

NICE THINGS FOR FIGHTERS

WRITTEN BY RAY CHAPEL
ARTWORK BY MATT MORROW, BRIAN
BRINLEE, ERIC LOFGREN, JAZBEE, AND
SADIE

D&D **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

Nice Things for Fighters: A Supplement for the Pathfinder Role-Playing Game

Credits

Written by: Ray Chapel

Editing: Ray Chapel

Special Thanks: The fine folks at <http://www.minmaxboards.com/> outdid themselves again in helping to look for discrepancies and balance issues.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Quasar Knight Enterprises game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Nice Things for Fighters is © 2014 Ray Chapel, Quasar Knight Enterprises. Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved.

Cover art is © copyright by Jazbee 2012.

Page background is © Sade.

Some artwork © 2014 Eric Lofgren, used with permission. All rights reserved.

Some artwork is © Matt Morrow, Purple Duck Games.

Some artwork is © Brian Brinlee, Purple Duck Games.

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

Ever since the late 70's there has been talk of game balance between Fighters and Wizards, and what impact the balance (or lack thereof) has on party dynamics and player enjoyment. Although the specifics vary, the 3rd iteration of the world's oldest role-playing game has the widest gap, comparatively speaking, in regards to mechanical restrictions for martial and versatile options for casters.

The restrictions of past editions on magic-users were minimized or eliminated, and the nature of spell selection is much more malleable and versatile than feat selection (the Fighter's bread and butter). At higher levels the numbers of solutions which require a magical component to fix are so predominant that a single-classed Barbarian, Fighter, or Rogue without Use Magic Device is left in the dust. And while Pathfinder took steps to fix imbalances and discrepancies, in many cases they did not go far enough or fix them all. If you are into character optimization, heard about the phenomenon known as Linear Fighters Quadratic Wizards, or your Druid PC accidentally ended up as a better melee brute than the party's Fighter, then you are probably aware of how easy it is for spellcasters to end up powerful and versatile. A skilled and knowledgeable player can create a strong Fighter, but it often requires more clever play and meticulous selections of the right feats, magic items, and prestige classes.

This sourcebook is a grab bag of goodies for martial characters which are easy to qualify for and do not require excessive book-keeping and build optimization to do awesome stuff. Nice Things for Fighters is not a complete re-write of the rules system, or of the Fighter class. Nor is it a set of house rules designed to knock the primary casters down a peg power-wise. Rather, it is a collection of feats, traits, archetypes, and equipment made with Fighters and other non-caster martial in mind to ensure that they stay relevant in the campaign for a longer period of time. The following options power up martial (Fighters especially) by shoring up their most common weaknesses. For example, **Dancing on the Wind** grants a sort of pseudo-flight in the form of jumping really high, while the **Grappling Cord Acrobat** archetype has a nifty way of inflicting melee damage on flying opponents. **Undead Slayer** allows you to interact with incorporeal entities, while **Hearing the Air** can grant you blindsight (all the better to spot invisible opponents). If you think that any of these things sound cool, then Nice Things For Fighters is for you!

Feats

Born Runner [Combat]

You move with the speed of a cheetah and the grace of a gazelle.

Prerequisites: Strength 13, Dexterity 13, Endurance or Run, Fighter level 3rd or Ranger level 1st.

Benefit: Your base land speed increases by 30 feet. This stacks with Fast Movement and other abilities and class features which increase your base land speed. Additionally, you can apply the benefits of the haste spell to yourself as a swift action with a caster level equal to your character level. This is an extraordinary ability. You can split up the duration into separate increments, but the total duration per day is equal to one round per hit die.

This is an extraordinary ability.

Counter Attack [Combat]

An enemy's missed blow leaves them open for a free strike.

Prerequisites: Combat Reflexes.

Benefit: Whenever an opponent within your threatened area misses your armor class on a failed attack roll, you gain an attack of opportunity against them. You cannot benefit from this feat while flat-footed.

Dancing On the Wind [Combat]

The grasshopper and the tick can clear distances many times their own body length. By studying these beings, or through simple trial and error, you have learned to replicate their abilities with such perfection that you may as well be flying.

Prerequisites: Acrobatics 7 ranks, Agile Maneuvers, Fighter, Monk, or Rogue level 7th.

Benefit: As a move action you can grant yourself a fly speed equal to your base land speed for one round and fly up to that speed with a "jump." You must be on solid ground to use this ability. If you end your turn in mid-air, you begin falling. Also, you learned to minimize impact from deadly heights, and can ignore ten feet of falling damage per hit die. You can choose to treat your Acrobatics modifier as your Fly modifier for the purposes of Fly skill checks.

