

# LEGENDARY FIGHTERS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY MATT GOODALL





# LEGENDARY FIGHTERS

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## SPECIAL THANKS

Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game*.

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**Legendary Brawlers** © 2018,  
Legendary Games; Author Matt Goodall  
ISBN-13: 978-1983898488  
ISBN-10: 1983898481  
First printing January 2018  
Printed in USA.



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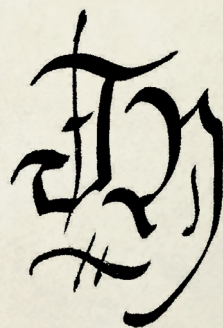


## WHAT YOU WILL FIND INSIDE LEGENDARY FIGHTERS

*Legendary Brawlers* is the latest volume in our series of class-focused player supplements, this time focusing on the biggest, baddest, and best battlers in the game: the **fighter**! This exhaustive encyclopedia of martial matters brings you **over 100** new and enhanced fighter-focused feats, archetypes, and class features, including armor mastery and weapon mastery techniques from **dazzling intimidation** and **spell smash** to **armored confidence** and **warding shield**. This book explores the core mechanics of the fighter, from weapon and armor training to bravery and more, plus adding new **perseverance** and **prowess** features to keep your unstoppable soldiers on the battlefield. It also compiles a massive collection of weapons and weapon groups from across 60 different sources. Best of all, it offers a newly reimagined fighter class, the **legendary fighter**, so you can use all the amazing ideas in this book to polish up your standard fighter or conquer the world with a whole new kind of martial master, with bonus archetypes from **Lore Wardens** to **Living Weapons** compatible with fighters of both types!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson







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The following superscripts are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

ACG	= <i>Pathfinder Roleplaying Game Advanced Class Guide</i>
AG	= <i>Pathfinder Roleplaying Game Adventurer's Guide</i>
APG	= <i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
ARG	= <i>Pathfinder Roleplaying Game Advanced Race Guide</i>
GMG	= <i>Pathfinder Roleplaying Game Gamemastery Guide</i>
ISG	= Guide to the gods of the inland sea region of the official Pathfinder campaign world.
LG:C&C	= <i>Cutthroats and Crew</i> from <i>Legendary Games</i>
LF	= <i>Legendary Fighters</i> from <i>Legendary Games</i>
MC	= <i>Pathfinder Roleplaying Game Monster Codex</i>
OA	= <i>Pathfinder Roleplaying Game Occult Adventures</i>
PCh:CHR	= Chronicle of official Pathfinder campaign world revisiting classic monsters
PCh:CS	= Hardback chronicle detailing the official Pathfinder campaign world
PCh:Devils	= Chronicle of official Pathfinder campaign world detailing devil-worshipping empire
PCh:Gnomes	= Chronicle of official Pathfinder campaign world detailing gnomes
PCS:DS	= Softcover guide to distant continents in the official Pathfinder campaign setting
PCS:ISC	= Softcover guide to combat in the inner sea of the official Pathfinder campaign setting
PCS:ISG	= Softcover guide to the gods of the inner sea of the official Pathfinder campaign setting
PCS:DS	= Softcover guide to distant continents in the official Pathfinder campaign setting
PCS:ISWG	= World guide to the inland sea region of the official Pathfinder campaign world.
PCS:TG	= Softcover guide to technology in the <i>Pathfinder Roleplaying Game</i>
PF:WS3	= Comic book issue #3 set in the worldscape of the official Pathfinder campaign world
PFAP14	= Issue #14 of the adventure path series in the official Pathfinder campaign world
PFAP71	= Issue #71 of the adventure path series in the official Pathfinder campaign world
PFAP85	= Issue #85 of the adventure path series in the official Pathfinder campaign world
PFAP89	= Issue #89 of the adventure path series in the official Pathfinder campaign world

PFAP100	= Issue #100 of the adventure path series in the official Pathfinder campaign world
PFM:HoHS	= Adventure module set on the street of hooks
PPC:AA	= Softcover companion armory for adventurers
PPC:AA2	= Softcover companion armory for adventurers, part 2
PPC:AMH	= Softcover companion handbook for armor masters
PPC:AoE	= Softcover companion for evil agents
PPC:AqAd	= Softcover companion for adventures in aquatic settings
PPC:ArAn	= Softcover companion anthology of arcane magic
PPC:BM	= Softcover companion for black markets
PPC:BotB	= Softcover companion for characters with the blood of beasts
PPC:DSH	= Softcover companion handbook for slaying dragons
PPC:FamFolio	= Softcover companion folio of familiars
PPC:GHH	= Softcover companion handbook for hunting giants
PPC:Goblins	= Softcover companion to goblins in the official campaign world
PPC:Halflings	= Softcover companion to halflings in the official campaign world
PPC:HHH	= Softcover companion handbook of haunted heroes
PPC:HotHC	= Softcover companion to high courtly heroes
PPC:HotS	= Softcover companion to street-based heroes
PPC:Humans	= Softcover companion to humans in the official campaign world
PPC:ISP	= Softcover companion primer to the inner sea of the official campaign world
PPC:KotIS	= Softcover companion to knights in the inner sea of the official campaign world
PPC:LegDrag	= Softcover companion to dragons and their legacies
PPC:MMP	= Softcover companion to marketplaces for magic items
PPC:MTT	= Softcover companion toolbox for melee tactics
PPC:PFSEF	= Softcover companion field guide to members of the Explorer Society in the official campaign world
PPC:Pirates	= Softcover companion to pirates in the inner sea of the official campaign world
PPC:PotS	= Softcover companion to people living among the stars in the official campaign universe
PPC:RTT	= Softcover companion toolbox for ranged tactics
PPC:WMH	= Softcover companion handbook for weapon masters
PU	= <i>Pathfinder Roleplaying Game Pathfinder Unchained</i>
VC	= <i>Pathfinder Roleplaying Game Villain Codex</i>
UC	= <i>Pathfinder Roleplaying Game Ultimate Combat</i>
UE	= <i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UI	= <i>Pathfinder Roleplaying Game Ultimate Intrigue</i>
UM	= <i>Pathfinder Roleplaying Game Ultimate Magic</i>
UW	= <i>Pathfinder Roleplaying Game Ultimate Wilderness</i>





## WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

### SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder* Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

### ABOUT LEGENDARY GAMES

*Legendary Games* is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game *Legendary*!

Visit us on Facebook, follow us on Twitter, and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).





# INTRODUCTION

In terms of a roleplaying game, what is a fighter? While the obvious answer might be, 'one who fights', the following is a more precise definition. 'A master of arms and armor who specializes in refining his martial skills and honing his tactical prowess in battle.' This product is an arsenal of materiel designed to unleash the fighter that is perfect for you.

What does this armory of options hold?

Firstly, a review and expansion of the fighter's main class features. **Weapon training** and **armor training** options are already sets of optional abilities that fighters can access but adding additional options and making these options more balanced and versatile means they become more broadly applicable to a wider array of types of fighters.

Secondly, the fighter class itself needs more 'fighter specific' class features. Bonus combat feats are nice but every class gets feats and most martial classes also get bonus feats. Fighters gaining exclusive abilities, especially at higher levels, make the class more distinctive and competitive with other modern classes. **Perseverance options** are defensive abilities that allow a fighter to withstand hostile challenges through raw determination and toughness. **Prowess options** are augmentation abilities that demonstrate a fighter's dedicated training and mastery of specialized tactics and battle techniques.

Thirdly, the **heart of the fighter class** is broken down and scrutinized, with new options to bring fighters to a level which makes them comparable with contemporary classes like the bloodrager or the slayer. This includes examining how **combat feats** work for fighters and providing options that allow fighters to remain competitive with classes that can ignore feat prerequisites for their bonus feats.

Finally, everything is brought together to showcase a **legendary fighter** that is both quintessentially a fighter and fun to play. Additionally, there are guidelines on how the legendary fighter integrates with existing **archetypes** and simple fighter archetypes to further customize your characters. Every section in this arsenal comes with a discussion on implementing these options.

# ADVANCED WEAPON TRAINING OPTIONS

Introduced in the **official softcover handbook for weapon masters<sup>WMH</sup>**, advanced weapon training options allow a *Pathfinder Roleplaying Core Rulebook* fighter to replace the additional weapon groups of the weapon training class feature (at 9th, 13th, and 17th level) with more broadly useful features. A fighter can also gain access to these options via the Advanced Weapon Training feat; fighters can take this feat multiple times, but only once every 5







fighter levels. Because these are higher level fighter-only abilities with limits on how often they can be acquired, advanced weapon training options are designed to be more powerful than a typical feat and often allow the fighter to add his weapon training bonus in a variety of additional ways.

An updated version of the Advanced Weapon Training feat is reprinted here for ease of reference. It's basically the same as the standard published feat but no longer needs to include an additional clause for the weapon master archetype (see the Archetypes section below).

### ADVANCED WEAPON TRAINING (COMBAT)

You are specially trained to use your weapon skills in new ways.

**Prerequisites:** Fighter level 5th, weapon training class feature.

**Benefit:** Select one advanced weapon training option.

**Special:** This feat can be taken more than once, but at most once per 5 fighter levels.

### DESCRIPTION

A fighter cannot select an option more than once unless otherwise noted.

**Armed Maneuver (Ex):** The fighter chooses one of the following combat maneuvers: bull rush, dirty trick, grapple, overrun, or steal. He adds his weapon training bonus on all combat maneuver checks he makes with that maneuver. In addition, if the fighter has the Improved maneuver feat associated with that combat maneuver, he can make use of certain weapons to aid him when attempting such a maneuver. When wielding such a weapon he adds the weapon's enhancement bonus to attack rolls on the maneuver check. The maneuvers and weapon types are listed in the table below:

Bull rush or overrun	any shield the fighter can shield bash with, two-handed weapons, or one-handed weapons wielded in two hands
Dirty trick	light weapons, weapons the fighter can use with Weapon Finesse, or weapons with the distracting special feature
Grapple	weapons with the grapple special feature
Steal	weapons with the disarm special feature

The fighter can choose this option more than once, each time it applies to a new maneuver.

**Combat Maneuver Defender (Ex):** A fighter's weapon training bonus applies to his CMD against all combat maneuvers attempted against him, instead of just against disarm, steal, and sunder combat maneuvers.

**Critical Specialist (Ex):** When the fighter deals a critical hit with a weapon he has selected with the Weapon Focus feat or that belong to a weapon group he possesses, the save DCs of any effects caused by the critical hit increase by the fighter's weapon training bonus.

**Dazzling Intimidation (Ex):** While wielding a weapon, the fighter applies his weapon training bonus on Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If he has the Dazzling Display feat, he can use it as a standard action instead of a full-round action. If the fighter succeeds at







demoralizing a creature as part of successfully attacking it with a weapon, or using a free, immediate, or swift action triggered by a successful attack on a creature (such as the **Cornugon Smash**<sup>PCh: Devils</sup> or **Enforcer**<sup>APG</sup> feats), then the demoralizing effect's duration on that creature increases by a number of rounds equal to the fighter's weapon training bonus.

**Defensive Weapon Training (Ex):** While wielding a weapon with which he is proficient, the fighter gains a +1 shield bonus to his Armor Class and adds half his weapon's enhancement bonus (if any) to this shield bonus. When his weapon training bonus reaches +4, this shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

**Feint Training (Ex):** The fighter adds his weapon training bonus on Bluff checks to feint and to the DCs of feint checks made against him. The fighter can use his base attack bonus in place of his ranks in Bluff on Bluff checks to feint, and if he does then for this purpose he counts as being trained in the Bluff skill and it being a class skill. In addition, if the fighter has the Improved Feint feat, he can feint in place of his first attack during a full attack.

**Focused Weapon (Ex):** The fighter selects one weapon for which he has the Weapon Focus feat. The fighter can deal damage with this weapon based on his fighter level and not the weapon type. The fighter can decide to use the weapon's base damage instead of the focused weapon damage—this must be declared before the attack roll is made. This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that only deal energy damage. The damage is listed in the table below:

**TABLE 1: FIGHTER FOCUSED WEAPON DAMAGE**

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-4th	1d4	1d6	1d8
5th-9th	1d6	1d8	2d6
10th-14th	1d8	1d10	2d8
15th-19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

The fighter must have Weapon Focus with the selected weapon in order to choose this option. A fighter can choose this option more than once, each time choosing a different weapon that he has Weapon Focus with.

**Knockout Training (Ex):** The fighter takes no penalties on attack rolls when attempting to deal nonlethal damage with a weapon he is proficient with that normally deals lethal damage. In addition, whenever the fighter deals

nonlethal weapon damage, he doubles his weapon training bonus on the damage roll. This doesn't stack with other advanced weapon training options that allow the fighter to double his weapon training bonus on damage rolls, such as trained finesse or trained throw.

**Responsive Training (Ex):** When the fighter makes an attack of opportunity, he doubles his weapon training bonus on the attack roll. In addition, the fighter adds his weapon training bonus to the DC of Acrobatics checks made by opponents to move through a square that he threatens without provoking an attack of opportunity. The fighter can also make an additional number of attacks of opportunity per round equal to half his weapon training bonus (minimum 1 additional attack). If the fighter has the Stand Still feat, when he hits an adjacent foe with an attack of opportunity provoked by the foe attempting to move through a square the fighter threatens, he can also use Stand Still to make a combat maneuver check to prevent the foe from moving. In addition, the fighter adds double his weapon training bonus on all combat maneuver checks made with the Stand Still feat.

**Spell Parry (Su):** As an immediate action while wielding a weapon, the fighter can expend a use of an attack of opportunity to add his weapon training bonus to his saving throw against a spell, spell-like ability, or supernatural ability that allows a Reflex save or that targets him. The fighter cannot use this option against ongoing magical effects he is already affected by, only on the initial saving throw against such an effect. The fighter must have the Disruptive feat to choose this option.

**Spell Smash (Su):** The fighter can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the fighter must make a sunder combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the fighter must succeed at the check listed above or a sunder combat maneuver against the creature's CMD +5 if this is higher, ignoring any miss chance caused by a spell or spell-like ability. If successful, the fighter suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. The fighter can only use this ability once per minute. The fighter must have the Spellbreaker feat to choose this option.

**Trained Flanking (Ex):** When flanking a creature, the fighter and any of his allies also flanking this creature gain a circumstance bonus on their attack rolls against the flanked creature equal to half the fighter's weapon training bonus (minimum +1). When the fighter hits a creature he flanks, he deals additional precision damage equal to his weapon training bonus. This additional damage stacks with other advanced weapon training





options that increase the fighter's weapon damage, such as trained finesse, trained throw, or knockout training. This additional damage is precision damage, and isn't multiplied on a critical hit. Any creature that is immune to sneak attacks is immune to this additional damage and any item or ability that protects a creature from critical hits also protects a creature from this additional damage. The fighter cannot deal this additional damage when attacking a creature that has total concealment relative to him.

The fighter has an effective rogue level equal to his fighter class level plus his weapon training bonus for the purpose of whether he can flank a character with improved uncanny dodge. For this purpose, these levels stack with any rogue levels the fighter has. If the fighter has the **Gang Up** feat and flanks a creature, then all allies who threaten this creature also count as flanking it, regardless of their positioning.

**Trained Grace (Ex):** When the fighter makes a melee attack with a weapon he is proficient with using his Dexterity modifier on the attack roll in the place of his Strength modifier (such as using Weapon Finesse) and uses his Strength modifier on the damage roll, he doubles his weapon training bonus on the damage roll.

**Trained Initiative (Ex):** The fighter applies his weapon training bonus to initiative checks. In addition, if the fighter has the Quick Draw feat, he can draw a weapon he could normally draw as free action with Quick Draw as part of making an initiative check.

**Trained Interference (Ex):** The fighter adds his weapon training bonus to the DC of concentration checks made by enemies that he threatens and could execute an attack of opportunity against, even if the fighter has already used all of his available attacks of opportunity for this round. For example, a fighter who couldn't make an attack of opportunity against a foe with cover or total concealment wouldn't apply this DC increase. If the fighter has the Disruptive feat, the feat's DC increase stacks with this option and now applies even if the fighter has used all of his available attacks of opportunity for this round.

**Trained Thrower (Ex):** When the fighter makes a ranged attack with a thrown weapon he is proficient with and applies his Dexterity modifier on attack rolls and his Strength modifier on the damage roll, he doubles his weapon training bonus on the damage roll.

**Weapon Group (Ex):** A fighter selects one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls. A fighter also adds this bonus on any combat maneuver checks made with weapons from this group. Bonuses granted from overlapping groups do not stack. A fighter can choose this option more than once, choosing a different weapon group each time.

**Weapon groups** are defined on page 7. (GMs may add other weapons to these groups, or add entirely new groups).

**Weapon Mastery:** The fighter gains a weapon mastery feat that he meets the prerequisites for as a bonus feat.

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

## IMPLEMENTATION

Offering these new options as choices for any fighter is simple.

Observant readers may notice that several advanced weapon training options seem to be missing, such as armed bravery and adaptable training. These have been reclassified into new fighter class feature types called perseverance options and prowess options (see below). The missing options should still be





**TABLE 2: WEAPON TRAINING OPTIONS**

Name	Benefit	Prerequisite	Source	Notes
Armed Maneuver	Add weapon training bonus to one non-armed combat maneuver.		LG:LF	
Combat Maneuver Defender	Add weapon training bonus to CMD against all combat maneuvers.		WMH (modified)	minor name change
Critical Specialist	Add weapon training bonus to the DCs of effects caused by a critical hit.		LG:LF	
Dazzling Intimidation	Add weapon training bonus to Intimidate checks and demoralized duration. Faster Dazzling Display.		WMH (modified)	also increases duration
Defensive Weapon Training	Add 1/2 weapon's enhancement bonus +1 (or +2) to shield AC.		WMH	
Feint Training	Add weapon training bonus to feint attempts and to the DC of feints. Can use BAB instead of Bluff to feint.		LG:LF	
Focused Weapon	One weapon gains scaling damage dice.	Weapon Focus	WMH	
Knockout Training	Add double weapon training bonus to nonlethal damage. No attack roll penalty to deal nonlethal damage.		BotB	
Responsive Training	Add double weapon training bonus to attacks of opportunity and to the DC to tumble past.		LG:LF	
Spell Parry	Use immediate action and attack of opportunity to add weapon training bonus to a save against a spell.	Disruptive	LG:LF	
Spell Smash	Suppress or dispel spells with sunder maneuvers.	Spell Breaker	LG:LF	
Trained Flanking	Add weapon training bonus to flanking damage and half bonus to attack rolls for both attackers.		LG:LF	
Trained Grace	Add double weapon training bonus to damage on finesse attacks with Dex to attack and Str to damage.	Weapon Finesse	WMH	
Trained Initiative	Add weapon training bonus to initiative checks. If have Quick Draw, draw a weapon at initiative roll.		WMH	
Trained Interference	Add weapon training bonus to threatened concentration checks. Improves the Disruptive feat.		LG:LF	
Trained Thrower	Add double weapon training bonus to damage on thrown attacks with Dex to attack and Str to damage.		WMH	
Weapon Group	Gain a +1 bonus to attack and damage rolls with a weapon group.		LG:LF	
Weapon Mastery	Gain a weapon mastery feat.		WMH	
Weapon Sacrifice	Sacrifice weapon to prevent death from damage (weapon training bonus times per day).		WMH	





available as advanced weapon training options if the perseverance and prowess class features aren't being used. One advanced weapon training option that may seem unusual is the weapon group option. This option only functions with the **legendary fighter** (see page 38) and is redundant for a standard fighter as described in the *Pathfinder Roleplaying Game Core Rulebook* fighter, although the updated list of **weapon groups** on page 7 is a useful reference for any fighter.

