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"Blood & Steel, Book 1: The Fighter" is the first in a new series focusing on martial combat oriented classes. While this edition focuses exclusively on the Fighter, future releases will likely include support for multiple classes.

Tales and myths are full of great warriors, standing against all odds with a bloody weapon clenched tight in their mighty fists. Fighters live for battle, lust for blood and delight in mayhem. For fighters, life is blood and blood is life.

The fighter's best friend is steel. Steel in his hands, used to end the lives of his foes, and steel on his back, protecting him from fang and claw of the monsters he faces.

Provided within this book are several new options for fighters. The archetypes will give you specialized abilities and flavor to the fighter. There are several new feats to choose from, and more equipment to use.

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype as long as they meet the requirements.

Each core and base class draws upon a central idea, a basic concept representing the commonly held understanding of what a character of a certain class should be, and is designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the bard class, for example, might be an incorrigible archaeologist, a dashing swashbuckler, or a dangerously graceful dervish dancer, each refined by a player's choice of background details, class options, and specific rules such as feats to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

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Dew Archetypes

Beast Hunter

Some hunters don't seek to kill their prey. These individuals specialize in weapons and tools used for capture, and often work as bounty hunters, slave catchers, and monster hunters.

A beast hunter has the following class features.

Weapon and Armor Proficiency

The beast hunter is not proficient with medium armor, heavy armor, or tower shields.

The beast hunter gains proficiency with the bola, lasso, mancatcher, and net.

Tight Catch (Ex)

At 2nd level, the DC for Escape Artist or Strength checks made to escape or break out of a beast hunter's lasso, mancatcher, or net increases by +1. Additionally, the beast hunter gains a +1 bonus to opposed Strength checks she makes when using lassos and nets. These bonuses increase by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Far Catch (Ex)

At 3rd level, a beast hunter is able to catch creatures at a greater distance. Increase the range increment for bolas, lasso, and net he wields by +10 feet. This increases by another +10 feet at 11th level. The trailing rope on lassos and nets are likewise extended.

This ability replaces armor training 1.

Effective Catch (Ex)

At 7th level, when a foe entangled within the beast hunter's net or lasso attempts a concentration check to cast a spell, the DC of the concentration check is increased by +5.

Additionally, a creature tripped by a beast hunter's bola attack must use a full-round action to stand.

This ability replaces armor training 2.

Big Game Hunter (Ex)

At 11th level, the beast hunter is adept at catching unusually sized creatures. She may use lassos, nets, and mancatchers on creatures one size larger than normal without penalty. She may use lassos, nets, and mancatchers on creatures two sizes larger than normal without penalty at 15th level.

A beast hunter's prey is often as dangerous as she is.



Additionally, using the mancatcher, the beast hunter is able to pin a creature caught in the weapon.

This ability replaces armor training 3 and 4.

Bring Them Down (Ex)

At 19th level when a creature is entangled or grappled by a beast hunter's weapon they must make an immediate Fortitude saving throw or gain the dazed condition for 1 round. A creature must make this save again at the beginning of their turn each round they are entangled or grappled, with failure meaning they are dazed for that round. The DC is $10 + \frac{1}{2}$ the beast hunter's level + his Dexterity modifier.

This ability replaces armor mastery.

Gun Highter

With a flash of gunpowder and a loud retort, some fighters know how to use firearms as highly effective weapons in a battle. Often only firing the weapon once in an opening volley, they are masters of shock and awe, removing a foe with a single shot or at the very least seriously wounding them.

A gun fighter has the following class features.

Weapon and Armor Proficiency

Gun fighters are not proficient with medium armor, heavy armor or tower shields.

Gun fighters gain Exotic Weapons Proficiency (firearms) as a bonus feat.



WAIT, ISN'T THERE ALREADY A GUN FIGHTER?

This fighter archetype is not intended to compete with the gunslinger. You may notice that reloading a firearm isn't made any easier with this archetype, nor do you have all the deeds and tricks that the gunslinger class has. In fact this is meant to be a slightly more realistic take on early firearms where the fighter more than likely only fires any individual firearm once in a combat and reloads all that he carries afterwards. If you use this archetype, it is highly recommended that the standard gunslinger class is not also used in the same campaign. Instead, treat this as an alternative to the gunslinger class when you don't want the full-on gunslinger but still want to use early firearms.

Gunsmith (Ex)

This functions as the gunslinger class ability of the same name.

This ability replaces the 1st level bonus feat.

Shoot Fast (Ex)

At 2nd level, a gun fighter gains a +1 bonus to initiative. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.

Gun Training (Ex)

This functions as the gunslinger class ability of the same name, except a gun fighter gains it at 3rd level instead of 5th level, and only once for one type of firearm.

This ability replaces armor training 1.

Dead shot (Ex)

At 7th level, a gun fighter is able to use the gunslinger dead shot deed. They are only able to

do so in a surprise round, or anytime a target is denied their Dexterity bonus to AC.

This ability replaces armor training 2.

Opening Volley (Ex)

At 11th level, when using the dead shot deed the critical threat range increases to 19-20. This stacks with Improved Critical, but

only increases the range to 18-20 when doing so.

Additionally, when using dead shot, modifiers to damage are multiplied by the number of successful attack rolls made.

This ability replaces armor training 3.

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Put Them Down (Ex)

At 15th level, when using dead shot, a gun fighter deals 1d4 bleed damage for each successful attack made.

This ability replaces armor training 4.

Knock Them Down (Ex)

At 19th level, when using dead shot, a gun fighter is allowed a ranged trip combat maneuver attempt anytime they use the dead shot ability. They gain a +2 circumstance bonus to this attempt for each successful hit with the attack, and cannot be tripped themselves if they fail the trip attempt.

This ability replaces armor mastery.

harpooner

Note: This archetype is based on the harpoon provided herein, not the one from Ultimate Equipment (see **New Weapon: Harpoon** sidebar).

Master hunters of greatest sea creatures, harpooners stand in small boats facing the elements and danger. They stab at their prey with harpoons and hold fast to the line, never letting them go until they have their prize or are dragged down with it.

A harpooner has the following class features.

Harpoon Expert (Ex)

At 2nd level, a harpooner gains a +1 bonus to Strength checks to control the leading rope of a harpoon, and the DC for Escape Artist checks to escape a harpoon he wields increases by +1. The bonus and DC increases by +1 for every four levels after 2nd to a maximum of +5 at level 18.

This ability replaces bravery.