This is an extraordinary ability.

Deflect Rays [Combat]

Spells such as rays are but projectiles which can be directed off course via physical exertion. A skilled warrior treats them more no different than arrows and other mundane attacks.

Prerequisites: Dexterity 14, Spellcraft 2 ranks, Combat Expertise, Deflect Arrows, Fighter or Monk level 4th.

Benefit: Once per round when you would normally be hit with a ranged touch attack which is a spell, supernatural, or spell-like ability, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack does not count as an action. You can use this feat even if you have no free hands (in such a case you deflect it with your weapon or shield).

This is an extraordinary ability.

Elemental Energy Strike [Combat]

You can harness the energy in a weapon by channeling your raw strength into its magical power source.

Prerequisites: Spellcraft 5 ranks, Elemental Energy Slice, must be proficient with all martial weapons, base attack bonus +5.

Benefit: When you attack with a magic weapon which deals bonus damage based upon energy (fire, cold, etc) type, you can convert all of the damage dealt into energy damage of the appropriate type. For example, a character with a 16 Strength wielding a +2 Flaming Greatsword normally deals 2d6+6 points of damage plus 1d6 fire damage. While using this feat they can instead choose to do 3d6+6 points of fire damage.

This is a supernatural ability.

Special: If the magic weapon deals two or more types of energy damage, then you can only convert your physical damage into one type per attack that round.

Elemental Energy Slice [Combat]

You learned how to harness the energy in a melee weapon and focus it into a powerful ranged attack.

Prerequisites: Spellcraft 3 ranks, must be proficient with all martial weapons, base attack bonus +3.

Benefit: When you're wielding a magic melee weapon which deals bonus damage based upon alignment or energy type, you can send forth its energy as a ranged attack by making an appropriate motion (a thrust with a piercing weapon, slice with a slashing weapon, etc) as a standard action. You make a ranged attack roll against an opponent within 30 feet, except that you can choose to apply your Strength or Dexterity modifier to attack and damage rolls, whichever is better. All of the damage dealt by the attack is of the appropriate energy or alignment type for the purposes of damage reduction, energy resistance, and other defensive factors. Otherwise this is treated as a melee attack for the purposes of feats, combat maneuvers, and similar offensive actions.

This is a supernatural ability.

Special: If you are capable of making a full attack, you can use Elemental Energy Slice as one of your attacks.

Elemental Energy Whirlwind [Combat]

You can generate an elemental attack with your weapon so that it effects all within a small radius.

Prerequisites: Spellcraft 7 ranks, Elemental Energy Slice, must proficient with all martial weapons, base attack bonus +7.

Benefit: With a wide circular motion of attack, you can use your Elemental Energy Slice so that it affects all enemies within a 30 foot radius of yourself. All enemies must succeed on a Reflex Save (DC 10 + $\frac{1}{2}$ your HD + Str modifier) or take normal weapon damage. All damage generated by this type is of the appropriate energy type.

Fists of Iron [Combat]

Your fists, feet, knees, skull, and any other part of your body which can be used as part of an unarmed strike are as deadly as any monk's, if not more so.

Prerequisites: Improved Unarmed Strike, base attack bonus +3.

Benefit: The damage die of your unarmed strikes increases by two

increments (for example, from 1d3 to 1d6, from 1d8 to 3d6), as per Improved Natural Attack.

This feat can be taken as a monk bonus feat.

Fool the Simple Mind [Combat]

Manipulating creatures of low intellect is second nature to you.

Prerequisites: Bluff 4 ranks, Knowledge (Nature) 4 ranks, Sense Motive 4 ranks.

Benefit: You can use interaction-based skills on mindless creatures and those with Intelligence scores lower than 3 normally. You can only communicate simple ideas to them, however (trick a zombie into seeing you as 'not food,' convince a bear that you're kin, etc). You can still suffer penalties for extraordinary requests and claims.

Hear the Air [Combat]

You honed your auditory senses to superhuman levels, effectively giving you a biological sonar which allows you to "see" even when blinded.

Prerequisites: Perception 5 ranks, Blind-fight, Fighter level 5th.

Benefit: You gain blindsight out to a range of 40 feet. You lose the benefits of this feat if you become deaf or enter a zone of Silence or similar area bereft of sound. Perception is now a class skill if it wasn't already.

Herculean Strength [Combat]

Whether via excessive training or the bloodline of heroes and giants, you can perform feats of strength otherwise impossible for a creature of your size.

Prerequisites: Strength 15, Barbarian or Fighter level 8th.

