

EN GARDE!



MORE MARTIAL CLASSES FOR THE PATHFINDER ROLEPLAYING GAME

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Fencer

AN ALTERNATE CLASS FOR THE CAVALIER IN THE PATHFINDER ROLEPLAYING GAME

"Pride went before, ambition follows him."

-Henry VI

Gallantry is not dead nor is the time honored art of fencing. Armed with a rapier, the gentleman's weapon, a fencer stands strong against those who would offend him. One by one he calls out the foes of his lords and slays them with panache and skill. Bound to the service of one of the noble orders, he defends its honor.

Alignment: Any.

Role:

A fencer is much like a dismounted cavalier. They are capable of great amounts of damage thanks to their duelist and challenge class features while their companion weapon assures that they always have a well established defense. Their grit pool often affects the way in which they challenge a foe and can make them very deadly.

Hit Dice: d10.

Starting Wealth: 5d6 × 10 gp (average 175gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The fencer's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 4 + Int modifier.

Class Features

The following are the class features of the fencer.

Weapon and Armor Proficiency:

Fencers are proficient with all simple and martial weapons, with light and medium armor and bucklers.

Order (ex):

At 1st level, a fencer must pledge himself to a specific order. The order grants the fencer a number of bonuses, class skills, and special abilities. A fencer only takes the edict and skills from the order. He does not gain the bonuses on his challenge class feature nor does he gain any order abilities.

DESIGN NOTE:

A fencer is not advised to select one of the following orders: Paw, Sword, or Tome.

Guards & Wards (ex):

At 1st level a fencer wielding a rapier in his main hand gains a +1 shield bonus to his AC though his practice of defensive wards and guards. He only gains this benefit while in light or no armor.

This replaces heavy armor proficiency and proficiency with shields other than the buckler.

Grit (ex):

At 1st level a fencer gains a pool of grit points. At the start of each day, a fencer gains a number of grit points equal to his Charisma modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1), though some feats and magic items may affect this maximum, in addition the fencer may take the extra grit feat as many times as he wishes, even if he possesses no levels in gunslinger. A fencer spends grit to accomplish deeds (see below) and regains grit in the following ways.

CRITICAL HIT ON YOUR CHALLENGED TARGET:
Each time the fencer confirms a critical hit against the target of his challenge, he regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the fencer's character level does not restore grit.

KILLING BLOW YOUR CHALLENGED TARGET:
When the fencer reduces a creature he has challenged to 0 or fewer hit points while in the heat of combat, he regains 1 grit point. Reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the fencer's character level to 0 or fewer hit points does not restore any grit.

OPTIONAL RULE: FOLLOWING YOUR EDICTS
Each time a fencer follows the edict of their order in a situation where it would be to his detriment, he can regain grit. As a general guideline, it should take a good deal of confidence and courage. If it is successful, the fencer regains 1 grit point. The GM is the final arbiter of if they regain the grit and can grant a regained grit point for following an edict even if the player does not ask beforehand whether the act qualifies.
This replaces the cavalier's tactician class feature.

Table 1-1: The Fencer

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Challenge 1/day, order, parry & riposte, companion weapon, grit, deeds, guards & wards
2nd	+2	+3	+0	+0	Companion weapon ability
3rd	+3	+3	+1	+1	Weapon expertise
4th	+4	+4	+1	+1	Duelist, companion weapon ability, challenge 2/day
5th	+5	+4	+1	+1	Colors
6th	+6/+1	+5	+2	+2	Companion weapon ability
7th	+7/+2	+5	+2	+2	Challenge 3/day
8th	+8/+3	+6	+2	+2	Companion weapon ability
9th	+9/+4	+6	+3	+3	Deed
10th	+10/+5	+7	+3	+3	Companion weapon ability, challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Deed
12th	+12/+7/+2	+8	+4	+4	Bonus feat, demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge 5/day
14th	+14/+9/+4	+9	+4	+4	Sword of the order
15th	+15/+10/+5	+9	+5	+5	Deed
16th	+16/+11/+6/+1	+10	+5	+5	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Deed
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Ace of blades

Deeds:

A fencer can spend grit points to accomplish deeds. Most deeds grant the fencer some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the fencer has at least 1 grit point. The following is the list of base fencer deeds. A fencer can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times as long as the appropriate amount of grit is spent to perform the deed.

DARING PARRY (1ST LEVEL):

By spending 1 grit point when issuing a challenge, a fencer gains a +2 shield bonus to AC if they are wielding their companion weapon in their offhand against attacks made by the target of his challenge. This lasts for the duration of that challenge.

REFLEXIVE DODGE (1ST LEVEL):

By spending 1 grit point as a free action, a fencer gains a bonus equal to half his fencer level on Reflex saves against effects made by the target of his challenge.

ORDER CHALLENGE (5TH LEVEL):

By spending 1 grit point when issuing a challenge, a fencer gains the bonus listed in his order's challenge ability for the duration of that challenge. He may count his fencer level as his cavalier level for the purposes of determining the effectiveness of this deed.

FANCY FLOURISH (9TH LEVEL):

At 9th level, if the fencer has at least 1 grit point, he can perform all of the following flourishes. Each flourish can be applied to any single attack with a rapier, but the fencer must declare the flourish he is using before he makes the attack roll.

- **SUNDER OBJECT:** A fencer ignores the hardness of an object.

- **LEAVE MARK:** A fencer leaves an iconic mark on the target of his attack. This reduces the morale bonus provided by one active effect on that target by 1 (not one the creature is creating, such as bardic performance). This penalty lasts for 24 hours or until a creature makes a DC 15 Heal check to repair the wound. This attack must successfully deal at least 1 point of damage to the target. A creature can only be affected by this ability once per day.
- **THROW SWORD:** A fencer who attempts to throw his rapier counts his weapon as if it had 10 foot range increment.
- **DECIMATE GROUND:** As a swift action, a fencer can cause a square adjacent to him to become difficult terrain until the start of his next turn.

CAPTIVATING FLOURISH: (11TH LEVEL):

As a standard action the fencer can spend 1 grit point and can attempt to fascinate all enemies within 60 feet who can see him. All creatures receive a Will save (DC 10 + 1/2 fencer level + Charisma modifier) to avoid being fascinated until the end of their next turn. A fencer attempting a captivating flourish does not count as a potential threat for the purpose of the fascinated condition.

GOADING DEFENSE (11TH LEVEL):

A fencer who spends 1 grit as a swift action, can distract his opponent with verbal repartee. The fencer makes a Bluff check (DC 10 + the target's Hit Dice + the target's Wisdom modifier) if the target has at least one rank in Sense Motive then he may choose to make a Sense Motive check opposed by the fencer's Bluff check to negate this effect, but he must choose to do this before the fencer makes his Bluff check. If successful, the fencer imparts a -2 penalty on attack and damage rolls for 1 round, plus 1 round for every 5 the fencer's Bluff beat the DC to affect the target or their Sense Motive check. This is a mind-affecting language dependent effect.

FIELD SENSES (15TH LEVEL):

So long as the fencer has 1 grit point, he no longer takes the -2 penalty to AC from a creature who he has not challenged while he has declared a target of his challenge class feature.

TRIUMPHANT CHALLENGE (17TH LEVEL):

By spending 1 grit point as a free action, a fencer may treat a creature within line of sight as a target of his challenge. This does not grant him the damage bonus from the challenge class feature. A fencer may spend multiple grit points at the same time in this fashion to treat an equal number of creatures as the target of his challenge.

