# BATHR COMPANION

## ARMOR MASTER'S HANDBOOK

### **Armored Warriors of the Inner Sea**

#### **GRAY MAIDENS**

Royal guards turned prized mercenaries, the members of this all-female order of warriors hide distinctive facial scars behind imposing, iconic helms.

#### **KNIGHTS OF OZEM**

Dedicated to watching over the prison of the Whispering Tyrant, the Knights of Ozem take pride in their ability to endure any danger.

#### **MERCENARY LEAGUE**

Druma's ruling Kalistocrats rely on welltrained and heavily armored guards to defend themselves and their nation.

#### HELLKNIGHTS

Defenders of law above all else, Hellknights each earn the right to wear their gothic armor by defeating a devil. Every order boasts a distinctive plate armor design.

#### **GOLDEN LEGION**

The Eagle Knights of the Golden Legion are elite members of Andoran's military, signified by the gilded plate armor and shields they bear.

#### **PURE LEGION**

The members of the Pure Legion ensure that no religious paraphernalia or proselytizing enters Rahadoum, and favor defense and patience to outlast their prey.

#### **HORSE TRIBES**

The nomads of Karazh fight on horseback, and rely on distinctive lamellar armor to protect them without baking them in the unrelenting desert sun.

#### **RED MANTIS**

Recognized as much for their light, distinctive armor as for their bloody work, Red Mantis assassins trust in stealth and mobility.



Development Lead • Owen K.C. Stephens Authors • Alexander Augunas, Robert Brookes, Anthony Li, Luis Loza, and David Schwartz Cover Artist • Caio Maciel Monteiro Interior Artists • Matheus Calza, Manuel Castanon, Sally Gottschalk, and Lance Red

Editor-in-Chief • F. Wesley Schneider Creative Director • James Jacobs Executive Editor • James L. Sutter Senior Developer • Rob McCreary Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens Assistant Developers • Crystal Frasier, Amanda Hamon Kunz, and Linda Zayas-Palmer Senior Editors • Judy Bauer and Christopher Carey Editors • Jason Keeley and Josh Vogt Lead Designer • Jason Bulmahn Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson Art Director • Sonja Morris Senior Graphic Designer • Adam Vick Graphic Designer • Emily Crowell

Publisher • Erik Mona Paizo CEO • Lisa Stevens Chief Operations Officer • Jeffrey Alvarez Director of Sales • Pierce Watters Sales Associate • Cosmo Eisele Marketing Director • Jenny Bendel Vice President of Finance • Christopher Self Staff Accountant • Ashley Kaprielian Data Entry Clerk • B. Scott Keim Chief Technical Officer • Vic Wertz Software Development Manager • Cort Odekirk Senior Software Developmer • Gary Teter Project Manager • Jessica Price Organized Play Coordinator • Tonya Woldridge Adventure Card Game Designer • Tanis O'Connor

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On the Cover



Hayato and Seelah shrug off the attacks of a horde of blood thirsty goblins thanks to their protective gear in this gripping cover by Caio Maciel Monteiro.



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#### Reference

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at **paizo.com/prd**.

Advanced Class Guide	ACG	Occult Adventures	OA
Advanced Player's Guide	APG	Ultimate Combat	UC
Inner Sea Magic	ISM	Ultimate Equipment	UE
The Inner Sea World Guide	ISWG	Ultimate Magic	UM

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Paizo Inc. 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577

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### INTRODUCTION

Young students of combat often become passionately involved in arguments about which weapon is the best. Older veterans often ask such fresh hotspurs what they plan to use to avoid being killed by their foes' weapons.

Some organizations in Golarion known for their distinctive armor are briefly described below; each is accompanied by a combat trait appropriate for those who have trained with that group, even if they are not now formally affiliated with it.

#### Avistan

Avistan is perhaps best known for its plate-armored knights, though a wide variety of armor is used across the continent.

#### Golden Legion

Resplendent in gilded armor, members of the Eagle Knights of the Golden Legion are elite members of Andoran's military.

**Promising (Combat):** Your superiors have identified you as an Eagle Knight candidate, and their praise encourages you to strive to meet their expectations. Each day after getting a full night's sleep, you gain a +1 trait bonus to your AC when wearing armor or carrying a shield. This bonus lasts until you are first hit by an attack within the next 24 hours.

#### GRAY MAIDENS

These soldiers once served Queen Ileosa of Korvosa. Since her death, many have become mercenaries for other nobles. Many wear helmets that hide their scarred faces. **Permanent Scars (Combat):** You carry the physical and emotional scars of your Gray Maiden initiation as mental armor. You receive a +2 trait bonus on saving throws against emotion<sup>UM</sup> and pain<sup>UM</sup> spells and effects.

#### Hellknight Orders

Proponents of law above all else, Hellknights earn the right to wear their gothic armor by defeating a devil.

**Devil Fighter (Combat)**: Learning how devils think helps you resist their trickery. You gain a +1 trait bonus to your AC against attacks made by lawful outsiders.

#### Kortos Cavalry

Absalom's only mounted troops, the Kortos Cavalry protects the island's hinterlands as well as the Westgate district.

To The Last (Combat): Choose one type of medium or heavy armor (such as chainmail or half-plate). If you have no allies within 60 feet when you are wearing that type of armor, you gain DR 1/—. This stacks with any one other source of damage resistance you have.

#### Mercenary League

The bodyguards to Druma's ruling Kalistocrats, Mercenary League members are more commonly called Blackjackets for the armored coats<sup>UE</sup> that are part of their uniforms.

Jacket Training (Combat): You can treat an armored coat<sup>UE</sup> as light armor. This choice must be made when you

don the armor, and can't be changed until you remove and redon the armor. You must still be proficient in wearing medium armor to avoid adding the armor's check penalty on all attack rolls and skill checks that involve moving.

#### Casmaron

The armor worn in Casmaron is often more stylized and lighter than that of many other lands, a result of the continent's long history of trade and nomadic movement.

#### Horse Tribes

The nomads of Karazh favor lamellar  ${}^{\scriptscriptstyle UE}$  armor for its balance of protection and mobility.

Armored Rider (Combat): You gain a +1 trait bonus on Ride checks, and Ride is a class skill for you. You don't take an armor check penalty on Ride checks while wearing light or medium armor.

#### Garund

The tropical heat makes heavy armor rare in Garund, but large shields are quite common.

#### PURE LEGION

Throughout the ports of Rahadoum, the Pure Legion ensures that no religious paraphernalia or proselytizing enters the country.

**Armored Soul (Combat)**: When wearing armor or using a shield, you gain a +1 trait bonus on saving throws against divine spells that deal damage.

#### Red Mantis

Though they wear only light armor so as not to restrict their movement, Red Mantis assassins dye it bright red in imitation of their deity's carapace.

**Crimson Carapace (Combat):** A combination of armor and agility protects you from deadly attacks. When wearing light armor and fighting defensively or using Combat Expertise, you receive a +2 trait bonus to your AC against attack rolls to confirm a critical threat.

#### Tian Xia

Even the heaviest Tian armor is designed for mobility as much as protection and often incorporates materials other than metal.

#### Xa Hoi

Inspired by the magical golden armor worn by the sovereign imperial dragons who rule Xa Hoi, the country's armorers turn leather and steel into facsimiles of dragon scales, wings, and horns that retain protective functionality.

**Dragon Armor (Combat)**: Xa Hoi's elite warriors are trained to deflect energy attacks. Choose an energy type (acid, cold, electricity, fire, or sonic) when you acquire this trait. When you are wearing medium or heavy armor, you gain a +2 trait bonus on Reflex saves against spells and effects of the chosen energy type.

#### **Rules Index**

The following new rules options in this Pathfinder Player Companion are located on the indicated pages, alongside several other options.

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### **Armor Masters of the Inner Sea**

Though many martial organizations in the Inner Sea region are known for their choices of weapons, just as many are known for their unique armor and shields—it's hard to mistake a Golden Legionnaire for a Hellknight. There are many other groups that are less famous but no less adept at fighting in armor. The following archetypes represent members of seven such armor traditions that originate with specific groups, but have since become common enough that characters can take them without being members of the associated organizations.

#### Armored Battlemage (Magus Archetype)

Though it hasn't been at war with its southern neighbor for centuries, Nex continues to train battlemages at its arcane schools in Ecanus. Many battlemages focus purely on destructive evocations, but some extend their tactical studies to include use of the tried-and-true protection of steel. These armored battlemages learn to move and cast spells in even the most restrictive armors, and have developed new methods to magically enhance their armor. Most armored battlemages strongly support the Arclords of Nex. Many travel beyond their homelands seeking some method of contacting the archmage Nex, and hope for some excuse to convince the Council of Three and Nine to renew hostilities with the nation of Geb.

**Medium Armor (Ex)**: An armored battlemage gains this ability at 1st level instead of 7th. When wearing medium or heavy armor, the armored battlemage gains a +4 bonus on concentration checks to cast defensively. This stacks with the bonus from the Combat Casting feat.

This ability replaces spell combat and alters the medium armor ability.

Arcane Pool (Su): An armored battlemage cannot spend points from his arcane pool to enhance weapons. Instead, he can expend 1 point from his arcane pool as a swift action to grant armor he is wearing a +1 enhancement bonus for 1 minute. For every 4 magus levels he has beyond 1st, the armor gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses stack with existing armor enhancement bonuses to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following armor special abilities: *balanced*<sup>UE</sup>, *bitter*<sup>UE</sup>, *fortification* (heavy, light, or medium), *ghost touch*, *invulnerability*, *spell resistance* (13, 15, 17, or 19), or *spell storing*<sup>UE</sup>. Adding these special abilities consumes an amount of bonus equal to the ability's base price modifier. In addition, the armored battlemage can grant his armor the *energy resistance* special ability at the cost of a +3 bonus or the *improved energy resistance* special ability at the cost of a +5 bonus. These special abilities are added to any the armor already has, but duplicates do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. These bonuses and special abilities are decided when the arcane pool point is spent and cannot be changed until the next time the armored battlemage uses this ability. These bonuses do not function if the armor is worn by anyone other than the magus.

An armored battlemage can enhance only one suit of armor in this way at one time. If he uses this ability again, the first use immediately ends.

This ability alters arcane pool.

Armor Training(Ex): At 3rd level, an armored battlemage gains armor training, as per the fighter ability. At 8th level, he gains armor training 2. At 13th level, he gains armor training 3. At 18th level, he gains armor training 4.

This ability replaces the magus arcana gained at 3rd and 18th levels, and improved spell combat.

Heavy Armor (Ex): An armored battlemage gains this ability at 7th level instead of 13th.

This ability alters heavy armor.

**Expanded Arcane Pool (Su)**: At 14th level, the armored battlemage can grant his armor the *glamered* special ability at the cost of a +2 bonus, the *slick* or *shadow* special ability at the cost of a +3 bonus, and the *greater slick* or *greater shadow* special ability at the cost of a +5 bonus when using his arcane pool.

This ability replaces greater spell combat.

#### Iron Tyrant (Antipaladin Archetype)

Covered from head to toe in blackened armor decorated with grotesque shapes and bristling with spikes, iron tyrants make an unmistakable impression on the battlefield. These antipaladins' armor is an outward symbol of their inner power, and they are rarely seen without it. Iron tyrants seek the strength to rule over domains as unfettered despots, and depend on their armor as protection against those they have not yet cowed.

Most iron tyrants are orcs or half-orcs who worship the orc deities Lanishra (god of slavery, subjugation, and tyranny) or Varg (god of iron, siege weapons, and warfare). Though rarer, some iron tyrants belong to other races and worship Urazra (giant god of battle, brutality, and strength) or demon lords such as Aldinach (She of the Six Venoms), Angazhan (the Ravenous King), or Izyagna (She of the Sevenfold Swarm).

**Iron Fist (Ex):** At 2nd level, an iron tyrant gains Improved Unarmed Strike as a bonus feat. In addition, whenever the iron tyrant makes a successful attack with a gauntlet, spiked gauntlet, or armor spikes, the weapon damage is based on his level and not the weapon type, as per the warpriest's sacred weapon ability (*Pathfinder RPG Advanced Class Guide* 60).

This ability replaces touch of corruption.

**Bonus Feats**: At 3rd level and every 3 antipaladin levels thereafter, an iron tyrant gains a bonus feat in addition to those gained from normal advancement. This feat must be a combat feat that relates to the iron tyrant's armor or shield, such as Shield Focus, or one of the armor mastery feats on page 16.

This ability replaces cruelty.

**Unstoppable (Ex):** At 4th level, when wearing heavy armor, an iron tyrant is not slowed by terrain that halves movement (such as dense rubble, light undergrowth, and shallow bogs). Terrain that has been magically manipulated to impede motion or terrain that reduces movement by more than half still affects him.

This ability replaces channel negative energy.

**Fiendish Bond (Su):** At 5th level, instead of forming a fiendish bond with his weapon or a servant, an iron tyrant can form a bond with his armor. As a standard action, an iron tyrant can enhance his armor by calling upon a fiendish spirit's aid. This bond lasts for 1 minute per antipaladin level. When called, the spirit causes the armor to shed unholy light like a torch. At 5th level, the spirit grants the armor a +1 enhancement bonus. For every 3 antipaladin

levels beyond 5th, the armor gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses stack with existing armor enhancement bonuses to a maximum of +5, or they can be used to add any of the following armor special abilities: dastard<sup>UE</sup>, ghost touch, fortification (heavy, light, or medium), invulnerability, spell resistance (13, 15, 17, or 19). Adding these special abilities consumes an amount of bonus equal to the special ability's base price modifier. In addition, the iron tyrant can grant his armor the unrighteous<sup>UE</sup> special ability at the cost of a +4 bonus. These special abilities are added to any special abilities the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. The bonus and special abilities granted by the spirit are determined when the spirit is called

and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the armor is worn by anyone other than the iron tyrant, but it resumes giving bonuses if the iron tyrant dons the armor again. An iron tyrant can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, to a total of four times per day at 17th level.