## WEAPON MASTERY FEATS



Weapon mastery feats are a type of feat which has the weapon training class feature as a prerequisite. This somewhat restricts them to fighters, but other classes can still take them by taking the Martial Focus feat (see below). In terms of power level, weapon mastery feats are somewhat stronger than a standard combat feat due to their significant prerequisites.

### GATEWAY FEAT

*Non-fighters can gain access to weapon mastery feats with the following feat:*

#### MARTIAL FOCUS (COMBAT)

You have honed your skills with a group of related weapons.

**Prerequisite:** Base attack bonus +5.

**Benefit:** Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls.

**Special:** The Martial Focus feat counts as the weapon training class feature for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

#### ADAPTIVE COUNTERSTRIKE (WEAPON MASTERY)

Your understanding of intricate combat tricks lets you rapidly adapt to foes' unusual abilities.

**Prerequisites:** Base attack bonus +8, weapon training class feature with a melee weapon.

**Benefit:** Whenever a foe attempts a combat maneuver and uses a combat feat, special ability, or special attack to avoid provoking an attack of opportunity, then you

can analyze this as an immediate action. For the next minute, if that foe attempts the analyzed maneuver against you then this provokes an attack of opportunity from you even if the feat, special ability, or special attack would normally prevent this. If the attack of opportunity hits, apply the amount of damage dealt as a penalty to any attack roll made by the foe to perform the combat maneuver. Examples of this include the barbarian's knockback rage power, the Shield Slam feat, any of the 'improved maneuver' feats (such as Improved Trip), as well as the grab, push, pull, and trip universal monster abilities.

### COMBAT TRICK

When you hit with an attack of opportunity gained through this feat, you can spend up to 5 stamina points to increase your CMD against that combat maneuver by an amount equal to the number of stamina points you spent.

#### TRADE BLOWS (WEAPON MASTERY)

You can react and exchange a series of blows with enemies when they strike at you.

**Prerequisites:** Base attack bonus +14, weapon training class feature with a melee weapon.

**Benefit:** As a full round action, you can ready a full attack. If your readied action interrupts another character's turn, then when it triggers, you can take the first attack of your full attack, and then the character whose turn you interrupted can continue to act. During that character's interrupted turn, each time that character takes a move or standard action or makes an attack, you can interrupt with the next attack in your full attack. If you still have attacks remaining from your full attack after the other character finishes acting, you can complete your full attack, but if you do so then your initiative result changes so that you act immediately after the character whose action triggered your readied action, rather than immediately ahead of that character.

**Normal:** You can only ready a standard action, a move action, a swift action, or a free action.

### COMBAT TRICK

After taking a readied full attack, you can spend 5 stamina points to act immediately ahead of the character whose action triggered your readied action, even if you made attacks after the other character finished acting.





## WEAPON GROUPS

A weapon group is a category of related weapons that are wielded utilizing similar mechanical techniques.

Weapon groups are defined as follows:

**Axes:** bardiche, battleaxe, boarding axe, butchering axe, collapsible kumade, dwarven double waraxe, dwarven longaxe, dwarven maulaxe, dwarven waraxe, gandasa, greataxe, handaxe, heavy pick, hooked axe, hurlbat, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe, tongi.

**Blades, Heavy:** ankus, bastard sword, chainsaw, cutlass, double chicken saber, double walking stick katana, dueling sword\*, elven curve blade, elven thornblade, estoc, falcata, falchion, flambard, great terbutje, greatsword, katana, khopesh, longsword, nine-ring broadsword, nodachi, null blade, plasma blade, rhoka sword, rhomphaia, sawtooth sabre, scimitar, scythe, seven-branched sword, sharpened combat scabbard, shotel, sickle-sword, spinal sword\*, switchscythe, temple sword, terbutje, two-bladed sword.

**Blades, Light:** bayonet, blade boot, brass knife, butterfly knife, butterfly sword, chakram, dagger, deer horn knife, dogslicer, drow razor, dueling dagger, elven leafblade, gladius, hunga munga, kama, kerambit, kukri, kunai, laser torch, machete, manople, pata, quadrens, rapier, sanpkhang, scizore, sea-knife, short sword, sica, sickle, spider-leg sickle, spiral rapier, spring blade, starknife, switchblade knife, sword cane, swordbreaker dagger, tailblade, wakizashi, war razor.

**Close:** barbazu beard, bayonet, belaying pin, blade boot, brass knuckles, cestus, claw blades, dan bong, dwarven boulder helm, dwarven war-shield, emei piercer, fighting fan, garrote, gauntlet, heavy shield, heavy spiked shield, hook hand, iron brush, klar, knuckle axe, light shield, light spiked shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, tekko-kagi, thorn bracer, tonfa, tri-bladed katar, unarmed strike, waveblade, wooden stake, wushu dart.

**Crossbows:** double crossbow, gastraphetes, hand crossbow, heavy crank crossbow, heavy crossbow, heavy slaver's crossbow, heavy underwater crossbow, heavy wrist launcher, launching crossbow, light crank crossbow, light crossbow, light slaver's crossbow, light underwater crossbow, repeating hand crossbow, repeating heavy crossbow, repeating light crossbow, stonebow, tube arrow shooter, wrist launcher.

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

**Firearms:** all one-handed firearms, two-handed firearms, heavy weaponry, and siege firearms.

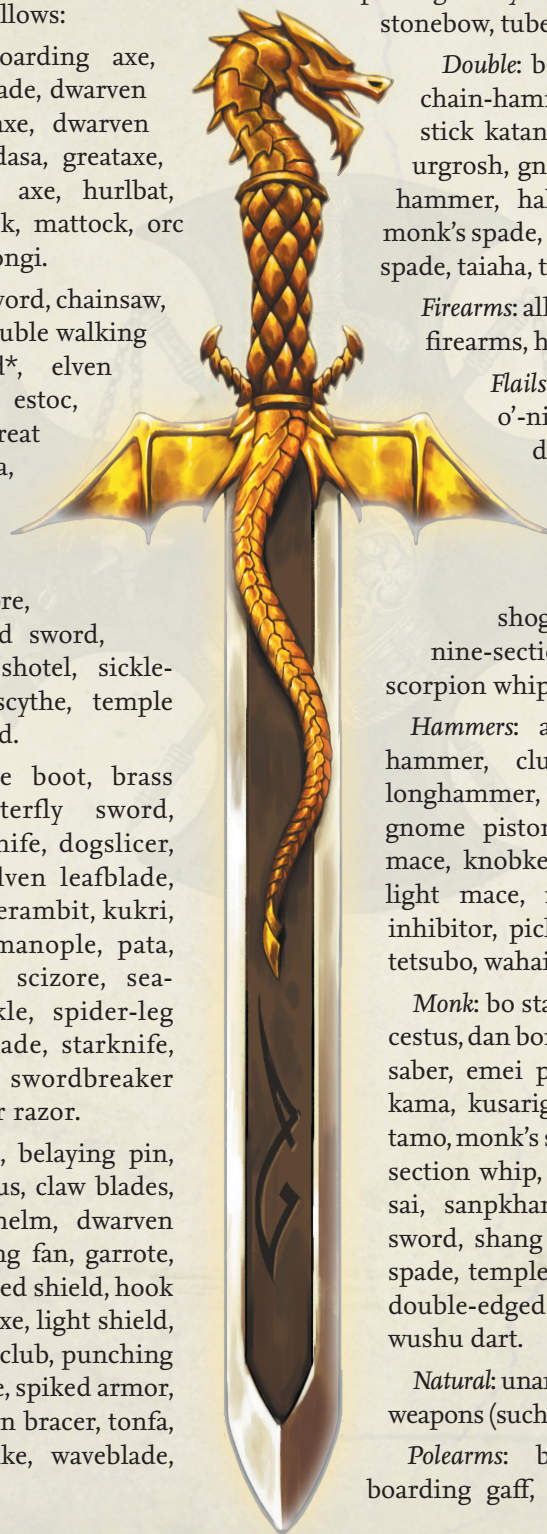
**Flails:** battle poi, bladed scarf, cat-o'-nine-tails, chain spear, dire flail, dwarven dorn-dergar, flail, flailpole, flickmace, flindbar, flying blade, flying talon, gnome pincher, halfling rope-shot, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, monowhip, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, whip.

**Hammers:** aklys, battle aspergillum, chain-hammer, club, combat scabbard, dwarven longhammer, dwarven maulaxe, earth breaker, gnome piston maul, greatclub, hanbo, heavy mace, knobkerrie, lantern staff, light hammer, light mace, mere club, morningstar, neural inhibitor, pickaxe, planson, stun baton, taiaha, tetsubo, wahaika, warhammer.

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

**Natural:** unarmed strike, tailblade, and all natural weapons (such as bite, claw, gore, tail, and wing).

**Polearms:** bardiche, bec de corbin, bill, boarding gaff, crook, fauchard, flailpole, glaive,







glaive-guisarme, gnome ripsaw glaive, guisarme, halberd, hooked lance, horsechopper, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ogre hook, ranseur, rhomphaia, starfall spade, tepoztopilli, tiger fork.

**Siege Weapons:** ballista, bombard, catapult, corvus, firedrake, firewurm, gallery, ram, siege tower, springal, trebuchet, and all other siege engines.

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

**Tail Attachments:** long lash tail attachment, pounder tail attachment, razored tail attachment, spiked tail attachment, sweeper tail attachment, tailblade.

**Thrown:** aklys, amentum, atlatl, belaying pin, blowgun, bolas, boomerang, brass knife, brutal bolas\*, chain-hammer, chakram, club, crystal chakram, dagger, dart, deer horn knife, dire bolas, doru, dueling dagger, dwarven maulaxe, flask thrower, grappling hook, halfling double sling, halfling sling staff, harpoon, hunga munga, hurlbat, javelin, jolting dart, kestros, knobkerrie, kunai, lasso, light hammer, net, phaleros, poisoned sand tube, rope dart, shortspear, shrillshaft javelin, shuriken, sibat, sling, sling glove, snag net, spear, starknife, stingchuck, stormshaft javelin, syringe spear, throwing arrow cord, throwing axe, throwing shields, trident, wahaika, wushu dart.

GMs may add other weapons to these groups. For example, there is a case for the dwarven longaxe and dwarven longhammer to be in the polearms weapons group. Given that the bardiche is in the polearms weapon group and it is an axe-like weapon without reach, it might seem reasonable that a longer axe-like weapon with reach (the dwarven longaxe) should also be in the polearms group. Also consider the axe musket, warhammer musket, dagger pistol, and sword cane pistol. A GM could easily rule that a fighter with the axes, hammers, or light blades weapons group should gain bonuses when using these as melee weapons but not when shooting them as firearms.

GMs can also add entirely new groups. These new groups could be racial or cultural in nature and should have roughly the same amount of weapons as the weapon groups listed above. For example:

**Pirate:** belaying pin, boarding axe, boarding gaff, boarding pike, brass knife, cutlass, dagger, hook hand, rapier, all one-handed crossbows, and all one-handed firearms.

**Tribal:** atlatl, boomerang, club, dagger, dart, greatclub, harpoon\*, heavy shield, light shield, mere club\*, quarterstaff, shortspear, sling, spear, taiaha, throwing axe, unarmed strike, wahaika.

Here is the source list for all weapons categorized above:

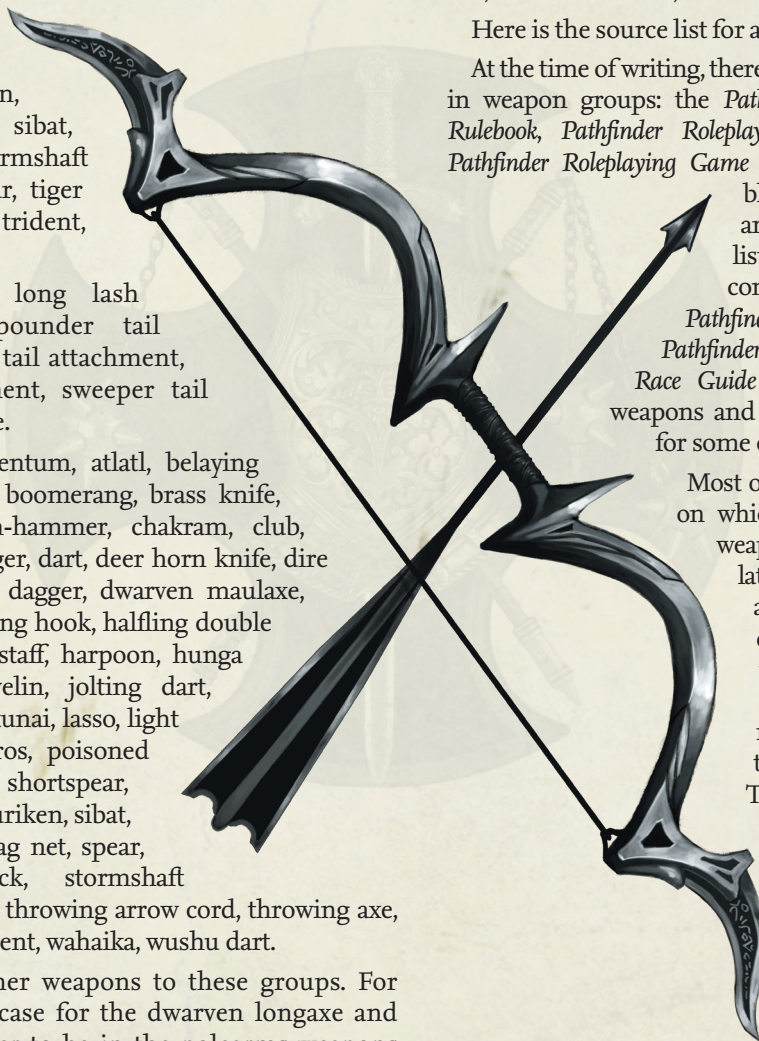
At the time of writing, there are 4 main listing of weapons in weapon groups: the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Ultimate Combat*, *Pathfinder Roleplaying Game Ultimate Equipment*, and this

blog post at Paizo.com. There are also several other smaller listings in several of the softcover companions published for the *Pathfinder Roleplaying Game*, and the *Pathfinder Roleplaying Game Advanced Race Guide* catalogs several new racial weapons and includes the weapon groups for some of them.

Most of the time these sources agree on which weapon groups a specific weapon belongs to. In some cases, later listings added a weapon to additional weapon groups. For example, the Paizo blog added the bo staff, double walking stick, katana, kusarigama, monk's spade, and taiaha to the double weapons group. This made sense, given these are all double weapons, so we included them as such here.

In many cases when one listing missed putting a weapon in a weapon group, such as *Pathfinder Roleplaying Game Ultimate Equipment* not putting

the cestus into the close weapon group, we chose an inclusive approach, listing the weapon in all the weapon groups that any source had it categorized as. When several sources differed, we made a logical choice as to which groups a weapon fell into, such as the chakram (a sharp metal disk weighing only 1 lb. with a diameter of around 1 foot) belonging in the light blades group, not the heavy blades group as some sources had it. In a few cases, we corrected errors, such as putting the morningstar (a 'spiked heavy club') into the hammers group, not the flails group.





**TABLE 3: WEAPONS AND WEAPON GROUPS**

Name	Source	Groups	Notes
aklys	PRG:UE	hammers, thrown	M
amentum	PRG:UE	spears, thrown	M
ankus	PPC:MTT	heavy blades	1
atlatl	PRG:UE	thrown	M
barbazu beard	PPC:Devils	close	1
barbed spear	PPC:GHH	spears	1
bardiche	PRG:UE	axes, polearms	M
bastard sword	PRG:CRB	heavy blades	M
battle aspergillum	PRG:UE	hammers	M
battle poi	PPC:AA	flails	1
battleaxe	PRG:CRB	axes	M
bayonet	PRG:UE	light blades, close	M
bec de corbin	PRG:UE	polearms	M
belaying pin	LG:C&C	close, thrown	N
bill	PRG:UE	polearms	M
blade boot	PPC:AA	light blades, close	1
bladed scarf	PPC:ISWG	flails	1
blowgun	PRG:CRB	thrown	M
bo staff	PRG:UE	double weapons, monk	DA
boar spear	PRG:UE	spears	M
boarding axe	PPC:AA2	axes	M
boarding gaff	PPC:AA2	double, polearms	M
boarding pike	PPC:Pirates	spears	1
bolas	PRG:CRB	thrown	M
boomerang	PRG:UE	thrown	M
brass knife	PPC:Pirates	light blades, thrown	1C
brass knuckles	PRG:UE	close, monk	M
brutal bolas*	PPC:ISWG	thrown	1
butchering axe	PPC:AA2	axes	1
butterfly knife	PPC:AA	light blades	1
butterfly sword	PRG:UE	light blades, monk	M
cat-o'-nine-tails	PPC:AA2	flails	M
cestus	PRG:UE	close, monk	DA
chain spear	PRG:UE	double weapons, flails, spears	DA
chain-hammer	PPC:AA2	double, hammers, thrown	1
chainsaw	PCS:TG	heavy blades	N
chakram	PRG:UE	light blades, thrown	DC
claw blades	PRG:ARG	close	N
club	PRG:CRB	hammers, thrown	M





collapsible kumade	PPC:MTT	axes	1
combat scabbard	PPC:AA	hammers	1
composite longbow	PRG:CRB	bows	M
composite shortbow	PRG:CRB	bows	M
crook	PPC:MTT	polearms	1
crystal chakram	PCh:CHR	thrown	1
cutlass	PPC:AA2	heavy blades	M
dagger	PRG:CRB	light blades, thrown	M
dan bong	PRG:UE	close, monk	M
dart	PRG:CRB	thrown	M
deer horn knife	PPC:MTT	light blades, monk, thrown	1
dire bolas	PPC:GHH	thrown	1
dire flail	PRG:CRB	double weapons, flails	M
dogslicer	PRG:UE	light blades	M
doru	PCS:DS	spears, thrown	1
double chicken saber	PRG:UE	heavy blades, monk	M
double crossbow	PRG:UE	crossbows	M
double walking stick katana	PRG:UE	heavy blades, double weapons	DA
double-chained kama	PRG:UE	double weapons	M
drow razor	PPC:AA2	light blades	1
dueling dagger	PPC:AA2	light blades, thrown	1
dueling sword*	PPC:ISWG	heavy blades	1
dwarven boulder helm	PRG:ARG	close	1
dwarven dorn-dergar	PPC:AA2	flails	M
dwarven double waraxe	PRG:ARG	axes	DC
dwarven longaxe	PRG:ARG	axes	MC
dwarven longhammer	PRG:ARG	hammers	MC
dwarven maulaxe	PPC:AA	axes, hammers, thrown	1C
dwarven urgrosh	PRG:CRB	double weapons	M
dwarven waraxe	PRG:CRB	axes	M
dwarven war-shield	PPC:AA2	close	1
earth breaker	PRG:UE	hammers	M
elven branched spear	PPC:MTT	spears	1
elven curve blade	PRG:CRB	heavy blades	M
elven leafblade	PRG:AG	light blades	N
elven thornblade	PRG:AG	heavy blades	N
emei piercer	PRG:UE	close, monk	M
estoc	PPC:MTT	heavy blades	1
falcata	PRG:UE	heavy blades	M
falchion	PRG:CRB	heavy blades	M
fauchard	PPC:AA2	polearms	M