SIDEBAR: HOW TO USE TRIUMPHANT CHALLENGE

Most often this challenge is used to gain other benefits than the damage directly related to the challenge class feature. Several favored class bonuses and other deeds work off this mechanic.

Parry & Riposte (ex):

At 1st level, if an opponent misses the fencer's AC by his shield bonus or less, his opponent provokes an attack of opportunity made at a -2 penalty. This class feature only functions while the fencer is wielding a rapier in his main hand. A fencer may never make any more attacks than 1/2 his fencer level (min 1) to a maximum of his Dexterity modifier per round in this fashion regardless of the number of attacks of opportunity he can normally make.

Magic shield bonuses, such as those provided by spells and potions, are not calculated in when determining if a missed attack provokes an attack of opportunity from this class feature, although enhancement bonuses from equipment still apply. This replaces the mount class feature of the cavalier.

Companion Weapon:

At 1st level fencer may chose one of the following companion weapons to specialize in. His choices are a parrying dagger, cloak, a 2nd rapier (called a "case of rapiers"), a buckler, or a single sword. At the indicated levels they gain an ability related to their companion weapon. All abilities granted by the companion weapon class feature only function while the fencer is wielding both a rapier in his main hand his companion weapon in his off hand. The abilities only apply to those weapons.

This replaces the and 6th level bonus feat as well as the order abilities class of the cavalier.

Parrying Dagger

SIDEBAR: ACCEPTABLE WEAPONS

A parrying dagger may be any of the following weapons: Dagger, Short Sword, or Sword Breaker

REPOSE STANCE (Ex):

At 2nd level a fencer gains the ability to wield his parrying dagger in his off-hand with no penalty. However, all damage rolls made with the parrying dagger automatically deal minimum damage.

SWORD WARD (Ex):

At 4th level a fencer gains a +2 shield bonus to his AC while wielding a parrying dagger. This stacks with other bonuses provided by fencer class features.

SWORD BREAKER (Ex):

A fencer of 6th level can make an additional sunder attempt with his parrying dagger as part of a full-attack action at his highest Combat Maneuver Bonus. This extra attack does not stack with a haste effect or the speed property, but such a property may be applied to the fencer's other weapon as normal.

MASTER OF THE PARRY (EX):

At 8th level a fencer's bonus from their sword ward class feature improves to a +4 bonus.

VANGUARD AND REARGUARD (EX):

At 10th level, a fencer's offhand parrying dagger no longer deals minimum damage when employing the repose stance class feature.

Case of Rapiers

TWINGUARD STANCE (EX):

At 2nd level, a fencer gains the ability to wield a rapier in his off-hand at no penalty. He gains the benefit of the Two-Weapon Fighting feat when doing so. However, all damage rolls made with his offhanded rapier automatically deal minimum damage. He gains the benefit of the Two-Weapon Fighting feat when in twinguard stance.

BROTHER SWORDS (EX):

At 4th level, a fencer who threatens a critical with his main hand weapon threatens a critical with his next offhand attack on a successful hit when he is using a case of rapiers.

IMPROVED TWO-WEAPON FIGHTING:

A fencer of 6th gains Improved Two-Weapon Fighting as a bonus feat even if he doesn't meet the prerequisites.

TWINS IN THE CASE (EX):

At 8th level, a fencer no longer deals minimum damage with his off-hand rapier while employing the twinguard stance.

GREATER TWO-WEAPON FIGHTING:

A fencer of 10th level gains Greater Two-Weapon Fighting as a bonus feat even if he doesn't meet the prerequisites.

Cloak

SIDEBAR: USING A CLOAK

A character may use any shoulder slot items with the word "cloak" in its name as a cloak. While it does not deal any sort of damage, a cloak can be useful for disarming an opponent or obscuring an opponent's view of the fencer's body. When wielded in this fashion, a cloak provides a +2 competence bonus to CMD. While wielding a cloak in this fashion it occupies both a shoulder and offhand slot and still provides the bonus as if it was worn properly. At 4th level and every even level of fencer thereafter this bonus improves by +1.

If a cloak is non-magical it must be a dueling cloak (listed in the equipment section) in order to gain this benefit. All magical cloaks count as dueling cloaks for the purpose of gaining the benefit listed above.

VEILED INTENTIONS:

A fencer of 2nd level may deliver a sneak attack as if he were a rogue of half his fencer level while wielding a cloak in his offhand.

CLOAK WRAP:

A fencer of 4th level can make an additional disarm attempt with his cloak as part of a full-attack action at his highest Combat Maneuver Bonus.

IMPROVED FEINT:

A fencer of 6th gains Improved Feint as a bonus feat even if he doesn't meet the prerequisites.

WHIRLING CLOAK:

A fencer of 8th level gains a +4 bonus on disarm combat maneuvers and feints while wielding a cloak. In addition, a weapon disarmed while the fencer is wielding a cloak in his off-hand may be stored on his person in a visible location as part of the same action as the disarm.

CLOAK FLOURISH:

A fencer of 10th level gains a +4 shield bonus against attacks of opportunity. This stacks with other bonuses provided by fencer class features.

Buckler

STRONGGUARD STANCE:

A fencer of 2nd level gains a +2 shield bonus while wielding a buckler in his off-hand. This bonus stacks with any bonus provided by the base shield (including enhancements) and with any shield bonus granted by fencer class features.

CREATE AN OPENING:

At 4th level, the first time in a round a fencer uses his parry & riposte class feature the weapon damage from his rapier is automatically the maximum value he can roll on the ensuing attack of opportunity.

BUCKLER PUNCH:

A fencer of 6th level gains Improved Shield Bash as a bonus feat regardless of if he meets the prerequisites. In addition, a fencer with this can perform a shield bash with a buckler as if he was using a spiked light shield appropriate to his size that deals bludgeoning damage (1d4 for medium creatures). The fencer's buckler can have spikes placed on it and be enchanted for normal cost, dealing the normal damage type for a spiked shield.

POINT DEFENSE:

At 8th level the AC bonus from the strongguard stance improves to a +4. The first time the fencer is hit in a round, the bonus reverts back to a +2 until the start of his next turn. This stacks with other bonuses provided by fencer class features.

BUCKLER SLAM:

At 10th level a fencer gains Shield Slam as a bonus feat even if he doesn't meet the prerequisites. In addition, a fencer's shield bash damage deals damage like a spiked heavy shield appropriate to his size (1d6 for medium creatures). The buckler's damage type is bludgeoning unless it is spiked.

Single Sword

While utilizing the single sword style a fencer must have a free hand.

FALCON STANCE:

A fencer of 2nd level gains a +2 bonus on initiative checks so long as he has a rapier either in his hand or in a sheath at his hip. This bonus improves with improved initiative.

WEAPON SPECIALIZATION:

A fencer of 4th gains Weapon Specialization (rapier) as a bonus feat even if he doesn't meet the prerequisites.

TEMPO MASTERY:

A fencer of 6th level gains a bonus on damage rolls with a rapier equal to 1/2 their initiative modifier to a maximum of their fencer level.

GREATER WEAPON SPECIALIZATION:

A fencer of 8th gains Greater Weapon Specialization (rapier) as a bonus feat even if he doesn't meet the prerequisites.

COUP D'ARRET:

When a fencer of 10th level successfully hits an opponent with his parry & riposte class feature, that creature cannot move until the start of the fencer's next turn if they fail a Reflex save (DC 10 + BAB).

Weapon Expertise (ex):

At 3rd level, a fencer gains an unparalleled expertise with a rapier. The fencer can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his fencer levels stack with any fighter levels he possesses for the purposes of meeting the prerequisite for feats that specifically select his chosen weapon, such as Weapon Specialization.