If a suit of bonded armor with a fiendish spirit is destroyed, the iron tyrant loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the iron tyrant takes a -1 penalty on attack rolls and weapon damage rolls.

This ability replaces fiendish boon.

#### Knight of Arnisant (Cavalier Archetype)

The cavaliers known as knights of Arnisant revere the famous general who was crucial in the defeat of the Whispering Tyrant, the powerful wizard-king. Knights of Arnisant call upon Arnisant to grant them protection from evil magic, just as the *Shield of Aroden* protected him.

Many of these cavaliers further emulate him by joining the order of the shield. Most knights of Arnisant serve at Lastwall, where the movement originated, but they can be found everywhere from the general's homeland of Taldor to the front lines of the Worldwound.

> Shield Expertise: At 1st level, a knight of Arnisant gains the Shield Focus feat as a bonus feat. His cavalier levels count as fighter levels for the purpose of qualifying for all feats that list the Shield Focus feat as a prerequisite.

This ability replaces tactician.

**Deflective Shield (Ex):** At 4th level, a knight of Arnisant specializes in using his shield to deflect attacks. He adds a bonus equal to his shield bonus to AC to his touch AC and his CMD, up to a maximum of half his cavalier level. He does not

include any enhancement bonus he has from a magic shield in this calculation.

This ability replaces expert trainer.

Heraldic Banner (Ex): At 5th level, a knight of Arnisant uses his shield as a banner, though its benefits apply only to allies within 30 feet.

This ability alters banner.

**Soul Shield (Su)**: At 9th level, when carrying a shield, a knight of Arnisant adds a bonus

equal to his shield bonus to AC on all saving throws against curse spells and effects, up to a maximum of half his



cavalier level. He does not include any enhancement bonus from a magic shield in this calculation.

This ability replaces greater tactician.

**Defensive Challenge (Ex):** At 12th level, whenever a knight of Arnisant declares a challenge, his target must pay particular attention to him. As long as the target is within the threatened area of the cavalier, it takes a –2 penalty on attack rolls against anyone other than the knight of Arnisant.

This ability replaces demanding challenge.

**Heart Shield (Su)**: At 17th level, when carrying a shield, a knight of Arnisant adds a bonus equal to his shield bonus to AC on saving throws against death spells and magical death effects, up to a maximum of half his cavalier level. He does not include any enhancement bonus from a magic shield in this calculation.

This ability replaces greater tactician.

#### Legate (Paladin Archetype)

The first legates in the Inner Sea region were ambassadors from Holomog, a celestial-worshiping confederation in



southern Garund. Though they hold to the same strict paladin code, legates present themselves not as armed crusaders, but as peaceful envoys and advisors, bringing wisdom garnered from the long, stable history of their nation. They often serve as diplomats (and sometimes spies) for good organizations. Yet woe to those who believe them defenseless, for a legate can call upon her divine patron to provide her with armor and weapons.

Celestial Armor (Sp): At 3rd level, a legate can conjure armor as a standard action. This ability acts as the spell instant armor (Pathfinder RPG Advanced Player's Guide 229), using her paladin level as her caster level, except as follows. At 6th level and every 3 paladin levels thereafter, the armor gains an additional +1 enhancement bonus. These bonuses can be used to add any of the following armor special abilities: champion<sup>UE</sup>, fortification (heavy, light, or medium), invulnerability, or spell resistance (13, 15, 17, or 19). In addition, the legate can grant her armor the energy resistance special ability at the cost of a +3 bonus, the improved energy resistance special ability at the cost of a +5 bonus, or the righteous<sup>UE</sup> special ability at a cost of a +4 bonus. The armor must have least a +1 enhancement bonus before any special abilities can be added. The bonus and special abilities granted are determined when this ability is used and cannot be changed until this ability is used again. If the legate has a steed bond and is riding her steed, she can include her steed when summoning celestial armor, granting the steed barding with the same bonuses and special abilities as her own. The legate can use this ability a number of times per day equal to her Wisdom bonus plus half her paladin level.

This ability replaces mercy.

#### Molthuni Defender (Fighter Archetype)

Molthuni defenders occupy and protect contested territory in their war against Nirmathas. These heavily armored soldiers don't train for maneuverability, but rather for immovability. Taking advantage of their weighty armor, Molthuni defenders can hold back an onslaught of enemies intent on breaking through their line. The majority of Molthuni defenders were laborers who joined the military to gain citizenship, though a noteworthy minority are from stouter non-human races.

Armored Defense (Ex): At 3rd level, a Molthuni defender gains a bonus to his CMD against bull rush, dirty trick<sup>APG</sup>, drag<sup>APG</sup>, grapple, overrun, reposition<sup>APG</sup>, and trip combat maneuver checks. This bonus also applies to the DC of foes' Acrobatics checks to move through squares he threatens. This bonus is +1 when the Molthuni defender is wearing medium armor, and +3 when he is wearing heavy armor. At 7th, 11th, and 15th levels, these bonuses increase by 1. In addition to this, the Molthuni defender is able to choose one of the following combat maneuvers: bull rush, dirty trick<sup>APG</sup>, drag<sup>APG</sup>, grapple, overrun, reposition<sup>APG</sup>, or trip. When he is wearing medium or heavy armor, the Molthuni defender adds half his armor training bonus on combat maneuver checks for the selected maneuver. He can choose an additional combat maneuver at 7th, 11th, and 15th levels.

This ability replaces armor training 1 through 4, but counts as armor training for the purposes of qualifying for feats and prestige classes. It does not count as advanced armor training (see page 14).

#### Shieldbearer (Warpriest Archetype)

Shieldbearers are divine warriors who stand on the front lines of battle, shoulder to shoulder with the soldiers of their people. The shieldbearer tradition has long been a strong legacy among the dwarves of the Five Kings Mountains, while many young women throughout the Lands of the Linnorm Kings and Realm of the Mammoth Lords become shieldbearers known as shield maidens. Shieldbearers among the Shoanti are often advisors as well as combatants, while in the Mwangi Expanse shieldbearers are known for defending entire villages from the Gorilla King's minions.

**Shield Adept (Ex):** At 1st level, a shieldbearer receives Improved Shield Bash as a bonus feat. When carrying a shield, the shieldbearer adds his shield bonus on concentration checks to cast defensively.

This ability replaces focus weapon.

**Sacred Weapon (Su):** A shieldbearer treats shields as sacred weapons (instead of his god's favored weapon), though the shieldbearer can still designate additional weapons as sacred weapons by selecting them with the Weapon Focus feat. The shieldbearer's sacred weapon damage applies only to attacks made with shields. The shieldbearer does not gain the ability to enhance sacred weapons until 7th level. For every 3 warpriest levels beyond 7th, this bonus increases by 1 (to a maximum of +5 at 10th level).

This ability alters sacred weapon and also replaces sacred armor.

**Sacred Shield (Su):** At 4th level, a shieldbearer gains the ability to enhance his shield with divine power as a swift action. This ability functions as the sacred armor ability, except as follows. This power grants the shield a +1 enhancement bonus (this bonus does not act as an attack or damage bonus when the shield is used in a shield bash). For every 4 warpriest levels beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th level). The shieldbearer can enhance a shield with any of the following armor special abilities (instead of those listed for sacred armor): arrow deflection, blinding, fortification (heavy, light, or moderate), reflecting, and spell resistance (13, 15, 17, and 19).

#### Armor Master Archetypes and Prestige Classes

Many organizations of the Inner Sea region and beyond can be recognized by their armor. Members of these groups often take archetypes and prestige classes that allow them to wear heavier armor, gain greater benefits from their armor, or magically enhance their armor. Armor-focused prestige classes can be found in Pathfinder Campaign Setting: The Inner Sea World Guide (Hellknight and low templar) and Pathfinder Campaign Setting: Paths of Prestige (Golden Legionnaire, Hellknight signifier, Knight of Ozem, and skyseeker). The following books present numerous archetypes suitable for armorfocused characters: Pathfinder Campaign Setting: Inner Sea Magic (Chelish diva and Mendevian priest), Pathfinder RPG Advanced Class Guide (forgepriest, shield champion, and steelblood), Pathfinder RPG Advanced Player's Guide (arcane duelist, divine defender, phalanx fighter, and shielded fighter), Pathfinder RPG Advanced Race Guide (forgemaster), Pathfinder RPG Occult Adventures (battle host), and Pathfinder RPG Ultimate Combat (armor master, armored hulk, crusader, gun tank, myrmidarch, sacred shield, skirnir, sohei, and tower shield specialist).

**Channel Energy (Su):** The shieldbearer can channel energy only when carrying a shield, and the ability manifests as a 30-foot-cone burst, rather than as a radius. This ability modifies channel energy.

This ability mouthes channel energy.

#### Yojimbo (Samurai Archetype)

Yojimbo are highly trained bodyguards favored by the nobles and warlords of distant Minkai. Yojimbo who follow the order of the warrior loyally guard a single master, while ronin serve whoever can pay for their protection. Yojimbo often accompany visitors to the Inner Sea region from Tian Xia; a few have chosen to stay, and some have even passed on their training to bodyguards of this region.

**Resolute Defense (Ex):** At 1st level, whenever a yojimbo issues a challenge, he can select one ally as his ward for the duration of the challenge. Whenever the yojimbo is adjacent to his ward, he can use resolve, greater resolve, and true resolve on his ward rather than targeting himself.

This ability replaces mount.

**Armor Expertise (Ex)**: At 3rd level, a yojimbo selects one type of armor, such as chain shirt or scale mail. The yojimbo gains armor training, treating his samurai level as his fighter level, when wearing the selected armor.

This ability replaces weapon expertise.

**Intercept (Ex):** At 4th level, a yojimbo learns to better disrupt the attacks of his enemies. He gains Bodyguard<sup>APG</sup> as a bonus feat, even if he does not meet the prerequisite. In addition, whenever the yojimbo uses the aid another action to increase an ally's Armor Class, the bonus to Armor Class from the aid another action increases by 1.

This ability replaces mounted archer.



### **Armor Tricks**

Numerous organizations throughout the Inner Sea region emphasize the value of using armor as more than just passive protection against attacks. Many Hellknight orders put their armigers (junior members who have not yet defeated a devil in single combat) though special armor trick training to prove their ability to dedicate themselves to difficult tasks and closely follow instructions. Likewise, numerous senior members of the Gray Maidens study unexpected ways to use armor in combat as intensely as they train with weaponry.

Refined over centuries of use in combat and warfare, armor tricks can make the difference between life and death in an engagement and highlight the differences between mere proficiency with a suit of armor and true mastery of it. Each of these tricks allows an armor master to gain several new advantages.

#### Armor Trick Feat

When used cleverly, armor becomes far more than a defensive implement. Armor tricks are actions available to characters who have the Armor Trick feat for the appropriate equipment.

#### Armor Trick (Combat)

Choose one armor trick option (light, medium, heavy, or shield). You can perform armor tricks in combat when wearing the appropriate armor option.

Prerequisite: Base attack bonus +1.

**Benefit**: You can use any armor tricks related to the chosen armor option if you meet the trick's prerequisites and are proficient with any armor that you use as part of the trick.

**Special**: You can gain Armor Trick multiple times. Each time you take the feat, it applies to a new armor trick option.

#### **Armor Trick Options**

In addition to the prerequisites listed in parentheses for each of the following armor tricks, you must be proficient with any armor used in the trick and have the Armor Trick feat with the appropriate armor option.

#### LIGHT ARMOR TRICKS

Light armor tricks are rarely taught in formal schools, though some can be learned from experienced Freemen on the streets of Kaer Maga or the leaders of the Bloody Barbers thieves' guild in Absalom. These armor tricks are often used to supplement the modest defense provided by lighter armors by maximizing flexibility and mobility.

**Combat Acrobatics (Int 13, Combat Expertise, Acrobatics 3 ranks)**: You have trained yourself to expose only armored sections of your body when performing flips and rolls, leaving you less distracted by concerns about being struck

in combat. You are not considered flat-footed when using Acrobatics to move on narrow surfaces and uneven ground without falling, and do not lose your Dexterity bonus to AC while doing so. Additionally, if you use Combat Expertise to increase your AC, the DC for you to use Acrobatics to move through a threatened square at full speed without provoking an attack of opportunity by 10 does not increase.

**Reactive Mobility (Mobility, Nimble Moves)**: Practice has honed your reactions so that you react quickly and instinctively to threats. You add your dodge bonus granted by Mobility to your AC against all attacks of opportunity that you provoke, not just against those that are caused when you move out of or within a threatened area.

**Reflexive Mobility (Combat Reflexes, Mobility)**: You have learned to sacrifice an opportunity to wound an opponent in order to avoid being wounded yourself. When you provoke an attack of opportunity from an opponent, you can expend one of your own potential attacks of opportunity for that round to double the bonus to your AC that you gain from the Mobility feat against that attack. This benefit applies to all attacks of opportunity that you provoke with the same action. If you are unable to take any more attacks of opportunity this turn, you cannot use this ability.

Sliding Charge (Improved Trip, base attack bonus +4): You can use your momentum to confound your opponents. Whenever you charge an opponent and attempt a trip combat maneuver check against that opponent as a melee attack, you can drop to the ground as a swift action in order to slide into your target. When doing so, you add your Dexterity bonus (up to your armor's maximum Dexterity bonus) to the combat maneuver check. Whether or not you succeed at the check, you are prone at the end of your charge.

#### Medium Armor Tricks

Many of these armor tricks originated in Andoran and are employed by various branches of the Eagle Knights, who highly value the greater protection provided by medium armor but want to retain flexibility and agility in combat. Armor Focus, which is a prerequisite for two of these tricks, can be found on page 16.