Benefit: You treat your Strength as 10 points higher for the purposes of carrying capacity. Additionally, 3 times per day as a standard action you can exert yourself to throw heavy creatures and objects within touch range as per the Violent Thrust entry of the Telekinesis spell, with an effective caster level equal to your hit dice. You must use your Strength modifier for attack and damage rolls instead of your Intelligence or Charisma modifier (as you're actually throwing the objects). You can pick up and throw a creature within the weight limit with a successful melee touch attack (no grapple check is necessary).

This is an extraordinary ability.

Hydra's Rush [Combat]

In a single quick motion you bound towards your opponent, strike, and then leap back to your original position.

Prerequisites: Base Attack Bonus +8, Dodge, Lunge, Mobility.

Benefit: Your natural reach permanently increases by 5 feet.

Special: The effects of this feat stack with Lunge.

Impressive Flourish [Combat]

Your sheer combat prowess is enough to put most opponents off guard.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: You may substitute your attack bonus for your Bluff modifier when feinting in combat.

I Got Just the Right Thing! [General]

You've got a backpack, tool belt, or other all-purpose utility gear filled to brim with knickknacks and gears.

Prerequisite: A large all-purpose backpack or similar compartment.

Benefit: Three times per day you can pull out a small, handheld object worth 50 gold pieces or less from your compartment. You can also expend 3 daily uses to draw a potion with a caster level equal to your character level minus 2. The total worth of gold pieces per item increases in increments of 50 every odd-numbered level after 1st (100 at 3rd level, 150 at 5th level, etc).

Special: If you lose or sell an item which came from your backpack, you cannot use this feat again until you spend an equivalent number of gold pieces on supplies and miscellaneous items to refill your special compartment.

Knock Around [Combat]

You're good at shoving around opponents when fighting in melee.

Prerequisites: Strength 15, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: Whenever you successfully make a melee attack against an opponent of your size category or smaller, you can move him 5 feet within your threatened area. This movement does not provoke an attack of opportunity.



HYDRA'S RUSH

Leviathan's Dodge [Combat]

The superior size and reach of giant monsters provides little benefit against your superior mobility.

Prerequisites: Acrobatics 6 ranks, Dodge, Mobility, base attack bonus +4.

Benefit: You may treat an opponent's natural reach as 5 feet if they're one or more size category larger than yourself and their natural reach is greater than 5 feet. This only applies to opponents who are directly attacking you.

Like a Knife Through Butter [Combat]

Even the hardest, most magically reinforced skin is no more than soft, unprotected flesh to your sword arm.

Prerequisites: Strength 17, Power Attack, Fighter level 7th.

Benefit: You ignore all forms of damage reduction with your physical attacks.

Mage's Bane [Combat]

Even the mere sight of you causes sorcerers and priests alike to quiver in fear.

Prerequisites: Intimidate 10 ranks, Spellcraft 10 ranks, Combat Reflexes, Spellfoil, Fighter level 10th.

Benefit: As Spellfoil, except it effects all enemy spellcasters within your line of sight.

Magically Impervious [Combat]

You adopted a strict training regimen to harden your body against supernatural attacks.

Prerequisites: Spellcraft 7 ranks, Iron Will, Fighter level 7th.

Benefit: You gain Spell Resistance equal to 5 + your hit dice. You can voluntarily lower and resume this Spell Resistance as a free action.

Meager Living [General]

Whether due to religious vows, wariness towards over-reliance on magical items, or similar reasons, you've learned to channel your own sense of self into your equipment to make up for the lack of supernatural aid.

Benefit: You gain an enhancement bonus to your saving throws, a natural armor bonus to armor class, and a deflection bonus to armor



LIKE A KNIFE THROUGH BUTTER

class equal to +1 at 1st level, +2 at 4th level, and an additional bonus every 3 levels thereafter (to a maximum of +6 at 16th level). every 3 levels thereafter (to a maximum of +6 at 16th level).

At 4th level, any weapon or shield you wield or piece of armor or wear gains an enhancement bonus of +1 at 4th level and increases by +1 every 3 levels thereafter (to a maximum of +5 at 16th level).

At 8th level, you gain a +4 enhancement bonus to the ability score of your choice. You gain this bonus again to another ability score at 16th level.

Special: You lose the benefits of this feat if you excessively rely upon the benefits of magical items. You cannot personally own or use more than one permanent magic item (defined as items without charges or limited uses), although you can benefit from them indirectly. Spellbooks and holy symbols count as permanent magic items for the purposes of this feat.