fighting fan	PRG:UE	close, monk	M
flail	PRG:CRB	flails	M
flailpole	PPC:Gnomes	flails, polearms	1
flambard	PPC:AA	heavy blades	1
flask pike	PPC:GHH	spears	1
flask thrower	PPC:AA2	thrown	M
flickmace	PPC:Gnomes	flails	1
flindbar	PRG:MC	flails	1
flying blade	PRG:UE	flails	M
flying talon	PPC:AA2	flails	M
gandasa	PPC:MTT	axes	1
garrote	PPC:AA	close	1
gastraphetes	PCS:DS	crossbows	1
gauntlet	PRG:CRB	close	M
gladius	PRG:UE	light blades	M
glaive	PRG:CRB	polearms	M
glaive-guisarme	PRG:UE	polearms	M
gnome battle ladder	PPC:AA2	double	M
gnome hooked hammer	PRG:CRB	double weapons	M
gnome pincher	PPC:MTT	flails	1
gnome piston maul	PPC:AA2	hammers	M
gnome ripsaw glaive	PPC:AA2	polearms	M
grappling hook	PPC:Pirates	thrown	1
great terbutje	PRG:UE	heavy blades	M
greataxe	PRG:CRB	axes	M
greatclub	PRG:CRB	hammers	M
greatsword	PRG:CRB	heavy blades	M
guisarme	PRG:CRB	polearms	M
halberd	PRG:CRB	polearms	M
halfling double sling	PPC:Halflings	double weapons, thrown	1
halfling rope-shot	PPC:MTT	flails	1
halfling sling staff	PRG:CRB	thrown	M
hanbo	PPC:AA	hammers, monk	1
hand crossbow	PRG:CRB	crossbows	M
handaxe	PRG:CRB	axes	M
harpoon	PRG:UE	spears, thrown	M
heavy crank crossbow	PPC:RTT	crossbows	1
heavy crossbow	PRG:CRB	crossbows	M
heavy flail	PRG:CRB	flails	M
heavy mace	PRG:CRB	hammers	M
heavy pick	PRG:CRB	axes	M





heavy shield	PRG:CRB	close	M
heavy slaver's crossbow	PRG:MC	crossbows	1
heavy spiked shield	PRG:CRB	close	M
heavy underwater crossbow	PRG:UE	crossbows	M
heavy wrist launcher	PRG:UI	crossbows	N
hook hand	PPC:Pirates	close	1
hooked axe	PRG:UE	axes	M
hooked lance	PRG:UE	polearms	M
horsechopper	PRG:UE	polearms	M
hunga munga	PRG:UE	light blades, thrown	M
hurlbat	PPC:RTT	axes, thrown	1
injection spear	PPC:AA	spears	1
iron brush	PRG:UE	close	M
javelin	PRG:CRB	spears, thrown	M
jolting dart	PRG:ARG	thrown	1
jutte	PRG:UE	monk	M
kama	PRG:CRB	light blades, monk	M
katana	PRG:UE	heavy blades	M
kerambit	PRG:UE	light blades	M
kestros	PRG:UE	thrown	M
khopesh	PRG:UE	heavy blades	M
klar	PRG:UE	close	DC
knobkerrie	PPC:RTT	hammers, thrown	1
knuckle axe	PRG:UE	close, axes	MC
kukri	PRG:CRB	light blades	M
kumade	PPC:MTT	axes	1
kunai	PPC:RTT	light blades, thrown	1
kusarigama	PRG:UE	double weapons, flails, monk	DA
kyoketsu shoge	PRG:UE	flails, monk	M
lance	PRG:CRB	spears	M
lantern staff	PPC:AA2	hammers	1
laser torch	PCS:TG	light blades	N
lasso	PRG:UE	thrown	M
launching crossbow	PPC:AA	crossbows	1
light crank crossbow	PPC:RTT	crossbows	1
light crossbow	PRG:CRB	crossbows	M
light hammer	PRG:CRB	hammers, thrown	M
light mace	PRG:CRB	hammers	M
light pick	PRG:CRB	axes	M
light shield	PRG:CRB	close	M
light slaver's crossbow	PRG:MC	crossbows	1





light spiked shield	PRG:CRB	close	M
light underwater crossbow	PRG:UE	crossbows	M
long lash tail attachment	PRG:ARG	tail attachments	1
longbow	PRG:CRB	bows	M
longspear	PRG:CRB	spears	M
longsword	PRG:CRB	heavy blades	M
lucerne hammer	PRG:UE	polearms	M
lungchuan tamo	PRG:UE	monk	M
machete	PPC:MTT	light blades	1
madu	PRG:UE	close	DC
mancatcher	PRG:UE	polearms	M
manopie	PPC:MTT	light blades	1
mattock	PRG:UE	axes	M
mere club	PRG:UE	close, hammers	DA
meteor hammer	PRG:UE	flails	M
monk's spade	PRG:UE	double weapons, monk, polearms	DA
monowhip	PCS:TG	flails	N
morningstar	PRG:CRB	hammers	MC
musket - axe	PRG:UC	firearms	1C
musket - warhammer	PRG:UC	firearms	1C
naginata	PRG:UE	polearms	M
net	PRG:CRB	thrown	M
neural inhibitor	PFAP85	hammers	N
nine-ring broadsword	PRG:UE	heavy blades, monk	M
nine-section whip	PRG:UE	flails, monk	M
nodachi	PRG:UE	heavy blades, polearms	M
null blade	PCS:TG	heavy blades	N
nunchaku	PRG:CRB	flails, monk	M
ogre hook	PRG:UE	polearms	M
orc double axe	PRG:CRB	axes, double weapons	M
orc hornbow	PPC:AA2	bows	1
orc skull ram	PPC:MTT	spears	1
pata	PRG:UE	axes, light blades	DA
phaleros	PCS:DS	thrown	1
pickaxe	PFAP14	hammers	N
pilum	PRG:UE	spears	M
pistol - dagger	PRG:UC	firearms	1
pistol - sword cane	PRG:UC	firearms	1
planson	PPC:MTT	hammers, spears	1
plasma blade	PFAP100	heavy blades	N
poisoned sand tube	PRG:UE	thrown	M





pounder tail attachment	PRG:ARG	tail attachments	1
punching dagger	PRG:CRB	close	M
quadrens	PRG:UE	light blades	M
quarterstaff	PRG:CRB	double weapons, monk	M
ranseur	PRG:CRB	polearms	M
rapier	PRG:CRB	light blades	M
razored tail attachment	PRG:ARG	tail attachments	1
repeating hand crossbow	PRG:UE	crossbows	M
repeating heavy crossbow	PRG:CRB	crossbows	M
repeating light crossbow	PRG:CRB	crossbows	M
rhoka sword	PRG:UE	heavy blades	M
rhomphaia	PRG:UE	heavy blades, polearms	N
rope dart	PRG:UE	monk, thrown	M
rope gauntlet	PPC:AA	close	1
sai	PRG:CRB	monk	M
sanpkhang	PPC:AA2	light blades, monk	1
sansetsukon	PRG:UE	flails, monk	M
sap	PRG:CRB	close	M
sarissa	PPC:GHH	spears	1
sawtooth sabre	PRG:UE	heavy blades	DC
scimitar	PRG:CRB	heavy blades	M
scizore	PRG:UE	close, light blades	DA
scorpion whip	PRG:UE	flails	M
scythe	PRG:CRB	heavy blades	M
sea-knife	PRG:ARG	light blades	M
seven-branched sword	PRG:UE	heavy blades, monk	M
shang gou	PRG:UE	monk	M
sharpened combat scabbard	PPC:AA	heavy blades	1
short sword	PRG:CRB	light blades	M
shortbow	PRG:CRB	bows	M
shortspear	PRG:CRB	spears, thrown	M
shotel	PRG:UE	heavy blades	M
shrillshaft javelin	PPC:Goblins	thrown	1
shuriken	PRG:CRB	monk, thrown	M
siangham	PRG:CRB	monk	M
sibat	PRG:UE	spears, thrown	M
sica	PRG:UE	light blades	M
sickle	PRG:CRB	light blades	M
sickle-sword	PPC:AA2	heavy blades	1
sling	PRG:CRB	thrown	M
sling glove	PPC:AA	thrown	1





snag net	PRG:UE	thrown	M
spear	PRG:CRB	spears, thrown	M
spear-sling	PPC:RTT	spears	1
spider-leg sickle	PFM:HoHS	light blades	N
spiked armor	PRG:CRB	close	M
spiked chain	PRG:CRB	flails	M
spiked gauntlet	PRG:CRB	close	M
spiked tail attachment	PRG:ARG	tail attachments	1
spinal sword*	PCC:PotS	heavy blades	1
spiral rapier	PPC:AA2	light blades	1
spring blade	PRG:UI	light blades	N
starfall spade	PFAP89	double weapons, monk, polearms	N
starknife	PRG:CRB	light blades, thrown	M
stingchuck	PPC:AA	thrown	1
stonebow	PPC:RTT	crossbows	1
stormshaft javelin	PPC:AA2	spears, thrown	1
stun baton	PCS:TG	hammers	N
sweeper tail attachment	PRG:ARG	tail attachments	1
switchblade knife	PPC:AA	light blades	1
switchscythe	PPC:AA2	heavy blades	M
sword cane	PRG:UE	light blades	M
swordbreaker dagger	PRG:UE	light blades	M
syringe spear	PPC:AA	spears, thrown	1
taiaha	PRG:UE	double weapons, hammers	DA
tailblade	PRG:ARG	natural, light blade, tail attachments	1C
tekko-kagi	PRG:UE	close	M
temple sword	PRG:UE	heavy blades, monk	DA
tepoztopilli	PRG:UE	polearms	N
terbutje	PRG:UE	heavy blades	M
tetsubo	PRG:UE	hammers	M
thorn bow	PPC:AA	bows	1
thorn bracer	PCh:CS	close	N
throwing arrow cord	PPC:RTT	thrown	1
throwing axe	PRG:CRB	axes, thrown	M
throwing shields	PRG:UE	thrown	M
tiger fork	PRG:UE	monk, polearms, spears	M
tonfa	PRG:UE	close, monk	M
tongi	PPC:MTT	axes	1
totem spear	PCS:ISWG	spears	1
tri-bladed katar	PPC:AA2	close	1
trident	PRG:CRB	spears, thrown	M





tri-point double-edged sword	PRG:UE	monk	M
tube arrow shooter	PRG:UE	crossbows	M
two-bladed sword	PRG:CRB	heavy blades, double weapons	M
unarmed strike	PRG:CRB	close, monk, natural	M
urumi	PRG:UE	flails, monk	DA
wahaika	PRG:UE	hammers, thrown	DA
wakizashi	PRG:UE	light blades	M
war razor	PCS:ISWG	light blades	1
warhammer	PRG:CRB	hammers	M
waveblade	PPC:AA2	close	1
weighted spear	PPC:MTT	double weapons, spears	1
whip	PRG:CRB	flails	M
wooden stake	PRG:UE	close	M
wrist launcher	PRG:UI	crossbows	N
wushu dart	PRG:UE	close, monk, thrown	M

\* Name change

N: New, no previous weapon group listing

1: A single weapon group listing

M: Multiple weapon group listings, all agree

D: Multiple weapon group listings, with differences

A: All groups from all listings

C: Changed weapon group(s)

## ADVANCED ARMOR TRAINING OPTIONS



**Advanced armor training**<sup>PPC:AMH</sup> options allow a fighter to replace the +1 max Dex bonus and -1 armor check penalty (ACP) from the armor training class feature. However, these options don't replace the ability to move at full speed in medium armor (3rd level) or heavy armor (7th level).

Scrutinizing the armor training class feature reveals several issues. Some fighters simply don't want to wear heavy armor or can already move at full speed in armor (such as a dwarven fighter). This can make part of the armor training feature redundant. Looking at the +1 max Dex/-1 ACP component, many fighters simply don't have the Dexterity to take advantage of the increased maximum Dex bonus, making this part a waste even if the -1 ACP might be somewhat handy.

What is the power level of the armor training class feature?

The power level of the +1 max Dex/-1 ACP component is roughly equal to a weak feat. There is already a trait that gives -1 ACP and traits are approximately half a feat. The +1 max Dex part is a weak version of the Dodge feat that gives a "+1 dodge bonus to AC" but only if the fighter has enough Dexterity and is wearing the correct armor. Finally, when considering relative power levels, remember that mithral armor effectively grants +2 max Dex and -2 ACP, making it the same as two iterations of this component.

The move at full speed in armor component is also the equivalent of a below average feat. It basically gives a +10 foot move speed for most characters, but this only offsets the speed reduction from armor and takes two iterations to utilize in heavy armor. Each iteration is only slightly better than taking the Fleet feat and comparable to casting the *longstrider* spell.

Looking at the power level of the advanced armor training options they fall over a wide spread, from weak (quick donning) through to options that are not only quite powerful when compared to a combat feat but also scale with level (armor specialization and armored juggernaut).





Our solution is to divide armor training into two selectable pieces. So, at 3rd level a fighter chooses two of the following armor training options, and so on. This also means that some of the more powerful options need to be split into two pieces to retain a relatively balanced power level.

Fighters can gain additional advanced armor training options via the Advanced Armor Training feat. This is reasonable given most options are at best worth roughly an average combat feat.

### ADVANCED ARMOR TRAINING (COMBAT)

You are specially trained to use your armor proficiencies in new ways.

**Prerequisites:** Armor training class feature, fighter level 3rd.

**Benefit:** Select one advanced armor training option.

**Special:** This feat can be taken more than once, but at most once per 3 fighter levels.

## DESCRIPTION

Unless indicated, a fighter cannot select an option more than once.

*Armor Expertise (Ex):* When wearing armor, the fighter can increase the maximum Dexterity bonus allowed by his armor and reduce the armor check penalty (to a minimum of 0) and. Each time the fighter takes this ability, he picks one of the following choices:

- Reduce his armor check penalty by 2 points.
- Increase his maximum Dexterity bonus allowed by 1 point and reduce his armor check penalty by 1 point.
- Increase his maximum Dexterity bonus allowed by 2 points.

The fighter's total increase to his maximum Dexterity bonus allowed cannot exceed his total reduction to armor check penalty. When determining the fighter's total reduction to armor check penalty, include reductions from feats, traits, or class features (including this option). A fighter can choose this option multiple times.

*Armor Specialization (Ex):* The fighter selects one specific type of armor with which he is proficient, such as chain shirt or full plate. While wearing the selected type of armor, the fighter adds +1 to the armor's armor bonus. At 9th level this bonus increases to +2. This increase to the armor bonus doesn't increase the benefit that the fighter gains from feats, class abilities, or other effects that are determined by his armor's base armor

bonus, including other armor training or advanced armor training options. A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor. The fighter must be 5th level before choosing this option.

*Armored Bastion (Ex):* When wearing heavy armor, the fighter gains DR 1/—. At 7th level, the fighter gains DR 1/— when wearing medium armor, and DR 2/— when wearing heavy armor. The DR from this ability stacks with that provided by armor and fighter class features, but not with other forms of damage reduction.

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



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**Armored Juggernaut (Ex):** The fighter gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 15th level, these bonuses increase by 1. If the fighter is 19th level and has the armor mastery class feature, these DR values increase by an additional 5. The DR from this ability stacks with that provided by armor and fighter class features, but not with other forms of damage reduction. The fighter must have the armored bastion option and be 11th level before choosing this option.

**Armored Master:** The fighter gains an armor mastery feat or a shield mastery feat as a bonus feat. He must meet all of the feat's prerequisites.

**Armored Sacrifice (Ex):** When damage would cause the fighter or an adjacent ally to be knocked unconscious or killed, the fighter can instead direct the damage to a suit of armor that he is wearing or a shield he is using as an immediate action. The original target takes no damage, but the armor or shield is treated as if it had only half its normal hardness. The fighter can use this option once per day, plus one additional time each day at 11th level and every 8 fighter levels thereafter, to a maximum of three times per day at 19th level.

**Armored Strike (Ex):** While wearing medium armor, heavy armor, or a pair of gauntlets, a fighter is considered to be armed even when unarmed—he doesn't provoke attacks of opportunity when attacking foes with unarmed strikes and he can choose to deal lethal or nonlethal damage with his unarmed strikes. While wearing medium armor or heavy armor, a fighter's unarmed strikes may be with elbows, knees, or feet. This means that he may make unarmed strikes with his hands full. Treat these attacks as weapon attacks made using the same special material (if any) as the armor or gauntlets. The fighter increases his unarmed strikes' damage die by one step when attacking with gauntlets or with unarmed strikes while wearing medium or heavy armor. This increase in damage die doesn't stack with class features from other classes that increase the amount of damage done with unarmed strikes, such as brawlers' or monks' unarmed strikes.

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

**Cushioning Armament (Ex):** While wearing armor or using a shield, if the fighter takes falling damage or takes bludgeoning damage from an area effect that doesn't allow a saving throw to reduce the damage (such as *ice storm* or *stone call*), he can direct half of the damage to his armor or shield. This damage ignores the half the armor or shield's hardness.

**Effortless Impetus (Ex):** A fighter adds his total reduction to armor check penalty as a bonus on his initiative checks, (minimum +2, and up to a maximum of: +3 at up to 10th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level). This total armor check penalty reduction includes reductions from feats, traits, or class features. This option functions even when the fighter is not wearing armor.

**Greater Armor Specialization (Ex):** The fighter increases the bonus of the armor type chosen with armor specialization by an additional +1 (total bonus of +3). At 17th level this increases by +1 again (total bonus of +4). A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor. The fighter must be 13th level and have the armor specialization option with the selected armor before choosing this option.

**Greater Armored Strike (Ex):** The damage die increase from the armored striker option improves to two steps of damage die increase. While wearing medium or heavy armor, the fighter adds his armor's enhancement bonus to attack and damage rolls made with unarmed strikes as if it were a weapon enhancement bonus. The fighter must have the armored striker option and be 7th level before choosing this option.

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

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

Additionally, when wearing hastily donned armor, the fighter can attempt a Strength or Dexterity check as a full-round action to remove the penalties associated with wearing hastily donned armor ( $DC = 10 +$  his armor's unmodified armor bonus). If he succeeds at the check, he is treated as having properly donned his armor rather than having hastily donned it. He can even remove sections of armor to escape grapples and





similar grasping hindrances. Whenever the fighter attempts a combat maneuver check, an Escape Artist check, or a Strength check to escape from an effect that reduces or restricts his ability to move or act, he can reduce the armor bonus of any armor that he is wearing by up to half his armor's base armor bonus. If he does so, he gains a bonus on his check equal to the amount by which he reduced his armor's armor bonus. Multiple uses of this ability cannot reduce the armor's armor bonus below half its base armor bonus, and the reduction to the armor's armor bonus lasts until the fighter recovers and dons the removed pieces of armor.

Lastly, whenever the fighter is wearing armor, hastily donned or not, he reduces the armor check penalty by 1 (to a minimum of 0).

**Shield Wielder (Ex):** The fighter can treat heavy shields as light weapons. He increases his shield's damage die by one step when using a shield to make a shield bash attack.

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

**Unhindered Movement - heavy (Ex):** The fighter can move at his normal speed while wearing heavy armor. He can run in heavy armor as if he were wearing medium armor. The fighter must have unhindered movement (medium) option before choosing this option.