Acrobatic Sit-Up (Mobility, Acrobatics 5 ranks): You have developed the ability to recover from a fall and attack an opponent in a single fluid movement. Whenever you are prone, you can make an attack against a single foe and stand from prone without provoking an attack of opportunity from that foe. Make a single melee attack against one target without the normal penalties for attacking while prone. If you hit your target, you can immediately stand from prone (normally a move action) without provoking an attack of opportunity from that target for doing so. Any other target that threatens you can still make an attack of opportunity against you. If your attack fails, you provoke attacks of opportunity from all threatening foes and cannot stand until your next turn.

Heavy Versatility (Armor Focus, Armor Trick [Heavy Armor]): You take advantage of all the defensive capabilities your armor can offer. You can treat medium armor as heavy armor for the purpose of which armor tricks you can perform in it.

Light Versatility (Armor Focus, Armor Trick [Light Armor]): You are so comfortable in your armor that it seems lighter than it is. You can treat medium armor as light armor for the purpose of what armor tricks you can perform in it.

**Roll into the Blow (Mobility)**: You keep your wits about you when attacked and can turn the situation to your advantage. Once per day when you are hit by an attack of opportunity, you can lunge toward your attacker, throwing it off-balance. The attacker takes a –4 penalty on all melee attack rolls until the beginning of its next turn. You can use this ability a second time each day when your base attack bonus reaches +4, and an additional time per day for every 4 points of bonus you accrue thereafter.

Versatile Armor (Combat Expertise): You can adjust how you present yourself and maneuver in your armor to maximize your speed and mobility or to maximize your defenses. While using your armor for speed, your movement is not affected by your armor and its armor check penalty and armor bonus to AC both decrease by 2. While using your armor for defense, your armor's check penalty increases by 3 and its armor bonus to AC increases by 1. Adjusting how you use your armor is a move action, and the adjustment remains until you change it, take off your armor, or lose your Dexterity bonus to AC (if any).

#### Heavy Armor Tricks

These armor tricks are most common among the various Hellknight orders, though their secrets have spread to other organizations and fighter schools. Such armor tricks utilize the mass and heft of heavy armor, and don't function when you're wearing heavy armor that uses magic or materials to be treated as medium armor for any purpose, unless the heavy armor trick says otherwise.

**Blade among the Folds (Sleight of Hand 3 ranks)**: You are adept at concealing small weapons in your armor. While wearing heavy armor, you gain a +2 bonus on Sleight of Hand checks to conceal a light melee weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow, within your armor. In addition, a searcher doesn't gain the usual +4 bonus on Perception checks to find the hidden weapon as long as you are wearing your armor, even if the searcher frisks you. This trick functions even in heavy armor that uses magic or materials to be treated as medium armor.

**Protected Limbs (Combat Expertise)**: Whenever you attempt a disarm, grapple, sunder, or trip combat maneuver check, you gain a +4 bonus to your AC against any attack of opportunity you provoke as a

result of attempting the combat maneuver check, and to your CMD against any combat maneuver your foe attempts against you before the beginning of your next turn.

**Shrug It Off (Great Fortitude)**: Once per day as an immediate action, when you are hit by a confirmed critical hit or sneak attack, you can direct the blow to the thickest section of your armor to lessen the damage dealt. This reduces the attack to dealing its minimum damage, though it remains a successful critical hit or sneak attack (the minimum damage calculated includes all additional dice for the critical hit or sneak attack, and any abilities that apply due to it being a critical hit or sneak attack function normally). You can use this ability a second time each day when your base attack bonus reaches +4, and an additional time per day for every 4 points of bonus you accrue thereafter.

**Steel-Plated Smasher (Power Attack)**: You gain a bonus equal to 1/4 of your armor's armor check penalty (not including any reduction to the armor check penalty from class features or feats) on Strength checks to break doors and objects with less hardness than your armor. When your base attack bonus reaches +8, this bonus increases to 1/2 your armor's armor check penalty. When your base attack bonus reaches +16, this bonus increases to equal your armor's full armor check penalty.



### **Armor Fighting Styles**

Although most inexperienced warriors think of armor as passive protection rather than the cornerstone of a fighting style, some martial traditions make heavy use of armor. These armor fighting styles are embodied by style feats, following the usual rules for such feats as described on page 78 of *Pathfinder RPG Ultimate Combat*. Instead of requiring Improved Unarmed Strike as a prerequisite, however, all armor fighting styles require proficiency in light, medium, or heavy armor as a prerequisite. Armor style feats can be used only while wearing armor whose type matches the feat's armor proficiency prerequisite, disregarding any changes resulting from



the armor's material. These feats count as style feats for all other purposes.

Though the myriad armor fighting styles used today originated all across Golarion (see the sidebar on page 11), rivalries exist among the Inner Sea region's martial guilds over who perfected them. While the Hellknights use the infamous bulette charge style to devastating effect, Korvosa's Gray Maidens claim to have honed the Hellknights' "clumsy, bar-brawling" approach into the refined form now practiced by many warriors. Absalom's Bloody Barbers street gang, the Sleepless Detectives, and the Daggermark Assassin's Guild all use subtle variations of the spring-heeled style, producing the same extraordinary speed and precision through different techniques.

#### **Armor Style Feats**

The following feats showcase armor-oriented fighting styles. Another style that focuses on improving Armor Class is snapping turtle style (Pathfinder RPG Ultimate Combat 120).

#### BULETTE CHARGE STYLE (COMBAT, STYLE)

You use the weight of your armor to enhance the momentum of your charge.

**Prerequisites**: Str 13, Improved Overrun, Power Attack, proficiency with heavy armor.

**Benefit:** While using this style, you gain a +4 bonus on combat maneuver checks to overrun an opponent. Any magic ability or material that reduces your armor check penalty also reduces the bonus you gain for this style.

**Special**: A character with the armor training class feature can use Bulette Charge Style while wearing any type of armor with which she is proficient. Medium armor grants a +3 bonus, and light armor grants a +2 bonus.

#### BULETTE LEAP (COMBAT)

You can shove aside multiple opponents while leaping into the air.

**Prerequisites:** Str 15, Bulette Charge Style, Improved Overrun, Power Attack, proficiency with heavy armor.

**Benefit**: While using Bulette Charge Style, you gain a bonus on Acrobatics checks to jump equal to your Strength bonus. Additionally, when you perform an overrun combat maneuver, you can attempt to overrun multiple foes, but you take a cumulative -2 penalty on each successive overrun attempt in the same round. If an overrun attempt fails, you cannot make any further attempts until your next round.

#### BULETTE RAMPAGE (COMBAT)

You are able to channel your enhanced momentum to deal incredible damage to multiple foes.

### Armor Master's Handbook

**Prerequisites:** Str 15, Bulette Charge Style, Bulette Leap, Improved Overrun, Power Attack, proficiency with heavy armor.

**Benefit:** While you're using Bulette Charge Style, whenever you succeed at an overrun combat maneuver check against a foe, that foe takes an amount of damage equal to 1d8 (if you're Medium) or 1d6 (if you're Small) + 1/2 your armor bonus to AC + 1-1/2 times your Strength bonus.

#### Spring-Heeled Reaping (Combat)

Your armor's flexibility and your own training allow you to strike multiple times while moving.

**Prerequisites**: Dex 17, Dodge, Mobility, Shot on the Run or Spring Attack, Spring-Heeled Sprint, Spring-Heeled Style, base attack bonus +11, proficiency with light armor.

**Benefit**: While using Spring-Heeled Style, whenever you use Shot on the Run or Spring Attack, you can attack two different creatures at any point in your movement. Each attack is made at your full attack bonus. Any creature that you attack in melee with this feat cannot make attacks of opportunity against you for that movement, as normal for Spring Attack.

#### Spring-Heeled Sprint (Combat)

You can move quickly without sacrificing your offense.

**Prerequisites:** Dex 15, Dodge, Mobility, Shot on the Run or Spring Attack, Spring-Heeled Style, base attack bonus +7, proficiency with light armor.

**Benefit:** While using Spring-Heeled Style, you can move up to twice your speed when using the Shot on the Run or Spring Attack feats

#### Spring-Heeled Style (Combat, Style)

You cunningly dart across the battlefield from foe to foe, taking advantage of your armor's flexibility to duck blows.

**Prerequisites**: Dex 13, Dodge, Mobility, Shot on the Run or Spring Attack, base attack bonus +4, proficiency with light armor.

**Benefit**: If using this style during any round in which you take a move action to move 10 or more feet, you gain a +2 bonus on weapon attack rolls until the start of your next turn. While using this style, you gain the AC bonus from Mobility against attacks of opportunity provoked by making a ranged attack or loading a ranged weapon.

**Special:** A character with the armor training class feature can use Spring-Heeled Style while wearing any type of armor with which she is proficient.

#### SWIFT IRON STYLE (COMBAT, STYLE)

You have learned to move in ways that better accommodate your armor, and can maneuver easily despite its bulk.

**Prerequisites:** Str 13, Dex 13, proficiency with medium armor.

**Benefit**: While using this style, you treat the armor check penalty of your armor as if it were 1 less, and the maximum Dexterity bonus to AC as if it were 1 higher.

#### Armor and Shield Fighting Styles on Golarion

The armor and shield styles introduced on pages 10–13 are rooted in Golarion's history and lore and can be found in the Inner Sea region and beyond. Their origins are noted below.

**Bulette Charge**: Favored in Varisia around the Storval Plateau, this style imitates the bulette's terrifying predatory tactics.

Mobile Bulwark: Though it is most commonly used in Lastwall, those who study military history claim that the mobile bulwark style was originally developed in Taldor during the Shining Crusades.

**Shield Gauntlet:** During Taldor's prime, noble braggarts developed the shield gauntlet style in order to boast that their unparalleled martial skill made carrying shields unnecessary.

**Spring-Heeled**: Ustalavic legend claims that a member of the Sleepless Detectives developed the spring-heeled style after studying and ultimately slaying a creature called Spring-Heeled Jack.

Swift Iron: This style is most common among the warriors of Casmaron and Tian Xia.

**Upsetting Shield**: A bastardization of the Taldan rondelero dueling form, the upsetting shield style is practiced within Taldor's former territories.

**Vanguard**: Renowned guardians of Andoran, the Golden Legion of Andoran's Eagle Knights is widely credited with establishing the vanguard style.

**Special**: A character with the armor training class feature can use Swift Iron Style while wearing any type of armor with which she is proficient. These benefits stack with armor training.

#### Swift Refuge (Combat)

You quickly turn, forcing devastating blows to be blunted by the thickest part of your armor.

**Prerequisites:** Str 13, Dex 13, Swift Iron Style, proficiency with medium armor.

**Benefit**: Once per day when using Swift Iron Style, when you're hit by a weapon, unarmed attack, or natural weapon, you can treat all dice other than the weapon's base damage dice (including extra dice from sneak attack, critical hit, magic special weapon abilities, and Vital Strike) as having rolled 1s. You can use this ability a second time per day when your base attack bonus reaches +8, and a third time at +16.

#### SWIFT SPRINT (COMBAT)

You balance your armor expertly, allowing you to run and sprint without impediment.

**Prerequisites:** Str 13, Dex 13, Swift Iron Style, Swift Refuge, proficiency with medium armor.

**Benefit**: When you're charging, running, or taking no action in your turn other than movement, your armor does not reduce your movement.



### Shield Fighting Styles

These styles use rules like those introduced on page 10, except they can be used only while wielding a shield that satisfies the feat's shield proficiency prerequisite. Shield gauntlet style is also a weapon fighting style (*Pathfinder Player Companion: Weapon Master's Handbook* 14), and its feat counts as a style feat for all purposes except that it includes Weapon Focus with a specific weapon as a prerequisite and can be used only in conjunction with that weapon.

#### **Shield Style Feats**

The following feats illustrate the various shield fighting styles available to armor masters.

#### MOBILE BULWARK STYLE (COMBAT, STYLE)

You are able to swing your tower shield around quickly. **Prerequisites:** Str 13, Shield Focus, Tower Shield Proficiency, base attack bonus +1.

**Benefit:** While using a tower shield, add the shield's bonus to AC (including its enhancement bonus) to your CMD against bull rush and overrun combat maneuvers. While using this style, you can use a tower shield to grant you total cover along one edge of your space (*Pathfinder Roleplaying Game Core Rulebook* 153) as a move action.

#### MOBILE FORTRESS (COMBAT)

You use your tower shield to defend yourself or an ally at a moment's notice.

**Prerequisites:** Str 15, Mobile Bulwark Style, Shield Focus, Tower Shield Proficiency, base attack bonus +4.

**Benefit**: While using a tower shield, you add half of the shield's bonus to AC (including its enhancement bonus) to your touch AC and take only a –1 penalty on attack rolls because of the shield's encumbrance. While using Mobile Bulwark Style, whenever you would use a tower shield to gain total cover, you also grant any adjacent ally total cover against attacks passing through the selected edge of your space.

#### MOBILE STRONGHOLD (COMBAT)

You can use your tower shield to block magical attacks.

**Prerequisites:** Str 17, Mobile Bulwark Style, Mobile Fortress, Shield Focus, Tower Shield Proficiency, base attack bonus +7.

**Benefit**: While using a tower shield, you do not suffer a penalty on attack rolls because of the shield's encumbrance. While using Mobile Bulwark Style, whenever you use a tower shield to gain total cover, you also gain partial cover (and grant partial cover to adjacent allies) against spells passing through the selected edge of your space. Also, while using this style, you can gain total cover against a single attack made against you as an immediate or swift action.

Shielded Gauntlet Attack (Combat)

Your gauntlet helps you take advantage of weakness.