Additionally, keep in mind that this feat can be very powerful when applied to monsters, as they are not as reliant upon magic items as PCs are to contribute in combat.

Mental Fortitude [Combat]

It is no secret that mages are fond of mentally dominating those they perceive to be weak-willed, which includes many martial warriors. The next spellcaster who tries to break your will is in for a rude surprise.

Prerequisites: Spellcraft 4 ranks, Iron Will, Barbarian, Fighter, or Monk level 4th.

Benefit: The duration of mind-affecting spells cast upon you are halved in duration if you so choose. Additionally you can re-roll your Will saving throw against such a spell in the round after it was cast if you initially failed the roll.

This feat can be selected as a monk bonus feat.

Mighty Lungs [Combat]

Your lungs are capable of storing prodigious amounts of air.

Prerequisites: Herculean Strength, Barbarian or Fighter level 8th, must

be naturally capable of breathing.

Benefit: You can hold your breath for a number of days equal to your Constitution score. You can do this even when unconscious or dying. You can make your voice loud and powerful enough to be heard clearly for up to 2 miles in normal conditions (this has no negative effect on people near you, but it is really loud).

Additionally, you can breathe deeply and expel your air in a powerful burst of wind as a full-round action. This replicates the effect of Windstorm-level winds (see Environment under Gamemastering) in a 60 foot line.

Special: If for some reason you become incapable of naturally breathing (such as turning into an undead), then you lose the benefits of this feat. You can choose to trade the feat in for another one, provided you meet the new feat's prerequisites.

Mobile Onslaught [Combat]

You move across the battlefield in a blur, striking down any within your reach.

Prerequisites: Dodge, Mobility, Spring Attack **OR** Shot On the Run, base attack bonus +6.

Benefit: You can move up to your base speed while making a full attack or using the flurry of blows class feature. You can split your total number of attacks among targets within your reach or range during the movement, but you can affect no more targets than you have number of attacks.

Nasty Criticals [Combat, Critical]

Your most well-placed hits fell most enemies.

Prerequisites: Critical Focus.

Benefit: The critical damage multiplier of weapons you wield increase by a factor of 1, to a maximum of x5 (quintuple normal damage).

Old School Fighter [Combat]

Party like it's 1978!

Prerequisites: Power Attack, Cleave, Fighter level 6th.

Benefit: You can automatically sense when one of your opponents is undermatched, defined as one with a Challenge Rating of 3 or less than



NASTY CRITICALS

your Fighter level. You may make a single extra attack as a free action once per turn against every undermatched opponent within your threatened area or range.

Ol' Faithful [Combat]

You can trust your guns to never fail you.

Prerequisites: Exotic Weapons Proficiency (firearms), Fighter or Gunslinger level 1st.

Benefit: Any firearms you wield can never gain the broken condition or explode as the result of a misfire.

Panache [Combat]

You fight with a devil-may-care attitude, preferring style over discretion.

Prerequisites: Charisma 13, Weapon Focus with any light or one-handed melee weapon.

Benefit: You are immune to all fear-based effects. Additionally, you can apply your Charisma modifier to damage rolls made with light and one-handed melee weapons, or any weapon which would be eligible to benefit from Weapon Finesse.

This feat qualifies as Weapon Finesse for the purposes of meeting prerequisites for feats, prestige classes, and other abilities and conditions.

Quake [Combat]

By striking the ground with a limb or hard bludgeoning weapon, you create tremors which crack the earth and unbalance your foes.

Prerequisites: Strength 18, Herculean Strength, Barbarian or Fighter level 9th.

Benefit: As a standard action you can strike a solid surface you are standing on with a bludgeoning weapon or unarmed strike to create a violent miniature earthquake. All terrain within 30 feet of you turns into difficult terrain (which you can move through normally), and those within the radius take 1d6 points of damage per hit die you possess. Targets must also succeed on a Reflex save (DC 10 + $\frac{1}{2}$ hit dice + Strength modifier) or fall prone. You must wait 1d4+1 rounds to use this ability again.

Quick Maneuver [Combat]

You can perform a combat maneuver on a foe you just hit with a successful melee attack.

Prerequisites: Fighter level 2nd.

Benefit: You can perform a combat maneuver against a foe you just hit as a swift action. This does not provoke an attack of opportunity, even if said combat maneuver would normally provoke one.

Scourge of the Battlefield [Combat]

Your landed blows are guaranteed to be grievous.

Prerequisites: Critical Focus, any two [Critical] feats, Fighter level 13th.

Benefit: You no longer need to roll for confirmation whenever you threaten a critical hit. The critical hit is automatically confirmed.