This replaces the cavalier's charge class feature.

Duelist (ex):

Starting at 4th level, a fencer may choose to apply his Dexterity modifier to damage rolls with a weapon in place of his Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. This replaces the expert trainer class feature.

Colors (ex):

At 5th level, a fencer's color becomes a symbol of inspiration to his allies and companions. As long as the fencer's colors are clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus to CMD. At 10th level and every 5 levels thereafter, these bonuses increase by +1. A fencer's colors cost 5 gp to be made. This replaces a cavalier's banner class feature.

SIDEBAR: WHAT ARE COLORS?

A fencer's "colors" are pieces of fabric he has tied onto himself to indicate his allegiance. These are often accompanied by small expensive trinkets called favors given to him by an endorser. Often favors are given by spouses or other people of close affiliation.

Sword of the Order (ex):

At 14th level, the fencer gains the 8th level order ability of his order.

This replaces the greater banner class feature.

Ace of Blades (ex):

At 20th level, a fencer who reduces the target of his challenge to 0 HP or lower can transfer that challenged status to another creature who he could otherwise challenge. This does not consume a use of his challenge class feature. In addition, all damage dealt with a rapier and his companion weapon is always treated as if it had rolled maximum damage on the damage roll against the target of his challenge.



Table 1-2: Fencer Favored Class Bonuses

Race	Bonus	Source
Human	+1/4 damage with rapiers against creatures who are not the target of the fencer's challenge while the fencer has an active challenge.	CRB
Dwarf	+1/4 shield bonus to AC when wielding a rapier and nothing in their off-hand.	CRB
Elf	+1/3 damage when wielding a weapon with "elven" in it's name.	CRB
Half Elf	+1/3 damage with weapons wielded in the fencer's off-hand.	CRB
Half Orc	+1/4 when the fencer wields a rapier in his main hand and nothing in his off-hand.	CRB
Gnome	+1/3 on all saves against spells originating from the target of the fencer's challenge.	CRB
Halfling	+1/4 damage with rapiers against creatures who at least one size category larger than the fencer.	CRB
Drow	+1/4 damage with rapiers in areas of darkness.	CRB
Tengu	+1/4 damage with katana against the target of the fencer's challenge.	CRB
Goblin	+1/2 damage with a rapier against creatures of the orc subtype, dogs (and dog-like creatures), and horses (and horse-like creatures).	ARG
Drakken	+1/2 damage with a rapier against dragons and dragon-like creatures.	LRGG Racial Guide I
Faun	+1/3 bonus on feint checks against the target of the fencer's challenge.	LRGG Racial Guide I
Pariah	+1/3 on all saves against non-spell effects originating from the target of the fencer's challenge.	LRGG Racial Guide I
Grey	+1/2 damage with a rapier against aberrations.	Grey Alien Racial Guide
Vosa (Drone)	+1 ft. fly speed.	LRGG Racial Guide I
Grippli	+1/2 bonus on Acrobatics checks.	LRGG Racial Guide II

Fencer Archetype: Elven Magebane

Renegade spellcasters beware, elven magebanes meet the misuse of magic with the edge of a sword. They spend years practicing a deadly dueling style that is designed to devastate spellcasters. Many are magus, sorcerers, or wizards themselves and they have some degree of insight into the kind of seductive powers magic offers.

Requirements

RACE: Elf

ORDER: Seal or Tome

Spell Expertise (ex):

An Elven Magebane gains spell craft as a class skill and gains a competence bonus on spellcraft checks to identify spells. This replaces guards and wards

Elven Dueling Style (ex):

In place of a typical companion weapon, a elven magebane learns to utilize an elven curved blade with unmatched skill. At 1st level an elven magebane gains the ability to wield an elven curve blade in one hand. In addition, he may treat an elven curved blade as a rapier for the purposes of fencer class features. When using the elven dueling style, a magebane must keep his off-hand free.

TYPHOON DANCE (EX):

At 2nd level an elven magebane gains a +1 shield bonus to his AC per 10 feet of movement he had made thus far this round while wielding an elven curve blade. This bonus may not exceed +3.

DEFLECT ARROWS:

At 4th level an elven magebane gains the Deflect Arrows feat as a bonus feat even if he doesn't meet the prerequisites.

SPIRAL WARDS (SU):

At 6th level, an elven magebane gains a +4 insight bonus to AC against spells and spell-like abilities that he successfully identifies with the spellcraft skill. This bonus increases by +1 for every five he beats the DC to identify the spell by. This insight bonus counts as a shield bonus for the purpose of his parry & riposte class feature.

ELVEN ARROW DEFLECTION (SU):

At 8th level, an elven magebane can deflect arrows one additional time per round. In addition, he may deflect ray attacks with his Deflect Arrows feat.

SPELL HUNTER (Sp):

At 10th level if an elven magebane's parry & riposte class feature would be triggered by a spell the elven magebane may spend 2 grit points as an immediate action to teleport up to his speed towards the spells caster.

DESIGN NOTE: MAGEBANES FROM OTHER RACES

If your setting has a race who more specifically guards against the misuse of magic, you may substitute them for another race. You may need to change the weapon that is utilized however. The weapon should be an exotic racial weapon (or weapon thematically associated with the race) that normally requires two hands to wield. For example, you could make a "Dwarven Spellhammer" if you used a dwarven longhammer or a "Gnome Wildguard" with a gnomish hooked hammer.

The Meister

AN ARCHETYPE CLASS FOR THE CAVALIER IN THE PATHFINDER ROLEPLAYING GAME

Meisters are warriors with legendary skill of arms that they hone for various reasons. Among their number are daring gladiators, skilled soldiers, and ruthless assassins, all of whom perfect the unique aspects of their weaponry to give them an edge over other combatants. Through tireless practice, they utilize tools of combat to their fullest potential. Using specialized techniques with their deadly arsenal, they survive and conquer foes with determined efficiency.

For their mastery of weapons, these elite warriors became known as “meisters”. With every trick in their vicious trade, they make a path to their goals through any who stand against them. To masters, the only true way to prove their synergy with their weapons of choice is meeting challenging adversaries in battle to the death.

Weapon Style (ex):

At 3rd level, a meister learns to unlock the potential of a select category of weapons. He gains access to special options with those kinds of weapons as listed below under the name of that weapon group, plus additional abilities if he gains weapon training in that group of weapons. Any benefits gained from having both a weapon style and the listed bonus in weapon training are gained when the meister selects the corresponding weapon group with his weapon training class feature.

Each time the meister gains weapon style, he chooses a new weapon group and a single weapon from any group he has chosen to gain benefits from his weapon style. He may choose multiple weapons from a weapon group he already knows the weapon style of each time he gains this class feature, if he likes. A weapon that falls into multiple categories gain the benefits of all weapon styles the meister has learned, up to the meister’s weapon training bonus in the weapon group that style belongs to.

When a weapon style refers to the name of the weapon group (“an axe” for the axe weapon group), any weapon from that weapon group the meister uses gains that benefit, even if it isn’t one of his chosen weapons. If a weapon style refers to “his weapon” or a “chosen weapon”, it only applies to a weapon the meister selected with the weapon style class feature in that weapon group. The meister gains this class feature at 3rd level, and every 4 levels thereafter (at 7th, 11th, 15th, and 19th level). This replaces the armor training and armor mastery class features.

Axes:

The meister counts the hardness of objects as half when sundering them with an axe. He does not provoke attacks of opportunity when making sunder attempts with his weapon.

