energy resistance 5 against her energy type. At 7th level, this increases to a ± 2 natural armor bonus and energy resistance 10; at 13th level, it increases to a ± 3 natural armor bonus and energy resistance 20.

This ability replaces armor training and the advanced armor training options gained at 7th and 13th levels.

Draconic Strike (Su): At 4th level, whenever the dragonheir scion damages a target with an attack that has been augmented by Arcane Strike, his attack deals an additional 1d4 points of damage of the dragonheir scion's damage type.

This ability replaces the bonus feat gained at 4th level.

Draconic Presence (Su): At 6th level, the dragonheir scion gains Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability, and can use it as a standard action.

This ability replaces the bonus feat gained at 6th level.

Wings (Su): At 15th level, a dragonheir scion can grow leathery dragon wings from his back as a standard action, granting him a fly speed of 60 feet with average

| Table: | Dragonhe | ir Bloodlines |
|--------|----------|---------------|
|--------|----------|---------------|

| Dragon Type | Damage Type |
|-------------------|--------------|
| Chromatic dragons | |
| Black | Acid |
| Blue | Electricity |
| Green | Acid |
| Red | Fire |
| White | Cold |
| Esoteric dragons | |
| Astral | Bludgeoning |
| Dream | Electricity |
| Etheric | Bludgeoning |
| Nightmare | Acid |
| Occult | Cold or fire |
| Imperial dragons | |
| Forest | Piercing |
| Sea | Fire |
| Sky | Electricity |
| Sovereign | Bludgeoning |
| Underworld | Fire |
| Metallic dragons | |
| Brass | Fire |
| Bronze | Electricity |
| Copper | Acid |
| Gold | Fire |
| Silver | Cold |
| Outer dragons | |
| Lunar | Cold |
| Solar | Fire |
| Time | Electricity |
| Void | Cold |
| Vortex | Fire |
| Primal dragons | |
| Brine | Acid |
| Cloud | Electricity |
| Crystal | Piercing |
| Magma | Fire |
| Umbral | Cold |

maneuverability. At 19th level, the dragonheir scion's fly speed increases to 90 feet with good maneuverability.

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

Might of Wyrms (Su): At 20th level, a dragonheir scion's draconic heritage becomes fully manifested. He gains immunity to paralysis, sleep, and damage of her energy type. He also gains blindsense with a range of 60 feet.

This ability replaces weapon mastery.

Combat Infiltrator (Archetype)

Skulking silently through the shadows, combat infiltrators are deadly warriors whose skill in martial combat is surpassed only by their stealth. **Class Skills**: A combat infiltrator adds Disguise (Cha), Sleight of Hand (Dex), and Stealth (Dex) to his list of class skills.

This replaces the fighter's proficiency with heavy armor and tower shields.

Covert Training (Ex): Starting at 2nd level, a combat infiltrator gains a +1 bonus on Stealth checks and initiative checks. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Surprise Assault (Ex): Starting at 2nd level, whenever a combat infiltrator successfully hits a flat-footed opponent with an attack, he adds half his fighter level to the damage dealt. To gain this benefit, a combat infiltrator must being light armor, medium armor, or no armor and his target must be flat-footed. Any creature that is immune to sneak attacks is immune to the additional damage granted by surprise assault, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a surprise assault. This additional damage is precision damage and isn't multiplied on a critical hit.

This ability replaces the fighter's 2nd-level bonus feat.

Espionage Training (Ex): Starting at 3rd level, a combat infiltrator learns to be more maneuverable while wearing armor. Whenever he is wearing light or medium armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Each time the combat infiltrator chooses the enhanced armor training advanced armor training option, he increases these bonuses by +1 instead of gaining the usual effect of that advanced armor training option,.

In addition, a combat infiltrator can also move at his normal speed while wearing medium armor. At 7th level, a combat infiltrator can move at full speed using the Stealth skill without penalty.

This ability alters armor training.

Action Infiltrator (Ex): At 6th level, a combat infiltrator becomes fully practiced in the art of ambushing. When he acts in the surprise round, he can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

This ability replaces the bonus feat gained at 6th level..

Infiltrator's Edge (Ex): At 10th level, a combat infiltrator has mastered the use of the Stealth skill beyond its normal boundaries, granting him the skill unlock powers (see the skill unlocks section of Chapter 2 in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*) for the Stealth skill as appropriate for his number of ranks in that skill.

This ability replaces the bonus feat gained at 10th level.

Drill Sergeant (Archetype)

Drill sergeants excel at training other combatants in fighting techniques.

Tactician (Ex): At 2nd level, a drill sergeant gains the cavalier's tactician class feature, treating his fighter level as his cavalier level for the purpose of this ability.

This ability replaces bravery.

Greater Tactician (Ex): At 9th level, the drill sergeant gains the cavalier's greater tactician class feature.

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

Weapon Trainer (Ex): At 13th level, when a drill sergeant wields a weapon that belongs to his chosen fighter weapon group, all allies within 30 feet who can see and hear the drill sergeant gain half his weapon training bonus when they wield any weapon from the same weapon group. This bonus doesn't stack with any weapon training bonus an ally already possesses.

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

Master Tactician (Ex): At 17th level, the drill sergeant gains the cavalier's master tactician class feature.

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

Eldritch Guardian (Archetype)

Eldritch guardians are trained to detect and give warning about magic threats to the people and places they protect. They accomplish this using the support of a familiar.

Class Skills: The eldritch guardian adds Perception, Spellcraft, and Use Magic Device to his list of class skills, and removes Intimidate, Ride, and Swim from his list of class skills.

This ability alters the fighter's class skills.

Familiar (Ex): At 1st level, an eldritch guardian gains a familiar, treating his fighter level as his effective wizard level for the purpose of this ability.

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

Share Training (Ex): At 2nd level, when the eldritch guardian's familiar can see and hear its master, it can use any combat feat that the eldritch guardian possesses. The familiar doesn't have to meet the feat's prerequisites, but at the GM's discretion it may be precluded from using certain combat feats due to its physical form. For example, a pig familiar could not gain its master's Exotic Weapon Proficiency (spiked chain) feat because it does not have any limbs capable of properly handling a spiked chain.