Second Skin [Combat]

Your worn armor moves as one with your body.

Prerequisites: Proficiency in light, medium, and heavy armor.

Benefit: You treat medium armor as light armor, and heavy armor as medium armor whenever it is convenient to do so. Donning any suit of armor takes only a full-round action, regardless of its type. Your base speed is never reduced due to armor, and you suffer no armor check penalties for Acrobatics, Climb, and Swim checks.

Second Wind [Combat]

When the chips are down and you have taken too many blows, you come back into the fray with newfound strength.

Prerequisites: Constitution 13.

Benefit: Once per day as a full-round action, you can refocus and shrug off your wounds. You heal 1d8 points of damage per hit dice you possess. This ability can be used even while you're unconscious or dying.

Soul Eater [Combat]

You've engraved a set of obsidian gems into the surface of your skin as part of a blasphemous necromantic rite. You can use them to store the souls of vanquished foes and trade them to your patron deity for strength.

Prerequisites: Knowledge (Religion) 9 ranks, base attack bonus +9, must worship an evil-aligned deity or infernal patron.

Benefit: You have six obsidian gemstones engraved upon your form. They can be anywhere you want, although the chest is the traditionally-preferred location. Whenever you slay an opponent, their soul is transferred into one of the gems as per the *Trap the Soul* spell for 24 hours. During this time period you can "expend" one of your available

souls as a swift action to gain a profane bonus on your next attack roll, skill check, or saving throw equal to your hit dice divided by 2 (rounded down), or gain the benefit of a Remove Blindness/Deafness, Cure Poison, Cure Disease, Remove Curse, or Cure Critical Wounds spell cast upon yourself. Used souls move on to the afterlife as prisoners of your deity. The effects of this feat are all spell-like abilities.

If you do not use the souls within 24 hours they violently escape your body for 3d6 points of holy damage.

Spellfoil [Combat]

Your mere presence on the battlefield can cause the best efforts of spellcasters to fizzle.

Prerequisites: Intimidate 5 ranks, Spellcraft 5 ranks, Combat Reflexes, Fighter level 5th.

Benefit: Enemies who attempt to cast a spell or use a supernatural or spell-like ability within your threatened area must roll a concentration check (DC 10 + $\frac{1}{2}$ your HD + Charisma modifier) or lose the spell.

Steadfast [Combat]

You are nearly unmovable as long as you hold your ground.

Prerequisites: Strength 13, Constitution 13, Great Fortitude, Fighter level 4th.

Benefit: As long as you move no more than 5 feet in a round, your Combat Maneuver Defense is increased by 10.

Strength of the Titan [Combat]

You fight as a person far larger than one would be of your size.

Prerequisites: Herculean Strength.

Benefit: You treat your size as three categories larger for determining the bonus to your Combat Maneuver Bonus and what size weapons you can wield (to a maximum effective size of Colossal).

Strong-Handed [Combat]

You hit just as hard with your left hand as your right.

Prerequisites: Two-Weapon Fighting.

Benefit: You apply your full Strength modifier to damage with off-hand attacks.



STEADFAST

Tactician [Combat]

Your canny mind spots weaknesses in the defenses of your enemy, allowing you to hit them more easily.

Prerequisites: Intelligence 13, base attack bonus +1, Fighter level 3rd.

Benefit: With a light weapon, elven curve blade, rapier, whip, or spiked chain made for a creature of your size category, you may use your Intelligence modifier instead of your Strength modifier on attack rolls and combat maneuvers. If you carry a shield, its armor check penalty applies to your attack rolls.

This feat counts as Weapon Finesse for the purposes of meeting prerequisites for feats, prestige classes, and other abilities and conditions.

Thunderclap [Combat]

By clapping your hands together in a swift, powerful motion, you can create violent sound waves to tear through your enemies.

Prerequisites: Strength 18, Herculean Strength, Barbarian or Fighter level 9th.

Benefit: As a standard action you can clap your hands together (or a weapon against a shield or other surface which can generate loud noises) and create a 30 foot cone emanating from you. Those caught within the cone take 1d6 points of sonic damage per hit die you possess, and must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ hit dice + Strength modifier) or be deafened for 1d6 rounds. You must wait 1d4+1 rounds before you can use this ability again.

Unbalancing Strike [Combat]

You can further hinder your opponent with a damaging blow.

Prerequisite: Dex 13, Int 13, Combat Expertise.

Benefit: If you successfully hit an opponent and the result of your attack roll exceeds the opponent's armor class by 5 or more, then you can make a disarm or trip attempt against the opponent as a free action.