WEAPON TRAINING 1: The meister deals 1 additional point of damage with his weapon when using the Power Attack feat, +1 for every 4 BAB he possesses.

WEAPON TRAINING 2: The meister gains an insight bonus on attack rolls made to confirm critical hits with his weapon equal to 1 + his weapon training bonus.

WEAPON TRAINING 3: The meister may choose to damage a target’s weapon, armor or shield each time he confirms a critical hit with an axe as though he had made a successful sunder attempt. This is a separate damage roll that is not multiplied and does not count as a critical hit. This ability does not stack with Sundering Strike.

WEAPON TRAINING 4: If the meister rolls a natural 20 on an attack roll with his weapon, he increases his critical multiplier by 1 if the attack is a critical hit.

Blades, Heavy:

The meister gains a bonus equal to 1 + his weapon training bonus to damage rolls when attacking with a heavy blade as a standard action or when making attacks of opportunity.

WEAPON TRAINING 1: The meister's first attack roll with his weapon during a full attack takes no penalty from Power Attack. If the meister has the Furious Focus feat, his second attack gains this benefit if his weapon is wielded in two hands.

WEAPON TRAINING 2: The meister can make an attack of opportunity using a heavy blade against a creature who misses him as an immediate action once per day. The meister may use this ability one additional time per day for every point of weapon training he has in heavy blades over +2.

WEAPON TRAINING 3: The meister gains twice the normal bonus on damage rolls with Power Attack with his chosen weapon when charging or making a single attack as a standard action.

WEAPON TRAINING 4: The meister may take an additional move action after he drops an opponent below 0 hp using a heavy blade while making a full attack. This move action occurs after the full attack has ended. He may only take one extra move action with this ability each round.

Blades, Light:

The meister may deal additional damage equal to his Strength modifier against flat-footed creatures with a light blade.

WEAPON TRAINING 1: The meister may make an additional 5-foot step before making a full attack using his weapon. This is in addition to the 5-foot step the meister can normally take during their turn.

WEAPON TRAINING 2: The meister may choose to make a single additional attack with his weapon during a full attack at his highest attack bonus. In exchange, the meister takes a -2 penalty on all attacks made until the start of his next turn.

WEAPON TRAINING 3: When the meister threatens a critical hit with a light blade, the target is flat-footed against the meister's next attack made before the end of his turn.

WEAPON TRAINING 4: The meister may make an additional attack with his weapon as a swift action after confirming a critical hit with his weapon against a creature. The attack uses the meister's highest attack bonus and must be made against the critically hit creature before the end of the meister's turn. That creature is flat-footed against this attack.

Bows:

Once per round, the meister may choose to have an attack with a bow that misses a target benefiting from soft cover by 4 or less hit the creature granting the soft cover instead. If multiple creatures are in the way, randomly determine which is hit. Use the same attack roll against the new target.

WEAPON TRAINING 1: The meister may make a sunder combat maneuver checks or feint at a range with a bow. If he successfully feints, he may gain the benefit of the feint on his next attack with a bow as though his bow shot were a melee attack or confer the benefit to an ally adjacent to the target. The meister may use his Dexterity modifier in place of his Strength modifier on the CMB roll when making a sunder attempt. Doing so still requires him to use ammunition as normal for an attack.

WEAPON TRAINING 2: The meister's ranged attacks with his weapon do not provoke attacks of opportunity. If he makes a single attack against an adjacent target with his weapon as a standard action, the attack deals double damage.

WEAPON TRAINING 3: The meister may take a -2 penalty on his attack roll for any attack he makes using a bow to target a second creature behind his first target up to 30 feet away with the same arrow. The meister's line of effect for this attack must pass from himself through his first target in a straight line to the second target. If the attack hits, roll damage a second time minus any precision damage. The second target gains the benefit of soft cover against this attack, even if the meister has a feat that negates cover penalties. The first target cannot be hit a second time by the same arrow due to the bow weapon group's ability.

WEAPON TRAINING 4: The meister may choose to fire his arrows into vulnerable parts of his target's body. He may make a combat maneuver check using either his Dexterity or Strength modifier in place of an attack using his weapon against any target within his weapon's first range increment to do any of the following:

- Reduce one of the target's speeds by 10 feet for 1 round. If natural 20 is rolled on the combat maneuver check, the target must make a Fortitude save or be knocked prone. Magical means of transportation (such as the fly spell) are unaffected by this combat maneuver, though those using them who are critically hit by his combat maneuver must still make a saving throw against this effect.
- Sicken the target for 1 round. If natural 20 is rolled on the combat maneuver check, the target must make a Fortitude save or be nauseated for 1 round instead. The fighter's bravery bonus adds to this saving throw, although it is not a fear effect. Creatures that cannot feel pain or have no discernible anatomy are immune to this effect.
- Give the target a -2 penalty on his next attack roll and to his AC until the end of his next turn. This bonus stacks up to twice. If a natural 20 is rolled, the target must make a Fortitude save or be blinded permanently.

The Fortitude save DC for this ability is equal to (10 + $\frac{1}{2}$ meister level + Strength or Dexterity bonus). This ability's effects do not stack with themselves. However, multiple different effects from this ability may be in effect at once on the same target. The combat maneuver may also deal damage (at the meister's option) equal to the weapon's base damage plus the meister's Strength bonus plus the weapon's enhancement bonus. The meister may use the Deadly Aim feat with these combat maneuvers to increase the damage dealt. A successful CMB check affects the target even if the attack deals no damage to the creature.

Close:

The meister may grapple while wielding a close weapon as though his hand was free. He may even grapple using an unarmed strike, gauntlets, brass knuckles, claws or a similar weapon while wielding a weapon or using a shield. If the meister rolls a natural 20 on an attempt to maintain a grapple and chooses to deal damage, he must roll to maintain again. If he succeeds, he deals double the normal amount of damage for maintaining a grapple. The meister may choose to deal his weapon's damage instead of the damage for an unarmed strike when dealing damage with a maintained grapple.

WEAPON TRAINING 1: The meister may use his weapon while fighting with two weapons at 2 less penalty, and deal full damage with Power Attack as though it were a one-handed weapon if wielding it in his off-hand. This is in addition to the penalty reduction from the Two-Weapon Fighting feat.

WEAPON TRAINING 2: The meister may choose to close with an opponent using a 5-foot step, entering his opponent's space. Doing so provokes an attack of opportunity. He may make attacks while sharing his opponent's square at no penalty using any light or close weapons he possesses. The creature the meister is sharing the space with counts as being adjacent to the meister for the purposes of threatened area and for triggering feats. His foe takes a -2 penalty on attack rolls against the meister while the meister shares his space. If his foe chooses to move away, even with a 5-foot step, doing so provokes an attack of opportunity from the meister.

WEAPON TRAINING 3: The meister deals additional damage equal to his Strength modifier with a close weapon when dealing damage to a creature who he is grappling or sharing a square with.

WEAPON TRAINING 4: The meister may choose to deal his target 2 points of ability score damage to Strength, Dexterity, or Constitution each time he maintains a grapple and chooses to deal damage while wielding his chosen weapon. If he rolls a natural 20 on a CMB check to maintain a grapple, he may deal 2 points of ability score bleed damage to any of those statistics instead.

Crossbows:

The meister does not provoke an attack of opportunity when loading a crossbow. He may reload his weapon while moving if it takes a move action or he can choose to move up to his speed and load as a standard or full-round action (whichever the weapon requires).