NEW WEAPON: HARPOON

Cost: 5 gp **Damage (s)**: 1d6 **Damage (m)**: 1d8 **Critical**: x3 **Range**: 20 ft. **Weight**: 6 lbs. **Type**: P **Special**: see text

If you are not proficient with harpoons they are considered spears. The weight does not include the rope typically attached to the harpoon, and without a trailing rope the weapon functions as a normal spear. On a successful hit, the target takes damage and is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 20 + the spell's level or be unable to cast the spell. You can only entangle a Large-sized or larger creature with a harpoon.

An entangled creature can escape with a DC 25 Escape Artist check (a full-round action). The trailing rope may be destroyed, using the hp and burst DC appropriate for its material.

The trailing rope must be coiled to be thrown effectively. The first time you throw your harpoon in a fight, you make a normal ranged attack roll. After the rope is uncoiled, you take a -4 penalty on attack rolls with it. It takes 1 round for a proficient user to coil a rope and twice that long for a non-proficient one to do so. It takes a move action to pull in a thrown harpoon.

Sea Familiarity (Ex)

At 3rd level, a harpooner is skilled in attacking aquatic targets from above the waves. Creatures that are swimming, treading water, or wading in water only have partial cover (+2 cover bonus to AC) in relation to the harpooner. Creatures fully submerged in water have only cover (+4 cover bonus to AC, +2 to Reflex saves) against the harpooner.

Additionally, harpooners may use weapons in the spear weapon group underwater like projectile

ranged attacks, taking the normal penalties for doing so.

This ability replaces armor training 1.

Spearman (Ex)

Starting at 5th level a harpooner gains a +1 bonus to attacks and damage with the Spear weapon group. This bonus increases by +1 every four levels after 5th, to a maximum of +4 at 17th.

This ability replaces weapon training 1.

Pierce the Waters (Ex)

Beginning at 7th level a harpooner becomes more effective at attacking creatures underwater. His ranged attacks only suffer a -1 penalty for each 10 feet of water they pass through, in addition to any other penalties due to range.

This ability replaces armor training 2.

Tether Line (Ex)

At 9th level, a harpooner is able to tie off the harpoon, allowing him to keep the creature entangled and his hands free to continue to attack. On any turn after he has entangled a creature with a harpoon, he may choose to tie off the leading rope to a solid anchored object he is adjacent to. This special action provokes an attack of opportunity and takes a full-round action. If the creature is tethered to a vehicle (such as a boat or ship) it may make a Strength check opposed to the pilot's Profession (driver) or Profession (sailor) check to move, pulling the vehicle along with it.

The creature entangled by a tethered harpoon can escape through normal means. If the harpooner attempts to entangle the creature with another harpoon he gains a +2 bonus to attack and the Escape Artist check DC increases by +2. This bonus stacks with each harpoon entangling the creature. A creature entangled by multiple harpoons only has to successfully make an Escape Artist roll once to escape all of them, but would have to destroy each leading rope to escape through that method.

This ability replaces weapon training 2.

Master of the Waves (Ex)

At 11th level, a harpooner is a master at attacking underwater creatures from land or a vehicle. Partially submerged creatures have no cover bonus against the harpooner. Completely submerged creatures only have partial cover in relation to the harpooner.

This ability replaces armor training 3.

Relentless Hunter (Ex)

Starting at 13th level, a harpooner's endurance can completely wear down their prey.

Each time a creature entangled with a harpoon is successfully attacked with a weapon from the spear weapon group, it receives a -1 Strength penalty to a maximum equal to the harpooner's level. This penalty can be removed by removing the entangled condition.

This ability replaces weapon training 3.

Fluid Throw (Ex)

At 15th level, a harpooner knows how to make thrown attacks through water as easily as he can through air. His thrown weapon attacks do not take any penalties from moving through water. They still take penalties from range.

This ability replaces armor training 4.

Bleed 'em Dry (Ex)

Beginning at 17th level, anytime the harpooner successfully deals damage to a creature he entangled with a harpoon he deals 1 point of bleed damage. This damage stacks with itself and can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage.

This ability replaces weapon training 4.

Control the Beast (Ex)

At 19th level a harpooner gains a +4 dodge bonus to AC and Reflex saves against creatures he has entangled with his harpoon.

This ability replaces armor mastery.

Weapon Mastery (Ex)

The harpooner must choose the harpoon as the weapon for this ability.

This ability modifies weapon mastery.

Highborn Highter

Born of noble name and trained in the fine arts of dueling, war, poetry and leadership from a young age, highborn fighters are a force to be reckoned with both on and off the field of battle.

A highborn fighter has the following class features.

Weapons Befitting His Station

A highborn fighter is proficient with the dagger, shortsword, longsword, rapier, sword cane, and warhammer and with light armor and shields (except tower shields).

This ability replaces the fighter's normal weapon proficiencies.

Noble Training (Ex)

The highborn fighter gains 4 skill ranks + a number of skill ranks equal to his Intelligence modifier at each level, instead of the normal 2 skill ranks + Intelligence modifier at each level. Furthermore, Diplomacy (Cha), Knowledge (geography) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Sense Motive (Wis) are all class skills for the highborn fighter.

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

Force of Personality (Ex)

At 3rd level, the highborn fighter adds his Charisma modifier, instead of his Dexterity modifier, to his Armor Class, Reflex saving throws, and CMD. Any condition that would cause him to lose his Dexterity modifier to his Armor Class instead causes him to lose his Charisma modifier to his Armor Class. He loses this ability if he wears medium or heavy armor, carries a medium or heavy load, or uses something other than a weapon listed in the weapons befitting his station class feature.

This ability replaces armor training 1 and 2.

Elegant Strikes (Ex)

Starting at 5th level, when using a weapon listed in the weapons befitting his station class feature, the highborn fighter gains a bonus to attack and damage rolls equal to his Charisma bonus (maximum +2). The maximum increases by +2 at 9th, 13th, and 17th level.

This ability replaces weapon training 1-4.

Medium Armor Proficiency

At 11th level, the highborn fighter gains proficiency with medium armor. However, he loses access to the force of personality and elegant strikes class features while wearing non-masterwork medium armor.

This ability replaces armor training 3.

Iaidoka **Daster**

Iaidoka masters seek to perfect the art of drawing a blade and striking their foe dead with one, smooth movement. They maintain a calm demeanor, apparently unaffected by the chaos of battle around them, reacting only with perfectly timed strikes and precision destruction.