This ability replaces the bonus feat gained at 2nd level.

Steel Will (Ex): At 2nd level, the eldritch guardian gains a +1 bonus on Will saves against fear and mind-affecting effects. This bonus increases by +1 for every 4 levels beyond 2nd.

This ability replaces bravery.

Eldritch Warrior (Archetype)

Trained in the nearly forgotten arts of combining martial prowess with elemental wizardry, the eldritch warrior strives to understand the dangers of the world and overcome them with knowledge and strength of arms.

Weapon and Armor Proficiency: Eldritch warriors are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). An eldritch warrior can cast eldritch warrior spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, an eldritch warrior wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.

This ability alters the fighter's weapon and armor proficiency.

Class Skills: The eldritch warrior adds Knowledge (arcana), Knowledge (religion), Linguistics, and Spellcraft to his list of class skills.

Weapon Training (Ex): An eldritch warrior does not gain proficiency with any two-handed weapons that belong to his chosen fighter weapon group. For the purpose of his combat feats and fighter class features, an eldritch warrior does not count as wielding a weapon from his chosen weapon group whenever he wields such a weapon in two hands (such as when wielding a two-handed weapon or a one-handed weapon in two hands).

An eldritch warrior 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 fighter class features that use his weapon training bonus to determine their effects, an eldritch warrior's effective weapon training bonus is equal to the highest level of eldritch warrior spell that he can cast. The eldritch warrior cannot benefit from effects that would increase his weapon training bonus, such as the battle trance advanced weapon training option.

This ability alters the fighter's weapon proficiencies, weapon training, and advanced weapon training.

Bonus Feats: Instead of choosing a bonus combat feat, an eldritch warrior can choose a general feat that lists wizard class levels as a prerequisite. For the purpose of such feats, an eldritch warrior counts as a wizard with a level equal to his fighter level –3.

This ability alters bonus feats.

Cantrips: An eldritch warrior learns a number of cantrips, or 0-level spells, using his fighter level as his effective wizard level to determine the number of cantrips he can prepare each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. An eldritch warrior learns cantrips from the sorcerer/wizard spell list. He also gains a spellbook, as the wizard class feature. Unlike a wizard, an eldritch warrior's spellbook contains only 4 0-level spells of his choice when he receives it at 2nd level.

This ability replaces the bonus feat gained at 2nd level.

Spells: An eldritch warrior can cast a small number of arcane spells drawn from the bloodrager spell list (see the bloodrager class in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*). An eldritch warrior must choose and prepare his spells in advance.

To learn, prepare, or cast a spell, an eldritch warrior must have an Intelligence score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against an eldritch warrior's spell is 10 + the spell level + the eldritch warrior's Intelligence modifier.

An eldritch warrior can cast only a certain number of spells

each day. His base daily spell allotment is the same as a ranger of his fighter level, except an eldritch warrior doesn't take any penalties to his caster level. In addition, he receives bonus spells per day if he has a high Intelligence score, as described in Chapter 1 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

An eldritch warrior may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the eldritch warrior decides which spells to prepare.

This ability replaces the bonus feats gained at 4th and 10th levels and the advanced armor training options gained at 7th and 13th levels.

Falcata Duelist (Archetype)

A celebrated weapon style the world over, few fighters ever managed to master the art of fighting with the falcata and buckler simultaneously. Using their bucklers both to defend themselves and to launch unexpected strikes, falcata duelists chop and hew at their foes unprotected bodies and heads while they are distracted.

Falcata Dueling (Ex): A falcata duelist gains proficiency with the falcata, and he counts only the falcata 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. At 2nd level, he also counts the buckler as being in his chosen fighter weapon group for such purposes. A falcata cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Buckler Bash (Ex): At 2nd level, a falcata duelist 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 bravery.

Buckler Catch (Ex): At 3rd level, a falcata duelist can catch his opponent's weapon between his buckler and his forearm, effectively wedging the hafts of polearms and hammers or the flats of blades. This functions as a disarm combat maneuver, and the falcata duelist gains a +4 bonus on the roll. If the falcata duelist's attack fails by 10 or more, he suffers a -2 penalty to his AC until the start of his next turn.

Armor Training (Ex): A falcata duelist gains the standard fighter's armor training ability at 7th level, using his level -4 as his effective fighter level.

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

Chopping Blow (Ex): At 9th level, as a standard action, a falcata duelist can make a single melee attack with a falcata. If the attack hits, he may make a sunder 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 weapon training option gained at 9th level.

Lore Warden (Archetype)

Quick thinking and deception can often carry the day where raw force might not. Lore wardens are bodyguards, guardians, and soldiers. Not only are they often called upon to protect and watch over important repositories of lore, but they themselves are impressive keepers of all manner of knowledge. Lore wardens are fighters who benefit from learning to outsmart and outmaneuver their foes rather than just overpower them.

Scholastic (Ex): A lore warden adds all Intelligence-based skills to his list of class skills. Additionally, a lore warden gains 2 additional skill ranks at each new fighter level. These additional skill ranks must be spent on Intelligence-based skills.

This ability alters the fighter's class skills and replaces the fighter's proficiency with medium armor, heavy armor, and shields.

Expertise (Ex): At 2nd level, a lore warden gains Combat Expertise as a bonus feat, ignoring its prerequisites.

This ability replaces bravery.

Maneuver Training (Ex): At 3rd level, a lore warden can select one combat maneuver to receive additional training. He gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to his CMD when defending against that maneuver.

At 7th level and every 4 levels thereafter, the brawler becomes further trained in another combat maneuver, gaining the above ± 1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a lore warden chooses grapple at 3rd level and sunder at 7th level, his bonuses to grapple are ± 2 and bonuses to sunder are ± 1 . If he then chooses bull rush upon reaching 11th level, his bonuses to grapple are ± 3 , to sunder are ± 2 , and to bull rush are ± 1 .)

This ability replaces armor training and advanced armor training.