WEAPON TRAINING 1: The meister may use a swift action to overdraw the string of a crossbow. He deals additional damage equal to his Strength modifier with that crossbow until the start of his next turn.

WEAPON TRAINING 2: The meister does not provoke attacks of opportunity when making ranged attacks using a crossbow. He threatens adjacent creatures with his weapon.

WEAPON TRAINING 3: The meister may make an attack of opportunity as an immediate action against a target within 30 feet as though he threatened those squares while using his weapon. In addition, he may take a -2 penalty on any attack roll using a crossbow against a target within 30 feet to strike them in the legs or lower body with his shot, lowering their land movement speed by half for their next move action or action they take that involves moving before the end of their next turn in addition to dealing damage normally.

WEAPON TRAINING 4: The first attack the meister makes in a round with his weapon deals double damage. This ability increases the critical multiplier of his weapon by 1 if a critical hit is scored with the attack instead of a multiplier to damage.

Double:

The meister may make an attack of opportunity with both sides of a double weapon in place of a single attack of opportunity as an immediate action.

WEAPON TRAINING 1: The meister may make an attack with each side of his weapon as a standard action.

WEAPON TRAINING 2: The meister may choose to forgo one attack with his weapon's off-hand side and his primary side to make an attack against each adjacent creature with one side of his weapon. He may choose which side to apply to each target.

WEAPON TRAINING 3: The meister may make a free combat maneuver check with a double weapon's other side after confirming a critical hit. If he does, that maneuver gains a +2 bonus.

WEAPON TRAINING 4: The meister may choose to add the damage from one of his off-hand attacks to the damage from one of his primary hand attacks while using a double weapon once each round. He must announce his intention to do so before making his attack rolls, then roll both attacks and add their damage together. If either attack scores a critical hit, the damage is added together before it is multiplied. If both attacks score a critical hit, remember that two doublings equal a tripling and so on.

Firearms:

The meister does not provoke attacks of opportunity for loading a firearm and loads his weapon one step more quickly.

WEAPON TRAINING 1: The meister deals 1 additional point of damage with his weapon when using the Deadly Aim feat, +1 for every 4 BAB he possesses.

WEAPON TRAINING 2: The meister does not provoke attacks of opportunity for attacking with his weapon. In addition, the meister may draw his weapon as a free action, even if he is grappled.

WEAPON TRAINING 3: The meister may use a firearm to make a CMB check using his Dexterity modifier in place of his Strength at a range to perform the disarm or sunder combat maneuvers. He may also choose to make a CMB check with his weapon using his Dexterity modifier in place of his Strength in place of an attack against a target within his weapon's first range increment. If successful, he may halve the target's movement speed until the end of their next turn.

WEAPON TRAINING 4: If the meister confirms a critical hit against a creature using his weapon, the target must make a Fortitude save (DC 10 + meister level + weapon training bonus in firearms) or be staggered for 1 round.

Flails:

The meister may choose to spend a standard action to rotate his weapon. If he hits with his next attack made with his weapon before the end of his next turn, he deals double the normal damage from his Strength modifier on the attack.

WEAPON TRAINING 1: The meister gains a +2 bonus on attack rolls with a flail when attacking a creature who is gaining a shield bonus to AC.

WEAPON TRAINING 2: The meister may forgo his +4 bonus on attack rolls against prone targets until the end of his turn to sicken a prone target with a successful attack using a flail for 1 round. The target is sickened 1 additional round for each time the meister hits them in this way after the first in the same round. The meister must deal at least 1 point damage to a target to sicken it.

WEAPON TRAINING 3: The meister deals 1 additional point of damage with his weapon when using the Power Attack feat, +1 for every 4 BAB he possesses. In addition, when the meister confirms a critical hit with his weapon, the next attack he makes with his weapon before the end of his next turn deals double the damage from the Power Attack feat on a successful hit.

WEAPON TRAINING 4: When the meister confirms a critical hit with a flail, he may make an immediate trip attempt against that target, using the same base attack bonus as the attack that critically hit for the CMB check. If the attempt succeeds, the target is knocked prone and is dealt damage equal to the meister's Strength modifier. This ability does not stack with Tripping Strike.

Hammers:

Any time that the meister makes a successful sunder attempt against armor or a shield using a hammer, he deals bludgeoning damage equal to his Strength modifier plus any damage from the Power Attack feat to the wearer as well. This damage is of the same kind as the hammer used.

WEAPON TRAINING 1: The meister may take a -2 penalty on an attack roll when attacking with a hammer. If he does so and successfully hits, his target takes a -2 penalty on his next attack roll for every one of the meister's attacks that hits him until the beginning of the meister's next turn. This penalty can stack with itself.

WEAPON TRAINING 2: When the meister deals damage to an object using his weapon, he deals double the normal damage from his Strength modifier (x3 with a two-handed weapon).

WEAPON TRAINING 3: The meister's first attack with his weapon during a full attack takes no penalty from Power Attack. If the meister has the Furious Focus feat, his second attack with his weapon gains this benefit if his weapon is wielded in two hands.

WEAPON TRAINING 4: When the meister confirms a critical hit with his weapon, he may make an immediate sunder attempt against the target's armor or shield using his weapon at the same base attack bonus. If the armor or shield is destroyed, the target takes any excess damage beyond that required to destroy the object. This ability does not stack with Sundering Strike.

Monk Weapons:

The meister gains the benefit of the Two-Weapon Fighting feat when using only monk weapons to attack, provided he is not making a flurry of blows.

WEAPON TRAINING 1: The meister gains the ability to count weapons from one other weapon group as though they were from the monk weapon group. These weapons gain the higher of the two group's weapon training bonuses, not both. Alternatively, the meister may choose to increase the damage dice of his unarmed strikes by one step.

WEAPON TRAINING 2: The meister is treated as a monk a number of levels higher equal to his weapon training bonus + 1 in his weapon for the purposes of calculating unarmed strike damage, AC bonus, and ki pool (when he reaches effective monk level 4 or gains monk weapon mastery 3). If the meister has no levels in monk, this benefit gives him the aforementioned abilities of a 1st level monk and grants further benefit as normal.

WEAPON TRAINING 3: The meister may use the Stunning Fist feat with his weapon, instead of only an unarmed strike. If his chosen weapon is an unarmed strike, he adds +2 to the save DC when making a Stunning Fist attempt. Alternatively, he may increase his unarmed strike's base critical range by 1 (from 20 to 19-20) and its critical multiplier by 1.

WEAPON TRAINING 4: When the meister confirms a critical hit with a monk weapon, he ignores his foe's damage reduction, if any, even if it is untyped DR. He may declare a critical hit with his weapon a stunning fist attempt even if he did not do so before the attack roll was made.

Natural Weapons:

The meister takes half damage from effects that damage him due to attacking with a natural weapon, such as fire shield or spines.

WEAPON TRAINING 1: The meister may make a 5-foot step as an immediate action after he strikes a creature with an attack of opportunity using his weapon or after he strikes a creature with at least two natural weapons during his turn, not taking an action. The meister must end his movement in a square that creature threatens. If the creature threatens no squares, the meister may move in whatever direction he chooses. This is in addition to the 5-foot step the meister is normally allowed for his turn.

WEAPON TRAINING 2: The meister may make a second attack at a -5 penalty with his weapon during a full attack. If the meister has multiple of a single type of natural weapon (such as claws), he may only make an extra attack with one of those weapons.

WEAPON TRAINING 3: The meister chosen weapon's critical multiplier increases by +1.