An iaidoka master has the following class features.

Skills

The iaidoka master gains Bluff as a class skill.

One Movement (Ex)

The iaidoka master gains the Quick Draw feat.

Additionally the iaidoka master may return a drawn weapon to it's scabbard as a free action.

This ability replaces the 1st level bonus feat.

Improved Feint (Ex)

The iaidoka master gains Improved Feint as a bonus feat.

This ability replaces the 2nd level bonus feat.

First to Strike (Ex)

At 2nd level, the iaidoka master can always act in a surprise round, even if he failed to make a Perception roll to notice a foe, but is still flatfooted until he acts. Further, the iadoka master gains a bonus to initiative rolls equal to his iaidoka master level.

This ability replaces bravery.



One Movement (Ex)

At 5^{th} level, the iaidoka master gains a +1 bonus to attack and damage rolls with the first attack made with a weapon drawn that round. This bonus increases by +1 for every four levels after 5^{th} .

This ability replaces weapon training 1.

Strike the Unprepared (Ex)

Starting at 9th level, the iaidoka master can make a strike so fluid and lightning-fast many foes do not even realize they are under attack.

The iaidoka master may use the feint action against any creature, even non-humanoids and animals, without penalty.

The iaidoka master gains a bonus to Bluff checks to feint in combat equal to his base attack bonus. Further, the iaidoka master may use the feint action as part of

If he successfully feints in combat with a weapon he drew in the same round, he gains a bonus to damage equal to adds 1 ½ times his Strength modifier to damage, or double his Strength modifier if the attack is with a two-handed weapon.

This ability replaces weapon training 2.

hammer, but instead the fastest and sharpest knife. The navaja often delights in educating others in this truth.

A navaja has the following class features.

Stick It Deep (Ex)

A navaja applies double his Strength bonus to damage when he attacks with a dagger, kerambit, kukri, punching dagger, starknife, or swordbreaker dagger.

This ability replaces armor training 1.

Critical First Strike (Ex)

At 13th level, when the iaidoka master attacks for the first time with a weapon he just drew, he can make the attack an automatic critical threat. This ability may be used three times a day.

This ability replaces weapon training 3.

One Strike Kill (Ex)

At 17th level, when using the Critical First Strike ability, the iaidoka master's damage

multiplier increases by one. This does not stack with anything that increases a weapon's damage multiplier, with the exception of the Weapon Mastery ability.

This ability replaces weapon training 4.

Davaja

The navaja know that sometimes the best tool for a job isn't the biggest sword, or the heaviest



Pincushion (Ex)

When a navaja successfully attacks a creature with a weapon listed in the Stick it Deep class feature, he may opt to leave the blade sunk deep within the body of the enemy.

For each blade affecting it, the creature suffers a -1 penalty to attack rolls and concentration checks, to a maximum penalty of -5.

A creature may expend a standard action to remove all blades affecting it. Doing so provokes attacks of opportunity

but all blades drop to the ground in it's space and it suffers no additional effects.

Alternatively, the creature may expend a swift action to remove all blades affecting it but it suffers 1 point of bleed damage for each weapon removed in this way. If it removes them in this way it does not provoke attacks of opportunity.

This ability replaces weapon training 1.

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Siege Angineer

Catapults, ballistae, and trebuchet are often more important to winning a battle than sword or bow, and the knowledgeable siege engineer knows how to use them with frightening effectiveness. Once provided a target, they are able to use their engineering expertise and understanding of wind effects to lay waste to any fortifications protecting the enemy.

A siege engineer has the following class features.

Weapon and Armor Proficiency

Siege engineers are not proficient with medium armor, heavy armor, shields, or martial weapons.

Siege engineers begin with the proficiency with one siege engine of their choice.

 Ballista

siege engines. He only counts towards the crew of one siege engine, but is considered the crew leader of all the siege engines he commands. For example, if he was commanding four siege engines that each required a crew of 1, he would count as the crew for one of them and three other crew members would work the remaining three engines,

Mechanically Inclined (Ex)

Siege engineers gain Disable Device as a class skill. Further, a siege engineer gains a bonus to Disable Device checks when applied to siege engines equal to his siege engineer level.

Fine Tuned Trajectory (Ex)

At 2nd level, the range of the siege engines the siege engineer is the crew leader on increases by +10 feet. Every four levels thereafter the range increases by an additional +10 feet.

This ability replaces bravery.

taking orders from him as to where to aim, when to reload, and when to fire. The crews on the siege engines he commands must be able to see and hear him.

Alternatively, if he is the crew leader for only one siege engine he reduces the aim time by 1 and reload time by 2. If any of these is reduced to 0 it takes the crew a free action to perform the task. At 11th level, the time it takes to do both tasks is again reduced by 1.

This ability replaces armor training 1 and 3.

Siege Commander (Ex)

At 3rd level, the siege engineer can be the crew leader for multiple engines at once. He may command a number of siege engines equal to his Intelligence modifier. When he is the crew leader of multiple engines he may give the command to fire all of them at the same time as a full-round action, making a roll for each engine. He may only be the crew leader in this way on ranged

Effective Aiming (Ex)

At 5th level, the siege engineer halves all penalties due to range when using a siege engine.

This ability replaces weapon training 1.

Worth Two Men (Ex)

At 7th level, a siege engine that the siege engineer is the crew leader on requires 1 less crew member, to a minimum of 1. If the siege engineer is commanding multiple siege engines, this reduces the crew of only one engine.

At 11th level, and again at 15th level, the number of crew needed is again reduced by 1. If the siege engineer is commanding multiple engines, he may split up this reduction between multiple engines.

This ability replaces armor training 2 and 4.

Best Ammunition (Ex)

Beginning at 9th level, the siege engineer gains a +1 bonus to attack and damage with siege engines. Every four levels after 9th (13th and 17th,) the bonus increases by an additional +1, to a maximum of +3 at 17th level.

This ability replaces weapon training 2.

Engineering Expert (Ex)

Starting at 13th level the siege engineer adds his Dexterity modifier to damage when using directfire siege engines, and his Intelligence modifier to damage when using indirect-fire siege engines. These bonuses are doubled when damaging structures and objects.

This ability replaces weapon training 3.

Find the Weakness (Ex)

At 17th level, the siege engineer can have an attack from a siege engine he is the crew leader on be an automatic critical hit. He is able to do this three times a day.

This ability replaces weapon training 4.