Expose Weakness (Ex): At 19th level, anytime a lore warden makes a combat maneuver check against an opponent and succeeds, he automatically confirms the next critical hit that he threatens against that target. A lore warden cannot use this ability more than once per round.

This ability replaces armor mastery.

Martial Master (Archetype)

There are those who learn the fighting arts though countless hours of repetition and training, while others seem to pick up new stances and forms as if they were born to them.

Martial Flexibility (Ex): At 5th level, the martial master can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The martial master must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his fighter level.

The martial master can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the martial master can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 9th level, a martial master can use this ability to gain the benefit of two combat feats at the same time. He can select one feat as a swift action or two feats as a move action.

At 13th level, a martial master can use this ability to gain the benefit of three combat feats at the same time. He can select one feat as a free action, two feats as a swift action, or three feats as a move action.

At 17th level, a martial master can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action.

At 20th level, a martial master can use this ability to gain the benefit of one combat feat as an immediate action or four combat feats as a swift action.

This ability replaces advanced weapon training and weapon mastery.

Combat Spontaneity (Ex): At 5th level, whenever a martial master uses his martial flexibility ability to gain the benefit of a combat feat, he also gains the benefit of that feat's combat trick (if any).

This ability replaces martial spontaneity.

Mutation Warrior (Archetype)

While most fighters rely on physical fitness and rigorous training to achieve martial superiority, a few prefer to create and imbibe dangerous concoctions that mutate them into fearsome creatures.

Mutagen (Su): At 4th level, a mutation warrior discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This ability functions as the alchemist's mutagen ability (see the alchemist section in Chapter 1 of *PATHEINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*), using his fighter level as his effective alchemist level.

This ability replaces the bonus feat gained at 4th level.

Mutagen Discovery (Su): At 7th level and every 4 levels thereafter, the mutation warrior can choose one of the following alchemist discoveries: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, nauseating flesh^{UC}, preserve organs^{UM}, rag doll mutagen^{UM}, spontaneous healing^{UM}, tentacle^{UM}, vestigial arm^{UM}, and wings^{UM}. The mutagen warrior uses his fighter level as his effective alchemist level for the purpose of these discoveries.

This ability replaces advanced armor training and armor mastery.

Mystic Warrior (Archetype)

Rather than rely on material weapons, mystic warriors are

capable of drawing upon small reserves of magic which they use to devastating effect, blasting foes with powerful bursts of arcane energy both up-close and from afar.

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

This ability alters the fighter's weapon and armor proficiencies.

Mystic Bolts (Su): A mystic warrior can sling projectiles of magical energy at will by shooting a bolt or touching his foe. A melee mystic bolt requires the target to be within reach, and a ranged mystic bolt is a ranged attack with a range of 30 feet. A mystic bolt deals 1d6 points of damage plus 1 for every 4 fighter levels the mystic warrior has.

The mystic warrior must choose one type of damage for his mystic bolt: acid, cold, electricity, or fire. Attacking with a mystic bolt takes the place of one of the mystic warrior's normal attacks, and he can make a full attack using mystic bolts. The mystic warrior attacks with mystic bolts as though they were light one-handed weapons, and the bolts can be used for two-weapon fighting (with each hand creating one mystic bolt) and feats and abilities that apply to weapon attacks (unless they're excluded from that feat, such as with Power Attack). Weapon Focus (ray) doesn't apply to mystic bolts, but a mystic warrior can take Weapon Focus (mystic bolt) and apply it to both melee and ranged mystic bolts.

Creating a mystic bolt requires the hand to be free, but the bolt appears only briefly, so a mystic warrior using mystic bolts has a free hand any time he isn't attacking with a mystic bolt.

The mystic warrior threatens with a mystic bolt, but only if he has a hand free. Because mystic bolts are impermanent, a spell that targets a single weapon (like *magic weapon*) can't affect it, nor can a mystic bolt be made with magic weapon special abilities. Abilities that affect all weapon attacks the mystic warrior makes, such as the arcane striker advanced weapon training option, function with mystic bolts.

At 7th level, 11th level, and 15th level, the mystic warrior chooses another damage type from the list above. Each time he creates a mystic bolt, he can have it use any one of the damage types she has selected.

This ability replaces weapon training and advanced armor training. When determining the effects of combat feats or class features that use his weapon training bonus to determine their effects, a mystic warrior's effective weapon training bonus is equal to the total number of energy types that he has selected with this ability. The mystic warrior cannot benefit from effects that would increase his weapon training bonus, such as the battle trance advanced weapon training option.

Piercing Bolts (Ex): At 3rd level, the mystic warrior can resolve one mystic bolt per round against his opponent's touch AC instead of its AC. This does not count as a touch attack or a ranged touch attack for the purpose of determining whether the mystic warrior's mystic bolts can benefit from effects that exclude touch attacks, such as the Power Attack feat. At 5th level, the mystic warrior can resolve all attacks that he makes with mystic bolts against his opponent's touch AC.

This ability replaces armor training.

Mystic Weapon Training (Ex): Starting at 5th level, a mystic warrior counts her mystic bolts as being a weapon from her chosen weapon group for the purpose of determining the effects of her advanced weapon training options. Additionally, a mystic warrior can select the following advanced weapon training option in addition to those available to a standard fighter.

Arcane Striker (Su): The fighter gains Arcane Strike as a bonus feat, using his fighter level as his effective caster level for the purpose of determining the benefits of this feat. Starting at 12th level, when he activates Arcane Strike, he can choose to also give his weapons the *corrosive*^{APG}, *flaming*, *frost*, *shock*, or *thundering* weapon special ability. He makes this choice each time he activates Arcane Strike, and it lasts for the same duration. At 16th level, he adds *anarchic*, *axiomatic*, *corrosive burst*^{APG}, *flaming burst*, *holy*, *icy burst*, *shocking burst*, and *unholy* to the list of special abilities he can select. He can only choose to apply an alignment-based weapon special ability if it matches his alignment.

Opportunist (Archetype)

Opportunists believe every battle is one of wits rather than arms. Commonly embraced by ratfolk, opportunists unleash a disorienting mix of martial skill and alchemical weaponry.