**Unhindered Movement - medium (Ex):** The fighter can move at his normal speed while wearing medium armor. While wearing medium armor, he can use movement based abilities such as the Fleet feat, as if he were wearing light armor.

**Unmoving (Ex):** The fighter selects two combat maneuvers from the following list: bull rush, drag, grapple, overrun, reposition, and trip. Whether using his armor as leverage against a grappling foe or using its weight to help him stop a bull rush, a fighter can use his armor to protect him from the chosen maneuvers. While wearing armor, the fighter gains a bonus to his CMD against these combat maneuvers. The bonus is +1

if he's wearing light armor, +2 if he's wearing medium armor, and +3 if he's wearing heavy armor. This bonus increases by +1 at 7th level and every 4 fighter levels thereafter, to a maximum at 19th level of +5 for light armor, +6 for medium armor, and +7 for heavy armor. Mithral armor provides a bonus 1 lower than normal for armor of its type. A fighter can choose this option up to three times. Each additional time he chooses this option, he selects two combat maneuvers he hasn't previously selected.

**Warding Shield (Ex):** While wearing a heavy, light, or tower shield, if the fighter makes a successful Reflex saving throw against an attack which normally deals half damage on a successful save, as an immediate action he can make a second Reflex save against the same DC to direct the remaining damage to his shield. He gains a bonus on this second saving throw equal to the total shield bonus (including enhancement bonuses) of this shield. The shield is treated as if it had only half its normal hardness against this damage.





**TABLE 4: ARMOR TRAINING OPTIONS**

Name	Detail	Level Prereq.	Source	Notes
Armor Expertise	Increase max Dex bonus and reduce armor check penalty of worn armor.		LG: LF	
Armor Specialization	Gain +1 armor bonus when wearing one type of armor (+2 at 9th level).	5th level	AMH	modified, split in two
Armor Specialization, Greater	Armor bonus increases to +3 when wearing one type of armor (+4 at 17th level).	13th level	AMH	modified, split in two
Armored Bastion	DR 1/— in heavy armor (7th level: DR 2/— in heavy armor, DR 1/— in medium armor).		AMH	modified, split in two
Armored Juggernaut	DR 3/— heavy, DR 2/— medium, DR 1/— light (bonuses increase by +1 at 15th level).	11th level	AMH	modified, split in two
Armored Confidence	Bonuses to Intimidate when wearing armor (increases by +1 at 7th level and every 4 levels).		AMH	
Armored Master	Gain an armor mastery feat or a shield mastery feat.		AMH	
Armored Sacrifice	Sacrifice armor or shield weapon to prevent dying from damage (1 per day, 2 at 11th, 3 at 19th).		AMH	
Armored Strike	Armed while wearing medium or heavy armor. Increase unarmed strike damage by 1 step.		LG: LF	
Armored Strike, Greater	Unarmed damage increases by 2 steps. Armor's enhancement counts as weapon enhancement.		LG: LF	
Critical Deflection	+2 bonus to AC against critical confirmations (increases by 1 at 7th level and every 4 levels).		AMH	
Cushioning Armament	Armor or shield takes half damage from falling damage or area effect bludgeoning damage.		LG: LF	
Effortless Impetus	Add reduction to armor check penalty as a bonus on initiative checks.		LG: LF	
Quick Donning	Don or remove armor more quickly, reduce armor check penalty by 1.		AMH	modified, reduces ACP by 1
Shield Wielder	Heavy shields are light weapons, increase shield's damage by one step.		LG: LF	
Steel Headbutt	Make an armored headbutt as an extra attack.		AMH	
Unhindered Movement - medium	Move at normal speed in medium armor.		LG: LF	
Unhindered Movement - heavy	Move at normal speed in heavy armor.		LG: LF	
Unmoving	Gain bonuses to resist two combat maneuvers (increases by +1 at 7th level and every 4 levels).		AMH	modified, choose 2 maneuvers
Warding Shield	After a successful Reflex save direct some of the damage to a shield		LG: LF	





## IMPLEMENTATION

Giving the fighter 2 armor training options at 3rd level and 7th level, and then only 1 option at 11th level and 15th level (a total of 6 options) would mirror how CRB fighter functions. However, we recommend giving 2 options at each of those levels for a total of 8 options. This gives higher level fighters a small but much-needed boost. Also, instead of giving 2 options every 4 levels (2 at 3rd, 2 at 7th etc.), consider spreading out these options and giving an option every 2 levels instead. This evens out the progression and still gives the same number of options in total.

Several of the advanced armor training options from the AMH, including the versatile training option, are now prowess options (see below). As a GM if you are using prowess options, allow one of these or the other, but not both.

## ARMOR MASTERY AND SHIELD MASTERY FEATS

Armor mastery and shield mastery feats are types of feat that have a prerequisite of the armor training class feature. However, other classes can still take armor mastery feats by taking the Armor Focus feat and can take shield mastery feats by taking the Shield Focus<sup>CRB</sup> feat.

### ARMOR FOCUS (COMBAT)

Your familiarity with a specific type of armor increases the amount of protection you receive from it.

**Prerequisites:** Base attack bonus +1, proficiency with selected armor.

**Benefit:** Select one type of armor, such as chain shirt or splint mail. The AC bonus granted by the selected armor increases by 1.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor. The Armor Focus feat counts as the armor training class feature for the purpose of armor mastery feat prerequisites and determines what types of armor you can use with armor mastery feats.

In addition to the armor mastery and shield mastery feats listed in the *Armor Master's Handbook*, the following feats now also count as armor mastery or shield mastery feats for the purpose of a fighter selecting them with the armored master armor training option.

In addition to the armor mastery and shield mastery feats listed in the AMH, the following feats now also count as armor mastery or shield mastery feats for the purpose of a fighter selecting them with the armored master armor training option.





**TABLE 5: ARMOR AND SHIELD FEATS**

Name	Prerequisites	Benefit	Source	Type
Arcane Armor Training	Light Armor Proficiency, caster level 3rd	Reduce your arcane spell failure chance by 10% as a swift action.	PRG:CRB	Armor
Arcane Armor Mastery	Arcane Armor Training, Medium Armor Proficiency, caster level 7th	Reduce your arcane spell failure chance by 20% as a swift action.	PRG:CRB	Armor
Armor Adept	-	Two types of armor modification don't inhibit you.	PPC:AA2	Armor
Modification Trainer	Cha 13, Armor Adept, fighter level 4th	Train others to use modified armor.	PPC:AA2	Armor
Armor Focus	BAB +1, proficiency with selected armor	The AC bonus granted by the selected armor increases by 1.	PPC:AMH	Armor
Improved Armor Focus	Armor Focus, BAB +6, proficiency with selected armor	Decrease the ACP of selected armor by 1 (minimum 0).	PPC:AMH	Armor
Armor Trick	BAB +1	Choose a category of armor and use armor tricks related to that armor.	PPC:AMH	Armor
Armored Athlete	Medium Armor Proficiency, 3 ranks in any Dex- or Str-based skill	Reduce the ACP for one Dex- or Str-based skill by 3 (by 6 at 10 ranks).	PPC:MTT	Armor
Armored Rider	Mounted Combat, Ride 3 ranks	Ignore armor check penalty on Ride checks.	PRG:AG	Armor
Creative Armorsmith	Craft(armor)3 ranks, Knowledge (engineering) 3 ranks	Add a temporary modification to an armor.	PPC:AA2	Armor
Modification Master	Armor Adept, Creative Armorsmith,	Add a modification to an armor that already has one.	PPC:AA2	Armor
	Craft(armor)7 ranks, Knowledge (engineering) 7 ranks			
Extend The Bulwark	-	Grant adjacent ally with this feat an AC bonus equal to 1/2 your armor's.	PPC:MMP	Armor
Fortified Armor Training	Proficient with armor or shield	Break armor or shield to turn critical hit into a normal hit.	PRG:UC	Armor
Improved Shield Bash	Shield Proficiency	Keep your shield bonus when shield bashing.	PRG:CRB	Shield
Shield Slam	Improved Shield Bash, Two-Weapon Fighting, BAB +6	Free bull rush with a shield bash attack.	PRG:CRB	Shield
Shield Snag	Improved Shield Bash, Two-Weapon Fighting, BAB +6	Free disarm attempt with shield bash attack, steady yourself with shield.	PPC:MMP	Shield
Shield Master	Shield Slam, BAB +11	No two-weapon penalties when attacking with a shield.	PRG:CRB	Shield
Bashing Finish	Shield Master, Two-Weapon Fighting, BAB +11	Make a free shield bash after a critical hit.	PRG:APG	Shield





Saving Shield	Shield Proficiency	Grant shield bonus to an adjacent ally.	PRG:APG	Shield
Shield Focus	Shield Proficiency, BAB +1	Increase the AC bonus of any shield you are using by 1.	PRG:CRB	Shield
Covering Defense	Shield Focus, BAB +6	Provide cover to an ally with total defense.	PRG:APG	Shield
Covering Shield	Dex 13, Shield Focus, Shield Proficiency	Add shield's base AC bonus on Reflex saves vs. area of effect attacks.	PPC:DSH	Shield
Improved Shield Focus	Shield Focus, base attack bonus +6.	Reduce the ACP of any shield by 1.	PPC:AMH	Shield
Greater Shield Focus	Shield Focus, 8th-level fighter	Increase the AC bonus of any shield you are using by 1.	PRG:CRB	Shield
Missile Shield	Dex 13, Shield Focus	Deflect one ranged attack per round with shield.	PRG:APG	Shield
Ray Shield	Dex 15, Missile Shield, Spellbreaker	Deflect one ranged touch attack per round with shield.	PRG:APG	Shield
Shield Specialization	Shield Focus, fighter 4	+2 bonus to AC against criticals with one type of shield.	PRG:APG	Shield
Greater Shield Specialization	Greater Shield Focus, Shield Specialization, fighter 12	+2 bonus to AC against criticals, and negate critical hit once per day.	PRG:APG	Shield
Shield Wall	Shield Proficiency	Increase the AC bonus of an adjacent ally's shield.	PRG:APG	Shield
Shrug On	BAB +1, Medium Armor Proficiency	Shrug on armor, +3 bonus with medium or +5 bonus with heavy armor.	PRG:MTT	Armor

## PERSEVERANCE



Fighting isn't just about landing blows on the enemy; it's also about being able to take punishment and struggle through whatever obstacles get thrown in the way. One class feature of the CRB fighter which many see as underwhelming is the bravery class feature. That said, fighters certainly should be able to gain effective abilities which allow them to deal with the adversities of battle. Fighters have a reputation for being tough as nails, able to withstand immense physical punishment and endure extreme mental hardship in order to succeed, both on or off the battlefield, and be the last one standing. Perseverance options are defensive resilience abilities that are reasonably powerful and usually scale with level.

## DESCRIPTION

Unless indicated, a fighter cannot select an option more than once.

**Battle Clarity (Ex):** The fighter gains immunity to the dazed condition. At 10th level, if the fighter is staggered then addition to taking a single move action or standard action, he can also take a move action to move but can only move up to half his speed during this action. The fighter cannot combine this additional move action with a standard action to perform a full-round action. At 14th level, the fighter gains immunity to stunning.

**Bravery (Ex):** A fighter gains a +2 bonus on Will saves against fear and the DC of Intimidate checks to demoralize him increases by the same amount. This bonus increases by +1 for every four levels beyond 6th. If the fighter is affected by a fear effect, he reduces the severity of the effect. If a fighter is panicked, he treats this as if he were frightened. If the fighter gains the frightened condition, he may treat this as if he were





both shaken and staggered. If the fighter gains the shaken condition, he halves the penalties he receives from this condition.

**Dauntless (Ex):** The fighter applies his bonus from the bravery perseverance option to all Will saving throws. In addition, the DC of Intimidate checks to demoralize him increases by an amount equal to twice his bonus from the bravery perseverance option. The fighter must have the bravery perseverance option to select this option.

**Dogged Obstinacy (Ex):** The fighter gains a +1 morale bonus when repeating an attack roll, ability check, skill check, or saving throw he performed in the previous round. This bonus increases by +1 for every four levels beyond 6th. This bonus applies to the following rolls made in the current round, starting from the start of the fighter's turn, if the fighter attempted the same type of roll in the previous round, as listed below:

- Saving throws made against the same effect and saving throws of the same type (Fort, Reflex, or Will) against the same creature or situation. For example, a fighter who had to make a Reflex save against a sorcerer's *lightning bolt* in the previous round would gain the bonus when making a Reflex save against the same sorcerer's *burning hands* spell in this round.

- Attack rolls (except combat maneuver checks) made against the same creature with the same type of weapon (longsword etc.)
- Combat maneuver checks of the same type (trip, sunder, etc.) made against the same creature.
- Skill or ability checks of the same type (Acrobatics, Strength, etc.) that require at least a move action to perform. Opposed checks only gain the bonus if performed against the same creature.

This morale bonus also increases by an additional +1 for the first time it applies in the current round if the fighter failed the same attack roll, check, or saving throw in the previous round. The fighter can also apply his dogged obstinacy bonus to an activity that takes place over a longer period of time that requires checks or saves and involves the continually doing the same thing, even though the fighter may not be making rolls each round. These include Swim checks to swim for hours, Fortitude saves made against the effects of a forced march, and so on.

**Fearless Zeal (Ex):** The fighter becomes immune to fear. If the fighter is subject to a fear effect, he gains a morale bonus equal to his bravery bonus on attack rolls, weapon damage, and saving throws against the source of this fear effect or the creature which produced this fear effect for 1 minute. The fighter must have the bravery perseverance option to select this option.

**Focused Resolve (Ex):** The fighter can use focused resolve three times per day. At 10th level and every 4 levels thereafter, this number increases by one (to a maximum of 6 times per day at 18th level). As an immediate action, before attempting a saving throw, the fighter can expend one daily use of focused resolve to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw. At 10th level, as a standard action, the fighter can expend a daily use of this ability to focus his mind and will. Once during the next minute, he can choose to roll an attack roll, skill check, or saving throw three times and take the best result. He must decide to use this ability before the roll is made. The fighter cannot use both of these options on the same saving throw.

**Hard-Bitten (Ex):** The fighter gains a +1 bonus on saving throws and to his CMD to resist effects triggered by a critical hit, including critical feats. These bonuses increase by +1 for every four levels beyond 6th. Whenever the fighter is struck by a critical hit, he only takes half of the extra damage caused by the critical hit. For example, an arrow trap (1d8+1/x3) deals a critical hit to a fighter with this ability. The damage rolls are 4 from the arrow's regular damage and 5 + 7 from the additional dice rolled





for the critical hit. The fighter only takes half of the 12 points of damage from the critical hit (6 damage), taking a total of 10 points of damage from the arrow.

At 10th level, the fighter lessens any additional effects caused by a critical hit on him. Any extra damage caused by these abilities is minimized (treat all damage dice as if they had rolled their minimum number). Examples include the extra fire damage from a flaming burst weapon or the bleed damage from the Bleeding Critical feat. All durations of these additional effects are also minimized.

At 14th level, whenever a fighter successfully saves against an additional effect caused by a critical hit he instead avoids the effect entirely. If the fighter also has the stalwart resolve perseverance option and successfully saves against a critical hit's additional effect, he also gains a morale bonus equal to his hard-bitten bonus on attack rolls, weapon damage, and saving throws against the target which scored the critical hit on him for a number of rounds equal to the damage multiplier of the critical hit.

At 18th level, the fighter is struck by a critical hit, he can make a Fortitude save with DC equal to 10 + the BAB of the attacker who dealt the critical hit or the total attack bonus of the attack if the attack doesn't have a BAB (such as a trap). The fighter gains his hard-bitten bonus on this save and if he succeeds on the save then effects that only trigger on a critical hit do not trigger.

**Hard to Kill (Ex):** The fighter doesn't die from hit point damage until his total number of negative hit points is greater than or equal to the total of his Constitution score plus his fighter level. He also only falls unconscious from nonlethal damage when this damage exceeds his current hit points plus Constitution score plus fighter level. He gains a bonus equal to half his fighter level on Constitution checks to stabilize when dying or to start healing naturally when attempting to recover without help (see Stable Characters and Recovery in the Combat section of the *Pathfinder Roleplaying Game Core Rulebook*). The fighter can remain conscious when on negative hit points, but he still gains the helpless condition unless he uses an ability, such as the Diehard feat or the undying ability (see below), that allows him to act while on negative hit points. Whenever the fighter gains the helpless condition from being on negative hit points, he can choose to fall unconscious instead. The fighter still takes 1 damage each round while dying until he stabilizes.

Additionally, the fighter gains the following ability and he can use this undying ability a number of times per day equal to half his fighter level. When the fighter is reduced to fewer than 0 hit points but not slain, he can spend one use of his undying ability to avoid gaining the helpless condition. He is staggered, and can

take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) he takes 1 point of damage after completing the act. If the fighter takes damage from any source, including taking damage from taking a strenuous action or from failing to stabilize on his turn, then he gains the helpless condition unless he spends a use of his undying ability.

At the start of his turn, when the fighter is conscious but has the helpless condition from being on negative hit points, he can spend a use of his undying ability to remove this helpless condition and if the fighter is dying and takes damage from failing to stabilize this round then he doesn't gain the helpless condition from taking that damage.

At 10th level, the fighter no longer loses 1 hit point when he acts while at 0 or fewer hit points. The fighter can spend a use of his undying ability to remove the staggered condition gained from being at 0 or fewer hit points for 1 round.

At 14th level, if the fighter has at least two uses of his undying ability remaining, he can spend all of his daily uses of this ability to avoid death. Regardless of the source of the attack that would have killed him, he is left alive, at -1 hit points (or lower if he was already below -1), unconscious, and stable.

**Heroic Defiance (Ex):** The fighter gains **Heroic Defiance**<sup>APG</sup> as a bonus feat, he doesn't have to meet the prerequisites for this feat. In addition, he may use this feat one additional time per day for every four levels after 10th (to a maximum of 3 times per day at 18th level). The fighter must be 10th level to select this perseverance option.

**Heroic Recovery (Ex):** The fighter gains **Heroic Recovery**<sup>APG</sup> as a bonus feat, he doesn't have to meet the prerequisites for this feat. In addition, he may use this feat one additional time per day for every four levels after 6th (to a maximum of 4 times per day at 18th level).

**Indefatigable (Ex):** The fighter becomes immune to fatigue. At 10th level, he also becomes immune to exhaustion.

**Internal Hardiness (Ex):** The fighter gains immunity to the sickened condition. At 10th level, he also gains immunity to the nauseated condition.

**Persistent Tenacity (Ex):** If the fighter fails a Fortitude or Will save against an ongoing harmful affliction, including instantaneous and permanent ones, he can attempt it again at the start of his next turn. If he succeeds on this saving throw, it has the same effect as if he had made the original save. This only gives the fighter one extra chance to succeed on his saving throw. However, this ability has no effect on hit point damage, ability damage, or ability





drain. For example, a fighter who fails his initial Fortitude save against a poison and takes the poison's initial ability damage. On the fighter's next turn he then succeeds on his save using this ability and is no longer affected by that dose of poison, even if the poison would require multiple consecutive saves to resist. This doesn't remove the ability damage the fighter took from the poison from failing the initial save.

**Physical Resilience (Ex):** If the fighter takes ability damage, ability drain, or a temporary penalty to an ability score, this damage, drain, or penalty is reduced by 2 points. This reduction improves by 1 at 10th level and for every four levels beyond that (to a maximum reduction of 5 at 18th level).