Keep Them Running (Ex)

At 19th level, when a siege engineer is a crew leader for a siege engine he adds his Intelligence modifier to its AC, and its hardness and hp are doubled.

This ability replaces armor mastery.

Siege Mastery (Ex)

At 20th level, the siege engineer chooses one siege engine. He automatically confirms all critical hits with that siege engine, and the damage multiplier increases by 1. Additionally, the times required to aim and load are both lowered by 1.

This ability replaces weapon mastery.

Ahrower

It takes more than just a strong arm to use throwing weapons, such as the javelin or the throwing axe. It takes precise aim and delicate control. Some fighters excel at this and know how to make a throw really count.

A thrower has the following class features.

Eye for Distance (Ex)

At 3rd level, the thrower reduces range penalties he suffers with thrown weapons by 1 for every two thrower levels he possesses (reduces penalty by 1 at 3rd level, 2 at 4th level etc.)

At 7th level, the penalty a thrower suffers when throwing weapons not designed to be thrown, is reduced from -4 to -2.

This ability replaces armor training 1.

Supple Wrist (Ex)

At 7th level, the thrower is able throw weapons further and more accurately. Weapons thrown by the thrower have their ranges increased by 10 feet. At 11th level, the range increases once more by 10 feet.

This ability replaces armor training 2.

Strong Arm (Ex)

Starting at 11th level, the thrower adds his full Strength modifier to attack and 1 ½ times his Strength modifier to damage with thrown weapons. If the weapon is thrown with both hands he adds double his Strength modifier.

This ability replaces armor training 3.

Trick Throw (Ex)

At 15th level, the thrower may make some combat maneuvers against opponents within the first range increment of the thrown weapon. He may attempt any of the following maneuvers: Bull Rush, Dirty Trick, Disarm, Grapple, Sunder, or Trip.

If the thrower successfully grapples an opponent with this ability he does not gain the grappled condition but he is not able to maintain the grapple in the next round. The grappled creature may attempt to escape on its turn, making either an Escape Artist check or a grapple check to break the grapple as normal.

This ability replaces armor training 4.

Return to Sender (Ex)

At 19th level, the thrower may catch a thrown weapon and return the attack as an immediate action. The weapon does not need to be aimed that him but the original target must at least be adjacent. The thrower must have at one hand free to do this.

This ability replaces armor mastery.

Wicked Wrecker

Veritable living wrecking balls, wicked wreckers revel in using their own bodies as well as the environment around them as tools to destroy their foes.

A wicked wrecker has the following class features.

Spiked Tackle (Ex)

At 1st level, when a wicked wrecker is successful in performing a bull rush or reposition combat

maneuver, he may make an attack with his armor spikes or spiked gauntlet as a swift action against the target of the maneuver before the effects of the combat maneuver happen. This attack is done with the highest attack bonus.

Additionally, damage from armor spikes and spiked gauntlets counts as piercing and bludgeoning.

This ability replaces the 1st level bonus feat.

Body Toss (Ex)

At 2nd level, a wicked wrecker becomes skilled in grabbing foes and tossing them around. A wicked wrecker gains a +1 bonus to CMB when performing bull rush, grapple, and reposition combat maneuver attempts. A wicked wrecker also gains a +1 bonus to CMD when attacked with bull rush, grapple, and reposition combat maneuver attempts. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). Take Down (Ex)

At 2nd level, a wicked wrecker chooses one of the following feats: Improved Bull Rush, Improved Grapple, or Improved Reposition. He gains this feat, even if he does not meet the prerequisites for it.

This ability replaces the 2nd level bonus feat.

Maneuver Slam (Ex)

At 5th level, a wicked wrecker is able to use the very environment around him in battle.

When a wicked wrecker rolls a natural 20 on a bull rush, grapple, or reposition combat maneuver against an opponent that is adjacent to either a large unattended object (such as a table, wagon, or tree) or a wall, in addition to automatically succeeding on the combat maneuver, he may also roll a second attempt as if confirming a critical hit with a normal attack roll.

If this check succeeds he then deals damage to the target and the adjacent object or wall, equal to his normal unarmed damage.

Additionally, when a wicked wrecker damages objects directly, he ignores hardness of 5 and less and have a +2 bonus to damage against unattended objects.

This ability replaces weapon training 1.

This ability replaces bravery.

Living Weapon (Ex)

At 9th level, when a wicked wrecker successfully moves an opponent using a bull rush, grapple, or reposition combat maneuver he can use them as weapons against other creatures in one square movement. A wicked wrecker may make an attack as a free action at a -5 penalty, using the moved creature as an improvised weapon against the creature they are slammed into. The attack deals 1d8 points of bludgeoning damage, assuming the moved opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A size Tiny creature deals 1d6 points of damage, a size Medium creature deals 1d10 points of damage, and so on. A wicked wrecker deals damage normally to the attacked creature, with the moved creature taking an equal amount of damage.

This ability replaces weapon training 2.

Superior Wrecker (Ex)

At 13th level, a wicked wrecker can use Maneuver Slam if he rolls a 19 or 20 on a bull rush, grapple, or reposition combat maneuver. He deals damage equal to double his unarmed strike when using that ability, and this damage to objects ignores hardness of 5 or less.

Additionally, when a wicked wrecker directly attacks objects he ignores hardness of 10 or less and gain a +4 bonus to damage.

This ability replaces weapon training 3.

Greater Living Weapon (Ex)

At 18th level, a wicked wrecker is a master at tossing foes about. When a wicked wrecker uses another creature as an improvised weapon after moving them with a bull rush, grapple, or reposition the attack has a critical of 19-20 and the creature is considered one size larger when determining how much damage it deals.

This ability replaces weapon training 4.

Adamant Wrecker (Ex)

At 20th level, a wicked wrecker can use Maneuver Slam if he rolls 17-20 on the required maneuver checks. This ability now ignores hardness less than 15.

Additionally, when attacking objects he ignores hardness less than 20 and gains a +6 bonus to damage.

This ability replaces weapon mastery.

Dew Heats

Agile Charger (Combat)

You can turn when charging.

Prerequisite(s): Acrobatics 5 ranks

Benefit(s): You are able to change direction once when performing a charge action.

Bola Adept (Combat)

You are able to fight in close quarters as easily as you do at range.

Prerequisite(s): Proficiency with bolas

Benefit(s): You may make melee attacks with bolas as if they were a flail. Bolas you wield in this way gain the disarm and trip special weapon qualities when making melee attacks. Magical enhancements that can be applied to melee weapons work normally when attacking with them in this way.