WEAPON TRAINING 4: The meister may hook into his target with a natural weapon upon scoring a critical hit. If the target deals damage with fire shield or a similar ability, or has an attack that deals damage while grappling or from contact, the meister takes that damage at the start of his turn. At the start of the meister's turn, he deals his natural weapon's damage to the target automatically. If the target moves, the meister may move with it as a free action, even if the target's movement would exceed his normal movement speed, without provoking an attack of opportunity from the target. If he chooses not to or moves away from the target, he ceases to be hooked into them. The target may unhook the meister as a standard action that provokes an attack of opportunity.

Polearms:

The meister may brace a polearm against a charge as an immediate action once per day, plus a number of times per day equal to his polearm weapon training bonus. He may count his chosen weapon as being a member of one of the following weapon groups for the purposes of the weapon style ability: axes, hammers, heavy blades, spears. It gains abilities from that style as though it were a weapon of that type if the meister selects that weapon group as one of his weapon styles. The meister's chosen weapon should have the attributes of the weapon it is emulating, such as a spearhead on a polearm emulating a spear, or the axe head of a halberd allowing it to be used like an axe. If a polearm deals piercing damage, it can emulate a spear. If it deals bludgeoning damage, it can emulate a hammer. If it deals slashing damage, it can emulate either an axe or a heavy blade. The chosen weapon must always deal that type of damage while using an ability from that weapon group.

WEAPON TRAINING 1: The meister can see the range of his foe long before he gets within striking distance. When a creature makes a 5-foot step to become adjacent to the meister while he wields a polearm, he gains a +2 bonus to AC against that creature's attacks until the end of his turn.

WEAPON TRAINING 2: When the meister makes a single attack using his weapon as a standard action or with a readied action, he deals twice the normal damage from his Strength bonus.

WEAPON TRAINING 3: When the meister braces his weapon against a charge and successfully hits a creature, he may choose to make a combat maneuver of his choice using his weapon against the creature in addition to dealing damage. This combat maneuver can provoke attacks of opportunity as normal.

WEAPON TRAINING 4: After striking a creature with a critical hit using a polearm, the meister may spend an immediate action to interrupt any of the creature's actions with an attack while the creature is within the meister polearm's reach any time before the end of the meister's next turn. This may also be any combat maneuver he could perform with the attack. If the meister interrupts an action and the result of the attack leaves the foe unable to complete an action, it is left partially complete and the action is canceled.

Spears:

The meister may brace a spear against a charge as an immediate action once per encounter. The meister may harry a foe that is within 10 feet as a move action while using a spear. If that creature makes a 5-foot step into a square the meister threatens before the beginning of his next turn, they provoke an attack of opportunity from him. The meister gains the benefits of the spear weapon style with any spear he has proficiency in.

WEAPON TRAINING 1: The meister may use a light shield or buckler and gain its bonus even while using a two-handed spear or fighting with a spear in that hand, without any penalty to the attack rolls from wearing a shield.

WEAPON TRAINING 2: The meister can increase his reach with a spear by 5 feet until the end of his turn. This does not stack with the Lunge feat.

WEAPON TRAINING 3: The meister can use a spear to harry a creature within his reach as a swift action.

WEAPON TRAINING 4: After making a critical hit using a spear, the meister may choose to intercept an attack made by that creature as an immediate action once before the end of the meister's next turn. The meister may only choose to intercept if they are within the meister's line of sight and if the meister is capable of attacking them with a spear. The meister may make a melee or ranged attack against them using any spear he wields as an immediate action, targeting the creature he has scored a critical hit against. If the attack hits, the triggering attack is negated, and the victim is damaged normally by the attack.

Thrown Weapons:

The meister may bounce one non-ammunition thrown weapon that successfully strikes a target back to himself and catch it each round. He may use that weapon again in the same round.

WEAPON TRAINING 1: The meister may throw one thrown weapon at his highest attack bonus during any one move action on his turn where he moves at least 10 feet or on a charge.

WEAPON TRAINING 2: The meister's first attack roll with his weapon during a full attack throws two weapons of that type. He gains the benefit of the Manyshot feat, except applied to his thrown weapon attacks using his chosen weapon.

WEAPON TRAINING 3: The meister's ranged attacks with thrown weapons can be made at a -2 penalty to strike the target in a vital area. Doing so gives the target one of the following effects:
-2 penalty to Dexterity (Can be done multiple times, to a minimum of 1 Dexterity)
-5 foot land speed (Can be done twice to a single creature)

Deals the target bleed damage equal to the weapon's damage die (does not stack with itself)

These penalties last until the target is healed any amount of damage through magical means or a DC 20 Heal check is made as a full-round action.

WEAPON TRAINING 4: If the meister scores a critical hit with his weapon, he may make a bull rush attempt using the same base attack bonus for his CMB against the target, even if he is not adjacent. He may not choose to move with his target. This ability does not stack with other abilities that provide a bull rush after a critical hit.



Table 2-1: Meister Favored Class Bonuses

Race	Bonus	Source
Human	+¼ of a new weapon to benefit from weapon style from one group the meister has weapon style in.	CRB
Dwarf	+1/2 bonus to damage rolls when making a sunder attempt with an axe or hammer.	CRB
Elf	+1/3 of a new weapon to benefit from weapon style from the bows, heavy blades or light blades weapon groups or a weapon with "elven" in its name.	CRB
Half Elf	+1/3 bonus on damage rolls against a flat-footed creature.	CRB
Half Orc	+1/3 of a new weapon to benefit from weapon style from the axes or heavy blades weapon groups or with "orcish" in its name.	CRB
Gnome	+1/3 of a new weapon to benefit from weapon style from the close or crossbows weapon groups or with "gnome" in its name.	CRB
Halfling	+1/3 of a new weapon to benefit from weapon style from the light blades or thrown weapon groups or with "halfling" in its name.	CRB
Drow	+1/2 bonus on damage rolls made during the surprise round.	ARG
Tengu	+1/3 of a new weapon to benefit from weapon style from the light blades or heavy blades weapon groups.	ARG
Goblin	+1/3 of a new weapon to benefit from weapon style from the heavy blades or spears weapon groups, or treat the dogslicer, horsechopper, or any weapon with "goblin" in its name as a member of any of the following weapon groups: axes, heavy blades, polearms	ARG
Drakken	+1/3 of a new weapon to benefit from weapon style from the natural weapon group. The drakken's natural weapons count as 1/3 enhancement bonus for the purposes of overcoming damage reduction.	LRGG Racial Guide I
Rattel	+1/3 of a new weapon to benefit from weapon style from the close or natural weapon groups.	LRGG Racial Guide I
Ratfolk	+1/3 of a new weapon to benefit from weapon style from the close or crossbows weapon groups	Bestiary III
Grey	+1/3 of a new weapon to benefit from weapon style from the crossbows or firearms weapon groups.	Grey Racial Guide
Vanara	+1/3 of a new weapon to benefit from weapon style from the hammers or monk weapon groups	Bestiary III
Grippli	+1/3 of a new weapon to benefit from weapon style from the light blades or thrown weapon groups	LRGG Racial Guide II
Gnoll	+1/3 of a new weapon to benefit from weapon style from the axes or close weapon groups	Bestiary
Gillman	+1/3 of a new weapon to benefit from weapon style from the crossbows or spears weapon groups	Bestiary

Myrmidon

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

It is known the myrmidons of old were known for their skill with blades and loyalty to their leaders. It was believed that long ago an ancient god formed the first myrmidons from ants, giving them the form of humans. The Deity believed that the ants incredible ferocity and organization, coupled with human adaptability, would make for the ultimate soldiers. Before the myrmidons could form a vast empire as their creator intended, a mysterious and unknown disaster fell upon them. Scattered to the four winds the myrmidons adapted and incorporated themselves into various societies. Myrmidons today follow many of the same philosophies of the original group, and this path tends to attract those who wish to use their blades in defense of some higher concept or government. Still others take to it as wandering swordsmen, loyal only to their skill and searching for a higher calling.