**Robust Physique (Ex):** Whenever the fighter takes lethal damage, 1 point of this damage is converted to nonlethal damage. The amount of damage converted increases to 2 points of damage at 10th level, 3 points of damage at 14th level, and 4 points of damage at 18th level. This damage conversion has no effect on bleed damage or damage that is already nonlethal.

Each round, at the start of the fighter's turn, he reduces any bleed effects he is suffering by 1 point. At 14th level, this reduction improves to 2 points per round. This effect is cumulative; for example, at the start of his turn a 6th level fighter with this ability who currently is taking 4 points of bleed damage would reduce the bleed damage by 1, taking

3 points of bleed damage. At the start of his next turn, he would again reduce the bleed damage by 1, and so on. Whenever the fighter is below 0 hit points, he automatically stabilizes without needing to attempt a Constitution check.

When the fighter is poisoned or diseased, he doubles the time between saving throws. For example, a fighter poisoned by large scorpion venom which normally has a frequency of 1/round for 6 rounds, would instead make a saving throw every second round over 12 rounds.

**Stalwart Mettle (Ex):** A fighter can use physical and mental resiliency to avoid certain attacks. If she 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. At 10th level, when the fighter makes a Fortitude or Will saving throw to recover from an ongoing effect, he may roll twice and choose the better roll.

## IMPLEMENTATION

Adding these perseverance options at the similar class levels to the CRB bravery class feature (6th, 10th, 14th, 18th), spreads out these abilities nicely and gives fighter characters good reasons to stay in the fighter class at higher levels. It also mirrors how CRB fighters get 4 sets of weapon training and 4 sets of armor training and each gain a new iteration every 4 levels.

The dauntless perseverance option replaces the armed bravery advanced weapon training option in the WMH,

**TABLE 6: PERSEVERANCE OPTIONS**

Name	Benefit
Battle Clarity	Immune to dazing, reduce staggered effects at 10th level, immune to stunning at 14th level.
Bravery	+1 bonus per 4 levels against fear. Reduce fear effects.
Dauntless	Apply bravery bonus on all Will saves. Increase Intimidate check DC to demoralize the fighter.
Dogged Obstinacy	+1 bonus per 4 levels when attempting the same action as previous round.
Fearless Zeal	Immune to fear and gain bonuses against sources of fear.
Focused Resolve	Roll multiple times on a save and take the best result (3/day, +1 per 4 levels)
Hard to Kill	Survive when grievously injured and continue to act on negative hit points.
Hard-bitten	Reduce the damage from critical hits and effects triggered by critical hits.
Heroic Defiance	Gain the Heroic Defiance feat.
Heroic Recovery	Gain the Heroic recovery feat.
Indefatigable	Immune to fatigue, immune to exhaustion at 10th level.
Internal Hardiness	Immune to sickened condition, immune to being nauseated at 10th level.
Persistent Tenacity	Make an extra Fort and Will save in the following round.
Physical Resilience	Reduce ability damage, drain, or penalties by 2 (+1 per 4 levels).
Robust Physique	Convert some damage to nonlethal. Reduce bleed effects. Automatically stabilize.
Stalwart Mettle	Avoid reduced effects on successful Fort or Will save. Roll twice against ongoing effects at 10th level.





so only make one of these available. As a GM, if there are concerns about a fighter with the dauntless option gaining a Will save that is 'too good' (a total of +13 at 20th level), and that it can be further increased by feats (such as Courage in a Bottle) or magic items (such as the *sash of the war champion*). Consider making the bonus from determination overlap/not stack with the bonus from dauntless, or reduce the bravery bonus to +1 at 6th level. Also weigh up how these Will save bonuses interact with the sensate archetype's centered senses ability. We feel that even though dauntless is a strong option, bravery and dauntless are each, on average, roughly the same as taking the Iron Will feat.

## PROWESS



Prowess options represent a fighter's essential skillfulness in the ways of the warrior. You could call many of these 'meta-feat' options. As described in the feats section, a fighter really should be a master of feats and these prowess options allow a fighter to gain more from combat feats or do more with the combat feats he possesses. Some even allow a fighter to recall a half-remembered fighting technique to aid in a difficult battle. Other prowess options can grant the fighter extra skills or allow him to use his skills or other class features in new ways. There is a fine line between an ability that improves weapon use (an advanced weapon training option) and an ability that improves combat feats (a prowess option) especially if the combat feat is weapon oriented. In these cases (which are marked with an asterisk \* below), these prowess options can also be taken as advanced weapon training options, allowing the fighter to be flexible in timing when he takes these class features.

In terms of power level, prowess options are the equivalent of a decent feat, but are most useful if a fighter has feats or abilities of a certain type, such as the fighter's tactics prowess option only being beneficial if the fighter has teamwork feats to take advantage of it. On average, a prowess option isn't quite as good as an advanced weapon training option, but is better than an advanced armor training option.

### DESCRIPTION

Unless indicated, a fighter cannot select an option more than once.

*Abundant Tactics (Ex):* The fighter adds his weapon training bonus to the number of times per day he can

use any combat feat he possesses that allows a limited number of daily uses, such as the Stunning Fist feat.

*Adaptable Training (Ex):* The fighter can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Bluff, Climb, Diplomacy, Disable Device, Disguise, Escape Artist, Fly, Handle Animal, Intimidate, Knowledge (engineering), Perception, Profession (driver, engineer, soldier, or stable master), Ride, Sense Motive, Sleight of Hand, Stealth, Survival, or Swim. When using adaptable training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Once a skill has been selected, it cannot be changed and the fighter can immediately retrain all of his ranks in the selected skill at no additional cost in money or time.





**TABLE 7: PROWESS OPTIONS**

Name	Benefit
Abundant Tactics	Add weapon training bonus to uses of feats with a daily use limit.
Adaptable Training	Gain a class skill with skill ranks equal to BAB.
Armament Item Mastery	Gain an item mastery feat.
Combat Competence*	Gain proficiency with an entire weapon group.
Combat Spontaneity	Gain a combat feat temporarily for a minute as a move action.
Critical Master	Gain the Critical Mastery feat.
Effortless Dual-Wielding*	One-handed weapons as light weapons for dual wielding.
Fighter's Finesse*	Use Weapon Finesse with a weapon group, even non-light weapons.
Fighter's Tactics	The fighter treats allies as having his teamwork feats.
Friendly Persuasion	Use Intimidate bonus on Diplomacy checks.
Impulsive Spontaneity	Gain two combat feats temporarily as a swift action.
Inspiring Confidence	Allow allies to make an extra saving throw against fear.
Latent Recall	Gain a latent feat and gain benefits of a latent feat as a move action.
Master Armorer	Use BAB for ranks in Craft (armor). Create magic armor and shields.
Master Bowyer	Use BAB for ranks in Craft (bows). Create magic bows and arrows.
Master Weaponsmith	Use BAB for ranks in Craft (weapons). Create magic weapons.
Spontaneous Mastery	Add weapon training bonus to daily uses of combat spontaneity.
Style Mastery	Gain the benefits of more than one style feat simultaneously.
Style Training	Enter a style stance as a free action, always have one style active.
Tactical Training	Give teamwork feats to allies.
Weapon Specialist*	Specific weapon feats apply to an entire weapon group.
* These options can also be selected as advanced weapon training options.	

In addition, the fighter adds the skill chosen with this option to his list of class skills. A fighter can choose this option multiple times.

**Armament Item Mastery:** The fighter chooses one of the following types of magic item: armor, shields, or weapons. He gains an item mastery feat as a bonus feat, which functions with any magic item of the chosen type when he wields or wears it, even if the magic item does not meet the feat's normal requirements. He must meet all of the feat's prerequisites. A fighter can choose this option multiple times.

**Combat Competence (Ex):** The fighter chooses a weapon group he possesses and becomes proficient with all the weapons in this weapon group. A fighter must have the weapon group advanced weapon training option before taking this option and can choose this option multiple times. A fighter can select this option as an advanced weapon training option if he wishes.

**Combat Spontaneity (Ex):** Once per day as a move action, the fighter gains the benefit of a combat feat that he

does not possess for 1 minute. He must meet the feat's requirements. Any latent feat the fighter has, but doesn't currently gain the benefits of, can also be chosen with this ability. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of the combat feat gained while using this ability count toward that feat's daily limit.

**Critical Master (Ex):** The fighter gains the Critical Mastery feat. He doesn't have to meet the prerequisites of this feat. At 18th level when the fighter scores a critical hit, he can apply the effects of three critical feats in addition to the damage dealt. The fighter must be at least 8th level to select this option.

**Effortless Dual-Wielding (Ex):** The fighter treats all one-handed weapons he is proficient with as though they were light weapons when determining his penalties on attack rolls for fighting with two weapons. A fighter can select this option as an advanced weapon training option if he wishes.





**Fighter's Finesse (Ex):** The fighter selects a weapon group he possesses and gains the benefits of the Weapon Finesse feat with all melee weapons which belong to that weapon group (even if they cannot normally be used with Weapon Finesse). The fighter must have the Weapon Finesse feat and the weapon group advanced weapon training option before choosing this option. A fighter can choose this option multiple times and can select it as an advanced weapon training option if he wishes.

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

**Friendly Persuasion (Ex):** The fighter can use his Intimidate skill bonus in place of his Diplomacy bonus. When substituting in this way, the fighter uses his total Intimidate skill bonus, including class skill bonus and bonuses from feats and other abilities, in place of his Diplomacy skill bonus, whether or not he has ranks in Diplomacy or if it is a class skill. Whenever the fighter makes a Diplomacy check against creatures with a hostile attitude toward him, this also counts as an Intimidate check to demoralize those creatures.

**Impulsive Spontaneity (Ex):** When the fighter uses his combat spontaneity prowess option he can gain the benefits of two applicable feats. She may use one of these feats to meet a prerequisite of the second feat. This still only counts as one daily use of combat spontaneity. Additionally, the fighter can use his combat spontaneity prowess option as a move action or a swift action. The fighter must have the combat spontaneity prowess option before taking this option.

**Inspiring Confidence (Ex):** As a swift action or move action, the fighter can allow one ally within 30 feet that can see or hear him to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends. A fighter can only grant an ally one new saving throw against a specific feat effect with this prowess option. If the fighter uses the fearless zeal perseverance option, their ally gains a bonus on this saving throw equal to the fighter's bonus from the bravery perseverance option. The fighter cannot use this prowess option if he is suffering from a feat effect himself. The fighter must have the bravery perseverance option to choose this prowess option.

**Latent Recall (Ex):** The maximum number of latent feats the fighter can possess increases by 1. As a move action the fighter gains the benefits of one of his latent

feats. The fighter retains the benefits of this feat until he uses this ability again to gain the benefits of another latent feat. If a feat has a daily use limitation (such as Stunning Fist), any uses of the feat while using this ability count toward that feat's daily limit.

**Master Armorer (Ex):** The fighter can use his base attack bonus in place of his ranks in the Craft (armor) skill. The fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Additionally, the fighter is treated as having the Craft Magic Arms and Armor and Master Craftsman feats (choosing Craft [armor]). The fighter does not need to meet these feats' prerequisites for the purpose of making magic armor or magic shields. If the fighter has 5 or more ranks in a Craft skill, he doesn't have to meet these feats' prerequisites for the purpose of making magic armor, shields, or weapons provided those armors, shields, or weapons can be manufactured using that Craft skill.







**Master Bowyer (Ex):** This option functions as the master armorer option except that it applies to Craft (bows) rather than Craft (armor) and the fighter doesn't have to meet the prerequisites of the Craft Magic Arms and Armor and Master Craftsman feats for the purpose of making magic weapons that can be manufactured with Craft (bows).

**Master Weaponsmith (Ex):** This option functions as the master bowyer option except that it applies to Craft (weapons) rather than Craft (bows).

**Spontaneous Mastery (Ex):** The fighter adds his weapon training bonus to the number of times per day he can use the combat spontaneity prowess option. The fighter must have the combat spontaneity prowess option before taking this option.

**Style Mastery (Ex):** A fighter can enter or switch the stance employed by a fighting style as a free action. If the fighter has an ability that allows him to have more than one style stance active simultaneously, he can enter or switch all of his allowed stances as a free action. At the start of a combat the fighter picks one of the style feats he knows. He starts the combat in that style, even in a surprise round or if he is otherwise unaware of his attackers. The fighter must have at least one style feat to select this option.

**Style Training (Ex):** The fighter can blend style feats that he knows into a more flexible style. The fighter can have an additional style feat stance active simultaneously. He can enter all of his allowed stances as a move action or one stance as a swift action. A fighter can select this prowess option up to three times, each time increasing the number of additional stances he can have simultaneously active by one. The fighter must have at least two style feats to select this option.

**Tactical Training (Ex):** As a move action, the fighter can select a teamwork feat he knows and grant that feat to all allies within 30 feet who can see and hear him for 3 rounds plus 1 round for every two fighter levels. Allies do not need to meet the prerequisites of this feat. The fighter can use this prowess option twice per day and at 10th level and every 5 levels thereafter (15th and 20th) the fighter gains an additional use per day of this ability.

At 9th level, using this ability becomes a swift action and at 17th level the fighter can grant any two teamwork feats he knows when using this ability. If the fighter gains the tactician ability from levels in another class, these levels stack for the purpose of determining his effective fighter level with this prowess option. If the fighter gains the tactician ability from a fighter archetype, his fighter level increases by half (+50%) when

determining his effective level with this prowess option. For example, a 7th fighter with the tactical training prowess option and a fighter archetype that grants the tactician ability counts as 10th level for the purpose of this prowess option.

If the fighter gains the greater tactician ability from a class or archetype, he also gains an additional use per day of this prowess option. If the fighter gains the master tactician ability from a class or archetype, he also gains an additional use per day of this prowess option and he can grant any three teamwork feats he knows when using this prowess option.

**Weapon Specialist (Ex):** The fighter selects a weapon group he possesses. If the fighter has combat feats that apply to a specific type of weapon (such as Weapon Focus and Weapon Specialization), and that type of weapon is in the selected weapon group then the fighter is treated as having the selected feats for all the weapons in that weapon group that are legal choices for those feats. The fighter is also considered to have those feats with these weapons for the purpose of meeting prerequisites. A fighter must have the weapon group advanced weapon training option before taking this option. A fighter can choose this option multiple times and can select it as an advanced weapon training option if he wishes.

## IMPLEMENTATION

Distributing these prowess options across fighter class levels not taken up by weapon, armor, or perseverance options means placing them at 4th, 8th, 12th, and 16th level. This gives the fighter 'fighter specific' class features at nearly all class levels and grants the fighter useful abilities at higher levels.

A number of these prowess options replace the equivalent published **advanced weapon training**<sup>PPC:WMH</sup> options. GMs should allow one or the other of these but not both. The combat spontaneity prowess option is essentially the same as the **Barroom Brawler**<sup>ACG</sup> feat. As a GM if you allow both, then the abundant tactics option should not increase the number of times per day that Barroom Brawler can be used.

Removing adaptable training as an advanced weapon training option prevents the corner case of PCs using the Barroom Brawler feat to gain the Advanced Weapon Training feat to spontaneously obtain the adaptable training option and then permanently retrain skill ranks on the fly, and learn an entirely new skill in seconds. The same goes for versatile training as an advanced armor training option. It's a weird roundabout combination, and it's far simpler to increase the number of skill ranks a fighter receives each level.





## SAVING THROWS

As a class without magical spells or powers to improve their saving throws, fighters need a bit of a boost. Looking at similar full BAB classes (or hybrid classes that are derived from fighters), most have two good saves (ranger, brawler, gunslinger, unchained monk, paladin, slayer, and avenger vigilante) and these most often have good Fortitude and Reflex saves. A fighter could simply gain a good Reflex save. However, many fighters from myth and legend are also described as having an indomitable spirit, and that an accomplished professional fighter is likely to have the same drive and mental focus as a highly skilled athlete, so giving some bonus to Will saves isn't out of the question. A combination of saving throw bonuses that gives the class the equivalent of two good saves is workable. At 20th level the difference between a good save (+12) and a bad save (+6) is 6 points. Adding a total of +4 to Reflex saves and +2 to Will save gives the fighter the following base saving throws at 20th level: +12 Fort, +10 Reflex, +8 Will.

**Sharp Reflexes (Ex):** Training and battle hones a fighter's reactions, he gains a +1 bonus on Reflex saves. At 5th level and every 6 levels thereafter this bonus increases by 1 (to a maximum of +4 at 17th level).

The CRB bravery class feature is a low powered and very specific ability that adds a minor bonus to a small set of saving throws (against fear). At best, this entire class feature is only worth a feat. A +2 bonus to saves vs. fear is worth a trait and a trait is half a feat, but a +1 bonus to all Will saves is also worth a trait. Replacing bravery with a bonus to all Will saves is relatively straightforward. The main issue with removing CRB bravery from the fighter's main class features is the number of archetypes that trade out bravery (see the Archetypes for more details).

**Determination (Ex):** At 2nd level, a fighter gains a +1 bonus on Will saves. This bonus increases to +2 at 10th level.

### IMPLEMENTATION

Remove the armed bravery advanced weapon training option if using the sharp reflexes class feature. See the implementation section of perseverance options for details on how determination interacts with certain perseverance options.



## SKILLS

Put simply, a CRB fighter doesn't have enough skill ranks per level. This probably stems from 3.0 Edition looking at each class and assigning just enough ranks per level for each class to do its job. The rationale that fighters don't get many skill ranks because they spend all their spare time sparring and training to fight just doesn't add up when comparing to other martial classes, such





as barbarians, brawlers, cavaliers, gunslingers, monks, and swashbucklers who have 4 ranks per level. Starting with 4 ranks per level for fighters is an easy choice, with the possibility of selectable class features at later levels to gain more ranks per level for specialized skillful fighters who want to be on par with skillful martial classes such as rangers or slayers. This also greatly reduces the need for fix options such as the adaptable training advanced weapon training option; remove this option if implementing this change.

## CLASS SKILLS

Fighters are a very diverse group with an extremely varied skill set. To accommodate this, granting fighters a core set of skills as well as the ability to choose a small number of skills from a secondary list is a reasonable solution. Examining the amount of class skills for martial classes shows that other CRB martial classes (barbarian, fighter, paladin) have 10 class skills but newer classes with full BAB and 4 skill ranks per level such as brawlers, gunslingers, and swashbucklers have 13, 15, and 16 class skills respectively, so aiming for a fighter to have around 12 class skills is a good minimum. Looking at the fighter class back through previous editions of the game is helpful in determining what specific skills should be a fighter's core skills. Considering the Pathfinder RPG CRB fighter's class skills, Knowledge (dungeoneering) and Knowledge (engineering) are specialized skills that the 3.5 edition fighter didn't have so moving them to the secondary/optional skills list works, leaving the following 8 skills as core skills: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Examining other martial classes' class skills helps narrow down the list of skills that need to be added to the fighter's secondary skill list as optional choices. Here is some reasoning behind adding the following skills:

Acrobatics – for agile fighters who duck and weave round the battlefield.

Bluff – those fighters who specialize in feinting.

Escape Artist – for nimble fighters to wriggle out of a grapple.

Heal – a nonmagical way for a fighter to deal with battle wounds.

Knowledge (dungeoneering) – for underground fighters such as dwarves.

Knowledge (engineering) – understanding of siege weapon and other engines of war.