Special: Feats that apply to flail attacks also apply when you use bolas as a melee weapon.

Bola Wing Pin (Combat)

You are able to ground flying creatures, pinning their wings down with your bolas.

Prerequisite(s): Proficiency with bolas, Bola Adept, Entangling Bolas

Benefit(s): You can make a ranged trip attempt against flying creatures with wings. If successful, they stall and are unable to fly until they spend a standard action to remove the bolas.

Braced Against All (Combat)

Prerequisite(s): Power Attack, base attack bonus +5

Benefit(s): You may use a weapon with the brace special weapon feature against foes who have moved at least 10 ft. before attacking you with a melee attack, whether or not they charged.

Normal: You may only brace against charging foes.

Crush Armor (Combat)

You know how to damage armor such that it becomes more difficult to move in.

Prerequisite(s): Improved Sunder, Power Attack

Benefit(s): When you cause an opponent's armor to gain the broken condition, in addition to the normal effects, the armor is considered one step heavier for purposes of determining the maximum speed of the wearer.

For example, if you sunder a chain shirt, in addition to the AC bonus and armor check penalties being worsened, the maximum speed the wearer becomes 20 ft. instead of 30 ft. (assuming if the wearer is a Medium creature.)

Normal: Armor with the broken condition only have their bonuses reduced by half and armor check penalties doubled.

Table: Feats				
Name	Туре	Prerequisites	Benefit	
Agile Charger	Combat	Acrobatics 5 ranks	You can change direction once when charging.	
Bola Adept	Combat	Bola proficiency	You can make melee attacks with bolas.	
Bola Wing Pin	Combat	Bola proficiency, Bola Adept, Entangling Bolas	You can trip flying creatures with bolas.	
Braced Against All	Combat	Power Attack, bab +5	You can use the brace weapon feature against foes who didn't charge you.	
Crush Armor	Combat	Improved Sunder, Power Attack	When you damage an opponent's armor, it's speed is reduced.	
Improved Crush Armor	Combat	Crush Armor, Greater Sunder, Improved Sunder, Power Attack	When you crush an opponent's armor, their speed is reduced.	
Dazing Bola	Combat	Bola proficiency, Bola Adept, Entangling Bolas	You can daze opponents with your bola attacks.	
Demolish Everything	Combat	Find the Crack, Bring it Down, Knowledge (engineering) 10 ranks	When you break things, you affect things near them as well.	
Demolition Expert	Combat	Knowledge (engineering) 1 rank, Power Attack	You are really good at breaking things.	
Entangling Bolas	Combat	Bola proficiency, Bola Adept	When you trip an opponent with your bolas you can entangle them as well.	
Find the Crack	General	Knowledge (engineering) 5 ranks	You are better at destroying objects, walls, doors, etc.	
Hidden Weapon	Combat	Sleight of Hand 5 ranks, Quick Draw	Draw hidden or concealed weapon as a move action instead of standard action	
Hold 'em Down	Combat, Teamwork	Improved Unarmed Strike	Get an immediate grapple attack when a teammate grapples an opponent you threaten.	
Light Sleeper	General	Perception 5 ranks	Roll twice when making Perception checks to wake up.	
Magebane	Combat	Knowledge (arcana) 5 ranks, Spellcraft 5 ranks	Gain a knowledge bonus to saving throws vs. spells and spell-like abilities	
Rally the Troops	Combat	Bluff or Diplomacy 5 ranks	Grant allies temporary hp using Bluff or Diplomacy	
Second Wind	Combat	-	Expend a full-round action to recover some hp.	
Tag Team	Combat, Teamwork	Improved Grapple	You gain a bonus to grapple checks vs. an opponent your ally failed to grapple.	
Thrown Bull Rush	Combat	Improved Bull Rush, Two- Handed Thrower, base attack bonus +6	Make a bull rush with a thrown two-handed weapon.	

Dazing Bola (Combat)

You have grown skilled in aiming for the head, dazing a foe instead of tripping them.

Prerequisite(s): Proficiency with bolas, Bola Adept, Entangling Bolas

Benefit(s): You can choose to take a -5 penalty on your attack roll with bolas to attempt to daze your opponent for 1 round, in addition to the normal damage dealt. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Demolish Everything (Combat)

You know how things work together, and how damaging one thing can lead to damage in something else.

Prerequisite(s): Find the Crack, Bring it Down, Knowledge (engineering) 10 ranks

Benefit(s): When you break or destroy an object that is part of a larger structure, such as a section of wall, a door, a pillar, or floor, the elements around it may also become damaged.

Any damage dealt to an object which exceeds the amount needed to destroy it is divided evenly among all adjacent unattended objects.

If you destroyed an object by successfully making a Strength check against its Break DC, apply the result of your Strength check against the Break DC of all adjacent unattended objects as well. You do not continue to break additional objects beyond those adjacent to the original object destroyed however.

Demolition Expert (Combat)

You are better at destroying than you are at creating them.

Prerequisite(s): Knowledge (engineering) 1 rank, Power Attack

Benefit(s): You gain a +2 competence bonus to Strength checks against Break DCs to break or burst an item, and double bonuses you gain from portable rams and crowbars. Additionally, you gain an additional +2 bonus to damage when attacking objects directly.

Entangling Bolas (Combat)

With a careful flick of the wrist you cause your bolas to entangle the legs of your enemy.

Prerequisite(s): Proficiency with bolas, Bola Adept

Benefit(s): When making a ranged trip attempt with bolas, you may choose to take a -4 penalty. If the attempt is successful, the creature is tripped and entangled. The entangled condition is removed with a move action or by destroying the bolas.

Normal: You only trip a creature when you make a ranged trip attempt with bolas.

Find the Crack (General)

Your in-depth knowledge of how things work allows you to know where their flaws or vital areas are likely to be.

Prerequisite(s): Knowledge (engineering) 5 ranks

Benefit(s): As a standard action you may study a wall, door, or unattended object. Make a Knowledge (engineering) check with a DC equal to the break DC of the wall, door, or object studied. If successful, your Strength modifier is doubled when dealing damage to the object or for Strength checks to break the object.

If you are using a siege engine, you may add your Dexterity bonus to damage from direct-fire engines or your Intelligence bonus to damage from indirect-fire engines.

Hidden Weapon (Combat)

You use your concealed weapon to deadly effect.

Prerequisite(s): Sleight of Hand 5 ranks, Quick Draw

Benefit(s): You are able to draw a hidden or concealed weapon as a move action instead of a standard action.