Duplicitous (Ex): An opportunist adds Bluff, Sense Motive, Sleight of Hand, and Stealth to his list of class skills. This ability replaces bravery.

Underhanded (Ex): An opportunist gains Improved Dirty Trick^{APG} as a bonus feat at 1st level even if he does not meet the prerequisites.

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

Cunning Edge (Ex): At 4th level, an opportunist can select an edge from those listed below. Every 4 levels beyond 4th, he can select one additional edge, to a maximum of five at level 20.

This ability replaces the bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels.

Alchemical Admixture (Ex): As a full round action that provokes an attack of opportunity, the opportunist can combine two alchemical weapons into a single vial. When thrown as a splash weapon, the mixture has the effects of both component substances and targets are affected as if hit by both. The mixture becomes inert after 1 hour. Combining identical alchemical weapons has no effect. The opportunist can use this ability once per day for every 4 fighter levels he has.

Alchemical Refinement (Ex): The opportunist increases the save DC of any alchemical item he crafts by 1 for every 3 fighter levels he has. Doing so increases the raw material cost to craft that item by 10 gp for every +1 increase. This bonus applies only when the opportunist uses the crafted alchemical item himself; it functions as a normal item of its type for all other users.

Bombs (Ex): The opportunist can make a number of bombs per day equal to his Intelligence modifier (minimum 1). These bombs act as alchemist's bombs and deal 1d6 points of fire

damage, plus an additional 1d6 points for every 3 fighter levels the opportunist has.

Clouded Shift (Ex): As part of the standard action to ignite a smokestick or smoke pellet (*PATHFINDER ROLEPLAYING GAME: ULTIMATE EQUIPMENT*), the opportunist can take a 5-foot step, even if he has already moved this round. He can use this ability only if he has not already taken a 5-foot step this round, and only if the smoke from his alchemical tool conceals his starting location.

Poison Use (Ex): The opportunist no longer risks poisoning himself when applying poison to a weapon.

Rogue Talent (Ex): The opportunist can select one of the following rogue talents for which he qualifies, treating his fighter level as his rogue level: deft palm^{UC}, fast fingers^{APG}, fast stealth, honeyed words^{APG}, lasting poison^{APG}, minor magic, or quick trapsmith^{APG}. The opportunist can select this edge multiple times.

Alchemical Onslaught (Ex): At 5th level, an opportunist gains a +1 bonus on attack rolls with alchemical weapons and bombs and can add his Intelligence modifier to damage rolls for splash weapons. He can draw an alchemical weapon as a free action once per round.

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

Relic Master (Archetype)

Commonly trained in well-funded temples in ancient nations or kingdoms, the relic master is skilled in magic item mastery.

Class Skills: The relic master adds Knowledge (arcana) and Use Magic Device to his list of class skills, and removes Handle Animal and Ride from his list of class skills.

This ability alters the fighter's class skills.

Improved Item Mastery (Su): At 3rd level, once per day, a relic master can use an item mastery feat he knows with a magic item that doesn't have an appropriate spell in its construction requirements. The magic item must meet all other requirements of the item mastery feat. Alternatively, if he is using a magic item with an appropriate spell in its construction requirements, he can use an item mastery feat without it counting against the feat's total uses per day. He can use this ability one additional time per day at 7th, 11th, and 15th levels. This ability replaces armor training and advanced armor training.

Relic Channeler (Su): At 5th level, a relic master can increase the potency of a magic item he wields by investing it with a bit of his vitality as a swift action. If the item is a suit of armor, a shield, or a weapon, its enhancement bonus increases by 1 to a maximum of +5. If the magic item creates a spell effect or has a save DC, its effective caster level increases by 1. A relic master can use this ability for a number of minutes per day equal to 1 + his Constitution modifier (minimum 1 minute). This duration doesn't need to be consecutive, but it must be used in 1-minute increments.

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

Improvised Item Mastery (Su): At 19th level as a full-

round action, the relic master can select one item mastery feat whose prerequisites he meets but that he doesn't already have. He gains access to this feat, though he can't use it as a prerequisite for other feats or options. If he selects a different item mastery feat, he loses access to his previous use of improvised item mastery and any magic effect created with it ends immediately. Any daily uses of a selected improvised item mastery feat count against all improvised mastery feats selected in the same day.

This ability replaces armor mastery.

Seasoned Commander (Fighter)

The seasoned commander excels at leading troops through inspiration and the use of unit tactics.

Strategic Training (Ex): A seasoned commander adds Diplomacy, Knowledge (geography), Knowledge (nobility), Linguistics, and Sense Motive to his list of class skills.

This alters the fighter's class skills, and replaces the bonus fighter combat feat gained at 1st level and proficiency with heavy armor and tower shields.

Tactician (Ex): At 3rd level, a seasoned commander gains the cavalier's tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

This ability replaces armor training.

Inspiring Speech (Ex): At 5th level, a seasoned commander can give an inspiring speech as a standard action once per day. If he does, all allies who can hear his speech gain the benefits of inspire courage, granting bonuses 1 lower than those granted by a bard of the seasoned commander's fighter level, lasting 1 round per fighter level + his Charisma modifier (abilities that affect a bardic performance, such as Lingering Performance, have no effect on this ability). At 7th level, he can perform the speech as a move action, and at 13th level, he can perform the speech as a swift action.

A seasoned commander 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 fighter class features that use his weapon training bonus to determine their effects, an eldritch warrior's effective weapon training bonus is equal to the competence bonus on attack rolls and damage rolls granted by his inspiring speech's inspire courage benefit. The seasoned commander 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.

Inspire Greatness (Ex): At 9th level, a seasoned commander gains an additional daily use of his inspiring speech ability, and he can also choose to use his inspiring speech to grant the effects of inspire greatness to one ally (instead of inspire courage). For every 2 levels a seasoned commander attains beyond 9th, he can target one additional ally while using this ability (up to a maximum of six at 19th level).