Knowledge (geography) – soldiers who need to march overland or plan a military campaign.

Knowledge (local) – for town guards and other urban fighters.

Knowledge (nature) – outdoor fighters who prowl the wilderness.

Knowledge (nobility) – fighters who are aristocrats or their bodyguards.

Perception – for watchmen, sentries, and archers.

Sense Motive – warriors who are keen judges of character and good at resisting feints.

**Bonus Skills:** A fighter chooses any 4 skills from the following list to become class skills: Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Perception (Wis), and Sense Motive (Wis).

## IMPLEMENTATION

For fighter archetypes that modify or change a fighter's class skills, especially those that trade out Knowledge (dungeoneering) or Knowledge (engineering), assume that the fighter chooses these with the bonus skills class feature and then make the archetype replacements as normal.

## COMBAT FEATS



Fighters are experts at the techniques of war – combat feats. Fighters already gain a few more feats than other martial classes, but this shouldn't stop there. Fighter should be a master of combat feats, able to learn them more easily than classes who don't devote themselves as fully to martial pursuits. Several other martial classes, such as the monk and the ranger, can ignore the prerequisites for a selection of combat feats. Fighters should be able to learn any combat feat they want more easily than an NPC warrior. A fighter shouldn't have to make a significant investment in higher tertiary ability scores such as Intelligence, Dexterity, or Charisma to take the combat feats he wants.

**Feat Expertise (Ex):** At 2nd level, a fighter treats his ability scores as being higher for the purpose of meeting the prerequisites of combat feats. The amount he adds to each of his ability scores for this purpose is equal to half his class level.

Other classes can ignore the BAB prerequisites for some of their feats. For example, a swashbuckler gains the Improved Critical feat with a light or one-handed piercing melee weapons at 5th level (rather than 8th





level as normal). Giving the fighter the ability to treat his BAB as higher for combat feat prerequisites narrows this gap. Increasing the fighter's effective BAB by 1 for every 3 fighter levels is an effective ratio. It lets a straight fighter take the Improved Critical feat at 6th level. This may seem to produce a few anomalous results, such as a fighter being able to take the Improved Two-Weapon Fighting feat at 5th level rather than 6th, a level before he receives a second attack from having a high enough BAB. This is fine, the fighter is such a combat specialist that he can make an additional off-hand attack even if he can't make an additional main attack yet.

**Feat Aptitude (Ex):** At 3rd level, a fighter treats his base attack bonus as being higher for the purpose of meeting the prerequisites of combat feats. The amount he adds to his base attack bonus for this purpose is equal to one third his class level (to a maximum of +5 at 15th level).

Even though fighters get more feats than other classes, one issue they still face when compared with classes that can ignore prerequisites entirely is that fighters still have to pay 'feat tax' of prerequisite feats. For example, Combat Expertise is a fairly poor feat which is a prerequisite for Improved Trip or Improved Disarm. Giving the fighter a 'tax rebate' on these 'feat taxes' helps fighters utilize the feats they want without wasting feat slots on those they don't.

Rather than just giving the fighter yet more feats and then having to worry about balancing this, letting fighters gain 'virtual' feats to help meet prerequisites is an easier solution. In effect, the fighter remembers enough of a feat to have it count for prerequisites but doesn't recall every detail of it to gain its benefits. These 'virtual' feats are called latent feats. Using feat retraining to allow a fighter to convert a combat feat into a latent feat means that the fighter must learn the feat before turning it into a latent feat. The fighter studies and learns a simple combat move before putting it to one side in his quest to master more sophisticated techniques.

This can lead to some interesting situations. For example, a fighter with Snatch Arrows as a 'normal' feat and Deflect Arrows as a latent feat can't actually use the Snatch Arrows feat because Snatch Arrows says, "When using the Deflect Arrows feat..." and the fighter can't use Deflect Arrows because it is only a latent feat. Many other examples work quite well. A fighter with Improved Vital Strike can have Vital Strike as a latent feat because the text of Improved Vital Strike doesn't reference Vital Strike. A few of these interactions between the multitude of Pathfinder combat feats may require a small amount of GM interpretation, but almost all are fairly straightforward.



**Latent Feats (Ex):** At 4th level, when a fighter retraining a combat feat, he can choose to have that feat become a latent feat. The fighter still counts as having a latent feat for the purpose of prerequisites but cannot make use of that feat's benefits. If a fighter later relearns a feat that is a latent feat, he regains the feat's benefits and the feat no longer counts as a latent feat. When retraining, a fighter can replace a latent feat with another feat that he wishes to turn into a latent feat, losing the first latent feat altogether, provided he still meets the feat retraining prerequisites after doing so. A fighter can retrain a latent feat into another latent feat, subject to the normal retraining rules. A fighter can have a maximum of one latent feat at 4th level plus an additional latent feat for every 4 levels beyond that (to a total of 5 latent feats maximum at 20th level.)





## FIGHTER-SPECIFIC FEATS



Numerous feats have a prerequisite of minimum fighter class levels, such as Weapon Specialization. While these might seem like fighter-only feats, there are plenty of other classes that can access these via abilities that allow them to treat other class's levels as fighter levels. Here is a list of feats that require fighter levels as a prerequisite.

These feats are for the most part around average power level. One improvement we recommend is to lower the prerequisite to 8th level fighter for Penetrating Strike and 12th level fighter for Greater Penetrating Strike. Comparing these feats with the Clustered Shots<sup>UC</sup> feat, which can be taken as early as 6th level and doesn't require fighter levels, shows how closely matched they are. Clustered Shots works just as well as Penetrating Strike against DR 10 or higher if the character hits twice, and gets better with 3 or more hits. Clustered Shots also works against DR /-, whereas Penetrating Strike doesn't, although Penetrating Strike works on both melee and ranged attacks.

**TABLE 8: COMBAT FEATS**

Feat Name	Category/Type	Prerequisites	Benefit	Source	Notes
Advanced Armor Training	Combat	Armor training class feature, fighter 3rd	Gain an advanced armor training option.	PPC:AMH	
Advanced Weapon Training	Combat	Weapon training class feature, fighter 5th	Select one advanced weapon training option.	PPC:WMH	
Critical Mastery	Combat, Critical	Any two critical feats, fighter 14th	Apply two effects to your critical hits.	PRG:CRB	See the critical master prowess option.
Critical Versatility	Combat, Human	Fighter 11th, human	Train for 1 hour to gain a critical feat, must meet prerequisites.	PRG:ARG	
Disrupting Shot	Combat	Dex 13, Point-Blank Shot, fighter 6th	Ranged attacks increase enemy's DC to cast spells by 4.	PRG:APG	
Disruptive	Combat	Fighter 6th	Increases the DC to cast spells adjacent to you by 4.	PRG:CRB	
Martial Mastery	Combat, Human	Martial Versatility, fighter 16th, human	All weapon specific combat feat applied to a weapon group.	PRG:ARG	See the weapon specialist prowess option.
Martial Versatility	Combat, Human	Fighter 4th, human	One weapon specific combat feat applies to a weapon group.	PRG:ARG	See the weapon specialist prowess option.
Modification Trainer	Combat	Cha 13, Armor Adept or Weapon Adept, fighter level 4th	You can drill others in the use of modified weapons or armor.	PPC:AA2	
Penetrating Strike	Combat	Weapon Focus, fighter 12th*	Your attacks ignore 5 points of damage reduction.	PRG:CRB	See below.
Penetrating Strike, Greater	Combat	Penetrating Strike, fighter 16th*	Your attacks ignore 10 points of damage reduction.	PRG:CRB	See below.
Pin Down	Combat	Combat Reflexes, fighter 11th	Opponents withdraw or 5-foot step provoke AOO from you.	PRG:UC	





Quick Study	Combat	Int 13, bravery +3*, fighter 10th	Study with an ally to learn a combat feat.	PRG:UI	Replace bravery +3 with feat retraining as a prereq.
Shatterspell	Combat, Dwarf	Disruptive, Spellbreaker, dwarf, fighter 10th	Attempt to sunder an ongoing spell effect.	PRG:ARG	See the spell smash advanced weapon training option.
Shield Focus, Greater	Combat	Shield Focus, fighter 8th	Gain a +1 bonus to your AC when using a shield.	PRG:CRB	
Shield Specialization	Combat	Shield Focus, fighter 4th	+2 bonus to AC against criticals with one type of shield.	PRG:APG	
Shield Specialization, Greater	Combat	Shield Focus, Greater, Shield Specialization, fighter 12th	+2 bonus to AC against criticals, and negate a critical hit 1/day.	PRG:APG	
Spellbreaker	Combat	Disruptive, fighter 10th	Enemies provoke attacks if their spells fail.	PRG:CRB	
Sunder Blessing	Combat	Disruptive, fighter 8th	Attempt to sunder an ongoing divine spell effect.	PPC:AoE	See the spell smash advanced weapon training option.
Unbreakable	Combat	Con 13, Endurance, Toughness, fighter level 4th	Gain 1 additional favored class hit point per fighter level.	PRG:AG	
Weapon Focus, Greater	Combat	Weapon Focus, fighter 8th	+1 bonus on attack rolls with one weapon.	PRG:CRB	
Weapon Specialization	Combat	Weapon Focus, fighter 4th	+2 bonus on damage rolls with one weapon.	PRG:CRB	
Weapon Specialization, Greater	Combat	Weapon Specialization, fighter 12th	+2 bonus on damage rolls with one weapon.	PRG:CRB	

Extra damage	Number of hits					
Clustered Shots	1	2	3	4	5	6
DR 5	0	5	10	15	20	25
DR 10	0	10	20	30	40	50
DR 15	0	15	30	45	60	75
Extra damage	Number of hits					
Penetrating Strike	1	2	3	4	5	6
DR 5	5	10	15	20	25	30
DR 10	5	10	15	20	25	30
DR 15	5	10	15	20	25	30
Extra damage	Number of hits					
Greater Penetrating Strike	1	2	3	4	5	6
DR 5	5	10	15	20	25	30
DR 10	10	20	30	40	50	60
DR 15	10	20	30	40	50	60





## FIGHTER-SPECIFIC MAGIC ITEMS



There are several magic items that have interactions with the fighter's class features.

*Band of the stalwart warrior*<sup>UE</sup>: Four levels higher for the bravery class feature.

*Gloves of dueling*<sup>UE</sup>: Weapon training bonus increases by +2.

*Manual of war*<sup>UE</sup>: temporarily retrain a fighter bonus feat.

*Sash of the war champion*<sup>UE</sup>: Four levels higher for the bravery and armor training class features.

Increasing the fighter's effective level for the armor training or bravery class features means that the fighter needs the bravery perseverance option or the appropriate advanced armor training options. If a fighter with the armor expertise option wears the *sash of the war champion*, this increases his maximum Dex bonus by 1 and reduces his ACP by 1. If he has the unhindered movement (medium) option, then the sash grants him the unhindered movement (heavy) option. The *manual of war* only applies to fighter bonus feats, but if a fighter has the feat retraining class feature then allow it to work with any of the fighter's combat feats.

*Gloves of dueling* are a little more problematic. In the early stages of the Pathfinder game, before advanced weapon training options, the gloves only gave a +2 to attack rolls and damage (plus some other minor abilities to keep hold of weapons), and were well balanced cost wise. However, now with the fighter's weapon training bonus potentially applying to a large amount of options, they do far more and might be considered a mandatory item for every single fighter. Some GMs might consider making the +2 increase only apply to attack and damage rolls and not to anything else, or perhaps only half the bonus, a +1 increase to anything apart from attack rolls and damage.

Lastly think about adding the following version of these gloves to your game:

### GLOVES OF DUELING, MINOR

**Aura** faint transmutation; **CL** 5th

**Slot** hands; **Price** 6,500 gp; **Weight** —

#### Description

These sinuous gloves grant the wearer a +2 bonus to his CMD against disarm attacks, attempts to sunder his wielded weapons, and effects that cause him to lose her grip on her weapons (such as *grease*). If the wearer has the weapon training class feature and is using an appropriate weapon, his weapon training bonus increases by +1.

#### Construction

**Requirements** Craft Wondrous Item, *magic weapon*; **Cost** 3,250 gp

## FIGHTERS AND THEIR WEAPONS



The weapon training class feature of fighters in the *Pathfinder Roleplaying Game Core Rulebook* is a helpful bonus, but it limits fighters to specific groups of weapons in which they are most skilled. Even with additional groups at higher levels, it's still optimal for fighters to use the weapon group with which they have the highest bonus. This limitation is usually only noticed when a fighter is forced to use a different type of weapon. For example, a melee fighter who has 'melee' fighter weapon training group(s) and normally uses those but is forced to use a bow against a flying enemy. Allowing fighters to use their highest weapon training bonus with all weapons might seem like an upgrade, but it really only has an affect when they are forced to use a non-favored weapon. In the above example, the melee fighter won't have the archery feats to be a great ranged combatant but with the weapon training bonus it means he can at least do moderate damage. After all, fighters are well trained with weapons and proficient with all martial weapons, being skillful enough that they gain a weapon training bonus with all these weapons isn't impracticable.

**Optional Rule:** A fighter gains his weapon training bonus with all weapons he is proficient with. He still gains advanced weapon training options at the levels when he would normally gain additional weapon groups.

Even with unfamiliar weapons, a fighter can still use his diverse martial expertise to compensate for his lack of training with a specific weapon. Back in 1st edition, fighters had less of a penalty for wielding weapons they weren't proficient with. This is an ability that will only apply in fairly rare circumstances but does mean that as a master of weapons, a fighter can pick up an unknown weapon and still be somewhat capable with it.

**Weapon Adaption (Ex):** At 7th level, when a fighter wields a weapon he isn't proficient with, he reduces the non-proficiency penalty by 2 (to a minimum of 0). At 15th level, he instead reduces the penalty by 4. Even if this reduces the penalty to 0, the fighter doesn't count as being proficient with these weapons.

At its simplest, a fighter's strategy in combat generally revolves around hitting things with weapons. One of the things that can really hurt a fighter is losing his weapon. A 20th level CRB fighter can't be disarmed of his chosen weapon, but a swashbuckler only has to wait till 11th





level to gain pretty much the same ability. A fighter is a master of weapons and really should be one of the classes that's hardest to disarm of his weapon. Fighters already gain a bonus against combat maneuvers that target their weapons as part of the weapon training class feature, but there are plenty of other ways to 'remove' someone's weapon which a fighter needs to defend against. Here is a suite of abilities to assist the fighter.

While some of these abilities might seem quite good, consider that a number of them can be simulated by wearing a simple locked gauntlet. What about a fighter who chooses to fight unarmed and so won't need these abilities? See the living weapon archetype in the Archetypes section below.

**Weapon Guard (Ex):** At 5th level, a fighter adds his weapon training bonus on saves against any effect that target his held weapons (for example, *grease*, *heat metal*, *shatter*, or *warp wood*).

**Secure Weaponry (Ex):** At 7th level, a fighter defensively counters when an opponent uses an effect which would harm his held weapon or cause him to drop it. If the effect is a spell, spell-like ability, or supernatural ability which doesn't grant the fighter or his weapon a saving throw (such as the *transmute metal to wood* spell), the fighter gains a Reflex save to negate the effect, calculating the DC as if the effect did allow a save. Otherwise, if the effect is an extraordinary or nonmagical ability that doesn't require the opponent to succeed at a check against the fighter's CMD (such as the swashbuckler's precise strike ability) then the opponent must succeed at a combat maneuver check against the fighter as if attempting a disarm, steal, or sunder combat maneuver, as appropriate for the effect, or the effect is negated.

**Tenacious Grip (Ex):** At 9th level, a fighter doesn't drop held weapons when panicked or stunned. If the fighter gains the ability to retain his weapons when panicked or stunned from another source (such as the magic item, *gloves of dueling*), then he also gains the autonomic grasp class feature (see below) and gains the weapon unity class feature at 11th level (instead of 13th).

**Autonomic Grasp (Ex):** At 11th level, a fighter clings to his weaponry even when on the brink of death. A fighter can choose to retain his hold on his wielded weapons when he is knocked unconscious or succumbs to a sleep effect. While the fighter is asleep or unconscious, attackers must succeed at combat maneuver checks to disarm him, but they gain relevant bonuses for attacking a helpless target, including treating the fighter's Dexterity as 0 when determining his CMD.

**Weapon Unity (Ex):** At 13th level, a fighter's preferred weapons become almost an extension of his body. A fighter is immune to disarm, steal, and sunder combat maneuvers made against a weapon he is wielding, provided the fighter has Weapon Focus with the weapon or the weapon belongs to weapon group which he possesses. A helpless fighter does not gain the benefits of this ability.







## HIGH-LEVEL FIGHTER ABILITIES



An ability that high-level barbarians, druids, and vigilantes can gain which greatly improves their combat potential is the ability to move and make a full attack in the same round. Giving a version of this ability to fighters keeps them competitive with other classes during high level play. Some styles of fighter, such as archers, are likely to make less use of this ability than others, but giving this ability to all fighters helps improve the types of fighter that need it most, and gives the class some good potential at high levels.

**Rapid Attack (Ex):** At 11th level when making a full attack, a fighter can move up to his speed either before or after his attacks. He can also combine a full attack with a charge as a full-round action, as long as he only moves a distance less than or equal to his speed. In either case, his movement provokes attacks of opportunity as normal. When attacking in this way, the fighter must forgo one attack of his choice (usually the one at his lowest bonus) and all attacks after the first take a –2 penalty on the attack roll.

When using this ability, if the fighter also has the Spring Attack feat, he can make melee attacks before, after, and at any point during his movement and the fighter can designate one opponent that his movement this turn does not provoke attacks of opportunity from. When using this ability, if the fighter has the Shot on the Run feat, he can take make ranged attacks before, after, and at any point during his movement.

If any class deserves to get exceptions to some of the fundamental combats rules, it's a high level fighter. 'A natural 1 always misses' and 'can't take 10 on attack rolls' are two limitations that a high level fighter can and should be able to bypass.

**Flawless Technique (Ex):** At 17th level a fighter doesn't automatically miss an attack roll when he rolls a natural 1.

**Assured Strike (Ex):** At 19th level, once per round before making an attack roll, a fighter can choose to treat the d20 result as a 10.

### IMPLEMENTATION

Using the previous options in this volume in combination allows all fighters, regardless of archetype, to gain and make use of feats or items that utilize fighter class features such as bravery, armor training, and weapon

training. Every fighter archetype retains at least some weapon training; treat this as being weapon training with the appropriate types of weapons for the purpose of feats and other options from other sources that require it. One small exception is the Defensive Combat Training<sup>UC</sup> feat; a fighter with this feat only gains the additional +1 dodge bonus only if he has the weapon group advanced weapon training option with that weapon group.

## THE LEGENDARY FIGHTER



Fighters are consummate warriors, experts in the many facets of the deadly art of combat. Regardless of what motivates each fighter to step onto the battlefield, they all share an unparalleled mastery with weapons and armor, a profound understanding of fighting techniques, and above all – the sheer determination to win. Countless hours spent training, perfecting exotic martial techniques, studying the intricacies of tactics – all of this and more to hone themselves into lethal instruments which are then tempered in the forge of war.

The knight errant, the conquering warlord, the royal bodyguard – these positions and many more are where fighters excel. Roles that offer ample opportunity to test a fighter's mettle against those who are brave enough to face him. Fighters excel in battle—confronting and overcoming opposing forces, holding the line, and turning the tide of conflict through tactical acumen and physical force. Fighters are peerless champions whose combat prowess is legendary.