Hold 'Em Down (Combat, Teamwork)

Prerequisite(s): Improved Unarmed Strike

Benefit(s): Whenever an ally who also has this feat successfully grapples a creature you threaten, you can spend an immediate action to also make a grapple attempt against that opponent.

Improved Crush Armor (Combat)

You know how to crush a foe's armor in a way that weakens them physically.

Prerequisite(s): Crush Armor, Greater Sunder, Improved Sunder, Power Attack

Benefit(s): When you cause an opponent's armor to gain the broken condition, in addition to the normal effects, the armor is considered one step heavier for purposes of determining the maximum speed of the wearer and the maximum speed of the wearer is reduced by an additional 10 feet.

For example, if you sunder a chain shirt, in addition to the AC bonus and armor check penalties being worsened, the maximum speed the wearer becomes 10 ft. instead of 30 ft. (assuming if the wearer is a Medium creature.)

Normal: The broken condition on armor only reduces bonuses by half and armor check penalties are doubled.

Light Sleeper (General)

You have learned to sleep lightly, leaving you able to detect the slightest disturbances.

Prerequisite(s): Perception 5 ranks

Benefit(s): You may roll twice when making Perception checks to wake up and take the better result.

Magebane (Combat)

Your experience fighting both against and alongside spellcasters grants you special insight into how to best defeat them.

Prerequisite(s): Knowledge (arcana) 5 ranks, Spellcraft 5 ranks

Benefit(s): Make a Knowledge (arcana) check when another creature within your line of sight casts a spell or activates a spell-like ability. The DC is equal to the saving throw DC of the spell or spell-like ability (even if there wouldn't normally be a saving throw.) If this check is successful, you gain a +2 knowledge bonus to saving throws you make vs. spells or spell-like abilities cast or activated by that creature for the next minute.

Special: The knowledge bonus increases by +1 for every 5 points by which your check exceeds the DC.

Rally the Troops (Combat)

You have a way of inspiring your allies to shrug off their wounds and get back in the battle.

Prerequisite(s): Bluff or Diplomacy 5 ranks

Benefit(s): As a move action you can attempt to help an ally shrug off minor injuries. Make a Bluff or Diplomacy check opposed by the allies Sense Motive check. The ally gains a number of temporary hp equal to the amount your check exceeds their check with a maximum not to exceed your Charisma bonus. These temporary HP wear off after 1 minute. A creature may not gain temporary hp from this ability more than once per day.

Second Wind (Combat)

You are able to take a momentary breather and then get back in the battle.

Benefit(s): If your current hp total is less than your maximum normal hp, but is equal to or greater than your Constitution score, you may expend a full-round action to regain a number of hp equal to your level. You may use this ability a number of times per day equal to your Constitution bonus.

Tag Team (Combat, Teamwork)

Prerequisite(s): Improved Grapple

Benefit(s): If an ally with this feat fails a grapple check to maintain a grapple, you gain a +2 check to your own grapple checks against the same opponent until the end of your next turn.

Thrown Bull Rush (Combat)

The power of your attacks when throwing twohanded weapons knocks your foes back.

Prerequisite(s): Improved Bull Rush, Two-Handed Thrower, base attack bonus +6

Benefit(s): As a standard action you can make a ranged bull rush combat maneuver with a thrown two-handed weapon. Unless the weapon already has a range increment, it's range increment is 10'. If successful the target takes damage from the weapon and is also pushed back per bull rush.

Dew Equipment

Weapons

Battle Parasol

Cost: 10 gp **Damage (s)**: 1d4 **Damage (m)**: 1d6 **Critical**: x2 **Weight**: 5 lbs. **Type**: B/P **Special**: see text

WAIT, ISN'T THERE ALREADY A HARPOON IN **P**ATHFINDER?

Yes, but it doesn't work as it is intended. Try attacking a whale with it and see how well that works out for you.

This exotic weapon is made of durable materials, allowing it to be used in two ways. When closed the parasol may be used as a melee weapon which can deal nonlethal bludgeoning damage or lethal piercing damage. When opened the parasol grants the wielder a +1 shield bonus to AC but may not be used as a weapon, nor does it threaten. A battle parasol may be opened or closed as a move action. Magical weapon or armor/shield enhancements may be applied to the parasol but only function when in the appropriate position.

For example, if the battle parasol is enchanted with the *frost* magic weapon quality, that ability only functions while the parasol is closed. If it is enchanted with the *mirrored* special armor ability, that ability only functions while the parasol is in the open position.

It functions as a normal parasol, but a DC 15 Perception check is enough to note that it is also an effective weapon.

Harpoon

Cost: 5 gp Damage (s): 1d6 Damage (m): 1d8 Critical: x3 Range: 20 ft. Weight: 6 lbs. Type: P Special: see text

If you are not proficient with harpoons they are considered spears. The weight does not include the rope typically attached to the harpoon, and without a trailing rope the weapon functions as a

normal spear. On a successful hit, the target takes damage and gains the entangled condition.

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 20 + the spell's level or be unable to cast the spell. You can only entangle a Large-sized or larger creature with a harpoon.

An entangled creature can escape with a DC 25 Escape Artist check (a full-round action). The trailing rope may be destroyed, using the hp and burst DC appropriate for its material.

The trailing rope must be coiled to be thrown effectively. The first time you throw your harpoon in a fight, you make a normal ranged attack roll. After the rope is uncoiled, you take a -4 penalty on attack rolls with it. It takes 1 round for a proficient user to coil a rope and twice that long for a non-proficient one to do so. It takes a move action to pull in a thrown harpoon.

Armor & Shields

Lantern Shield

Cost: 20 gp, Shield Bonus: +1, Max Dex: --, Armor Check Penalty: -1, Arcane Spell Failure: 5%, Weight: 10 lbs.

A lantern shield is a combination of a buckler, a gauntlet, and a lantern. When the lantern window is open it sheds light as a bull's-eye lantern but at half the amount of light. It provides normal light in a 30-foot cone and increases the light level by one step in the area beyond that, out to a 60-foot cone (darkness becomes dim light and dim light becomes normal light). It does not increase the light level in normal light or bright light. A lantern shield will shed light for 6 hours on 1 pint of oil.

The lantern shield functions as buckler when determining what you are able to do with your off-hand, with the exception that it is treated as a light shield when casting spells with somatic components. Unlike regular bucklers, it may be used as a weapon, dealing damage as if it was a gauntlet. If spikes are added, treat it like a spiked gauntlet.