This ability functions in all other respects like the seasoned commander's inspire courage ability. Whichever inspiring speech he chooses to use, if the seasoned commander uses an inspiring speech before the duration of his previous inspiring speech ends, the new inspiring speech replaces the old speech.

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

Greater Tactician (Ex): At 11th level, the seasoned commander gains the cavalier's greater tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

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

Inspire Heroics (Ex): At 15th level, a seasoned commander gains an additional daily use of his inspiring speech, and he can also choose to use his inspiring speech to grant the effects of inspire heroics to one ally (instead of inspire courage or inspire greatness). For every 2 levels a seasoned commander attains beyond 15th, he can target one additional ally while using this ability. This ability functions in all other respects like the seasoned commander's inspire courage ability.

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

Master Tactician (Ex): At 17th level, the seasoned commander gains the cavalier's master tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

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

Siegebreaker (Archetype)

Siegebreakers are highly trained warriors who are trained to break through lines of enemy soldiers.

Breaker Rush (Ex): At 1st level, a siegebreaker does not provoke attacks of opportunity when attempting bull rush or overrun combat maneuvers. In addition, he gains the crushing maneuvers advanced weapon training option (see page 5). This does not allow him to take the Advanced Weapon Training feat before he gains his first advanced weapon training option at 5th level, and he does not need to be wielding a weapon from a chosen weapon group to use this ability. If the fighter has Improved Bull Rush or Improved Overrun, the damage done by the fighter's crushing maneuvers ability is increased by 2, and he adds any enhancement bonus from his armor or shield to the damage done (though such enhancement bonuses do not stack if both armor and shield are magic).

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

Breaker Momentum (Ex): At 2nd level, whenever a siegebreaker successfully bull rushes a foe, he can attempt an overrun combat maneuver check against that foe as a free action.

This ability replaces the bonus feat gained at 2nd level.

Persistent Menace (Ex): At 4th level, a siegebreaker gains either Step Up or Disruptive as a bonus feat (his choice), ignoring the feat's prerequisites.

This ability replaces the bonus feat gained at 4th level. **Disorienting Blow (Ex)**: At 8th level, as an immediate action, a siegebreaker can distract a foe he just hit with an attack or combat maneuver, imposing a -2 penalty on the foe's attack rolls, caster level checks, or skill checks for 1 round. A successful Fortitude save negates this penalty (DC 10 + 1/2 the siegebreaker's level + his Strength modifier). At 14th level, the penalty increases to -4.

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

Masterful Distraction (Ex):At 20th level, a siegebreaker can nauseate foes he targets with his disorienting blow ability instead of inflicting a penalty.

This ability replaces weapon mastery.

Steelbound Fighter (Archetype)

Whenever a particularly imposing intelligent weapon controls the mind of its wielder for long enough, spiritual echoes of this dominance can have strange resonances throughout that wielder's bloodline for generations to come. The steelbound fighter is sometimes the result of such a legacy: a fighter who has impressive martial resolve and technique with a specific weapon as the result of a powerful relationship a similar weapon had with one of his ancestors.

Steelbound Weapon (Ex): At 1st level, a steelbound fighter selects one type of weapon (such as shortswords, longbows, or heavy flails) instead of choosing a weapon group. He gains proficiency and Weapon Focus with that specific 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 steelbound fighter cannot select the expanded weapon training advanced weapon training option.

Whenever the steelbound fighter isn't wielding or carrying at least one weapon of the chosen weapon's type, he takes a -2 penalty to his Wisdom score and can't benefit from his fighter class ability (excluding bonus feats from fighter levels). Carrying a destroyed weapon of the chosen weapon's type does not allow the steelbound fighter to avoid this penalty, but carrying a broken weapon does. Once the steelbound fighter's weapon awakens (see steelbound awakening below), these penalties apply whenever the fighter isn't carrying or wielding that particular weapon.

This ability alters weapon training.

Steelbound Awakening (Su): At 5th level, one nonintelligent weapon carried by the steelbound fighter becomes possessed by the latent spiritual energies that cling to his soul, transforming that weapon into an intelligent weapon. The weapon must be of the type the fighter chose at 1st level as his steelbound weapon. The steelbound weapon grants its wielder Alertness as a bonus feat as long as the weapon is wielded. A steelbound fighter gains a +1 bonus on attack rolls and damage rolls with his steelbound weapon. This bonus increases to +2 at 9th level, +3 at 13th level, +4 at 17th level, and +5 at 20th level.

A steelbound weapon gains Intelligence, Wisdom, and Charisma scores of 10 when it awakens, and has the same alignment as its wielder. It communicates via empathy, and has senses that extend 30 feet. It has 5 ranks in a skill of the steelbound fighter's choice.

At 9th level, the steelbound weapon's ability scores increase to 12 and it gains the ability to speak in its wielder's native tongue. The weapon gains the ability to cast a 3rd-level spell once per day (the choice of the spell is made by the steelbound fighter, but is subject to GM approval, and once chosen, it can't be changed), with a caster level equal to the steelbound fighter's level. The spell's save DC is based off of the item's Charisma.

At 13th level, the steelbound weapon's ability scores increase to 14 and its senses extend to 120 feet. The weapon gains a special purpose of the steelbound fighter's choice (subject to GM approval).

At 17th level, the steelbound weapon's ability scores increase to 16 and it gains telepathy as well as darkvision with a range of 60 feet. The weapon can now use its spell-like ability three times a day, and can select a second 3rd-level spell that it can use once per day.

A steelbound fighter transfers the effects of his steelbound awakening to a new weapon of the proper type automatically after carrying that weapon on his person for 24 hours, but can have only one weapon under the effects of steelbound awakening at any given time.

This ability replaces advanced weapon training.

Bonus Feats: Starting at 6th level, a steelbound fighter can select Advanced Weapon Training whenever he gains a bonus feat, ignoring its prerequisites. This ability doesn't allow the steelbound fighter to ignore the normal restrictions on the number of times he can select Advanced Weapon Training.

This ability alters bonus feat.