**Prerequisites:** Shield Gauntlet Style, Weapon Focus (gauntlet or spiked gauntlet), proficiency with bucklers and light shields.

**Benefit:** While using Shield Gauntlet Style, you can calculate the damage of your gauntlet or spiked gauntlet using the sacred weapon damage value of a warpriest<sup>ACG</sup> with a level 4 less than your base attack bonus. The style also allows you to take one attack of opportunity each round that does not count toward your maximum number of attacks of opportunity. This must be used to make an attack with your gauntlet (or spiked gauntlet), or a disarm or steal<sup>APG</sup> combat maneuver. You do not provoke an attack of opportunity for performing either combat maneuver, and you are able to attempt a steal combat maneuver with this attack of opportunity despite the maneuver normally requiring a standard action.

#### Shielded Gauntlet Master (Combat)

Your can effectively attack and defend with your gauntlet.

**Prerequisites:** Shielded Gauntlet Attack, Shield Gauntlet Style, Weapon Focus (gauntlet or spiked gauntlet), proficiency with bucklers and light shields.

**Benefit**: While using Shield Gauntlet Style, you no longer lose your shield bonus to AC when you attack with your gauntlet (or spiked gauntlet) or use it to hold a weapon. In addition, you add your gauntlet's enhancement bonus to the shield bonus to AC granted by this feat as if it were a shield enhancement bonus.

#### Shield Gauntlet Style (Combat, Style)

You use your gauntlet to shield you from harm.

**Prerequisites**: Weapon Focus (gauntlet or spiked gauntlet), proficiency with bucklers and light shields.

**Benefit**: When using this style, if you begin your turn wearing a gauntlet or spiked gauntlet on your off hand, and you are not using that hand to hold or make attacks with any other weapons or shield, you gain a +1 shield bonus to AC. You lose this shield bonus whenever you attack with your gauntlet or hold a weapon or shield in that hand. While receiving this shield bonus to AC, your gauntlet or spiked gauntlet is treated as a buckler for the purpose of using other feats and abilities (though you are also considered to have a free hand). This feat acts as the Improved Unarmed Strike feat for the purpose of satisfying the prerequisites of the Deflect Arrows and Snatch Arrows feats.

#### UPSETTING SHIELD STYLE (COMBAT, STYLE)

You can strike at weapons to upset enemy attacks.

**Prerequisites**: Dex 13, proficiency with bucklers.

**Benefit**: You can shield bash with a buckler as if it were a light shield, and you can use the buckler in conjunction with any feats or abilities that normally apply to light shields. While using this style, whenever you successfully deal damage to an opponent with a shield bash using your buckler, that opponent takes a -2 penalty on all attack rolls made against you until the start of your next turn.

#### UPSETTING STRIKE (COMBAT)

You can turn the tables on disoriented opponents.

**Prerequisites:** Dex 15, Combat Reflexes, Improved Shield Bash, Upsetting Shield Style, proficiency with bucklers.

**Benefit**: While you are using Upsetting Shield Style, if a foe is taking a penalty on attack rolls against you as a result of Upsetting Shield Style, and that foe makes a melee attack roll against you that misses your AC by 5 or more, that foe provokes an attack of opportunity from you. You can only make one attack of opportunity against an opponent in this manner each round.

#### Upsetting $\nabla$ engeance (Combat)

You punish those who fail to press their attack.

**Prerequisites**: Dex 13, Combat Reflexes, Improved Shield Bash, Upsetting Shield Style, Upsetting Strike, proficiency with bucklers.

**Benefit**: While using Upsetting Shield Style, the penalty on attack rolls foes take for being hit by your shield bash attack applies to their attacks against any target. If an adjacent foe taking this penalty makes an attack roll against any target and misses the target's AC by 5 or more, that foe provokes an attack of opportunity from you. You can only make one attack of opportunity against an opponent as a result of this feat or Upsetting Strike each round.

#### $\nabla$ ANGUARD HUSTLE (COMBAT)

You are able to protect allies from a distance.

**Prerequisites:** Dex 13, Bodyguard<sup>APG</sup>, Combat Patrol<sup>APG</sup>, Combat Reflexes, Mobility, Saving Shield<sup>APG</sup>, Vanguard Style, Vanguard Ward, proficiency with light or heavy shields.

**Benefit**: Add half of your shield's enhancement bonus to the shield bonus to AC that you grant to an ally using the Saving Shield feat. While using Vanguard Style, whenever you increase your threatened area with Combat Patrol, your ward retains the bonuses of Vanguard Style as long as he remains within your threatened area, and you can use Bodyguard, Saving Shield, and Vanguard Style whenever an ally that is within this threatened area is the target of an attack.

#### VANGUARD STYLE (COMBAT, STYLE)

You can bring your shield to bear against dangers that threaten your allies.

**Prerequisites**: Bodyguard<sup>APG</sup>, Combat Reflexes, proficiency with light or heavy shields.

**Benefit**: While using this style, when an adjacent ally is required to make a Reflex saving throw, you can expend a use of an attack of opportunity to attempt the aid another action to improve your ally's Reflex save. Your ally gains a +2 bonus to all Reflex saves while adjacent to you until the beginning of your next turn.

#### $\nabla$ anguard Ward (Combat)

You strongly defend your allies.

**Prerequisites**: Bodyguard<sup>APG</sup>, Combat Reflexes, Vanguard Style, proficiency with light or heavy shields.

**Benefit**: While using Vanguard Style, when an adjacent ally is attacked or required to make a Reflex saving throw, you can expend a use of an attack of opportunity to use both Bodyguard and Vanguard Style to protect that ally. You can also lose your shield bonus to AC to grant your ally a shield bonus to AC of the same value for as long as that ally gains a bonus to Reflex saves from Vanguard Style.



### Advanced Armor Training

Highly skilled and tenacious fighters can gain advanced armor training, learning techniques and applications of the armor training class feature that give them special benefits in exchange for reducing their ability to mitigate their armor's armor check penalty and improve its maximum Dexterity bonus. Beginning at 7th level, instead of increasing the benefits provided by armor training (reducing his armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), a fighter can choose an advanced armor training option. If the fighter does so, he still gains the ability to move at his normal speed while wearing medium armor at 3rd level, and while wearing heavy armor at 7th level.



Advanced armor training options function only when the fighter is wearing appropriate armor or using a shield, unless otherwise noted. A fighter with an archetype that replaces armor training cannot select advanced armor training options.

Adaptable Training (Ex): The fighter can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Climb, Disguise, Escape Artist, Intimidate, Knowledge (engineering), Profession (soldier), Ride, or Swim. The fighter need not be wearing armor or using a shield to use this option. When using adaptable training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score

modifier and any other bonuses or penalties that would modify that skill. Once a skill has been selected, it cannot be changed and the fighter can immediately retrain all of his ranks in the selected skill at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to four times.

Armor Specialization (Ex): The fighter selects one specific type of armor with which he is proficient, such as chain shirts or scale mail. While wearing the selected type of armor, the fighter adds one-quarter of his fighter level to the armor's armor bonus, up to a maximum bonus of +3 for light armor, +4 for medium armor, or +5 for heavy armor. This increase to the armor bonus doesn't increase the benefit that the fighter gains from feats, class abilities, or other effects that are determined by his armor's base armor bonus, including other advanced armor training options. A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor.

**Armored Confidence (Ex)**: While wearing armor, the fighter gains a bonus on Intimidate checks based upon the type of armor he is wearing: +1 for light armor, +2 for medium armor, or +3 for heavy armor. This bonus increases by 1 at 7th level and every 4 fighter levels thereafter, to a maximum of +4 at 19th level. In addition, the fighter adds half his armored confidence bonus to the DC of Intimidate checks to demoralize him.

Armored Juggernaut (Ex): When wearing heavy armor, the fighter gains DR 1/—. At 7th level, the fighter gains DR 1/— when wearing medium armor, and DR 2/— when wearing heavy armor. At 11th level, the fighter gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. If the fighter is 10th level and has the armor mastery class feature, these DR values increase by 5. The DR from this ability stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the fighter is helpless, stunned, or unconscious.

**Armored Master**: The fighter gains an armor mastery feat (see pages 16–17) or a shield mastery feat (see pages 18–19) as a bonus feat. He must meet all of the feat's prerequisites.

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

Armored Sprint (Ex): The fighter gains Run as a bonus feat. If the fighter is proficient with heavy armor, he treats heavy armor as if it were one category lighter for the purpose of determining how fast he can move while running in armor.

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

Master Armorer (Ex): The fighter can use his base attack bonus in place of his ranks in the Craft (armor) skill. The fighter need not be wearing armor or using a shield to use this option. The fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Additionally the fighter is treated as having the Craft Magic Arms and Armor and Master Craftsman feats, but only for the purpose of making magic armor. The fighter does not need to meet these feats' prerequisites.

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

Don	Don Hastily	Remove
5 rounds	1 round	5 rounds
1 minute	5 rounds	1 minute
2 minutes	1 minute	1d4 minutes
	5 rounds 1 minute	5 rounds 1 round 1 minute 5 rounds

Additionally, when wearing hastily donned armor, the fighter can attempt a Strength or Dexterity check as a full-round action to remove the penalties associated with wearing hastily donned armor (DC = 10 + his armor's unmodified armor bonus). If he succeeds at the check, he

is treated as having properly donned his armor rather than having hastily donned it.

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

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

**Unmoving (Ex):** Select one combat maneuver (except sunder). Whether using his armor as leverage against a grappling foe or using its weight to help him stop a bull rush, a fighter can use his armor to protect him from the chosen combat maneuver. While wearing armor or wielding a shield, the fighter gains a bonus to his CMD against the chosen combat maneuver. The bonus is +1 if he's wearing light armor, +2 if he's wearing medium armor, and +3 if he's wearing heavy armor. This bonus increases by 1 at 7th level and every 4 fighter levels thereafter, to a maximum at 19th level of +5 for light armor, +6 for medium armor, and +7 for heavy armor. Mithral armor provides a bonus 1 lower than normal for armor of its type.

#### **Armor Training Feat**

The following feat helps fighters further customize their personal armor training abilities.

#### Advanced Armor Training (Combat)

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

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

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

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



### **Armor Mastery Feats**

Armor mastery feats are a new type of feat that require armor training as a prerequisite. They count as combat feats for all purposes, including which classes can select them as bonus feats. You gain the benefits of an armor mastery feat only while wearing armor with which you are proficient and only while wearing a type of armor that matches the feat's armor proficiency feat prerequisite, if any. Armor mastery feats without armor proficiency prerequisites can be used while wearing any suit of armor. Characters who lack the armor training class feature can access armor mastery feats by taking the Armor Focus feat, presented below.

#### Armor Focus (Combat)

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

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

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

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

#### Improved Armor Focus (Combat)

Your mastery makes the most of your armor.

**Prerequisites:** Armor Focus, base attack bonus +6, proficiency with selected armor.

**Benefit**: The armor check penalty of the selected armor decreases by 1 (to a minimum of o). You also use your character level in place of your base attack bonus for the purpose of armor mastery feat prerequisites.

**Special**: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor.

#### **Armor Mastery Feats**

The following feats focus on the mastery of various armors.

#### Armor Material Expertise (Armor Mastery)

You tap into the potential of your armor's special material.

**Prerequisites**: Base attack bonus +6 or fighter level 4th, armor training class feature.

**Benefit**: When wearing armor made of one of the materials listed below, you can use the listed ability twice per day (unless otherwise stated).

Adamantine: As an immediate action after being struck by an attack, you convert half the lethal damage of the attack into nonlethal damage. Angelskin<sup>UE</sup>: As a swift action, you shine with bright light as *daylight* for 1 round.

*Darkleaf Cloth*<sup>UE</sup>: As a swift action, you gain the woodland stride druid class feature for 1 minute.

*Dragonhide*: As an immediate action when you take energy damage of the same type to which the dragonhide armor is immune, you reduce the damage taken by 10 hit points.

*Elysian Bronze*<sup>UE</sup>: As an immediate action after being struck by an attack from a magical beast or monstrous humanoid, you convert half the lethal damage of the attack into nonlethal damage.

Fire-Forged Steel<sup>UE</sup> or Frost-Forged Steel<sup>UE</sup>: As a swift action, any unarmed strikes, shield bashes, or attacks with a spiked gauntlet or armor spikes you make are treated as having the *flaming* special ability (for fire-forged steel) or the *frost* special ability (for frost-forged steel) for 1 minute.

Horacalcum (Pathfinder Adventure Path #61: Shards of Sin): Once per day as a swift action, you can grant yourself the benefits of *haste* for 1 round.

*Living Steel*<sup>UE</sup>: As an immediate action after being struck by an attack with a metal weapon, you can use the living steel's ability to damage metal weapons, as if the attacker had rolled a natural 1 on the attack.

Mithral: As an immediate action, you gain spell resistance against transmutation spells equal to 5 + the armor's enhancement bonus + your character level for 1 round.

Noqual (Pathfinder Adventure Path #61: Shards of Sin): The armor's resistance bonus on saves increases to +4 for 1 round.

#### Armor Material Mastery (Armor Mastery)

You bring the most out of your armor's special material.

**Prerequisites:** Armor Material Expertise, base attack bonus +11 or fighter level 8th, armor training class feature.

**Benefit**: You can use the ability granted by Armor Material Expertise two additional times per day.

#### CUSHIONING ARMOR (ARMOR MASTERY)

You twist in your armor, allowing it to mitigate your fall.

**Prerequisites**: Armor training class feature, proficiency with medium or heavy armor.

**Benefit**: When you take falling damage, you can direct half of the damage to your armor. This damage ignores the armor's hardness.

#### GREATER IRONCLAD REACTIONS (ARMOR MASTERY)

You are able to quickly react to attacks.

**Prerequisites:** Combat Reflexes, Ironclad Reactions, base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with medium armor.