Designer's Note:

While some common sense can be applied here, for simplicities sake, refer to bladed weapons as any weapon in the light and heavy blade weapon groups as well as any other weapon that deals slashing damage.

Requirements:

CLASS FEATURES: Flurry of blows or technique class features, proficiency with all martial weapons or swordtrained racial trait, exotic weapon proficiency with at least one bladed weapon.

FEATS: Quickdraw

SKILLS: Craft (Weapon) 5 ranks

Hit Die: D10

Skills:

Climb, Craft, Diplomacy, Intimidate, Knowledge (local), Profession, Ride, Sense Motive, Survival, Swim

SKILL POINTS PER LEVEL: 2 + INT mod

Class Features:

The following are the class features of the myrmidon prestige class.

Weapon and Armor Proficiency:

A myrmidon doesn't gain any new weapon or armor proficiencies.

Strike of a Thousand Cuts (ex):

At 1st level a myrmidon gains the ability to strike rapidly with their blades. This ability functions as the flurry of blows class feature as described in the monk's entry (Chapter 3 of the Pathfinder Core Rulebook), save that it uses the myrmidon's full class level plus any monk or martialist levels when determining his monk level for the purposes of calculating his bonus to hit and number of attacks, but only while wielding bladed weapons.

Student of the Blade:

Finally, his myrmidon levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select any bladed weapons, such as Weapon Specialization. In addition you may add your myrmidon level to any craft (weapon) checks made to create bladed weapons. A myrmidon crafts blades with deadly efficiency, he is treated as having the master craftsman feat for applying an enhancement bonus

to any blade he crafts. A myrmidon may choose to make a blade in half the time and cost, but it gains the fragile quality when wielded by anyone but him. A myrmidon also uses his full character level to determine the bonus granted by his bravery class feature.

Bonus Feat:

At 2nd level and every even level the myrmidon receives exotic weapon proficiency as a bonus feat. They must select proficiency in a bladed weapon.

A myrmidon may select a martialist technique (Heroes of the East II, Little Red Goblin Games) in place of a bonus feat.

Blade Style (ex):

At 3rd level myrmidon gains a +1 bonus on attack and damage rolls with all bladed weapons. This counts as weapon training 1 for the purposes of effects.

At 7th level this bonus increases to +2, and the myrmidon is also treated as having weapon training 2 for the purposes of effects.

Efficient Wielder (ex):

At 5th level, by changing grip and application, the myrmidon can choose to apply a slashing weapon in unique ways. As a free action you may treat your next attack (or attacks) with a weapon that deals slashing damage instead as bludgeoning or piercing. Changing the damage type in this fashion imposes a -2 penalty on attack rolls.

Oath of the Warrior (ex):

"I will never stray from my path. I will continue to fight on with my blade. fear, pain, sickness, nothing will slow my me down."

At 9th level, The myrmidon is immune to all fear effects. In addition, the myrmidon's bravery bonus (if any) applies to saving throws against mind affecting effects, poison, and gaining the sickened condition.

Mastery of Blades (ex):

Just as the lowly ant wields its scything jaws with terrible efficiency, I wield my blades with a deadly determination. Come forth and fall upon them.

At 10th level, the myrmidon gains a +4 on confirmation rolls for critical hits with bladed weapons. Any weapon damage he inflicts with a critical hit while wielding a bladed weapon is treated as if he rolled the maximum number on the damage die.

Table 3-1: The Myrmidon

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	THOUSAND CUTS ATTACK BONUS	SPECIAL
1 st	+1	+1	+0	+1	-1/-1	Strike of a thousand cuts, student of the blade
2 nd	+2	+1	+1	+1	+0/+0	Bonus Feat
3 rd	+3	+2	+1	+2	+1/+1	Blade style 1
4 th	+4	+2	+1	+2	+2/+2	Bonus Feat
5 th	+5	+3	+2	+3	+3/+3	Efficient Wielder
6 th	+6/+1	+3	+2	+3	+4/+4/-1	Bonus Feat
7 th	+7/+2	+4	+2	+4	+5/+5/+0	Blade style 2
8 th	+8/+3	+4	+3	+4	+1	Bonus Feat
9 th	+9/+4	+5	+3	+5	+7/+7/+2/+2	Oath of the Warrior
10 th	+10/+5	+5	+3	+5	+8/+8/+3/+3	Bonus Feat, mastery of blades

New Weapons

Saber

One-Handed Martial Weapon

A saber counts as a rapier for the purposes of such things as feats, class features, etc.

DESIGN NOTE: WEAPON FINESSE

Weapons that count as rapiers can be used with weapon finesse.

Basket-hilted sword

One-Handed Martial Weapon

A basket-hilted sword was a broad bladed dueling sword (in contrast to rapiers and dueling swords) with an enclosed basket hilt.

A basket-hilted sword counts as a rapier and a longsword for the purposes of such things as feats, class features, etc.

Smallsword

One-Handed Martial Weapon

Also called a dress sword, a smallsword was a saber-like weapon typically worn in a ceremonial fashion in high circles. In civilian life it was worn as a weapon of defense, but could be very deadly if used with great skill.

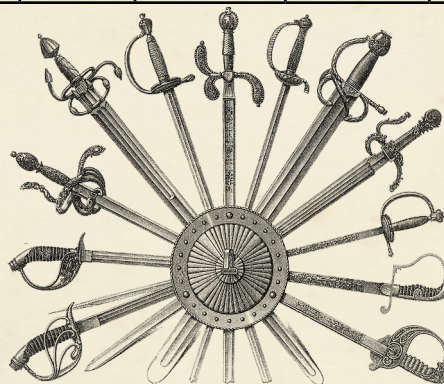
A smallsword counts as a rapier and a shortsword for the purposes of such things as feats, class features, etc.

DESIGN NOTE: TWO WEAPON FIGHTING

The smallsword is a one-handed martial weapon that counts as a shortsword. Two Weapon Fighting looks at the weapon profile, not the name of the weapon so a smallsword would still be considered a one-handed weapon for the purposes of wielding it with Two Weapon Fighting. The smallsword counts as a shortsword and rapier only for things that specifically mention a "shortsword" or a "rapier".

Table 4-1: New Weapons

Weapon	cost	Dmg (S)	Dmg (M)	critical	Range	Weight	Type	Special
Saber	20 gp	1d4	1d6	18-20 x2	-	3 lbs.	S	-
Basket-hilted sword	20 gp	1d6	1d8	19-20 x2	-	4 lbs.	P	-
Smallsword	25 gp	1d3	1d4	19-20 x3	-	2 lbs.	S	-
Hunting Sword	15 gp	1d4	1d6	19-20 x2	-	2 lbs.	P/S	Deadly
Spadroon	20 gp	1d4	1d6	19-20 x2	-	2 lbs.	S/P	-
Katzbalger	18 gp	1d6	1d8	19-20 x2	-	4 lbs.	S	-
Cinquedea	10 gp	1d6	1d8	20 x2	-	4 lbs.	S	-
Elven Macil	22 gp	1d4	1d6	20 x3	-	2 lbs.	P	Disarm
Goblin Dueling Torch	2 gp	1d4	1d6	20 x2	-	2 lbs.	Fire	-



Hunting Sword

One-Handed Martial Weapon

A hunting sword was a straight sword with a slightly curved handle to accommodate a pistol-like grip. Handles are traditionally made out of bone, antler, or wood and the weapon is worn ceremonially. It was used to kill dyeing animals rather than waste ammunition from a rifle.