Studied Duelist (Archetype)

Studied duelists are fearsome combatants that have toiled for countless hours perfecting their swordplay in the most esteemed universities. These students often have battle scars from their travels and studies that are locally recognized as marks of prowess, making their fluid motions and precise thrusts all the more terrifying for such individuals to face in battle.

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

This ability alters the fighter's weapon and armor proficiency.

Duelist Stance (Ex): At 1st level, a studied duelist adopts a fighting stance that grants him a +1 dodge bonus to AC so long as he is wearing light armor or no armor and wields a light or one-handed melee weapon in one hand. A studied duelist loses this bonus whenever she attacks with a weapon in her other hand or uses a shield other than a buckler, or when she uses her other hand to cast a spell. This bonus increases by +1 at 5th level and every and every 5 levels thereafter, to a maximum of +5 at 20th level.

This ability replaces the bonus feat gained at 1st level. **Duelist Training (Ex)**: At 1st level, a studied duelist must select the light blades fighter weapon group as his chosen weapon group. A studied duelist cannot select the expanded weapon training advanced weapon training option.

This ability alters weapon training and advanced weapon training.

Studied Thrust (Ex): At 9th level, whenever a studied duelist uses Vital Strike, Improved Vital Strike, or Greater Vital Strike while wielding a weapon from the light blades fighter weapon group, he adds his Intelligence bonus (if any) to his weapon's damage roll. This bonus is not multiplied on a critical hit. By spending 2 stamina points when he threatens a critical hit while using Vital Strike, Improved Vital Strike, or Greater Vital Strike with such a weapon, the studied duelist can perform a combat trick that causes his attack to deal maximum damage (treat all weapon damage dice as if the studied duelist had rolled the highest possible result).

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

Stance of the Blade (Ex): At 13th level, a studied duelist treats any weapon from the light blades fighter weapon group that he wields as if it had the disarm and trip special qualities, and he can make dirty tricks attempts with such weapons, allowing him to use his weapon's attack bonus for such attempts instead of his CMB.

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

Surgical Strike (Ex): At 17th level, whenever a studied duelist confirms a critical hit with a weapon from the light blades fighter weapon group, he deals ability damage to his opponent in addition to the normal bonus damage from the critical hit. The studied duelist chooses which ability score is damaged, and deals and amount of damage equal to the critical multiplier of the weapon that he confirmed the critical hit with.

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

Swordlord (Archetype)

Swordlords are deadly and feared fighters that have spent long years mastering the dueling sword, wielding this weapon against both other dueling sword masters and all other manner of weapon experts. Their speed and reflexes weave a net of impenetrable steel around them, from which they strike and harry their unfortunate opponents.

Weapon and Armor Proficiency: A swordlord is proficient with all simple and martial weapons and the dueling sword (see the weapons & weapon groups section in *EVERYMAN UNCHAINED*: *FIGHTERS*). He is proficient with light armor and bucklers.

This ability replaces the fighter's weapon and armor proficiencies.

Focused Weapon Training (Ex): At 1st level, a swordlord only counts the dueling sword 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.

This ability alters weapon training and advanced weapon

training.

Defensive Parry (Ex): At 3rd level, whenever a swordlord makes a full attack with a dueling sword, he gains a +1 bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 at 7th level and every four levels thereafter.

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

Disarming Strike (Ex): At 5th level, when a swordlord successfully disarms an opponent using a dueling sword, he also deals damage to his target equal to his dueling sword's weapon damage. He does not add any bonuses to this damage, including his weapon's enhancement bonus, his Strength modifier, or any special weapon abilities his weapon possesses.

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

Steel Net (Ex): At 7th level, a swordlord can throw up a blazing wall of steel to defend himself. When fighting defensively while wielding a dueling sword, he reduces the penalties on attack rolls for fighting defensively by -2 and increases the dodge bonus that he gains for fighting defensively by 2.

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

Counterattack (Ex): At 11th level, a swordlord can make an attack of opportunity against an opponent who hits the swordlord with a melee attack, so long as the attacking creature is within the swordlord's reach. This ability cannot be used more than once per round, regardless of the number of attacks of opportunity that the swordlord can make each round.

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

Titan Fighter (Archetype)

Titan fighters make use of enormous weapons that others can barely lift. Titan fighters have the following class features.

Giant Weapon Wielder (Ex): At 1st level, a titan fighter gains the titanic weapon wielder advanced weapon training option (see page 5). This does not allow him to take the Advanced Weapon Training feat before he gains his first advanced weapon training option at 5th level.

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

Incredible Heft (Ex): At 3rd level, a titan fighter becomes more skilled at wielding weapons intended for creatures one size category larger than himself. The penalty on attack rolls for using oversized weapons is reduced by 1, including when using oversized two-handed weapons with the titanic weapon wielder advanced weapon training option. At 7th level and every 4 levels thereafter, this penalty is reduced by another 1 (minimum 0).

This ability replaces armor training and advanced armor training.

Unstoppable Momentum (Ex): At 5th level, a titan fighter gains a +1 bonus on combat maneuver checks and to CMD while wielding an oversized weapon or while wielding

a two-handed weapon in one hand. At 9th level and every 4 levels thereafter, this bonus increases by 1. When wielding such weapons, the titan fighter can attempt to bull rush, drag, overrun, reposition, and trip creatures up to two size categories larger than himself.

A titan fighter 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 fighter class features that use his weapon training bonus to determine their effects, a titan fighter's effective weapon training bonus is equal to his unstoppable momentum ability's bonus on combat maneuver checks and to CMD. The titan fighter 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 replaces the advanced weapon training option gained at 5th level.

Trench Fighter (Archetype)

Trench fighters specialize in the use of firearms and swift movement, darting quickly over and around cover in order to attack foes with their devastating weapons.

Weapon and Armor Proficiency: A trench fighter is not proficient with medium armor or heavy armor.

This ability alters the fighter's weapon and armor proficiency.

Gunsmith: At 1st level, a trench fighter gains the ability to craft and repair firearms, functioning like the gunslinger's gunsmith ability (see the gunslinger section in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*). A trench fighter also gains a battered firearm, as described by the gunsmith ability. In addition, whenever a trench fighter misfires with a firearm that he is proficient with, he can spend 4 stamina points in order to ignore the misfire.