**Hit Die:** d10.

**Starting Wealth:** 5d6 × 10 gp (average 175 gp)

### CLASS SKILLS

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str). In addition, fighters receive additional class skills of their choice from the bonus skills class feature.

**Skill Ranks per Level:** 4 + Int modifier.

### CLASS FEATURES

The following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).





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

**Bonus Skills:** A fighter chooses any 4 skills from the following list to become class skills: Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Perception (Wis), and Sense Motive (Wis).

**Sharp Reflexes (Ex):** Training and battle hone a fighter's reactions, he gains a +1 bonus on Reflex saves. At 5th level and every 6 levels thereafter this bonus increases by 1 (to a maximum of +4 at 17th level).

**Determination (Ex):** At 2nd level, a fighter gains a +1 bonus on Will saves. This bonus increases to +2 at 10th level.

**Feat Expertise (Ex):** At 2nd level, a fighter treats his ability scores as being higher for the purpose of meeting the prerequisites of combat feats. The amount he adds to each of his ability scores for this purpose is equal to half his class level.

**Feat Aptitude (Ex):** At 3rd level, a fighter treats his base attack bonus as being higher for the purpose of meeting the prerequisites of combat feats. The amount he adds to his base attack bonus for this purpose is equal to one third his class level (to a maximum of +5 at 15th level).

**Advanced Armor Training (Ex):** At 3rd level, and again at 7th, 11th, and 15th level, a fighter gains an advanced armor training option. A complete list of these options can be found above. Unless otherwise noted, an option can be selected only once.

**Armor Training (Ex):** Starting at 3rd level a fighter becomes more adept at wearing armor. When a fighter dons half-plate or full plate armor without assistance, he can spend twice as long as normal donning this armor to don it properly rather than only being able to hastily don it. Additionally, the fighter gains an advanced armor training option. At 5th level, 9th level, and 13th level the fighter gains an additional advanced armor training option. Unless otherwise noted, an option can be selected only once.

**Weapon Training (Ex):** At 3rd level, a fighter gains a +1 bonus on attack and damage rolls with all weapons he is proficient with. A fighter also adds this bonus to any combat maneuver checks that are made with weapons he is proficient with. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm, steal, and sunder attempts made against weapons he is wielding and proficient with. This bonus increases by +1 at 7th, 11th, and 15th level.





**TABLE 9: LEGENDARY FIGHTERS**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus feat, bonus skills, sharp reflexes +1
2	+2	+3	+0	+0	Bonus feat, determination +1, feat expertise
3	+3	+3	+1	+1	Advanced armor training, armor training, feat aptitude, weapon training +1
4	+4	+4	+1	+1	Bonus feat, feat retraining, latent feats, prowess
5	+5	+4	+1	+1	Advanced weapon training, armor training, sharp reflexes +2, weapon guard
6	+6	+5	+2	+2	Bonus feat, perseverance
7	+7	+5	+2	+2	Advanced armor training, weapon training +2, secure weaponry, weapon adaption
8	+8	+6	+2	+2	Bonus feat, prowess
9	+9	+6	+3	+3	Advanced weapon training, armor training, tenacious grip
10	+10	+7	+3	+3	Bonus feat, determination +2, perseverance
11	+11	+7	+3	+3	Advanced armor training, autonomic grasp, rapid attack, sharp reflexes +3, weapon training +3
12	+12	+8	+4	+4	Bonus feat, prowess
13	+13	+8	+4	+4	Advanced weapon training, armor training, weapon unity
14	+14	+9	+4	+4	Bonus feat, perseverance
15	+15	+9	+5	+5	Advanced armor training, combat composure, weapon training +4
16	+16	+10	+5	+5	Bonus feat, prowess
17	+17	+10	+5	+5	Advanced weapon training, flawless technique, sharp reflexes +4
18	+18	+11	+6	+6	Bonus feat, perseverance
19	+19	+11	+6	+6	Armor mastery, assured strike
20	+20	+12	+6	+6	Bonus feat, weapon mastery

**Feat Retraining (Ex):** At 4th level, and every 2 levels thereafter (6th, 8th, and so on), a fighter can choose to learn a new combat feat in place of either a fighter bonus feat or a combat feat gained from character advancement. The fighter can choose to either lose this feat in exchange for the new one or to convert the old feat into a latent feat (see below).

If the old feat was a prerequisite for another feat, prestige class, or other ability that the fighter possesses then he must still meet these prerequisites after retraining. A fighter can gain any feat he qualifies for at the time he retrain. He isn't limited to the feat choices he qualified for when he first gained the feat. For example, a fighter who chooses Cleave as his 1st level bonus feat can then retrain this bonus feat into the Vital Strike feat (which has a prerequisite of +6 BAB) at 6th level, even though he did not qualify for Vital Strike at 1st level. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains the new level.

**Latent Feats (Ex):** At 4th level, when a fighter retrain a combat feat, he can choose to have that feat become a latent feat. The fighter still counts as having a latent feat for the purpose of prerequisites but cannot make use of that feat's benefits. If a fighter later relearns a latent feat, he regains the feat's benefits and the feat no longer counts as a latent feat. When retraining, a fighter can replace a latent feat with another feat that he wishes to turn into a latent feat, losing the first latent feat altogether, provided he still meets the feat retraining prerequisites after doing so. A fighter can retrain a latent feat into another latent feat, subject to the normal retraining rules. A fighter can have a maximum of one latent feat at 4th level plus an additional latent feat for every 4 levels beyond that (to a total of 5 latent feats maximum at 20th level.)

**Prowess (Ex):** At 4th level, and again at 8th, 12th, and 16th level, a fighter gains a prowess option. Unless otherwise noted, an option can be selected only once. A complete list of prowess options can be found above.





**Advanced Weapon Training (Ex):** At 5th level and every four levels thereafter, a fighter gains an advanced weapon training option. Unless otherwise noted, an option can be selected only once.

**Weapon Guard (Ex):** At 5th level, a fighter adds his weapon training bonus on saves against any effect that target his held weapons (for example, *grease*, *heat metal*, *shatter*, or *warp wood*).

**Perseverance (Ex):** At 6th level and every four levels thereafter, a fighter chooses and gains a perseverance option. A complete list of these options can be found above. Unless otherwise noted, an option can be selected only once.

**Secure Weaponry (Ex):** At 7th level, a fighter defensively counters when an opponent uses an effect which would harm his held weapon or cause him to drop it. If the effect is a spell, spell-like ability, or supernatural ability which doesn't grant the fighter or his weapon a saving throw (such as the *transmute metal to wood* spell), the fighter gains a Reflex save to negate the effect, calculating the DC as if the effect did allow a save. Otherwise, if the effect is an extraordinary or nonmagical ability that doesn't require the opponent to succeed at a check against the fighter's CMD (such as the swashbuckler's precise strike ability) then the opponent must succeed at a combat maneuver check against the fighter as if attempting a disarm, steal, or sunder combat maneuver, as appropriate for the effect, or the effect is negated.

**Weapon Adaption (Ex):** At 7th level, when a fighter wields a weapon he isn't proficient with, he reduces the non-proficiency penalty by 2 (to a minimum of 0). At 15th level, he instead reduces the penalty by 4. Even if this reduces the penalty to 0, the fighter doesn't count as being proficient with these weapons.

**Tenacious Grip (Ex):** At 9th level, a fighter doesn't drop held weapons when panicked or stunned. If the fighter gains the ability to retain his weapons when panicked or stunned from another source (such as the magic item, *gloves of dueling*), he also gains the autonomic grasp class feature (see below) and gains the weapon unity class feature at 11th level (instead of 13th).

**Autonomic Grasp (Ex):** At 11th level, a fighter clings to his weaponry even when on the brink of death. A fighter can choose to retain his hold on his wielded weapons when he is knocked unconscious or succumbs to a sleep effect. While the fighter is asleep or unconscious, attackers must succeed at combat maneuver checks to disarm him, but they gain relevant bonuses for attacking a helpless target, including treating the fighter's Dexterity as 0 when determining his CMD.

**Rapid Attack (Ex):** At 11th level when making a full attack, a fighter can move up to his speed either before or after his attacks. He can also combine a full attack with a charge as a full-round action, as long as he only moves a distance less than or equal to his speed. In either case, his movement provokes attacks of opportunity as normal. When attacking in this way, the fighter must forgo one attack of his choice (usually the one at his lowest bonus) and all attacks after the first take a -2 penalty on the attack roll.

When using this ability, if the fighter also has the Spring Attack feat, he can make melee attacks before, after, and at any point during his movement and the fighter can designate one opponent that his movement this turn does not provoke attacks of opportunity from. When using this ability, if the fighter has the Shot on the Run feat, he can take make ranged attacks before, after, and at any point during his movement.

**Weapon Unity (Ex):** At 13th level, a fighter's preferred weapons become almost an extension of his body. A fighter is immune to disarm, steal, and sunder combat maneuvers made against a weapon he is wielding, provided the fighter has Weapon Focus with the weapon or the weapon belongs to weapon group which he possesses. A helpless fighter does not gain the benefits of this ability.

**Combat Composure (Ex):** At 15th level, a fighter can take 10 on skill checks during combat even if the situation or immediate danger wouldn't normally allow him to do so, provided the skill is a class skill, he is trained in the skill, and he could take 10 on the check outside of combat. The fighter cannot use this ability if he currently has any of the following conditions: confused, cowering, dazed, disabled, exhausted, fascinated, fatigued, flat-footed, frightened, helpless, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned.

**Flawless Technique (Ex):** At 17th level a fighter doesn't automatically miss an attack roll when he rolls a natural 1.

**Assured Strike (Ex):** At 19th level, once per round before making an attack roll, a fighter can choose to treat the d20 result as a 10.

**Armor Mastery (Ex):** At 19th level, a fighter gains damage reduction 5/— whenever he is wearing armor or using a shield. A fighter who gains DR from armor or other fighter class features increases his armor mastery Damage Reduction by the DR values of these sources.

If weapon damage from an attack ignores some or all of the fighter's armor mastery DR then the fighter can redirect to his armor or shield the amount of weapon damage from the attack that bypassed his DR. The fighter takes any remaining damage.





For example, if a fighter with armor mastery DR 10/— takes 18 points of piercing damage from a spear and this attack ignores 5 points of his armor mastery DR, then he can redirect that 5 points of damage to his armor or shield and only take the remaining 8 points of damage from the attack himself.

If an attacker uses an ability that allows her to total the weapon damage from multiple attacks before applying damage reduction against a fighter with armor mastery, multiply the fighter's armor mastery DR by the number of successful hits after the first. The fighter can have his

armor or shield receive this amount of damage from the attack, or the total weapon damage from all hits after the first if this is a smaller amount. The fighter takes any remaining damage from the attacks.

In either case, the fighter must decide whether to direct damage to his armor or to his shield before an opponent attacks him and the armor or shield's hardness counts as normal against any damage it takes. If this damage destroys the armor or shield then any excess damage is applied to the fighter.

**Weapon Mastery (Ex):** Attacks made by the fighter with weapons he has selected with the Weapon Focus feat, or that belong to a weapon group he possesses, automatically confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example).

## ARCHETYPES

There are numerous types of fighter and even though bonus feats and selectable class features provide a large amount of flexibility, there are still many classic fighters that can be represented using archetypes.

### EXISTING ARCHETYPES

The legendary fighter is compatible with nearly all existing archetypes using the following guidelines:

**Bravery:** Archetypes that replace bravery instead replace the determination class feature. For this purpose, determination +1 counts as bravery +1 and +2, and determination +2 counts as bravery +3, +4, and +5. Legendary fighters who would still like to use abilities that require the bravery class feature can take the bravery perseverance option.

**Armor Training:** Archetypes that replace armor training instead replace the legendary fighter's advanced armor training feature. This means that almost all legendary fighters still retain at least some armor training options.

**Weapon Training:** Archetypes that replace weapon training instead replace the legendary fighter's advanced weapon training feature. This means that all legendary fighters still retain the weapon training feature and so can make use of advanced weapon training options via the Advanced Weapon Training feat. In cases where the replacement feature provides a simple scaling bonus to attack and damage with a set of weapons or under specific circumstances, the legendary







fighter simply gains the equivalent weapon group advanced weapon training option or a comparable ability. This doesn't stack with other weapon group advanced weapon training options or other comparable ability and normally doesn't scale, even if the listed ability does.

For example, the mobile fighter archetype gains twin blades at 5th level, giving a +1 to attack rolls and damage when he moves at least 5 feet before attacking. A legendary fighter with this archetype gains this ability, which doesn't stack with any weapon group and doesn't increase at higher levels. However, the twin blades bonus does stack with the legendary fighter's weapon training class feature.

**Armor Mastery:** For abilities that replace armor mastery and grant DR 5/- under differing circumstances, treat this as the legendary fighter's armor mastery under those circumstances. For example, the shielded fighter archetype gains DR 5/- when wielding a shield, so this ability would function as the legendary fighter's armor mastery but usable with shields.

**Weapon Mastery:** Ignore the text for any archetype that requires weapon mastery to choose a specific type of weapon.

**Redundant Abilities:** Certain archetype abilities are redundant for a legendary fighter. For these, don't perform the archetype replacement, simply stay with the original class feature. For example, the mobile fighter gains rapid attack at 11th level and the base legendary fighter gains a very similar ability at the same level. So the mobile fighter retains the advanced weapon training option gained at 11th level.

**Optional Rule:** A few existing fighter archetypes are still somewhat underpowered, even as legendary fighters. For these archetypes consider making the replacements optional rather than compulsory.

Using most existing archetypes in combination with the legendary fighter is relatively straightforward, the notes listed below provide assistance and offer examples to help GMs adjust future archetypes.

**TABLE 10: FIGHTER ARCHETYPES**

Archetype Name	Source	Notes
Agile Swordlord*	PRG:AG	The shield bonus from the defensive parry ability stacks with the shield bonus from the defensive weapon training advanced weapon training option.
Airborne Ambusher (strix)	PRG:ARG	Aerobatics replaces the armor training option gained at 5th level. Flying dodger replaces the armor training option gained at 9th level as well as the advanced armor training options gained at 11th and 15th level. Plummeting charge replaces the advanced weapon training option gained at 13th level.
Aquanaut	PPC:AqAd	Gains the underwater training ability at 5th level as his advanced weapon training option. <i>Underwater Training:</i> An aquanaut chooses bludgeoning, slashing, or piercing melee weapons. If he chooses piercing melee weapons, he gains a +1 bonus on attack and damage rolls with those weapons when attacking underwater. If he chooses bludgeoning or slashing melee weapons, he can ignore the usual underwater penalties for attacking with those weapons. He can gain this ability up to 3 times as advanced weapon training options, choosing a different weapon type each time.
Archer	PRG:APG	Gains the bows weapon group at 5th level as his advanced weapon training option. The ranged defense ability gained at 19th level cannot be overcome by abilities that allow an attacker to total the weapon damage from multiple ranged attacks before applying damage reduction, such as the Clustered Shots feat.
Armiger	PRG:AG	—
Armor Master	PRG:UC	See below.
Brawler	PRG:UC	Gains the close weapon group at 3rd level, this replaces weapon training 1. Gains the close combatant ability at 3rd level, this replaces the armor training option gained at this level. Gains weapon training +1 at 5th level, this replaces the advanced weapon training option gained at this level. <i>Close Combatant (Ex):</i> A +2 bonus on damage rolls with the close weapon group.





Cad	PRG:UC	Gains the payback ability at 5th level as his advanced weapon training option. <i>Payback (Ex):</i> A +1 bonus on attack and damage rolls against any creature that has attacked the cad since the beginning of his last turn.
Callous Hunter*	PCS:ISC	—
Cavern Sniper (drow)	PRG:ARG	Gains the bows weapon group or the crossbows weapon group at 5th level as his advanced weapon training option.
Child of War*	PPC:ArAn	Gains a total of 6 skill ranks +Int mod per level.
Corsair	PPC:Pirates	Gains the armor expertise option, selecting to his reduce armor check penalty by 2 points, as his advanced armor training option at 3rd level.
Crossbowman	PPC:APG	Gains the crossbows weapon group at 5th level as his advanced weapon training option.
Cyber-soldier	PSC:TG	Gains the cybernetic combat ability at 5th level as his advanced weapon training option. <i>Cybernetic Combat (Ex):</i> Gains a +1 bonus on attack rolls and damage rolls with implanted weapons, cybernetic arms, and melee or thrown weapons wielded with a cybernetic arm. Weapons wielded with two cybernetic arms receive double this bonus, except when such weapons are thrown. A cyber-soldier gains a slam attack for each cybernetic arm. These attacks deal 1d6 points of bludgeoning damage for a Medium cyber-soldier and 1d4 points of bludgeoning damage for a Small cybersoldier.
Dawnflower Dervish	PPC:ISP	Gains an advanced armor training option at 11th level rather than the dawnflower dervish rapid attack ability.
Dirty Fighter (orc)	PRG:ARG	—
Dragonheir Scion	PPC:LegDrag	Gains draconic strike at 4th level, it replaces the bonus feat gained at 4th level. Gains draconic presence at 6th level, it replaces the bonus feat gained at 6th level. Gains the draconic magical power ability at 5th level as his advanced weapon training option. <i>Draconic Magical Power:</i> For the purpose of the Arcane Strike feat, a dragonheir scion's caster level is equal to his class level. Levels in other classes with the same bloodline (such as bloodrager, dragon disciple, and sorcerer) stack with the dragonheir scion's fighter levels for the purpose of this ability.
Draagoon	PRG:UC	Gains the spears weapon group at 5th level as his advanced weapon training option. Gains the spear training ability at 5th level, this replaces the armor training gained at 5th and 13th level. <i>Spear Training (Ex):</i> A +1 bonus on damage rolls with the spears weapon group, this bonus increase by +1 for every 4 levels beyond 5th level, to a maximum of +4 at 17th level.
Drill Sergeant	PPC:MTT	Gains an advanced weapon training option at 5th level as normal.
Dutiful Blackjacket*	PPC:ISC	—
Eldritch Guardian	PPC:FamFolio	—
Foehammer (dwarf)	PRG:ARG	Gains the hammers weapon group at 5th level as his advanced weapon training option. At 17th level, if the foehammer already has the combat competence prowess training option with the hammer weapon group, then he can choose any advanced weapon training option he meets the prerequisites for.
Free Hand Fighter	PRG:APG	Gains the singleton ability at 5th level as his advanced weapon training option. <i>Singleton (Ex):</i> A +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving the other hand free.