Undead Slayer [Combat]

Your zeal to rid the world of the unliving is matched only by your knowledge and skill in hunting the abominations.

Prerequisite: Knowledge (Religion) 1 rank, must be proficient with all simple and martial weapons.

Benefit: You can deal bleed, paralysis, stunning effects, and ability damage against creatures of the undead type.

You can interact and hit creatures of the Incorporeal subtype as though they lacked the subtype, and can treat your held weapons and worn armor as though they had the Ghost Touch enhancement if doing so is advantageous to you.

Versatile Weaponry [Combat]

You've learned to rely upon not just one type of weapon, but other instruments of war which fall under a similar purview.

Prerequisite: Weapon Focus, Weapon Specialization.

Benefit: The benefits of Weapon Focus, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, and Improved Critical extend to all weapons which fall under the same group under the Fighter's Weapon Training class feature. The benefits of this feat stack with said class feature. For example, a Fighter with Weapon Focus (Dagger) and Weapon Specialization (Dagger) applies the benefits of these feats to daggers, kamas, kukris, rapiers, sickles, starknives, and short swords.

War Medic [Combat]

Your knowledge of the anatomy of living creatures and herbal lore is good enough to replicate magical healing to a limited extent.

Prerequisite: Heal 5 ranks, Knowledge (Nature) 5 ranks, base attack bonus +3.

Benefit: Up to three times per day you can replicate the effects of a Cure Moderate Wounds or Lesser Restoration spell with a successful DC 20 Heal check. The effective caster level is equal to your hit dice. A failed roll uses up one of your daily attempts.

These effects are treated as extraordinary abilities.

Archetypes

Bombardier (Fighter Archetype)

Bombardiers are warriors who practice the arts of alchemy. They lay waste to their enemies on the battlefield with a deadly combination of smoke and steel.

A bombardier has the following class features:

Bomb (Su): At 1st level, a bombardier gains the alchemist class feature

for the purposes of damage dice of their bombs and the total number of bombs they can create in a day.

Bombardiers treat bombs as being in the Thrown Weapons group for the purposes of Weapon Training.

This replaces the 1st level bonus feat the Fighter normally gets.

Destructive Alchemy: At 3rd level, a Bombardier can select alchemist discoveries which modify his bombs by spending one of his fighter bonus feats to learn said discovery. Your fighter levels count as alchemist levels for the purposes of learning discoveries.

This replaces the first benefit of armor training.

Everyman Hero (Fighter Archetype)

You may not be an archmage or a blessed vessel of the gods, but gosh darn it you're a hero all the same!

An Everyman Hero has the following class features:

Skills: An Everyman Hero treats all skills as class skills and gains a number of skill points per level equal to 6 plus his Intelligence modifier.

Determination (Ex): The Everyman Hero is hard to put down. At 1st level, he can still act normally if reduced to zero or negative hit points, and whenever he rolls a Fortitude save to stabilize he rolls twice and keeps the better result. If subjected to an attack which would result in immediate death, the Everyman Hero can take one more round's worth of actions before he dies.

This replaces the bonus feat a Fighter normally gains at 1st level.

Extraordinary Luck (Ex): At 2nd level the Everyman Hero can reverse his ill fortunes. Once per day he can choose to re-roll the result of a die roll before the results are announced. He must abide by the new result, even if it is worse than the original roll. He gains an additional daily use of this ability at 6th level and every 4 levels thereafter.

This replaces Bravery.

Meager Living: At 5th level the Everyman Hero gains this feat as a bonus feat.

This replaces the Weapon Training class feature gained at 5th level. The Everyman Hero still gains access to Weapon Training benefits gained at later levels.

Versatility (Sp): At 9th level the Everyman Hero is capable of a great many things. Once per day as a standard action he can draw hidden knowledge and replicate the effects of 4th-level or lower spell. If the spell requires material components greater than 1 gold piece in value, then he must still supply them as though he was casting the spell normally.

Grappling Cord Acrobat (Fighter Archetype)

You possess a spring-loaded armband which can shoot out a thick adamantine-enforced cord which can hold the weight of several humans. In addition to obvious mobility benefits, you're adept at converting the cord's use to combat applications.

The following are the class features of the Grappling Cord Acrobat:

Weapon and Armor Proficiencies: A Grappling Cord Acrobat is proficient with all simple and martial weapons, all shields (except for tower shields), and light armor.

Skills: A Grappling Cord Acrobat has Acrobatics as a class skill.

Cord Expertise (Ex): At 1st level, the Grappling Cord Acrobat starts play with a grappling wristband for free, and can use it to make ranged disarm or trip attempts against an opponent within 60 feet as a standard action. Additionally, he can use the cord to move light objects around as per the spell Mage Hand.