Firearms Training (Ex): At 1st level, a trench fighter must select the firearms weapon group as his chosen weapon group. A trench fighter cannot select the expanded weapon training advanced weapon training option.

At 5th level, a trench fighter chooses one type of firearm. He gains a bonus on damage rolls equal to his Dexterity modifier with that type of firearm. Every 4 levels thereafter, he can pick a different type of firearm, gaining the bonus damage and increased critical multiplier with that type of firearm as well.

A trench fighter 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 trench fighter's effective weapon training bonus is equal to the total number of types of firearms that he has selected with this ability. The trench fighter 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.

Trench Warfare (Ex): At 7th level, a trench fighter must select the enhanced cover advanced armor training option (see page 4).

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

Viking (Archetype)

Mighty warriors who sail longships into warmer climes to raid and pillage, vikings strike fear into the heart of their foes by flying into a terrible rage. Eschewing heavy armor, they are skilled at fighting in tandem with their shields and draw upon the strength and ferocity of wild beasts in battle.

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

Fearsome (Ex): At 2nd level, a viking gains the dazzling intimidation advanced weapon training option. This ability alters weapon training and replaces the advanced weapon training option gained at 5th level. This does not allow him to take the Advanced Weapon Training feat before he gains his first advanced weapon training option at 5th level. At 10th level, he can demoralize an opponent as a swift action or a move action, but never more than once per round. At 18th level, he can demoralize an opponent as a free action, a swift action, or a move action, but never more than once per round.

This ability replaces bravery.

Shield Defense (Ex): Starting at 3rd level, whenever a viking is wearing medium, light, or no armor and wielding a shield, his shield bonus to AC increases by 1. This bonus increases by 1 at 7th level and every 4 levels thereafter, to a maximum of +4 at 15th level.

This ability replaces armor training and advanced armor training.

Berserker (Ex): At 5th level, a viking gains the unchained barbarian's rage class feature (see the barbarian section in Chapter 1 in *Patheinder Roleplaying Game: Patheinder Unchained*), using his fighter level – 3 as his effective barbarian level. The fighter does not gain a weapon training bonus on attack rolls and damage rolls with weapons that belong to his chosen weapon group.

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

Rage Powers (Ex): At 9th level and every 4 levels thereafter, a viking gains a single rage power, as the unchained barbarian class feature. The viking uses his fighter level – 3 as his effective barbarian level for the purpose of meeting the prerequisites of his rage powers, as well as for the purpose of determining their effects. A viking can take the Extra Rage Power feat to gain additional rage powers beyond this, but he cannot select this feat more than once per 5 fighter levels he possesses.

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

Whirlwind Dervish (Archetype)

Often home in the desert, even scorpions and djinni are feared

less than a well-trained whirlwind dervish. These lightly armored, spinning warriors move swiftly over the treacherous desert sands to attack with lightning-fast strikes. Maneuvering quickly among their enemies, whirlwind dervishes rely on their speed and skill to see them to victory.

Weapon and Armor Proficiency: Whirlwind dervishes are not proficient with medium armor, heavy armor, or tower shields.

This ability alters the fighter's weapon and armor proficiency.

Class Skills: Add Acrobatics and Escape Artist to the whirlwind dervish's list of class skills.

Graceful Strikes (Ex): At 1st level, a whirlwind dervish gains Power Attack as a bonus feat, ignoring its prerequisites. A whirlwind dervish does not increase the bonus that he gains from Power Attack when he attacks with a weapon that he is wielding in two hands. In addition, he can use his Dexterity score in place of his Strength score for the purpose of meeting the prerequisites of combat feats that list Power Attack as a prerequisite.

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

Burst of Speed (Ex): At 3rd level, a whirlwind dervish only takes a –1 penalty to her AC after charging or using the Cleave, Great Cleave, or Lunge feats. At 7th level, a whirlwind dervish can charge or use Cleave, Great Cleave, or Lunge without taking a penalty to her AC.

This ability replaces armor training.

Desert Stride (Ex): At 7th level, a whirlwind dervish can move through 10 feet of difficult terrain each round as if it were normal terrain. This benefit stacks with the benefits provided by the Acrobatic Steps and Nimble Moves feats.

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

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

If she has the Whirlwind Attack feat, she gains a combat trick that allows her to spend 1 stamina point when using Whirlwind Attack in order to move up to her speed and attack any creature that is within her reach at any point during her movement. She may still only make one melee attack per opponent (unless she also uses the combat trick associated with Whirlwind Attack).

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

Lightning Strike (Ex): At 15th level, as part of a full attack, a whirlwind dervish can make one additional attack. This attack is at the dervish's highest base attack bonus, but each attack made as part of the action (including the additional one) takes a -2 penalty on its attack roll.

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



Feats are tricks, techniques, or quirks of birth that grant characters new abilities or powers. The feats described below represent martial tricks or techniques that allow characters to surpass several standard limitations of combat. The following types of feats are described in this section. Feats marked with an asterisk (*) are introduced elsewhere in this section.

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.

Shield Mastery: Shield mastery feats require the Shield Focus feat as a prerequisite, though characters with the armor training class feature can ignore this prerequisite. Shield mastery feats count as combat feats for all purposes, including for the purpose of determining which classes can select them. You gain the benefits of a shield mastery feat only while wearing a shield that you are proficient with.

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.

Lightning Draw (Combat)

You can swap weapons with incredible speed.

Prerequisites: Quick Draw, Quick Stow^{VC}, base attack bonus +1.

Benefit: You can sheath your current weapon and draw a different weapon as a swift action. If you have the Two-Weapon Fighting feat, you can sheath two light or one-handed weapons and draw two different light or one-handed weapons as a swift action.

Combat Trick: Whenever you make an attack roll, you can spend 1 stamina point in order to sheath your current weapon and draw a different weapon. If you have the Two-Weapon Fighting feat, you can instead sheath two light or one-handed weapons and draw two different light or one-handed weapons.