Dew Dagic Items

Dagic Weapons

Caster's Foe

Aura faint evocation; **CL** 5th; **Weight** 8 lbs.; **Price** 21,350 gp

DESCRIPTION

This +1 seeking heavy crossbow fires barbed bolts that dig into flesh and make concentration extremely difficult.

If a creature successfully hit by a bolt from this crossbow within the last minute tries to cast a spell they must make a concentration check with a DC of 10 + the spell level or lose the spell. Each bolt after the first increases the DC by +1. The spellcaster must make concentration checks until he has received magical healing or the bolts are removed with a DC 15 Heal check.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *painstrike*; **Cost** 10,675 gp

Dimensional Bolas

Aura faint evocation; **CL** 4th; **Weight** 2 lbs.; **Price** 32,305 gp

DESCRIPTION

These +2 bolas not only trip a creature, but they draw them to the thrower. A creature tripped by these bolas must make a DC 16 Reflex save or be teleported instantaneously to a square adjacent to the thrower.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; Spells dimension door; Cost 16,152 gp

Flame Strike Gauntlet

Aura faint evocation; **CL** 9th; **Weight** 1 lb.; **Price** 19,305 gp

DESCRIPTION

This heavy metal gauntlet is decorated with spikes in the shape of flames.

This +1 *igniting* spiked gauntlet also sets grappled foes on fire. When the wielder successfully grapples a creature that creature catches fire. The target doesn't get a save to avoid catching fire but does get one each round to put out the flames as normal.

Additionally, three times per day upon command, the gauntlet can transfer its *flaming* ability to a held weapon for 10 rounds. When doing so, opponents struck by the weapon catch fire as if grappled by the gauntlet.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *flame blade*; **Cost** 9,652 gp

Grounding Net

Aura faint conjuration and evocation; **CL** 3rd; **Weight** 6 lbs.; **Price** 20,320 gp

DESCRIPTION

This +1 *called* net returns to the thrower's hand folded when called.

Additionally, the net can be commanded to anchor itself to a point on the ground. A creature entangled in it it anchors itself is allowed a DC 20 Reflex save. If failed, they are knocked prone. They may attempt to free themselves via normal methods but Escape Artist or Strength checks suffer a -10 penalty when doing so.

If this ability was used on a flying creature it only forces the creature to land on a failed save.

This ability lasts for 10 rounds and may be used up to three times a day.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *web*; **Cost** 10,160 gp

Javelin of the Ram

Aura faint evocation; **CL** 9th; **Weight** 2 lbs.; **Price** 16,901 gp

DESCRIPTION

This +1 *distance* javelin strikes harder than normal, pounding it's target like a battering ram.

A *javelin of the ram* may be used to perform a ranged bull rush combat maneuver, adding its enhancement bonus to the attempt. The bull rush does suffer from range penalties.

If successful, the javelin pushes the target and deals normal damage. Alternatively, the javelin can be used like a thrown battering ram against unattended objects. When used in this way, the wielder makes a ranged Strength check to break

the door or object, adding double the enhancement bonus of the javelin to the check.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *bull's strength*, telekinesis; **Cost** 8,450 g

Wondrous Items

Charm of Returning

Aura moderate conjuration; **CL** 7th; **Slot** belt; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This small metal charm has two pieces. One is attached to a weapon, either at the end of the pommel or on the hilt itself and the other to the weapons scabbard or holding location.

After being attached to a weapon for at least 24 hours the charm associates the weapon with the creature who attached it to the weapon.

If the weapon it is attached to is disarmed from it's wielder, or the wielder drops it, or it is in some other way removed from the wielder's possession but remains not more than 30' away, the *charm of returning* returns the weapon to the scabbard or storage location which bears the other half of the charm at the beginning of the next round.

This ability is suppressed if the weapon is held by a creature other than the associated wielder. If it is held by another creature it returns immediately if later dropped.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *teleport object*; **Cost** 2,500 gp.

Demolition Grenade

Aura weak transmutation; **CL** 1; **Slot** none; **Price** 50 gp; **Weight** 1 lb.

DESCRIPTION

This heavy glass bulb is filled with a milky red liquid.

The bulb may be thrown as a ranged touch attack. If it strikes an object it shatters and the liquid immediately covers the object. That object becomes easier to destroy or break. The hardness and Break DC of the object reduce by 2. The bulb has enough liquid to cover 1 medium sized object or a 5' x 5' area on a larger object, such as a wall or floor.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *break*; **Cost** 25 gp

Gloves of the Improvisational Master

Aura faint evocation; **CL** 5th; **Slot** hands; **Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5)*; **Weight** –

DESCRIPTION

These patchwork cloth gloves enhance improvised weapons, allowing the wielder to catch even supernatural foes by surprise.

The gloves grant an enhancement bonus of +1 to +5 to attack and damage rolls made with improvised weapons wielded by the wearer. This bonus applies to both melee and ranged improvised weapons. These bonuses do not apply to thrown splash weapons however.

Alternatively, the gloves can grant weapon special abilities, so long as they can be applied to the improvised weapon used. Special abilities count as additional bonuses for determining the market

value of the item, but do not modify attack or damage bonuses.

The gloves of the improvisational master cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. The gloves do not need to have a +1 enhancement bonus to grant a weapon special ability.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** greater magic weapon; **Special** creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities; **Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Mud Bomb

Aura faint transmutation; **CL** 7; **Slot** none; **Price** 1,400 gp; **Weight** 1 lb.

DESCRIPTION

This ball of soft clay has small indentations and lumps that slowly roil across its surface.

A mud bomb is thrown as a splash weapon at an intersection. Wherever it hits, it expands and hardens to cause the area to become difficult terrain in a 15-foot-radius burst from the point of impact. The change to the terrain is permanent but can be cleared by use of digging tools, such as a shovel or other similar implement. Doing so requires spending a full-round action per 5-ft. square. A mud bomb may be used one time.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *transmute mud to rock*; **Cost** 700 gp



Quiver of Adaptability

Aura faint evocation; **CL** 5th; **Slot** none; **Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5)*; **Weight** –

DESCRIPTION

This wood and leather case is large enough for three spear like thrown ranged weapons, with a strap that allows the quiver to be worn across the back.

This quiver grants an enhancement bonus of +1 to +5 to thrown weapons drawn from it. The bonus applies only to the first ranged attack made with the weapon drawn from it after drawing it. Once the weapon is used in an attack it loses all enhancement bonuses until it is returned to the quiver.