**Benefit:** You can use Ironclad Reactions more than once per round, but not more than once for each act you take that provokes an attack of opportunity. Each 5-foot step you take still counts as expending one use of an attack of opportunity.

#### IMPOSING BEARING (ARMOR MASTERY)

Your armor allows you to push your opponents around.

**Prerequisites:** Poised Bearing, base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with heavy armor.

**Benefit**: You treat your size as two categories larger for the purposes of determining the size of creatures against which you can attempt bull rush, drag<sup>APG</sup>, overrun, and trip combat maneuvers.

#### INTENSE BLOWS (ARMOR MASTERY)

Your forceful blows and your armor's weight make you more difficult to hinder in combat.

**Prerequisites:** Str 13, Power Attack, base attack bonus +6 or fighter level 4th, armor training class feature, proficiency with heavy armor.

**Benefit**: When you are using Power Attack, you gain a +1 bonus to your CMD until the beginning of your next turn. When your base attack bonus reaches +4, and every 4 points thereafter, this bonus increases by another 1.

#### IRONCLAD REACTIONS (ARMOR MASTERY) You are able to quickly react to attacks.

**Prerequisites**: Base attack bonus +6 or fighter level 4th, armor training class feature, proficiency with medium armor.

**Benefit**: Once per round when a foe successfully hits you with an attack of opportunity, you can expend a use of an attack of opportunity to take a 5-foot step. You can do this even if you have already taken a 5-foot step.

#### KNOCKING BLOWS (ARMOR MASTERY)

The weight of your blows overwhelms your opponents.

**Prerequisites**: Str 13, Intense Blows, Power Attack, base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with heavy armor.

**Benefit**: If you hit a creature that is no more than one size category larger than you with a Power Attack, the creature you attacked is also knocked off balance. Until the beginning of your next turn, it takes a –4 penalty to its CMD against combat maneuvers that move it or knock it prone.

#### POISED BEARING (ARMOR MASTERY)

Your armor's weight gives you stable footing.

**Prerequisites:** Base attack bonus +6 or fighter level 4th, armor training class feature, proficiency with medium or heavy armor.

**Benefit**: You treat your size as one category larger for the purposes of determining the size of creatures against which you can attempt bull rush, drag<sup>APG</sup>, overrun, and trip combat maneuvers.

#### Secured Armor (Armor Mastery)

You are adept at using your armor to cover your most vulnerable areas.

**Prerequisites**: Base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with medium or heavy armor.

**Benefit**: When you are hit by a confirmed critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

**Special:** This chance stacks with the *light fortification* and *moderate fortification* armor special abilities.

#### Sprightly Armor (Armor Mastery)

You make the most of your armor's magical capabilities.

**Prerequisites:** Dex 13, base attack bonus +11 or fighter level 8th, armor training class feature, proficiency with light armor.

**Benefit**: You add your armor's enhancement bonus as a bonus on your initiative checks.





### Shield Mastery Feats

To some combatants shields are just as important, if not more so, than weapons or armor. Shields are multipurpose, capable of defense or offense. They slide on and off far faster than armor, and allow adventurers to change their tactics on a whim.

A handful of specialists train to maximize a shield's use in battle. Presented here are new feats categorized as shield mastery feats, each requiring Shield Focus as a prerequisite. Characters with the armor training class feature can ignore the Shield Focus feat as a prerequisite for shield mastery feats. Shield mastery feats count as combat feats for all purposes, including which classes can select them as bonus feats. You gain the benefits of a shield mastery feat only while wielding a shield with which you are proficient. Characters with the Shield Focus feat also qualify for the Improved Shield Focus feat below.



#### IMPROVED SHIELD FOCUS (COMBAT)

Your mastery makes the most of your shield.

Prerequisites: Shield Focus, base attack bonus +6.

**Benefit**: You reduce the armor check penalty of any shield you are using by 1. You also use your character level in place of your base attack bonus for the purpose of shield mastery feat prerequisites.

#### **Shield Mastery Feats**

The following feats focus on the mastery of various shields.

#### CUSHIONING SHIELD (SHIELD MASTERY)

You let your shield absorb some of the damage from a fall. **Prerequisites:** Shield Focus, base attack bonus +6 or

fighter level 4th. Benefit: When you fall 10 or more feet, you can direct

half of the falling damage you would take to your shield. This damage ignores the shield's hardness.

#### Defended Movement (Shield Mastery)

You deftly block attacks with your shield while moving through battle.

**Prerequisites:** Shield Focus, base attack bonus +6 or fighter level 4th.

**Benefit**: You gain a +2 bonus to your AC against attacks of opportunity.

**Special**: Defended Movement counts as both Dodge and Mobility for the purposes of feats that have Dodge and Mobility as prerequisites.

#### FEINT DEFENDER (SHIELD MASTERY)

You use your shield to conceal your own body language and keep your attention focused.

**Prerequisites:** Shield Focus, base attack bonus +6 or fighter level 4th, Sense Motive 1 rank.

**Benefit**: You add your shield's bonus to AC to the DC of feint attempts against you.

#### GREATER RAY SHIELD (SHIELD MASTERY)

You can turn your shield to deflect rays and other ranged attacks without harming it.

**Prerequisites:** Dex 17, Missile Shield, Ray Shield<sup>APG</sup>, Spellbreaker.

**Benefit**: When you use the Ray Shield feat, your shield is not affected by the deflected ranged touch attack.

#### GUARDED CHARGE (SHIELD MASTERY)

Your raised shield protects you as you charge forward.

**Prerequisites:** Shield Focus, base attack bonus +6 or fighter level 4th.

**Benefit**: When performing a bull rush or overrun combat maneuver as part of a charge, you don't provoke an attack of opportunity for that maneuver. If you already

have the Improved Bull Rush or Improved Overrun feats, you gain an additional +2 bonus on your combat maneuver check when attempting the respective maneuver.

**Special**: This feat counts as having a Strength score of 13 and Power Attack for the purposes of meeting the prerequisites of Improved Bull Rush and Improved Overrun, and for feats that require either of those two feats as prerequisites.

#### SHIELD BRACE (SHIELD MASTERY)

You've mastered the art of balancing a polearm's weight against a shield's stability.

**Prerequisites:** Shield Focus; base attack bonus +3 or fighter level 1st; proficiency with light shields, heavy shields, or tower shields.

**Benefit:** You can use a two-handed weapon sized appropriately for you from the polearm or spears weapon group while also using a light, heavy, or tower shield with which you are proficient. The shield's armor check penalty (if any) applies to attacks made with the weapon.

#### Shield Material Expertise (Shield Mastery)

You emphasize and exploit the potential of the special material from which your shield is made.

**Prerequisites:** Shield Focus, base attack bonus +6 or fighter level 4th.

**Benefit**: When wielding a shield made of one of the materials listed below, you can use the listed ability twice per day.

*Darkwood*: As a free action as part of an attack with your shield, you can drive splinters of your shield into your opponent, dealing an amount of bleed damage equal to 1 + the shield's enhancement bonus.

*Dragonhide*: As an immediate action when you take energy damage of the type to which the dragonhide shield is immune, you can reduce the amount of damage you take by 10 hit points.

Living Steel<sup>UE</sup>: As a free action as part of an attack with your shield, you can attempt a sunder combat maneuver check against a metal weapon wielded by your target. If you succeed at the attempt, the weapon gains the broken condition; if the weapon already has the broken condition, it is destroyed.

#### SHIELD MATERIAL MASTERY (SHIELD MASTERY)

Your extraordinary understanding of the special materials from which your shield is made lets you take advantage of it more often.

**Prerequisites**: Shield Focus, Shield Material Expertise, base attack bonus +11 or fighter level 8th.

**Benefit:** You can use the ability granted by Shield Material Expertise two additional times per day.

#### SHIELDED MAGE (SHIELD MASTERY)

You have learned how to cast spells from behind the safety of a shield.

**Prerequisites:** Shield Focus, base attack bonus +3 or fighter level 1st.

**Benefit**: You reduce the arcane spell failure of any shield you use by 15% (to a minimum of 0%). Using a shield does not prevent you from completing somatic spell components with the hand wielding the shield.

#### SHIELDED STAND (SHIELD MASTERY)

You can cover an effort to regain your feet.

**Prerequisites:** Shield Focus, base attack bonus +3 or fighter level 1st.

**Benefit**: As a swift action, you can prevent yourself or an adjacent ally from provoking an attack of opportunity when standing from prone or when picking up an object from the ground.

#### STUMBLING BASH (SHIELD MASTERY)

Your shield bash causes your enemies to falter.

**Prerequisites**: Improved Shield Bash, Shield Focus, base attack bonus +6 or fighter level 4th.

**Benefit**: Creatures struck by your shield bash take a –2 penalty to their AC until the end of your next turn.

#### TOPPLING BASH (SHIELD MASTERY)

Your shield bash throws your enemies off balance.

**Prerequisites:** Improved Shield Bash, Shield Focus, Stumbling Bash, base attack bonus +11 or fighter level 8th.

**Benefit**: As a swift action when you hit a creature with a shield bash, you can attempt a trip combat maneuver against that creature at a –5 penalty. This does not provoke an attack of opportunity, and if your attempt fails by 10 or more, you are not knocked prone.

#### TOWER SHIELD SPECIALIST (SHIELD MASTERY) You wield tower shields with ease.

**Prerequisites:** Shield Focus, Tower Shield Proficiency, base attack bonus +11 or fighter level 8th.

**Benefit**: You reduce the armor check penalty for tower shields by 3, and if you have the armor training class feature, you modify the armor check penalty and maximum Dexterity bonus of tower shields as if they were armor.

#### UNHINDERING SHIELD (SHIELD MASTERY)

You are accustomed to fighting with your shield.

**Prerequisites:** Shield Focus, base attack bonus +6 or fighter level 4th, proficiency with bucklers.

**Benefit**: You still gain a buckler's bonus to AC even if you use your shield hand for some other purpose. When you wield a buckler, your shield hand is considered free for the purposes of casting spells, wielding weapons, and using any other abilities that require you to have a free hand or interact with your shield, such as the swashbuckler's precise strike deed or the Weapon Finesse feat.

**Special**: A monk with this feat is not considered to be using a shield for the purposes of his AC bonus, fast movement, or flurry of blows.



### **Armored Combat Tricks**

Combat is an ever-changing ebb and flow of danger. A warrior might shift from unassailable to vulnerable from moment to moment and a canny combatant knows how best to take advantage of any opportunity. Stamina and combat tricks can help players and characters better capture this fluid nature of combat. This system represents characters calling up internal reservoirs of strength or willpower at the precise moment when they need it most. Combat tricks work best when a character makes intelligent use of his limited pool of stamina points, hoarding this precious resource until the most opportune moment.

Stamina and combat tricks (introduced on page 112 of *Pathfinder RPG Pathfinder Unchained*) are optional resources normally reserved for fighters, affording purely martial characters an extra degree of flexibility in combat, though GMs may allow other classes access to this system via feats or GM fiat.

The following section contains a number of defensethemed combat tricks for feats introduced in this book and in other *Pathfinder Player Companions* that can help characters turn aside deadly assaults or avoid the most dangerous of attacks. The source for each combat trick's associated feat is noted in the combat trick's description.

#### **Inner Sea Combat Tricks**

The following feats from this book and other books in the *Pathfinder Player Companion* line have combat tricks associated with them.

**Ambush Awareness (Combat)**: You can spend 3 stamina points to grant the benefit of this feat to an adjacent ally. (*Dirty Tactics Toolbox* 12)

**Armor Focus (Combat)**: You can spend 2 stamina points to increase the additional armor bonus granted by this feat to +2 for 1 round. (See page 16.)

Armor Material Expertise (Armor Mastery): You can spend 5 stamina points to use an ability for a material, even though your armor isn't made of it. This still counts against your daily limit of armor material abilities. (See page 16.)

Armor Material Mastery (Armor Mastery): You can spend 5 stamina points to use an armor material ability without it counting against your daily limit. (See page 16.)

**Armor Trick (Combat)**: You can spend 5 stamina points to use an armor trick while wearing armor with which you are not proficient, or without meeting the trick's additional prerequisites. (See page 8.)

Armored Athlete (Combat): You can spend 3 stamina points to take 10 on a Dexterity- or Strength-based skill that is associated with this feat even when doing so would not normally allowed because of the strenuous circumstances. (*Melee Tactics Toolbox* 9)

**Artful Dodge (Combat)**: You can spend 5 stamina points to gain a +1 dodge bonus for each opponent that you threaten that no other ally threatens. (*Melee Tactics Toolbox 7*) **Covering Shield (Combat):** You can spend 3 stamina points to also gain the enhancement bonus of your shield on your Reflex save against one attack or hazard. (*Dragonslayer's Handbook* 24)

**Cushioning Armor (Armor Mastery):** You can spend 5 stamina points to utilize your armor's hardness when directing falling damage to it. (See page 16.)

**Cushioning Shield (Shield Mastery):** You can spend 5 stamina points to utilize your shield's hardness when directing falling damage to it. (See page 18.)

**Defended Movement (Shield Mastery):** You can spend 3 stamina points as an immediate action to increase the bonus to your AC to +4 against a single attack. (See page 18.)

**Extend the Bulwark (Combat, Teamwork)**: You can spend 5 stamina points either to use this feat without losing your own armor bonus to AC, or to use this feat to grant the bonus to an ally. (*Magical Marketplace* 6)

Feint Defender (Shield Mastery): You can spend 5 stamina points to force a foe to attempt two Bluff checks when trying to feint against you in combat, and use the lower of the two results. (See page 18.)

**Got Your Back (Combat, Teamwork)**: If you spend 3 stamina points when you use this feat, your ally benefits from the AC bonus until the beginning of your next turn. (*Melee Tactics Toolbox* 10)

**Greater Ironclad Reactions (Armor Mastery):** You can spend 5 stamina points to use this feat without it counting against your maximum number of attacks of opportunity for that round. (See page 16.)