This replaces the Fighter's normal weapon and armor proficiencies.

Cord Grasp (Ex): At 5th level the Grappling Cord Acrobat can shoot his cord at solid objects and surfaces as a move action, pulling himself towards the object if it's significantly larger (defined as two or more size

categories larger), or pulling the object towards him otherwise (up to one size category larger). In the case of inanimate objects, the Grappling Cord Acrobat himself 60 feet per round as a move action if the object's significantly larger, or the target 30 feet per round as a move action plus 10 feet for every size category smaller the object is than the Acrobat.

In the case of intelligent, mobile targets, the Grappling Cord Acrobat must first make a successful ranged attack in order to perform the action. The acrobat does not provoke attacks of opportunity if he's using this ability on a significantly larger target and moves through the threatened squares of intervening enemies in his path. If the Grappling Cord Acrobat can pull the target within his threatened reach within the round he shot the cord, then he can make an attack against said enemy as a free action.

This replaces the benefits of weapon training gained at 5th level.

Whiplash (Ex): At 9th level the Grappling Cord Acrobat can use the applications of his Cord Expertise and Cord Grasp abilities as swift actions. Additionally, by tying the grappling cord to a melee weapon, he can treat melee attacks made with that weapon as ranged attacks with a 30 foot range increment. He can choose to apply either his Strength or Dexterity modifier to attack rolls this way, and still applies his Strength modifier to damage rolls.

This replaces the benefits of weapon training gained at 9th level.

New Equipment: Grappling Wristband

Designed for combat and transportation purposes, this gadget can be attached to a Small or Medium sized humanoid arm. Appearing as a rather large wristband with a square box, as a swift action the user can shoot out a miniature grappling hook (or sticky globe of adhesive for nonlethal purposes) attached to an extra-durable adamantine spring up to 100 feet in length. It can then be climbed and used like a piece of silk rope, except that the Climb DC is reduced by 10 due to the contraption's self-winding mechanism.

Targets successfully hit by the cord are entangled and can escape with a successful Escape Artist check with a DC equal to your Combat Modifier

Bonus +10.

The grappling wristband was created by Laghue Blackstone, a dwarven soldier and technological innovator who sought to even the playing field against dragons, flying mages, and other mid-air opponents.

A grappling wristband weighs ½ lbs. and costs 100 gold pieces. It can be built with a DC 20 Craft (Weapons) check.

Scrapper (Fighter Archetype)

Not all warriors are willing or able to cover themselves in armor. From poor conscripts to soldiers in hot climates, heavy protection can prove to be a dangerous liability. Scrapers eschew all forms of armor and rely upon their agility and weapons as their only protection.

A Scrapper has the following class features:

Weapon and Armor Proficiency: Scrapers are proficient with all simple and martial weapons, all shields (including tower shields), and no form of armor.

Wall of Blades (Ex): At 1st level the Scrapper can whip about his weapon in a deadly blur of steel to deflect attacks. A Scrapper gains an armor bonus to his armor class equal to $4 + \frac{1}{2}$ his Fighter level (rounded down) as long as he's wielding a melee weapon. This bonus does not stack with worn armor as the lack of mobility interferes with the Scrapper's movement. A Scrapper can still benefit from held shields.

This replaces the Fighter's normal weapon and armor proficiencies.

Fast Movement (Ex): A Scrapper adds 10 feet to his base speed at 3rd level, 6th level, and every 4 levels thereafter.

This replaces bravery.

Calloused Skin (Ex): Without armor to protect one's body, the Scrapper's skin thickens in response to repeated abuse. At 3rd level, the Scrapper gains a +2 natural armor bonus. This bonus increases by 1 at 7th level and every 4 levels thereafter.

This replaces armor training.

Unbreakable (Ex): At 19th level the Scrapper's body becomes as hard as adamantine. He gains Damage Reduction 20/adamantine.

This ability replaces armor mastery.

Warrior-Poet (Fighter Archetype)

You write sagas of the glories of battle. You craft poetry of the struggles of men and women, and find inspiration and enlightenment in the refinement of combat.

A Warrior-Poet has the following class features:

Weapon and Armor Proficiency: A Warrior-Poet is proficient with all simple and martial weapons, light armor, and shields.

Skills: A Warrior-Poet gains 6 skill points per level, and has Acrobatics, Diplomacy, Knowledge (History, Nobility & Royalty), Perform, and Sense Motive as class skills. This replaces the Fighter's normal weapon and armor proficiencies.