Alternatively, the quiver can grant a thrown weapon a special ability, so long as the ability can be applied to a ranged weapon.

Special abilities count as additional bonuses for determining the market value of the item, but do

not modify attack or damage bonuses. The quiver cannot grant a modified bonus (enhancement bonus plus special ability bonus equivalents) greater than +5. The quiver does not need to have a +1 enhancement bonus to grant a weapon special ability. If a thrown weapon already has an enhancement bonus other than that gained by the quiver, it does not gain additional enhancement bonuses from the quiver (but the quiver will still impart special abilities.)

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** greater magic weapon; **Special** creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities; **Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5) These thick-soled iron boots are sturdy and very heavy.

Three times per day as a move action the wearer may stomp a foot and choose a square either they are currently occupying or adjacent to their space. A small hole appears in that square, as the spell *stumble gap*. Any creature occupying the square when created, or who later steps into the square containing the hole, must make a DC 12 Reflex saving throw to avoid falling prone in that square and taking 1d6 points of damage. A creature that makes its saving throw still stumbles ever so slightly and takes a -1 penalty on all rolls and checks for 1 round.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; Spells stumble gap; Cost 2,000 gp

Quick Reaction Boots

Aura weak abjuration; **CL** 5th; **Slot** feet; **Price** 2,000 gp; **Weight** 2 lbs.

DESCRIPTION

These thin, light boots sometimes seem to have a mind of their own, silently moving their wearer out of the way of trouble just in the nick of time.

The wearer of these supple leather boots gains a +5 insight bonus to the first initiative check he has to make each day.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *anticipate peril*; **Cost** 1,000 gp

Groundbreaker Boots

Aura weak conjuration; **CL** 1st; **Slot** feet; **Price** 4,000 gp; **Weight** 2 lbs.

DESCRIPTION

Complimentary Content



Included below are a selection of items from other publishers available under the Open Game License (OGL) which complement the new mechanics presented previously. If you like the complimentary content below please consider checking out the full products, available in the d2Opfsrd.com estore.

The two sources referenced here are <u>101 Magical</u> <u>Armor and Shield Properties</u> and <u>101 Magical</u> <u>Weapon Properties</u>, both by <u>Rite Publishing</u>.



101 Dagical Armor and Shield Properties

By Rite Publishing

Aquatic

Aura moderate abjuration; **CL** 11th; Craft Magic Arms and Armor, *freedom of movement, water breathing, tongues*; **Price** +22,000 gp.

DESCRIPTION

A wearer of armor with the aquatic property suffers no armor check penalties to Swim checks. Further, the wearer can breathe underwater and can converse with any creature with a language that breathes water.

Shields may not have the *aquatic* feature.

Blocking

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *haste*; **Price** +1 bonus.

DESCRIPTION

Three times per day, a fighter using a shield with the *blocking* feature can sacrifice one of her attacks of opportunity for the round to negate a single attack against her as an immediate action before the result of the attack is known. She must make a successful combat maneuver check, with a +4 bonus, and that does not provoke an attack of opportunity, in order to block the attack.

Vicious Spikes

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *haste*; **Price** +2 bonus.

DESCRIPTION

The spikes on this armor or shield have an additional effect when the wearer successfully

strikes an opponent at least once in melee as a part of a full-attack action: she inflicts +1d6 points of additional piercing and slashing damage by thrusting the armor's spikes at the foe. If she hits a single foe with all the attacks of her full-attack action, she inflicts +1d6 damage plus an additional +2 for each successful attack.

Hitting with some, but not all, of the attacks merely results in +1d6 points of damage. The armor spikes must be capable of hurting the foe in order to provide the additional damage. For example, a foe with DR 10/magic does not suffer the bonus damage unless the armor spikes are a magical weapon. Do not multiply the bonus damage from this ability in the case of a critical hit.

Once per day the wearer can gain a free additional attack at her highest attack bonus when using the full-attack action. This attack inflicts 1d6 points of piercing damage plus whatever damage bonuses are appropriate (Str, enhancement bonuses to the spikes).

Unsinking Steps

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *water walk*; **Price** +6,000 gp.

DESCRIPTION

When activated, the wearer of this armor can tread on any liquid as if it were firm ground. The wearer can activate this ability once per day as an immediate action and the effect lasts for 50 minutes. This functions in all respects as the *water walk* spell; mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subject's feet hover an inch or two above the surface. (Other effects, such as the heat from lava, are not protected against by this armor.)

Thrown Bulwark

Aura faint transmutation; **CL** 1st; Craft Magic Arms and Armor, Throw Anything; **Price** +2,000 gp.

DESCRIPTION

This shield grants the wearer the Throw Anything Feat.



101 Qagical Weapon Properties

By Rite Publishing

Clinging

Aura faint transmutation; **CL** 11th; Craft Magical Arms and Armor; *animate object*; **Price** +1 modifier.

DESCRIPTION

This enchantment can be woven into any magical net. The net clings to its victim with a life of its own. The DC of any Escape Artist check to escape from the net is changed to 10 + the wielder's character level + the wielder's Strength or Dexterity modifier.

Casting a spell while trapped in a *clinging* net requires a Concentration check (same DC).

Guided

Aura faint divination; **CL** 5th; Craft Arms and Armor; *true strike*; **Price** +2,000 gp.

DESCRIPTION

The miss chance an opponent enjoys due to concealment is reduced by 20%. You must still choose a square to attack.

Parrying

Aura faint abjuration; **CL** 5th: Craft Arms and Armor; Combat Expertise; **Price** +1 bonus.

DESCRIPTION

Once per round the wielder of a *parrying* weapon who is not flat-footed, and is aware of the attack, may attempt a combat maneuver as an attack of opportunity when someone attacks the wielder or anyone within the wielder's reach. If successful, the attack is negated, if unsuccessful, the attack automatically hits the wielder.

The wielder must decide whether or not to use this ability before the result of the attack is revealed.

Special If the wielder possesses the Combat Reflexes feat he can perform this action even while flat-footed, though he still must be aware of the attack.

Spellreaving

Aura moderate abjuration; CL 7th; Craft Magic Arms and Armor; *dispel magic*; Price +1 bonus.

DESCRIPTION

A spell caster or a creature with a spell-like ability struck by this weapon must make a caster level check (DC 11 + the wielder's character level) or its highest level spell slot or most powerful remaining spell-like ability is expended for the day.

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