**Greater Ray Shield (Shield Mastery):** When you successfully deflect a ranged touch attack, you can spend 10 stamina points as a swift or immediate action to reflect the attack toward another target, which must be within 60 feet of you. The total distance from the original attacker, to you, and then to the new target cannot exceed the original attack's maximum range. You take a –5 penalty on the ranged touch attack to hit the new target. (See page 18.)

Harrying Partners (Combat, Teamwork): When using the aid another action to help an ally who also has this feat, you can spend 5 stamina points to grant a +4 bonus instead of the normal +2. Alternatively, you can grant your ally a +2 bonus both on her next attack roll and to her AC against the next attack against her. (*Melee Tactics Toolbox* 10)

**Imposing Bearing (Armor Mastery):** You can spend 5 stamina points as a swift action to add half your armor bonus to your next combat maneuver check this turn. Alternatively, you can spend 5 stamina points as an immediate action to add half your armor bonus to your CMD against a single combat maneuver this turn. (See page 17.)

**Improved Armor Focus (Combat)**: You can spend 5 stamina points to negate your armor's armor check penalty for 1 skill check. (See page 16.)

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**Improved Shield Focus (Combat):** You can spend 3 stamina points to negate your shield's armor check penalty for one skill check. (See page 18.)

**Intense Blows (Armor Mastery):** You can spend 5 stamina points to double this feat's bonus to your CMD for one combat maneuver check. (See page 17.)

**Ironclad Reactions (Armor Mastery):** You can spend 3 stamina points to use this feat even if an attack of opportunity against you misses. (See page 17.)

Just Out of Reach (Combat): You can spend 5 stamina points to gain the benefits of this feat against any one melee attack. (*Melee Tactics Toolbox* 9)

**Knocking Blows (Armor Mastery):** You can spend 5 stamina points when using this feat to change the target's penalty to CMD to -6. (See page 17.)

**Leaping Evasion (Combat):** You can spend 5 stamina points to ignore the staggered condition normally imparted by this feat. (*Melee Tactics Toolbox* 9)

**Mirror Move (Combat):** You can spend up to 5 stamina points to extend the duration that you benefit from a mirrored feat by 1 round per stamina point spent. (*Melee Tactics Toolbox* 7)

**Poised Bearing (Armor Mastery):** You can spend 3 stamina points as a swift action to have this feat's effect on your size for the purposes of specific combat maneuvers also determine what size a creature must be to perform the combat maneuvers against you. (See page 17.)

**Porcupine Defense (Combat)**: You can spend 5 stamina points to make an attack of opportunity against an opponent at least one size category larger than you if that opponent attempts a combat maneuver check against you. You can perform this attack of opportunity even if your opponent can attempt such combat maneuvers without normally provoking attacks of opportunity. (*Dragonslayer's Handbook* 25)

Quillbreaker Defense (Combat): If you choose to spend 5 stamina points when using this feat, there is a 50% chance that your armor spikes do not gain the broken condition. This combat trick has no effect if your armor spikes already have the broken condition. (Magical Marketplace 6)

**Reach Defense (Combat)**: You can spend 5 stamina points to grant the benefit of this feat to any adjacent allies for 1 round. (*Dragonslayer's Handbook* 25)

**Redirect Attack (Combat)**: You can spend up to 5 stamina points to grant yourself a bonus on the combat maneuver check equal to the number of stamina points you spent. (*Melee Tactics Toolbox 7*)

**Secured Armor (Armor Mastery)**: If you fail to negate a critical hit against you, you can spend 5 stamina points to cause the attack to deal half damage. (See page 17.)

Shield Brace (Shield Mastery): You can spend 1 stamina point to negate the penalty on attacks for using this feat for a single round. (See page 19.) **Shield Snag (Combat):** You can spend 5 stamina points to use this feat in the same round as a bull rush combat maneuver performed with the Shield Slam feat. (*Magical Marketplace* 6)

**Sprightly Armor (Armor Mastery):** You can spend 5 stamina points as an immediate action to gain a circumstance bonus on your Reflex saves equal to your armor's enhancement bonus for 1 turn. (See page 17.)

Tandem Evasion (Combat, Teamwork): You can spend 5 stamina points to benefit from this feat even if there are no adjacent allies who also have this feat. However, if you fail your save, you are knocked prone. (*Dragonslayer's Handbook* 21)

**Toppling Bash (Shield Mastery):** You can spend 5 stamina points to negate the penalty on your combat maneuver check to knock a creature prone. (See page 19.)



### Spellscribed Armor

The myriad of threats that adventures face often go well beyond mere weapons, so many spellcasters trained in the use of armor seek to augment it with spells. In centuries past, the half-elven magus Serren dedicated his life to the development of spells and magical practices that could benefit armored spellcasters. The legendary *Armor of Serren*—a suit of armor inscribed with spells on each individual component—is perhaps his greatest achievement. Serren's armor was lost and scattered across the Inner Sea region hundreds of years ago, but curious magi and other spellcasters have sought to understand how Serren was able to inscribe functional spells into armor.

The process of creating spellscribed armor is not common across the Inner Sea region, as those who have discovered or been taught the process jealously guard these secrets for themselves. It was only within the last 10 years that the Pathfinder Society published some rediscovered foundations of the lost art in one of the organization's chronicles. The Pathfinder who scribed this entry, a former priest of Nethys, disappeared not long afterward, and is believed to have fallen victim to those who want this knowledge to remain hidden.



Regardless of this Pathfinder's current wellbeing, her work has reintroduced the ancient art of spellscribing to the Inner Sea region, especially in Absalom, where copies of Pathfinder Chronicles are most readily available. Unsurprisingly, the art sees most frequent use among Pathfinders, who have the available coin to invest in the costly practice, and who often find themselves in dangerous situations without free hands with which to access potions or scrolls. The practice is also gaining popularity among the warrior-priests of Gorum. Beyond this group, spellscribing is rarely seen beyond the Isle of Kortos, sometimes leading foreign warriors and arcanists alike to assume it is a bizarre hoax.

#### **Creating Spellscribed Armor**

Any spellcaster with both Craft Magic Arms and Armor and either Scribe Scroll or Brew Potion can create spellscribed armor. A single suit of armor can be inscribed with a number of spells equal to its base armor bonus (not including its enhancement bonus). For example, a suit of breastplate armor (which has a +6 armor bonus) can have up to six spells inscribed on it. If you are using the piecemeal armor rules from *Pathfinder RPG Ultimate Combat*, only a piece of armor that grants an armor bonus can be spellscribed.

The maximum level for spells contained in spellscribed armor depends on the type of armor being inscribed. Light armor, a buckler, or a light shield can hold up to 3rdlevel spells; medium armor or a heavy shield can hold up to 6th-level spells; heavy armor or a tower shield can hold up to 9th-level spells.

An inscribed spell is a spell-completion item that only the wearer of spellscribed armor may activate, and only if he is proficient with the type of armor worn. The inscribed spell vanishes when activated. The inscribed spell must be visible to the wearer and must be touched as part of its activation. Otherwise, suits of spellscribed armor are treated as scrolls (except that using them doesn't provoke attacks of opportunity) and use the rules for spell-completion items.

The process to create spellscribed armor requires access to expensive etching and scribing materials worth an amount of gold pieces equal to the inscribed spell's level  $\times$  the creator's caster level  $\times$  100 (plus the price of any expensive material components).

Spells inscribed on armor can be dispelled as if they were separate magic items (treat them as scrolls), wholly independent of the suit of armor on which they are etched.

#### **Armor-Themed Spells**

The following spells are common choices for spellscribed armor, though they can also be learned and prepared as normal spells.

#### **GUARDIAN ARMOR**

School conjuration (teleportation); Level antipaladin 1, bloodrager 1, cleric 1, inquisitor 1, magus 1, occultist 1, paladin 1, sorcerer/wizard 1

Casting Time 1 immediate action

**Components** V, S, F (armor worn)

Range close (25 ft. + 5 ft./2 levels)

Target one willing creature; see below

Duration instantaneous

#### Saving Throw none; Spell Resistance yes

This spell teleports the suit of armor you are wearing off of your body and onto an ally within range; the target must be the same size and general shape as you. This armor appears on the target's body fully formed and properly donned, granting the creature the immediate benefit of its protection. If the target of *guardian armor* was already wearing armor, the armor wearing it is removed from the target's body and falls undamaged into an adjacent square.

#### **REVENANT ARMOR**

**School** transmutation; **Level** antipaladin 3, cleric 4, magus 4, medium 4, occultist 4, paladin 3, shaman 3, sorcerer/

wizard 4, spiritualist 3, witch 3

Casting Time 1 standard action

**Components** V, S, F (one suit of armor)

Range close (25 ft. + 5 ft./2 levels)

Target one suit of armor

Duration 1 day/level or 1 hour/level; see below

Saving Throw none; Spell Resistance no

This spell endows a suit of armor with a singular purpose realized only after its wearer goes unconscious or is killed; whenever the wearer of a suit of armor warded by revenant armor is brought below 0 hit points or otherwise rendered unconscious (but not paralyzed or held) in combat, the armor is immediately brought to life as a Medium animated object. This animated suit of armor still contains the unconscious (or dead) body of its former wearer and moves with a shambling gait at a speed of 20 feet. This animated object has average hit points and, if the armor is made from metal, it has the metal animated object extraordinary ability (plus additional abilities based on the type of metal, as indicated on page 14 of the Pathfinder RPG Bestiary). Once animated, the revenant armor remains standing (and stands if knocked prone, doing so without provoking attacks of opportunity), and prevents the wearer of the armor from being considered helpless. If an ally of the wearer is within range of the armor, she can direct it to move, though it refuses to go anywhere that requires a skill check. If grappled or otherwise restrained, it can attempt to break free with a Strength score equal to your caster level and a CMB equal to 1 + your caster level + the armor's Strength modifier. If the armor's wearer is reduced to dust, made conscious, or removed from the armor, the spell ends.

#### SHIELD OF SHARDS

School transmutation; Level bloodrager 1, cleric 2, inquisitor 2, magus 2, medium 2, paladin 1, shaman 2

#### Casting Time 1 standard action Components V, S, F (a shield) Range personal Target one shield you wield Duration 1 round/level Saving Throw none; Spell Resistance no

This defensive spell must be cast on a shield you are currently wielding, and fractures the shield into two shards, plus one additional shard per 2 caster levels (to a maximum of 12 shards at 20th level). While shield of shards is active, you lose your shield's bonus to AC as its broken pieces orbit you. On your turn, you can direct the shards to attack an adjacent opponent as a move action. The shards' attack bonus is equal to your caster level + the modifier for the ability score that determines your spell save DCs. The shards deal an amount of slashing and piercing damage equal to 1d4 points + 1 point per shard beyond the first, and have a threat range of 19-20. They are considered magic weapons for the purpose of bypassing damage reduction. Additionally, if your shield is made from a special material (such as adamantine), the shards penetrate damage reduction and hardness as if they were weapons made from the same material.

At the end of this spell's duration, the shards reform into their original shield form. You regain its shield bonus to AC, provided you still have a free hand in which to wield it. Otherwise, the shield falls at your feet in your square.

#### **SPIRITUAL SQUIRE**

School evocation [force]; Level antipaladin 2, cleric 2,

inquisitor 2, paladin 2, shaman 2, spiritualist 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

**Duration** 1 minute/level (D)

#### Saving Throw none; Spell Resistance no

This spell causes an ally made of pure force to appear in a single 5-foot square within range. The ally takes the form of a servant of your god (if any) or an ancestor. The spiritual squire occupies its space, though you and your allies can move through it, since it is your ally. While the spiritual squire appears to wear armor and carry a weapon, it cannot make attacks and does not threaten any spaces. On your turn, the spiritual squire can do one of the following: retrieve one stowed item from your possessions, carry an object weighing no more than 10 pounds per caster level, hand you an object it is carrying, perform the aid another action on your behalf or for one of your allies, or help one creature of your choice don armor (which then takes half the normal time). When the spiritual squire attempts the aid another action in combat, its attack bonus is equal to your base attack bonus + your Wisdom modifier.

Each round after the first as a swift action, you can order the spiritual squire to move. It has a speed of 30 feet. Being a construct of force, the spiritual squire cannot be harmed by any physical attacks, but *disintegrate, dispel magic,* a *rod of cancellation,* or a *sphere of annihilation* affects it. A spiritual ally's AC against touch attacks is 10.



### Magic Light Armor

The preferred protection of knaves, light armor doesn't restrict speed or precise movements. Everyone from swashbucklers to the occasional armor-clad wizard appreciates the freedom it provides, while hoping enemies underestimate the protection it offers.

#### Light Armor Special Abilities

Most of the following armor special abilities can be applied only to light armor; medium armor that acts as light armor as a result of training or the materials from which it's made doesn't qualify for this purpose. Most of these special abilities were developed over the centuries by spellcasters in the employ of the Brotherhood of Silence in Taldor. Senior members of that thieves' guild consider owning armor with at least one of these abilities a status symbol among their peers, and those with the greatest wealth and influence often have several such suits with different abilities (each designed for a specific occasion some more for social events than roguish capers).