Mighty Aim (Weapon Mastery)

Your ranged attacks deal increased damage.

Prerequisites: Deadly Aim, base attack bonus +5, weapon training with a ranged weapon.

Benefit: When attacking with a ranged weapon using your Dexterity bonus on attack rolls and no ability score bonuses on damage rolls, you gain a +1 bonus on damage rolls. If you are a fighter and have the weapon training class feature, you instead double your weapon training bonus on damage rolls made with such weapons. This effect doesn't stack with other effects that double your weapon training bonus on damage rolls (such as trained grace).

Combat Trick: Once per round, you can spend 2 stamina points to apply the benefit of Mighty Aim to a weapon that does not belong to a fighter weapon group that you have weapon training with. This bonus lasts until the start of your next turn.

Parkour (Combat)

You effortlessly avoid hazards and obstacles while charging. **Prerequisite**: Lightning Reflexes, fighter's reflexes fighter training option, or base Reflex save +4.

Benefit: Your ability to use the Acrobatics skill while charging is greatly improved. You can charge at full speed (moving up to your speed as a standard action or twice your speed as a full-round action) while using Acrobatics to avoid attacks of opportunity by increasing the base Acrobatics DC by 10.

In addition, you can use Acrobatics while charging to avoid difficult terrain and obstacles by succeeding on a DC 25 Acrobatics check. Apply all Acrobatics modifiers listed in the Acrobatics section of Chapter 4 in PATHFINDER ROLEPLAYING GAME: CORE RULEBOOK that are applicable to the difficult terrain that you are charging through or the obstacle that you are avoiding. For instance, using Acrobatics to avoid a pit of mud would increase the Acrobatics DC from 25 to 27 (a +2 bonus because mud is slightly slippery). You must make a separate Acrobatics check for each unique instance of difficult terrain or obstacle that you avoid in this manner, and all Acrobatics DCs made during your charge increase by +2 per Acrobatics check that you must attempt in this manner. Success allows you to avoid the difficult terrain or obstacle and continue charging. Failure causes your charge to fail, ending the charge and causing you to end your movement in the closest available square to the difficult terrain or object that halted your movement. If you fail your Acrobatics check by 5 or more, you also fall prone.

Combat Trick: Whenever you charge, you can spend up to 5 stamina points to reduce the DC of all Acrobatics checks that you attempt during the charge by 2 per stamina point spent. You must use this combat trick at the start of your charge, before attempting any Acrobatics checks.

Shielded Resistance (Shield Mastery)

You can partially block energy attacks made against you.

Prerequisite: Base attack bonus +4, proficiency with the selected type of shield.

Benefit: Select one type of shield. While using the selected

type of shield, you can grant yourself energy resistance against one type of energy damage as a swift action. The types of energy that you can choose from are determined based upon the type of material that your shield is made of, as follows: bone/hide/skin (cold, fire, electricity), cloth/wood (cold, electricity, sonic), metal (cold, fire, sonic), stone (any). If your shield grants you energy resistance as a result of it being made from a special material or having a special ability, you can choose such energy types regardless of the material that the shield is made from and energy resistance from this ability stack with the shield's resistances.

When using this ability, the amount of energy resistance that you gain is equal to 5 times your shield's AC bonus, excluding its enhancement bonus. Nonmagical effects that increase your shield's AC bonus, such as the Shield Focus feat, increase the amount of energy resistance granted by this ability. Energy resistance granted by this ability lasts indefinitely, but while benefiting from this ability you cannot use the hand that wielding or strapped to your shield for any other purpose, even if the selected type of shield is a buckler or a similar type of shield that doesn't normally occupy a hand. Ending this ability is a free action, while switching the type of energy resistance granted by it is a swift action.

Combat Trick: While using Shielded Resistance, the fighter can spend 2 stamina points to switch which type of energy resistance he gains from the feat, even if it isn't his turn.

Throwing Master (Weapon Mastery)

You throw weapons with lethal accuracy.

Prerequisites: Deadly Aim, base attack bonus +3, weapon training class feature with a ranged thrown weapon.

Benefit: When you use the full-attack action with a ranged thrown weapon, you can give up your regular attacks to throw your weapon with devastating accuracy. Make a single ranged attack with your thrown weapon. If you have the Ricochet Toss feat, you can roll your attack twice and use the better result. If you hit, your attack deals damage normally. For every 5 by which your attack roll's result beats the target's AC, you can roll your weapon's damage dice for the attack one additional time and add all results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses, up to a maximum number of additional weapon damage dice equal to the number of attacks that you can make with your primary hand during a full attack. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Combat Trick: When using Throwing Master, you can spend up to 6 stamina points to increase the likelihood of dealing additional damage to your target. For every 2 stamina points spent, reduce the amount that you need to beat an opponent's AC by in order to deal additional weapon damage to that target by 1. This applies on all attacks made during the full attack. For instance, spending 6 stamina points when using Throwing Master would allow you to roll your weapon's damage dice for the attack one additional time for every 2 by which your attack roll's result beats the target's AC.

Volley Attack (Weapon Mastery)

You can rain ranged attacks down upon foes within close proximity to one another.

Prerequisites: Manyshot, Point-Blank Shot, Precise Shot, base attack bonus +6, weapon training class feature with a ranged weapon.

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one ranged attack at your highest base attack bonus against each opponent within a cylinder-shaped area within 100 feet. This area can be up to 10 feet per point of base attack bonus that you possess, and up to 10 feet wide per two points of base attack bonus that you possess. You must make a separate attack roll against each opponent. If using a projectile weapon, each attack expends one piece of ammunition, as normal.

When you use Volley Attack, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities. You cannot use Volley Attack with a weapon that you could not make a full attack with (such as with a thrown weapon,

provided you lack the Quick Draw feat or a similar effect).

Combat Trick: When using this feat, you can spend stamina points to still take bonus or extra attacks granted by other feats, spells, or abilities. You must spend 5 stamina points per extra attack you take in this way. This combat trick allows you to make extra attacks to which you have access—it doesn't by itself grant extra attacks.

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