

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

12 ALTERNATIVES FOR THE FIGHTER'S BRAVERY CLASS FEATURE

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



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THE HIGH CONCEPT: Twelve alternate class abilities that can replace the bravery ability of the fighter class, to allow a simple way to customize fighter characters.

DEFENSIVE STANCE (Ex)

Starting at 2nd level, the fighter selects one combat maneuver and gains a +1 bonus to his CMD against all CMB checks made to perform the maneuver. This bonus increases by +1 for every 4 levels beyond 2nd.

EXECUTIONER (Ex)

Starting at 2nd level, the fighter deals +1 hp of damage on all attacks made with a weapon that has a x3 or greater critical damage multiple, and the DC of Fort saves made to not be killed by his attacks that deal massive damage are increased by +1. These bonuses increase by +1 for every 4 levels beyond 2nd.

INTO THE BREACH (Ex)

Starting at 2nd level, the fighter adds half his class level to all Acrobatics checks made to jump or reduce the damage of a fall.

GATECRASHER (Ex)

Starting at 2nd level, the fighter deals +1 damage with all attacks against constructs and inanimate objects. This bonus increases by +1 for every 4 levels beyond 2nd.

OFFENSIVE STANCE (Ex)

Starting at 2nd level, the fighter selects one combat maneuver and gains a +1 bonus to all CMB checks to perform the maneuver. This bonus increases by +1 for every 4 levels beyond 2nd.

PHYSICAL PROWESS (Ex)

Starting at 2nd level, the fighter gains a +1 bonus to all Strength checks and Strength-based skill checks. He also calculates his encumbrance as if his Strength score were +1 higher. This bonus increases by +1 for every 4 levels beyond 2nd.

QUICK HEALER (Ex)

Starting at 2nd level, the fighter's nonmagic healing recovers damage at x2 the normal rate (including healing hp and ability damage healed through rest, and hp restored by the treat deadly wounds function of the Heal skill). This multiple increases by 1 for every 4 levels beyond 2nd, to a maximum of x6 nonmagical healing at 18th level.

RESPECTED VETERAN (Ex)

Starting at 2nd level, the fighter gains a +1 circumstance bonus to all Diplomacy checks made with professional fighters (including guards, soldiers, mercenaries, and gladiators). This bonus increases by +1 for every 4 levels beyond 2nd. If the fighter takes the Leadership feat, he gains a bonus to his Leadership score equal to his respected veteran bonus.

SPARTAN (Ex)

Starting at 2nd level, the fighter requires 10% less food, water, and sleep than a typical member of his race. This modifier increases by +10% for every 4 levels beyond 2nd, to a maximum of only requiring 50% the normal food, water, and sleep at 18th level.

STEELY DETERMINATION (Ex)

Starting at 2nd level, the fighter can delay the onset of any mind-affecting spell or effect he is the subject of by 1 round. The effect still receives its full duration (if the fighter delays the onset of a *command* spell by 1 round, he is still affected by it for a full round once its duration begins). If multiple creatures are subject to the mind-affecting effect, its onset is delayed only for the fighter. The duration he can delay the onset of such effects increases by +1 round for every 8 levels beyond 2nd.

TOUGH AS IRON (Ex)

Starting at 2nd level, the fighter is disabled when at 0 or -1 hit points, and can go to a negative hp total 1 greater than his Constitution score before dying. These hp ranges increase by 1 hp (disabled at 0 to -2 hp, not dead until reaching negative hp equal to Constitution +2) at 6th level, and every 4 levels afterward.

WEAPON FAMILIARITY (Ex)

Starting at 2nd level, a fighter reduces the penalty for using a weapon with which he is not proficient by 1 (from -4 to -3). The penalty is reduced by an additional 1 for every 4 levels beyond 2nd, to a penalty of +0 at 14th level. At 18th level, the fighter is considered proficient in all weapons for purposes of prerequisites.



WE ERR ON THE SIDE OF AWESOME!

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