A smallsword counts as shortsword for the purposes of such things as feats, class features, etc.

Spadroon

Light Martial Weapon

Smaller than a rapier, a spadroon is a popular weapon as a ceremonial weapon. Its smaller, lighter profile allows it to be used more effectively when engaged in infighting.

A spadroon counts as a rapier for the purposes of such things as feats, class features, etc.

Katzbalger

One-Handed Martial Weapon

This thick, sturdy, double edged blade that is about 2 1/2 feet in length. It has a figure eight style guard that protects the hand.

A spadroon counts as a longsword and shortsword for the purposes of such things as feats, class features, etc.

Cinquedea

One-Handed Simple Weapon

This cinquedea is a sword designed for civilians to use. It is a thrusting sword with a fanned base that was said to be 5 fingers wide at the guard.

A spadroon counts as a shortsword for the purposes of such things as feats, class features, etc.

Elven Macil

One-Handed Martial Weapon

Designed with a twin bladed double-helix shaped blade that joins at the tip in a wicked point. The blade is said to sing sweetly when properly wielded. Crossbars allow weapons to catch wayward blades and disarm them. Attacking with a macil results in a low hum which imposes a penalty to Stealth checks as if the creature had spoken.

An elven macil counts as a rapier for the purposes of such things as feats, class features, etc.

Goblin Dueling Torch

One-Handed Exotic Weapon

A long, crude shaft and an ornate (by goblin standards) hilt gives this weapon the overall appearance of a hollow sword carved from waxy wood. The wood has been (to the best of goblin ability) crafted to avoid catching on fire. A spout at the end directs a small flame towards the opponent. The fire itself is stored in the base of the "blade". Small holes along the side of the "blade" allow it to project a small amount of flame when swung. Goblins use this to poke at each other in cowardly displays of pyromania. A roll of a natural 1 with a goblin dueling torch causes it to explode or otherwise backfire on the wielder. This causes it to deal it's weapon damage to the wielder and gain the broken condition. A goblin dueling torch requires one dose of oil costing 1 sp to burn for 1 hour and some dry tinder to start it. When unlit, it is considered to be an improvised weapon. Goblins are automatically proficient in goblin dueling torches. A goblin duelling torch is part of the light blades weapon group.

Cloak, Dueling

A dueling cloak is a heavy cloak or cape designed to serve as a companion weapon when fencing. A dueling cloak is generally an unassuming, large, heavy, cloak that fans out when employed as a distraction. It can be flicked well and is of a size that ensures it provides maximum coverage while not interfering with a weapon. It does deal damage, though it provides the wielder a bonus on their CMD (see the companion weapon section detailing cloaks for more information). A duelling cloak is part of the close weapon group. Cost: 12 gp.

New Feats

Draw Cut

A quick flick of the wrist and you draw blood.

PREREQUISITES: Weapon Focus (any sword)

BENEFIT: Any sword you use that deals only piercing damage can now deal slashing damage as well. In addition, you gain a +1 bonus to damage rolls with swords.

Botta Secreta

A feint sets them up for failure.

PREREQUISITES: Weapon Focus (rapier), BAB +5, Dex 15

BENEFIT: The first time during a full attack action that you miss with a rapier, you gain an extra attack at the BAB of the attack that missed. This second attack is made at a +2 bonus. This may never occur more than once in a round.

Demi-Volt

The key to a good offense is knowing when to advance.

PREREQUISITES: Weapon Focus (rapier), parry & riposte class feature

BENEFIT: When an opponent triggers your parry & riposte class feature, you may take a free 5 foot step. This may only occur once per turn. If you choose to make this 5 foot step, it consumes your 5 foot step on your next turn. After you have taken this 5 foot step, you gain a +2 bonus to attack and damage rolls against the target who missed you on your next turn.

Ballestra Lunge

When the advantage is your, you must press.

PREREQUISITES: Lunge, Weapon Focus (rapier)

BENEFIT: If you benefit from your Lunge feat during a charge attack with a rapier your reach improves by 10 feet rather than 5. In addition, you gain +2 to confirmation rolls with this attack.

Subtle Disarm

Big motions are big mistakes.

PREREQUISITES: Greater Disarm, Weapon Focus (rapier)

BENEFIT: When using a rapier, you gain a +4 bonus on disarming creatures who are wielding one-handed weapons who are within 1 size category of you. If you successfully disarm an opponent, you can wield the weapon in your offhand or sheath it if you have an open sheath of an appropriate size and shape.

Graceful Flick

By bending your blade, you can get inside the guard of your opponent.

PREREQUISITES: Greater Weapon Focus (rapier), Dexterity 17

BENEFIT: Ignore a creature's shield bonus to AC on any one attack you make with a rapier in a round. For this effect, you must declare that you are using a flick before you roll.

Master of Blades

You are one of those once in a lifetime duelists who's talent can only have come from years of training and unmatched dedication.

PREREQUISITES: Weapon Specialization (rapier), grit

BENEFIT: As long as you have 1 grit you may treat your rapier wielded in your main hand as if it was once size category larger for the purpose of determining how much damage it deals.

Student of the Master

Like master, like student.

PREREQUISITES: Master of Blades, companion weapon

BENEFIT: As long as you have 1 grit you may treat your companion weapon as if it was once size category larger for the purpose of determining how much damage it deals.

Elven Duelist

Grace and poise flow in your blood.

PREREQUISITES: Weapon Finesse, Weapon Focus (elven curved blade), duelist, elf

BENEFIT: You may wield an elven curved blade in one hand. In addition, you may treat an elven curved blade as a rapier for the purposes of fencer class features.

Tengu Duelist

Your training allows you to use katana in the same way as a rapier.

PREREQUISITES: Weapon Finesse, Weapon Focus (katana), duelist, tengu

BENEFIT: You may treat a katana as a rapier for the purposes of fencer class features.

SIDEBAR: DUELIST PRESTIGE CLASS VS FENCER BASE CLASS

When adding fencers to your game, they generally replace the duelist prestige class presented in the Pathfinder Core Rulebook. When you see the phrase "duelist" mentioned in this book, it is likely referring to the duelist class feature of the fencer rather than the duelist prestige class. They fill the same thematic niche. However, a game that has a fencer in it does not inherently ban the use of the duelist and a fencer with levels in duelist can be an interesting character.

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Tunnel Vision

You become hyper focused on your target, allowing you to obsessively observe every detail of them. This does have it's drawbacks however.

PREREQUISITES: Challenge class feature

BENEFIT: You gain a +1 on all attack and damage rolls rolls, and a +2 to your CMD against your the target of your challenge. However, you take a further -1 penalty to your AC against creatures who are not the target of your challenge.

Goblin Fire Spinner

"Fire as good as sword?"

"Fire better."

PREREQUISITES: Improvised Weapon Mastery, Fire Tamer, goblin

BENEFIT: You may treat torches and goblin dueling torches as a rapier for the purposes of fencer class features. A goblin with this feat does not run the risk normally associated with rolling a natural one with a goblin dueling torch. Instead of dealing damage, it simply goes out. A critical hit also sets a creature on fire, causing 1d4 fire damage per turn until the creature takes a move action to put themselves out (DC 15 Reflex save).

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