Bardic Performance: A Warrior-Poet can pen beautiful ballads and haunting melodies to fill his allies with newfound inspiration and confound his opponents. At 1st level, a Warrior-Poet can use bardic performances as though he were a Bard. A Warrior-Poet is so proficient in performing in combat they can use any handheld musical instrument in conjunction with any held weapons at no penalty. In other words, he can quickly switch out to a harp to Fascinate enemies while still retaining use of handheld weapons. A Warrior-Poet's Fighter levels are treated as Bard levels for the purposes of performance duration and scaling bonus modifiers.

At 1st level the Warrior-Poet can use Fascinate, Distraction, Countersong, and Inspire Courage.

This replaces the Fighter's 1st-level bonus feat.

Inspire Competence: At 3rd level a Warrior-Poet can use the Inspire Competence bardic performance.

This replaces the benefits of Armor Training gained at 3rd level.

Panache: At 5th level the Warrior-Poet gains Panache as a bonus feat, even if he would not meet the prerequisites. If the Warrior-Poet already has this feat, then he can take another one provided he meets the prerequisites.

This replaces the benefit of Weapon Training gained at 5th level.

Dirge of Doom: At 7th level a Warrior-Poet can use the Dirge of Doom bardic performance.

This replaces the benefits of Armor Training gained at 7th level.

Traits

Butcher (Basic)

You spent a good deal of your life around animals, slaughtering them for their meats and hides. You know your way around unintelligent beasts so as to better kill them.

Benefit: You gain a +2 bonus on attack and damage rolls when fighting mindless creature and those with Intelligence scores of 1 or 2.

Dabbler (Basic)

Although nowhere near as experienced as a genuine spellcaster, you own a spellbook with some minor cantrips and can use them.

Benefit: You own a spellbook with three cantrips of your choice. You can cast them once per day each with a caster level of 1. You cannot learn any other spells, even if they're recorded in your spellbook, unless you take at least one level in Wizard, Magus, or a class which uses a spellbook to cast spells. In which case these cantrips can be cast at will.

Healthy For Your Age (Basic)

While most people grow frail with age, you've avoided the worst with good health, training, and exercise.

Benefit: You do not suffer penalties to your Strength, Dexterity, or Constitution scores due to aging. Additionally, you gain a +2 trait bonus on saving throws against aging-related effects and spells which can cause sudden death. You have lived this long, it is going to take more than that to kill you!

Martial Training (Basic)

You received additional training in implements of war, unlike many others of your class.

Benefit: You are proficient in four martial weapons of your choice.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

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

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Nice Things for Fighters. © 2014, Ray Chapel.

Artist Contacts

Brian Brinlee:

brian_brinlee@yahoo.com

<http://taman88.deviantart.com/>

Matt Morrow:

mz9000@tconl.com

mz9000.carbonmade.com

Eric Lofgren:

www.ericlofgren.net

elofgren@telus.net

Jazbee:

jzbyszynski.daportfolio.com

jazbee.art@gmail.com

Sade:

http://rpg.drivethrustuff.com/browse.php?manufacturers_id=2463&filters=0_2890_0_0_0

Move Your Martials Up a Tier!

For too long, the humble fighter and his ilk have been restricted, limited, nerfed, and outshone by high-level spellcasters in more ways than one. The groundbound swordmaster looked on in dismay as his wizard companion rained down Save or Dies on the enemies with Overland Flight. Huge monsters with superior reach and Combat Maneuver Bonuses towered over mortal adventurers as their disarms and trips failed to affect them, all the while provoking Attacks of Opportunity. Spells could be added and swapped by prepared casters whereas martials got feats and class features locked-in at their levels. Long-duration flight, attacks that target saves, area of effect attacks, incorporeal and invisible opponents, and other common dangers largely remain within the domain of spellcasters to use and solve.

If you pine for a sourcebook where noncasting martial characters get a nice, versatile assortment of toys, then this book is for you! Twenty-six pages of new feats, archetypes, traits, and artwork add new dimensions to martial builds for PCs and NPCs alike!

- Throw large objects at your enemies with Herculean Strength!
- Become a Grappling Cord Acrobat and zip around the battlefield!
- Effect and attack incorporeal opponents with Undead Slayer!
- Jump so high you may as well be flying with Dancing On the Wind!
- Interfere with an enemy's spellcasting with a mean look and the Spellfoil feat!
- Full attack and move at the same time with Mobile Onslaught!

These are but a few of the available options contained within this tome! What are you waiting for? Get some cool presents for your campaign's warriors with *Nice Things for Fighters!*