CUSHIONED	<b>PRICE</b> 1000 GP
AURA faint transmutation	<b>CL</b> 1st

Armor with this special ability reduces the damage its wearer takes from falling as if the distance were 20 feet less. The *cushioned* special ability can be applied only to armor made primarily from cloth and padding, such as padded, quilted  $cloth^{u_{E}}$ , and silken ceremonial<sup>u\_{E}</sup> armor.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 500 GP
Craft Magic Arms and Armor, feather fall	

LOCKSMITH	<b>PRICE</b> 6,500 GP
AURA faint transmutation	<b>CL</b> 3rd

A suit of *locksmith* armor does not apply its armor check penalty to its wearer's Disable Device checks. At will, the wearer of *locksmith* armor can extend from her fingertips small, delicate wires that function as masterwork thieves' tools. There is no evidence of the existence of these tools when they're not in use, and a PC attempting a Spellcraft check to identify the properties of locksmith armor must exceed the normal DC by 15 or this property is not revealed (though the other functions of the armor are identified normally). Additionally, locksmith armor allows the wearer to transfer some or all of the armor's enhancement bonus to the wearer's Disable Device checks as an enhancement bonus. As a free action, the wearer chooses how to allocate the armor's enhancement bonus at the start of his turn, and the reduction to the armor's enhancement bonus and the bonus on Disable Device checks last until his next turn. The locksmith special ability can be applied only to light armor.

COST 3,250 GP

**CONSTRUCTION REQUIREMENTS** Craft Magic Arms and Armor, *knock* 

```
    PHANTASMAL
    PRICE
+2 bonus

    AURA moderate illusion
    CL 7th
```

Three times per day, the wearer of a suit of *phantasmal* armor can leave an illusory afterimage of herself in a square she occupied as part of a move action. This double is created through illusion magic from the shadow subschool and is partly real. The illusory double cannot move from its designated square but otherwise reacts and maneuvers as directed by the wearer of a suit of *phantasmal* armor. The double cannot attack, but it can menace opponents and distract them, and thus counts as an ally for the purpose of determining flanking. The illusory double has an AC equal to 12 + the enhancement bonus of the *phantasmal* armor. A successful melee or ranged attack against the illusory double (or any damage from an area effect attack) dismisses the effect. The *phantasmal* special ability can be applied only to light armor.

CONSTRUCTION REQUIREMENTSCOST +2 bonusCraft Magic Arms and Armor, shadow projectionAPG

PHASE LURCHING	<b>PRICE</b> 9,100 GP
AURA strong conjuration	<b>CL</b> 13th

*Phase lurching* armor takes on a shifting and immaterial appearance and radiates ghostly clouds of ectoplasm. The wearer of *phase lurching* armor has the ability to pass through walls or material obstacles once per day as a move action. The wall or obstacle can be up to 5 feet thick, and the wearer moves through it as if it were ethereal. The wearer is not considered ethereal for any other purpose, and can't move through corporeal creatures or through force effects (such as a *wall of force*) using this ability. Any surface the character moves through is coated with a thin, silvery mucus that lingers for 1 minute. The *phase lurching* special ability can be applied only to light armor.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 4,550 GP
Craft Magic Arms and Armor, phase door	

VENOM-EATING	<b>PRICE</b> 15,000 GP
AURA faint transmutation	<b>CL</b> 5th

Venom-eating armor allows its wearer to store poisons from venomous creatures for later use. Whenever the wearer of venom-eating armor is subjected to a poison attack and succeeds at a saving throw to resist the initial exposure, the venom-eating armor absorbs 1 dose of the poison. At any time after absorbing a dose of poison, the wearer of venom-eating armor can envenom a held weapon with the stored poison as a standard action without risk of poisoning himself. Venom-eating armor can hold a maximum number of poison doses equal to the total enhancement bonus of the venom-eating armor, but all doses must be the same type of poison. If the wearer of a suit of venom-eating armor succeeds at a saving throw against a new type of poison, that poison is stored in the armor and all doses

Armor Master's Handbook

PRICE

5,965 GP

of the old poison are lost. The *venom-eating* special ability can be applied only to armor made primarily from leather, such as leather, studded leather, and armor made of dragonhide.

CONSTRUCTION REQUIREMENTS COST 7,500 GP

Craft Magic Arms and Armor, delay poison, poison

#### **Specific Magic Light Armor**

These magic suits of armor augment their wearers' talents.

ARACHNID HARNESS		<b>PRICE</b> 6,160 GP
SLOT armor CL 4th		WEIGHT 15 lbs.
AURA faint transmutation		

This formfitting black +1 *leather* features eight ridged support ribs along the back. On command, the *arachnid harness* sprouts eight enormous spidery legs from these ribs. These legs allow the armor's wearer to attempt Climb checks at full speed without needing to use her hands or feet. Additionally, while the legs are deployed, the armor's wearer doesn't lose her Dexterity bonus to AC while climbing, and need not succeed at a Climb check to avoid falling if she takes damage while climbing.

CONSTRUCTION REQUIREMENTS COST 3,160 GP

Craft Magic Arms and Armor, spider climb

DJEZET SKIN		<b>PRICE</b> 3,410 GP
SLOT armor	CL 3rd	WEIGHT 7 lbs.
AURA faint enchantment		

When unattended, *djezet skin* appears as a curiously smooth sphere of rust-red metal. When it's held and a command word is spoken, the armor oozes across the wearer's body like a second skin. The armor can be removed as a free action by stepping out of it, causing it to pool on the floor. *Djezet skin* acts as a suit of +1 *leather*, except it is made of metal (and thus druids cannot wear it) and has no armor check penalty and a 0% chance of arcane spell failure. Additionally, the wearer of *djezet skin* gains a +5 circumstance bonus on Diplomacy checks to make requests of creatures with an attitude of friendly or helpful.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 1,785 GP
Craft Manic Arms and Armor charm person	

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GALE ARMOR		<b>PRICE</b> 15,180 GP
SLOT armor CL 7th		WEIGHT —
AURA moderate transmutation		

Gale armor is a suit of +3 silken ceremonial armor<sup>uE</sup> that floats weightlessly when not worn. Gale armor has no weight of its own and confers limited weightlessness on its wearer. The wearer of a suit of gale armor can use air walk up to 10 rounds per day. Activating or deactivating this ability is a free action, and these rounds need not be consecutive. Additionally, the wearer of a suit of gale armor is permanently under the effect of glide<sup>APG</sup>, and if he's capable of flying, the armor increases his maneuverability by one category.

CONSTRUCTION REQUIREMENTS COST 7,680 GP

Craft Magic Arms and Armor, air walk, glideAPG

#### SHIFTING JERKIN

SLOT armor	<b>CL</b> 3rd	WEIGHT 8 lbs.
AURA faint illusion and transm	nutation	

This +1 lamellar cuirass<sup>ue</sup> grants its wearer shapeshifting. On command, the wearer of a *shifting jerkin* can change her appearance at will as per *disguise self*. If the wearer has a talents class feature (investigator talents, ninja tricks, rogue talents, or slayer talents), once per day she can spend 1 hour to swap out one talent for another for which she qualifies. She can't swap a talent that is a prerequisites for other talents or feats she has.

CONSTRUCTION REQUIREMENTS COST 3,065 GP

Craft Magic Arms and Armor, disguise self, fox's cunning





### Magic Medium Armor

Medium armor is most often worn by those who expect to be near combat, but seek to avoid the front lines.

#### **Medium Armor Special Abilities**

Most of the following armor special abilities can be applied only to medium armor; heavy armor that acts as medium armor as a result of the wearer's training or the materials from which it's made does not qualify for this purpose. Many of these special abilities were perfected by members of the Maurya-Rahm of Jalmeray, or originated during to the ancient war between the archmages Nex and Geb.



ARROW-COLLECTING	PRICE +3 bonus
AURA moderate abjuration and evocation	<b>CL</b> 11th

Armor with the arrow-collecting special ability grants the wearer a 20% miss chance against ranged projectile attacks (but not thrown weapon attacks, ranged spell effects such as rays, or massive ranged projectiles such as those fired from siege weapons). When a projectile misses the wearer of arrowcollecting armor because of this miss chance, the projectile begins to orbit the wearer. Arrow-collecting armor can hold up to 5 pieces of ammunition in this fashion. Any projectiles that would be collected beyond that limit drop at the wearer's feet. As a standard action, the wearer of arrow-collecting armor can shoot all collected projectiles currently floating around the armor at a single target within 30 feet. Make a separate attack roll for each projectile, using the wearer's ranged attack modifier and any enhancement bonus the projectile might have. If the projectiles are not used in this way within 5 minutes, or if anyone tries to grab or move them, they break and become useless. The arrow*collecting* special ability can be applied only to medium armor.

CONSTRUCTION REQUIREMENTS COST + 3 bonus Craft Magic Arms and Armor, *entropic shield, telekinesis* 

BALANCED	<b>PRICE</b> +1 bonus
AURA faint evocation	<b>CL</b> 3rd

As an immediate action, the wearer of a suit of *balanced* armor can reduce the enhancement bonus of the armor to gain an equal enhancement bonus on one type of saving throw (Fortitude, Reflex, or Will) designated when the armor is created. This effect lasts until the beginning of the wearer's next turn. This ability can be applied only to medium armor.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, resistance

MENTAL FOCUS	<b>PRICE</b> 3,000 GP
AURA evocation	<b>CL</b> 5th

**COST** +1 bonus

Armor enhanced with the *mental focus* special ability grants its wearer a +2 enhancement bonus on concentration checks. If the wearer has the mental focus<sup>0A</sup> occultist class feature, once per day he can also spend 1 hour attuning himself to the armor to gain 1 additional point of mental focus. This point of mental focus is lost if the armor is removed. The *mental focus* special ability can be applied only to medium armor.

CONSTRUCTION REQUIREMENTSCOST 1,500 GPCraft Magic Arms and Armor, talismanic implement<sup>0A</sup>

SPIRIT-BONDED	<b>PRICE</b> 6,000 GP
AURA moderate conjuration	<b>CL</b> 9th

The wearer of armor with the *spirit-bonded* special ability gains a +1 bonus on saving throws to resist psychic spells and

effects originating from incorporeal creatures. Additionally, if the wearer of the armor has the spirit bonus<sup>0A</sup> medium class feature, his spirit bonus increases by 1. The *spirit-bonded* special ability can be applied only to medium armor.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 3000 GP
Craft Magic Arms and Armor, call spirit <sup>0A</sup>	

TERRAIN-STRIDING	<b>PRICE</b> +1 bonus
AURA strong enchantment	<b>CL</b> 13th

Armor with the *terrain-striding* special ability is attuned to a specific terrain when the armor is created, selected from rangers' favored terrains. The wearer of armor gains a 10foot enhancement bonus to her speed while in the associated terrain, and the armor's armor check penalty does not apply to Acrobatics, Climb, and Stealth checks attempted in that terrain. The *terrain-striding* special ability can be applied only to medium armor.

CONSTRUCTION REQUIREMENTS	<b>COST</b> +1 bonus
Craft Magic Arms and Armor, resistance	

WITHSTANDING	<b>PRICE</b> +1 bonus
AURA moderate enchantment	<b>CL</b> 10th

A suit of *withstanding* armor is inscribed with eldritch runes across its surface and decorated with the snarling countenances of specific creatures. Each suit of *withstanding* armor is tailored to a specific type of creature, chosen from the same list as the options for *bane* weapons. The wearer of this armor gains a +2 enhancement bonus on Knowledge checks related to the chosen type of creature, and when the wearer is struck by a sneak attack or a confirmed critical hit by creatures of the chosen type, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with any other form of critical hit negation, such as that imposed by the *fortification* special ability. Only medium armor can be enchanted with the *withstanding* special ability.

CONSTRUCTION REQUIREMENTS			COST +	-1 bonus				
-	e							

Craft Magic Arms and Armor, crushing despair

#### **Specific Magic Medium Armor**

Many of these suits of armor were custom-created for members of specific groups around the Inner Sea region.

ALDORI DUELING AR	<b>PRICE</b> 24,200 GP				
SLOT armor	<b>CL</b> 9th	WEIGHT 20 lbs.			
AURA moderate illusion and transmutation					

These +2 armored coats<sup>ue</sup> are traditionally worn by the Aldori swordlords of Brevoy. The wearer of this armor gains a +2 enhancement bonus on initiative checks and a +2 circumstance bonus on attacks of opportunity if the attacks are made with an Aldori dueling sword<sup>ISWG</sup>. Once per day when the wearer of *Aldori dueling armor* is the target of a melee attack, she can make an attack with an Aldori dueling sword as an

immediate action. If the result of her attack roll is higher than that of her attacker, the wearer of Aldori dueling armor parries the attack and takes no damage.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 12,200 GP
Craft Magic Arms and Armor, cat's grace, syn	nbol of striking <sup>uc</sup>
	PRICE

ARMOR OF THE PURI	E LEGION	<b>PRICE</b> 18,300 GP
<b>SLOT</b> armor	<b>CL</b> 15th	WEIGHT 30 lbs.
AURA strong abjuration		

The plates of this suit of +1 steel lamellar armor<sup>uc</sup> are etched with the complete Laws of Man from the secular nation of Rahadoum. Suits of armor of the Pure Legion are created for high-ranking members in the eponymous organization and grant protection against the two most common scourges of Rahadoum: divine magic and desert heat. Such armor grants its wearer spell resistance against divine spells equal to 5 + the wearer's base attack bonus. It also protects the wearer from heat dangers as if she were affected by a continuous endure elements spell. Additionally, once per day when the wearer of a suit of armor of the Pure Legion fails a Will save against a mindeffecting spell cast by a divine spellcaster, she can attempt another save as a free action on the following round to end the spell.

 CONSTRUCTION REQUIREMENTS
 COST 9,300 GP

 Craft Magic Arms and Armor, endure elements, mind blank

ELEMENTAL BULWAR	<b>PRICE</b> 12,300 GP				
SLOT armor	<b>CL</b> 3rd	WEIGHT 40 lbs.			
AURA faint abjuration					

This +2 chainmail is attuned to a specific kind of element when created (acid, cold, electricity, or fire) and takes on a colored sheen based on the elemental type (green for acid, blue for cold, silver for electricity, or red for fire.) On command, the wearer of an *elemental bulwark* can create an effect identical to *fire shield*, except its effects apply to the type of elemental damage chosen when the armor was crafted. This effect lasts for up to 10 rounds per day, but these rounds need not be used consecutively. Ending this effect is a free action.