Gladiator	PRG:UC	–
High Guardian	PPC:HotHC	–
Lore Warden	PRG:AG/ PPC:PFSFG	See below.
Martial Master	PRG:ACG	–
Military Defender*	PPC:AMH	Armored defense replaces the advanced armor training options at 3rd, 7th, 11th, and 15th levels. For the second part of this ability, the military defender gains a +1 bonus on his chosen combat maneuver(s) at 3rd level, this increases to +2 at 15th level.
Mobile Fighter	PRG:APG	Gains the leaping attack ability at 5th level as his advanced weapon training option. <i>Leaping Attack (Ex):</i> A +1 bonus on attack and damage rolls when the mobile fighter moves at least 5 feet prior to attacking. Gains an advanced weapon training option at 11th level rather than the mobile fighter rapid attack ability.
Mutation Warrior	PRG:ACG	Mutagen replaces both the armor training and advanced armor training gained at 3rd level. Mutagen discovery replaces armor mastery and all the armor training and advanced armor training gained 5th level and higher.
Opportunist (ratfolk)	PPC:BotB	Duplicitous replaces bravery and bonus skills. Gains the alchemical onslaught ability at 5th level as his advanced weapon training option. <i>Alchemical Onslaught (Ex):</i> 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.
Pack Mule	PPC:BM	Gains a total of 6 skill ranks +Int mod per level. Gains access to the following advanced armor training options at 3rd level, this does not replace armor training or advanced armor training. <i>Weight Training (Ex):</i> When carrying a medium or heavy load, a pack mule reduces the check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by 1. He can take this option multiple times. <i>Unburdened Movement – medium (Ex):</i> A pack mule can move at his normal speed while carrying a medium load. <i>Unburdened Movement – heavy (Ex):</i> A pack mule can move at his normal speed while carrying a heavy load. The pack mule must have unburdened movement (medium) option before choosing this option. Gains physical resilience as his 6th level perseverance option. Gains armor mastery at 19th level as normal instead of the healthy as a mule ability.
Phalanx Soldier	PRG:APG	Gains the ready pike ability at 5th level as his advanced weapon training option. <i>Ready Pike (Ex):</i> Once per day, a phalanx soldier can ready a weapon with the brace property as an immediate action, gaining a +1 bonus on attack and damage rolls. For every four levels beyond 5th he can use the ability one additional time per day. He cannot use this ability when flat-footed.
Polearm Master	PRG:APG	Gains the polearms weapon group at 5th level as his advanced weapon training option.
Relic Master	PPC:WMH	The relic channeler ability replaces the advanced weapon training option gained at 5th level, but not the ones gained at 9th, 13th, and 17th level.
Rondelero Duelist	PPC:ISP	Gains the strong swing ability at 5th level as his advanced weapon training option. <i>Strong Swing (Ex):</i> Gains a +1 bonus on attack and damage rolls when wielding a falcata and buckler; this applies to attacks made by either weapon.





Roughrider	PRG:APG	<p><i>Mount Training (Ex):</i> A roughrider's mount adds the roughrider's weapon training bonus to its attack and damage rolls when the roughrider is mounted or adjacent to his mount, this replaces the prowess option gained at 4th level.</p> <p>Gains the mounted mettle ability at 5th level as his advanced weapon training option.</p> <p><i>Mounted Mettle:</i> A roughrider and his mount gain a +1 bonus on attack and damage rolls when he is mounted or adjacent to his mount.</p> <p>For the indomitable steed ability gained at 19th level, a roughrider and his steed each gain the legendary fighter armor mastery ability while mounted and when wearing armor.</p>
Savage Warrior	PRG:APG	<p><i>Natural Savagery (Ex):</i> adds his weapon training bonus to his CMB and CMD for grappling, this replaces the prowess option gained at 4th level.</p> <p>Gains the natural weapon group at 5th level as his advanced weapon training option.</p>
Seasoned Commander	PRG:VC	Gains a total of 6 skill ranks +Int mod per level.
Sensate	PRG:OA	<p>Gains the centered senses ability at 5th level, this replaces the advanced weapon training options at 5th and 13th levels.</p> <p><i>Centered Senses:</i> A sensate can center his senses as a move action. While centered, a sensate gains a +1 insight bonus on attack rolls, weapon damage rolls, and Will saves. The bonus on Will saves increases by 1 at 9th level and every 4 levels thereafter. A sensate loses his centered state if he gains the confused, dazed, fascinated, staggered, or stunned condition; falls unconscious; or fails a Will save.</p>
Shielded Fighter	PRG:APG	<p>Gains the shield fighter ability at 5th level as his advanced weapon training option. At 19th level gains the legendary fighter armor mastery ability while wielding a shield.</p> <p><i>Shield Fighter (Ex):</i> A +1 bonus on attack and damage rolls when making a shield bash.</p>
Siegebreaker	PPC:PotStreet	—
Skirmisher	PRG:UW	A skirmisher can take one of the following feats in the place of an advanced armor training option: Acrobatic Steps, Dodge, Fleet, Lightning Stance, Mobility, Nimble Moves, Run, Spring Attack, and Wind Stance. He must meet all the prerequisites of these feats.
Steelbound Fighter	PPC:HHH	The bonus on attack and damage rolls from the steelbound awakening ability doesn't increase above +1.
Swarm Fighter (kobold)	PRG:ARG	—
Tactician	PRG:UC	Gains a total of 6 skill ranks +Int mod per level.
Thunderstriker	PRG:UC	—
Titan Fighter	PPC:GHH	<p><i>Unstoppable Momentum (Ex):</i> At 5th level, a titan fighter adds his weapon training bonus on combat maneuver checks and to CMD while wielding a weapon sized for a creature of a larger size category. When wielding oversized weapons, the titan fighter can attempt to bull rush, drag, overrun, reposition, and trip creatures up to two sizes categories larger than himself. This replaces the advanced weapon training options gained at 5th and 9th levels.</p>





Tower Shield Specialist	PRG:UC	Gains armor expertise as his advanced armor training option at 3rd level. He gains an additional –2 ACP and +1 maximum Dex bonus from this option when he employs a tower shield.
Trench Warrior	PFAP71	<i>Trench Warfare (Ex)</i> : Starting at 5th level, a trench fighter can select one specific type of firearm (such as a machine gun, revolver, or rifle). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Every 4 levels thereafter (9th, 13th, and 17th), the trench fighter picks up another type of firearm, gaining these bonuses for those types as well. This replaces the advanced weapon training options gained at those levels. <i>Enhanced Cover (Ex)</i> : When behind partial, normal, or improved cover, a trench fighter gains an additional +2 AC bonus from the cover. This replaces the advanced armor training option gained at 3rd level.
Tribal Fighter	PRG:UW	Gains the weapon specialist prowess option with the tribal weapon group as his 4th level prowess option, even if he doesn't meet this option's prerequisites. Gains the tribal weapon group at 5th level as his advanced weapon training option. This replaces his 5th level advanced weapon training option, but not those gained at 9th, 13th, and 17th levels.
Two-Handed Fighter	PRG:APG	Gains the two-handed training ability at 5th level, this replaces his 5th level advanced weapon training option but not those gained at 9th, 13th, and 17th level. <i>Two-handed Training (Ex)</i> : A +1 bonus on attack and damage rolls with two-handed melee weapons.
Two-Weapon Warrior	PRG:APG	Gains the twin blades ability at 5th level as his advanced weapon training option. <i>Twin Blades(Ex)</i> : A +1 bonus on attack and damage rolls when making a full attack with two weapons or a double weapon.
Unarmed Fighter	PRG:UC	Gains the close weapon group and the natural weapon group at 5th level. This replaces the advanced weapon training options at 5th level and 9th level, but not the one at 17th level.
Unbreakable	PRG:UC	See below.
University Duelist*	PRG:ISC	Gains the light blades weapon group at 5th level as his advanced weapon training option. Gains duelist training ability at 5th level, this replaces the armor training gained at 5th level. <i>Duelist Training (Ex)</i> : Gains a +2 bonus on damage rolls with light blades when in duelist stance.
Varied Free-Style Fighter*	PPC:WMH	–
Viking	PRG:UW	Berserker replaces the advanced weapon training option gained at 5th level and weapon training 1 and 3. At 13th level a viking can gain greater rage (as per the barbarian class feature) as an advanced weapon training option.
Warlord	PF:WS3	<i>Elusive Duelist</i> : At 3rd level, 5th level, 9th level, and 13th level, a warlord gains a feat from the following list: Artful Dodge <sup>MTT</sup> , Combat Expertise, Defensive Weapon Training <sup>UC</sup> , Dodge, Just Out of Reach <sup>MTT</sup> , Lightning Stance, Mobility, Osyluth Guile <sup>Devis</sup> , Reach Defense <sup>DSH</sup> , Redirect Attack <sup>MTT</sup> , Stalwart <sup>APG</sup> , and Wind Stance. He must meet all the prerequisites of these feats. This ability replaces armor training.
Weapon Bearer Squire	PPC:KotIS	–
Weapon Master	PPC:APG	See below.
*Name change		





## ARMOR MASTER

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

**Active Defense (Ex):** At 5th level, an armor master gains DR 1/— when wearing light armor, DR 2/— when wearing medium

armor, and DR 3/— when wearing heavy armor. Each of these DRs increase by 1 for every 4 levels beyond 5th level. This damage reduction stacks with that provided by armor and fighter class features, but not with other forms of damage reduction. This damage reduction does not apply if the armor master is stunned, unconscious, or helpless. This ability replaces the advanced weapon training options gained at 5th level and 13th level.

**Fortification (Ex):** At 9th level, an armor master can use his armor to protect critical areas from injury.

He treats any armor he wears as if it had the light fortification special ability.

At 13th level, he treats any armor he wears as if it had the moderate fortification special ability, and at 17th level treats it as if it had the heavy fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the armor master takes the better of the two fortifications. This ability replaces the advanced weapon training options gained at 9th level and 17th level.

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

## LORE WARDEN

**Scholastic (Ex):** A lore warden gains 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Craft and Knowledge skills are class skills for lore wardens, as are Linguistics and Spellcraft. This ability replaces the fighter's proficiency with medium armor, heavy armor, and shields.

**Skillful Expertise (Ex):** At 2nd level, a lore warden qualifies for feats and other abilities as though she had the Combat Expertise feat.

At 10th level, she gains Combat Expertise as a bonus feat, even if she would not normally qualify for the feat.

If she already has Combat Expertise, she instead gains any one combat feat that includes Combat Expertise as a prerequisite (and for which she otherwise qualifies). This ability replaces determination.







**Maneuver Mastery (Ex):** At 3rd level, a lore warden adds his weapon training bonus on all CMB checks and to his CMD. This ability replaces the advanced armor training options gained at 3rd level and 7th level and the prowess options gained at 4th level and 8th level.

**Enemy Assessment:** At 7th level a lore warden gains access to the know thy enemy advanced weapon training option (see below). At 9th level if the lore warden has the know thy enemy ability he can replace an advanced armor training option to use his know thy enemy ability as a move action, and at 11th level he can replace a second advanced armor training option to also be able to use it as a swift action.

**Know Thy Enemy (Ex):** When the lore warden succeeds at a Knowledge check to identify a creature's abilities and weaknesses, he can also use a standard action to grant himself a +2 insight bonus on all attack and weapon damage rolls made against that enemy. This bonus lasts for a number of rounds equal to half his class level, or until the lore warden uses this ability against a different creature.

**Crucial Avoidance:** At 12th level, a lore warden gains access to the following prowess option:

**Hair's Breadth (Ex):** When subject to a critical hit, the lore warden can attempt an Acrobatics check to reduce the damage as an immediate action. If the result of this Acrobatics check is greater than the opponent's confirmation roll then the lore warden negates the critical hit; the attack still hits and deals normal damage.

**Know Weakness (Ex):** At 19th level, a lore warden can automatically confirm a critical hit once per round when he threatens a critical hit. This ability replaces armor mastery.

## UNBREAKABLE

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

**Tough as Nails:** An unbreakable gains Endurance and Die Hard as bonus feats. This ability replaces the fighter's 1st-level bonus feat.

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

**Implacable (Ex):** At 5th level, an unbreakable can gain perseverance options as advanced weapon training options.

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

## WEAPON MASTER

**Chosen Weapon (Ex):** The weapon master selects a single type of weapon (such as longsword or shortbow). He gains the Weapon Focus feat with this chosen weapon and deals +1 damage with it. This ability replaces the fighter's 1st-level bonus feat and sharp reflexes +1.

**Weapon Group (Ex):** At 3rd level, a weapon master gains the weapon group advanced weapon training class feature with a weapon group that contains his chosen weapon. This ability replaces weapon training 1.

**Weapon Training (Ex):** At 5th level, a weapon master gains weapon training 1. This ability replaces the advanced weapon training option gained at 5th level.

**Weapon Specialist Training:** At 5th level, a weapon master gains access to the following advanced weapon training options.

**Reliable Strike (Ex):** When attacking with his chosen weapon, a weapon master may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action after the roll is made but before the result is determined. He must accept the second roll even if it is worse. He can use this ability a number of times per day equal to his weapon training bonus.

**Mirror Mastery (Ex):** A weapon master gains his weapon training bonus as an insight bonus to AC when attacked by any weapon in a weapon group he possesses, as long as that weapon group contains his chosen weapon. The weapon master must be 9th level to select this option.

**Unstoppable Strike (Ex):** A weapon master can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object). The weapon master must be 11th level to select this option.

**Deadly Critical (Ex):** When a weapon master confirms a critical hit with his chosen weapon, he can increase the weapon's damage multiplier by +1 as an immediate action. He can use this ability a number of times per day equal to half his weapon training bonus. The weapon master must be 13th level to select this option.

## SIMPLE ARCHETYPES

The following archetypes only replace a small amount of the fighter's class features, allowing them to fill in small gaps in their set of abilities to complete a specific concept. They are designed to be easily used in combination with other archetypes. If a simple archetype modifies a class feature, then as long as another archetype doesn't modify that feature in a contradictory manner then both archetypes can be taken. For archetypes that replace fighter bonus feats, the character can also use feats gained from character advancement as the replaced class feature.





For example, a fighter could take both the exotic weapon wielder and the stamina adherent archetypes even though they both modify the bonus skills class feature. Exotic weapon wielder reduces the number of bonus skills by 1 and stamina adherent reduces them by 2, leaving the fighter with 1 bonus skill left. A different fighter could take both the spirit warrior and weapon master archetypes even though both of these replace the fighter's 1st-level bonus feat as long as he takes his first fighter level at an odd character level, so he can replace the feat from character advancement for the spirit warrior archetype as well as the 1st-level fighter bonus feat for the weapon master archetype.

## EXOTIC WEAPON WIELDER

**Weapon and Armor Proficiency:** An exotic weapon wielder is not proficient with tower shields.

**Exotic Weaponskill:** The exotic weapon wielder gains proficiency with an exotic weapon. An exotic weapon wielder chooses one less skill than normal to become a class skill with the bonus skills class feature. This ability modifies bonus skills.

## LIVING WEAPON

**Unarmed Attack (Ex):** At 5th level, a fighter's unarmed strikes can be with fist, elbows, knees, and feet. This means that a fighter may make unarmed strikes with his hands full. A fighter applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes. A fighter can choose to deal lethal or nonlethal damage with his unarmed strikes with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A fighter's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

**Fighting Strikes (Ex):** At 5th level, a fighter's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 13th level his unarmed attacks are also treated as adamantine weapons for the purpose of overcoming damage reduction. This replaces weapon guard, tenacious grip, and weapon unity.

**Ascetic Discipline (Ex):** At 7th level, a living weapon counts his fighter levels as monk levels for the purpose of qualifying for combat feats and for the purpose of feats, magic items, and other options that have different effects based on whether the character has levels in the

monk class (such as Stunning Fist or a monk's robe). This ability does not automatically grant feats normally given to monks based on class level, such as Stunning Fist. This ability replaces secure weaponry.

**Unarmed Specialist Training:** At 7th level, a living weapon gains access to the following advanced weapon training options. This ability replaces weapon adaption.

**Greater Unarmed Attack (Ex):** The damage for a living weapon's unarmed strikes increases by one step as if the living weapon's size had increased by one category. If the living weapon has the focused weapon advanced weapon training option with unarmed strikes then this focused weapon damage increases in the following manner instead. A Tiny living weapon uses the Small focused weapon table, a Small living weapon uses the Medium focused weapon table, and a Medium living weapon uses the Large focused weapon table. This has no effect on the focused weapon damage of living weapon fighters of other size categories. A living weapon is treated as being one size category larger for the purpose of which size category of opponent he can perform combat maneuvers on. For example, a Medium living weapon with this ability can bull rush Huge foes as opposed to being limited to only Large or smaller foes without this ability. The living weapon must be 7th level to select this option.

**Awesome Blow (Ex):** A living weapon can as a standard action perform an awesome blow combat maneuver against a corporeal creature of his size or smaller. The living weapon adds his weapon training bonus to this combat maneuver check. If the combat maneuver check succeeds, the opponent takes damage as if the living weapon hit it with an unarmed strike, it is knocked flying 10 feet in a direction of the living weapon's choice, and it falls prone. The living weapon can only push the opponent in a straight line, and the opponent can't move closer to the brawler than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. The living weapon must be 15th level to select this option.

**Penetrating Blow (Ex):** At 11th level, as part of an unarmed strike attack, a fighter can deliver a penetrating blow as a swift action. If the attack hits, it bypasses any damage reduction or hardness possessed by the target of that attack. This ability replaces autonomic grasp.

**Recommendation:** This archetype doesn't automatically gain the Improved Unarmed Strike feat or a way to make unarmed strike damage scale with level (such as the focused weapon advanced weapon training option). We recommend taking feats and options to gain these abilities, as well as combining this archetype with the brawler archetype, unarmed fighter, or a similar archetype.





## STAMINA ADHERENT

**Fighting Stamina (Ex):** The stamina adherent gains a stamina pool with a maximum number of stamina points equal to his fighter level + his Constitution modifier. The stamina adherent can spend stamina points to use any combat tricks associated with combat feats he possesses. If the stamina adherent gains the Combat Stamina feat, he also gains the Extra Stamina feat as a bonus feat, even if he doesn't meet that feat's prerequisites. Gaining the Combat Stamina feat doesn't grant the fighter second stamina pool, but does grant him the benefits of that feat and allows him to use his total HD + Constitution modifier to determine the size of his stamina pool. A stamina adherent chooses two less skills than normal to become class skills with the bonus skills class feature. This ability modifies bonus skills.

## SPIRIT WARRIOR

A spirit warrior forges a mystical bond with a favored weapon, allowing him to unlock its spiritual power. The spirit warrior is able to draw out his weapon's true magical potential in combat.

**Spirit Weapon:** Each day, a spirit warrior designates a weapon he is proficient with. He gains the following abilities while wielding this spirit weapon.

**Eldritch Weapon (Su):** At 1st level, a spirit warrior gains the Arcane Strike feat, but he can only use this feat on his spirit weapon. He does not need to meet this feat's prerequisites. In addition, three times per day as a standard action a spirit warrior can grant his spirit weapon a +1 enhancement bonus for 1 minute. This ability replaces the spirit warrior's 1st-level bonus feat.

**Spirit Weapon Training:** At 5th level, a spirit warrior gains access to the following advanced weapon training options.

**Spirit Power:** For the purpose of the Arcane Strike feat, a spirit warrior's caster level is equal to his class level. Additionally, he no longer needs to spend a swift action to use Arcane Strike—it is always in effect.

**Warrior Spirit (Su):** When a spirit warrior designates a spirit weapon he gains a number of points of spiritual energy equal to 1 + his weapon training bonus. As a standard action, he can spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to his weapon training bonus. Enhancement bonuses gained by this advanced weapon training option stack with those of the weapon, to a maximum of +5. The spirit warrior can also imbue the weapon with any one weapon special ability with an

equivalent enhancement bonus less than or equal to his maximum bonus by reducing the granted enhancement bonus by the amount of the equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 (from the item itself or from warrior spirit) to gain a weapon special ability. Alternatively, instead of granting a weapon special ability, the spirit warrior can reduce the granted enhancement bonus by 1 to temporarily gain any one combat feat that he meets the prerequisites for. This ability lasts for 1 minute.

**Note:** If using this archetype then the warrior spirit advanced weapon option should be unavailable.







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