CONSTRUCTION REQUIREMENTS COST 6,300 GP Craft Magic Arms and Armor, fire shield

TRAINED BARDING	<b>PRICE</b> 8,350 GP				
SLOT armor	WEIGHT 30 lbs.				
AURA moderate transmutation					

This suit of Large +2 scale mail barding is equipped with leather straps and loops suitable for attaching harnesses and leashes. It can fit any Large animal or magical beast, though not creatures of any other type. When worn by an animal, this armor grants the animal two additional tricks or one general purpose (as defined by the Handle Animal skill), determined at the time the armor is created.

CONSTRUCTION REQUIREMENTSCCCraft Magic Arms and Armor, awaken



### MAGIC HEAVY ARMOR

Heavy armor offers the best protection from attacks of any armor type, but at the cost of significant weight and encumbrance that both limits the wearer's agility and severely hampers her mobility. Only dedicated combatants generally receive training in heavy armor, and many restrict wearing it to times when they expect to be on the front lines of conflict. Most often, heavy armor is the choice of combatants who sit astride sturdy mounts: cavaliers, paladins, and specialized fighters. A mount often clad in armor of its own—provides a loyal ally and supplements a heavily armored soldier's limited speed.

#### MAGIC HEAVY ARMOR SPECIAL ABILITIES

Most of the following special abilities can be applied only to heavy armor, or in some cases, only to specific kinds of heavy armor. Many of these abilities were developed by Hellknight signifers, though they have long since become common outside the Hellknight orders.

ADVANCING	<b>PRICE</b> +1 bonus
AURA faint necromancy	<b>CL</b> 5th

A suit of armor with the *advancing* special ability allows its wearer to move through fallen enemies to the forefront of any conflict. Once per round when the wearer of a suit of *advancing* armor reduces an opponent to 0 hit points or fewer with a melee attack, she can immediately move up to 10 feet as a free action. This movement does not provoke attacks of opportunity. If this armor is created as barding, the effect is triggered if either the mount or its rider reduces an opponent to 0 hit points or fewer, and allows the mount to move up to 10 feet. The *advancing* special ability can be applied only to heavy armor.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, deadly juggernaut<sup>uc</sup>

DREAD WING	<b>PRICE</b> +5 bonus
AURA strong transmutation	<b>CL</b> 15th

As an immediate action, the wearer of a suit of *dread wing* armor can order it to disassemble and reconfigure itself as a pair of immense dragon's wings. These wings grant the armor's wearer a fly speed of 60 feet (average maneuverability) and can be used as secondary natural weapons. These bladed wings each deal 1d6 points of damage for a Medium wearer (1d4 points of damage for a Small wearer). The wings are treated as the same kind of material as the base armor for the purpose of penetrating damage reduction. While the wings are unfurled, a suit of *dread wing* armor's total armor bonus decreases by half. The *dread wing* special ability can be applied only to full-plate armor or Hellknight armor.

CONSTRUCTION REQUIREMENTS COST +5 bonus

Craft Magic Arms and Armor, fly, iron body

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AURA moderate transmutation

+15,000 GP
<b>CL</b> 10th

PRICE

On command, the wearer of a suit of *radiant flight* armor can conjure a pair of batlike wings from her back that shed light like a torch. These wings grant a fly speed of 30 (poor maneuverability) for 10 minutes per day. This duration need not be used consecutively, but must be used in 1-minute increments. The *radiant flight* special ability can be applied only to heavy armor. **CONSTRUCTION REQUIREMENTS** 

Craft Magic Arms and Armor, fly

RAMPAGING	<b>PRICE</b> +2 bonus
AURA faint conjuration and transmutation	<b>CL</b> 3rd

When the wearer of a suit of *rampaging* armor charges or attempts a bull rush combat maneuver check, he can ignore difficult terrain. Once per day as a swift action, when the wearer of a suit of *rampaging* armor charges or performs a bull rush combat maneuver, he can turn each square he moves through into difficult terrain as he demolishes everything in his path. This change of terrain remains for 1 minute. The *rampaging* special ability can be applied only to heavy armor.

 CONSTRUCTION REQUIREMENTS
 COST +2 bonus

 Craft Magic Arms and Armor, feather stepAPG, stone callAPG

UNBOWED	<b>PRICE</b> +5 bonus
AURA moderate conjuration and evocation	CL 9th

When the wearer of *unbowed* armor would be reduced to 0 hit points or fewer by an attack that deals hit point damage, the wearer can negate all of that attack's damage as an immediate action. Using this effect permanently destroys the *unbowed* armor and causes it to explode in a shower of metal shrapnel, dealing 1d6 points of piercing damage per point of armor bonus to AC granted by the armor. This damage affects all creatures within 10 feet of the wearer (but not the wearer herself). A successful DC 20 Reflex save halves this damage. The *unbowed* special ability can be applied only to heavy armor.

 CONSTRUCTION REQUIREMENTS
 COST +5 bonus

 Craft Magic Arms and Armor, breath of life, shatter

#### Specific Magic Heavy Armor

These heavy armors are often important heirlooms or assets owned by cities or even nations for use by major military leaders and national champions.

CLOCKWORK ARMOR		<b>PRICE</b> 33,350 GP
SLOT armor CL 11th WEIGHT 60 lbs.		
AURA moderate transmutation		

This suit of +2 *field plate*<sup>ISWG</sup> is composed of durable plates of steel layered over an intricate framework of gears, springs,

and pistons that move with mechanical precision. A suit of *clockwork armor* requires a special winding key to function; this key is created as part of making a suit of *clockwork armor*.

In order to function, a suit of *clockwork armor* must be fully wound as a full-round action. Once fully wound, a suit of *clockwork armor* functions for 4 hours. If a suit of *clockwork armor* is not fully wound, its gears grind to a halt and it imposes double its normal armor check penalty and a -2 penalty to its wearer's Strength and Dexterity scores. Donning or removing a suit of unwound *clockwork armor* requires 10 minutes.

When fully wound, a suit of *clockwork armor* can be donned or removed as a full-round action that provokes attacks of opportunity. It grants the wearer a +4 temporary enhancement bonus to Strength and Constitution, and its weight does not count against the wearer's total encumbrance. A single crossbow or firearm sized appropriately for the wearer can be added to the armor with a successful DC 20 Craft (armorer) check. Such a weapon can be fired once as a standard action by the wearer, then automatically reloads itself in 2d4 rounds, as long as the wearer has the appropriate ammunition in his gear.

 CONSTRUCTION REQUIREMENTS
 COST 17,350 GP

 Craft Magic Arms and Armor, animate objects
 Cost 17,350 GP

LEGION ARMOR		<b>PRICE</b> 13,400 GP
<b>SLOT</b> armor	<b>CL</b> 7th	WEIGHT 35 lbs.
AURA moderate evocation		

This gilded suit of +2 banded mail is decorated with images of celestial beings holding their weapons high. *Legion armor* is typically worn by high-ranking angels and archons directly combating the forces of evil on the Material Plane.

Once per day as a standard action, the wearer of a suit of *legion armor* can cast the spell *spiritual ally*<sup>APG</sup> with a duration of 1 minute. This ally typically takes on the appearance of an imposing angelic warrior. At any time while the armor's *spiritual ally* is conjured, the wearer of a suit of legion armor can dismiss the effect as a standard action, causing the *spiritual ally* to explode with a thunderous choir of voices and blaring trumpets. This effect causes each evil-aligned creatures within 100 feet to become shaken unless it succeeds at a DC 20 Will save.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 6,900 GP
Craft Magic Arms and Armor, cause fear, spiritual allyAPG	

RAIMENT OF THE SHININ	G CRUSADE	<b>PRICE</b> 20,750 GP
<b>SLOT</b> armor	<b>CL</b> 7th	WEIGHT 50 lbs.
AURA moderate abjuration and evocation		

This +1 half-plate is emblazoned with holy script and religious iconography. Raiment of the shining crusade was first crafted by the holy warriors serving under General Arnisant. The wearer of raiment of the shining crusade gains a +2 sacred bonus on saving throws against channeled negative energy and to resist negative levels. When worn by a character with the smite evil class feature, the armor sheds light like a torch at all times.

A wearer with the smite evil class feature can expend one use of this ability as an immediate action to create a defensive ward around an adjacent creature, granting the target a deflection bonus to AC and a resistance bonus on saves equal to the wearer's Charisma bonus against attacks and effects originating from creatures with an evil alignment. This effect lasts for 1 round.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 10,750 GP
Craft Magic Arms and Armor, holy smite, pro-	tection from evil

STONE-EATER ARMO	R	<b>PRICE</b> 8,950 GP
<b>SLOT</b> armor	<b>CL</b> 10th	WEIGHT 75 lbs.
AURA moderate abjuration and evocation		

This suit of +1 stoneplate<sup>UE</sup> bears a horned gorgon's head on each shoulder and the screaming face of a medusa on its breastplate. The first suits of *stone-eater armor* found in the Inner Sea region were brought by explorers from faraway Casmaron, along with wild tales of a lost city destroyed by a powerful medusa.

Whenever the wearer of *stone-eater armor* is subject to a petrifying effect, such as that caused by a *flesh to stone* spell, the effect is negated and the *stone-eater armor's* enhancement bonus increases by 1 for 1 minute as the armor grows thicker and bulkier, covering more of the wearer's body without hindering her movement.

 CONSTRUCTION REQUIREMENTS
 COST 5,450 GP

 Craft Magic Arms and Armor, stone to flesh





### MAGIC SHIELDS

Most fighters consider a good shield precious, and a magic shield valuable beyond measure.

#### MAGIC SHIELD SPECIAL ABILITIES

The shield special abilities listed in this section benefit classes that spend much of their time in melee combat. Many of the shield special abilities listed in this section can be placed only on specific kinds of shields.

ASSIDUOUS	<b>PRICE</b> +1 bonus
AURA faint enchantment and conjuration	<b>CL</b> 1st

When the wielder of an *assiduous* shield fights defensively or uses the total defense action, the shield's mirrored surface provides protection against gaze attacks, rendering the wielder immune to their effects. During any round in which the wielder



is directly targeted with a gaze attack and is forced to attempt a saving throw, if she succeeds at the save by 5 or more, she can reflect the gaze back on the attacker. The attacker must attempt a saving throw against its own gaze even if it is normally immune, though the attacker receives a +5 bonus if it is normally immune to its own gaze.

CONSTRUCTION REQUIREMENTSCOST +1 bonusCraft Magic Arms and Armor, lock gaze<sup>uc</sup>, mirror polish<sup>ACG</sup>

BASTION	<b>PRICE</b> +4 bonus
AURA strong abjuration	<b>CL</b> 15th

A bastion shield grants its wielder the ability to shrug off mindaffecting effects for a limited time. Whenever the wielder of a bastion shield fails a Will saving throw against a mind-affecting effect, the shield suppresses this effect for a number of rounds equal to its enhancement bonus. During this time, the bastion shield loses its enhancement bonus. If the wearer of a bastion shield drops or loses it, any suppressed mind-affecting effect immediately takes effect. The bastion special ability can be applied only to heavy shields and tower shields.

CONSTRUCTION REQUIREMENTS COST +4 bonus

Craft Magic Arms and Armor, mind blank

FOLDING	<b>PRICE</b> +1 bonus
AURA strong conjuration and transmutation	<b>CL</b> 13th

On command, a *folding* shield transforms to take on the form of another shield. As a move action, the wearer of a *folding* shield can change the shield from its current form into a buckler, heavy shield, or tower shield. The wearer of a *folding* shield must be proficient with the type of shield into which he wishes to

transform the *folding* shield.

CONSTRUCTION REQUIREMENTSCOST +1 bonusCraft Magic Arms and Armor, instant summons, masterwork<br/>transformationmasterwork

HERALDIC	<b>PRICE</b> +1 bonus
AURA strong enchantment	<b>CL</b> 13th

A shield with the *heraldic* special ability counts as a banner for the purposes of a cavalier's banner<sup>APG</sup> class feature, and as a holy symbol for any creature that worships a deity. This special ability can be applied only to heavy shields and tower shields.

CONSTRUCTION REQUIREMENTS COST +1 bonus

Craft Magic Arms and Armor, heroism

MASTERING	<b>PRICE</b> +2 bonus
AURA strong conjuration and transmutation	<b>CL</b> 13th

A character with the weapon training class feature who wields a *mastering* shield applies his highest weapon training bonus on attack rolls and damage rolls for shield bashes made with the

shield. If the character already has weapon training with the close weapon group as his highest weapon mastery, he instead applies any of the following feats he has for other weapons to attacks performed with the shield: Greater Weapon Focus, Greater Weapon Specialization, Weapon Focus, and Weapon Specialization. A character with the weapon mastery class feature applies weapon mastery to attacks with a *mastering* shield. A character without weapon training gains no benefit.

CONSTRUCTION REQUIREMENTS	<b>COST</b> +2 bonus
Craft Magic Arms and Armor, transformation <sup>um</sup>	

SPELLRENDING	<b>PRICE</b> +1 bonus
AURA moderate abjuration	<b>CL</b> 9th

If a *spellrending* shield successfully protects its wearer from a spell effect, the shield stores the spell's energy and glows as bright as a torch for 1 round per level of the spell negated. If the wearer of the *spellrending* shield successfully performs a shield bash during this time, the spell's energy is discharged and the wearer gains a bonus on attack and damage rolls for the shield bash equal to the level of the absorbed spell effect. Only a shield with a *spell resistance* special ability can have the *spellrending* special ability.

CONSTRUCTION REQUIREMENTS

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COST +1 bonus
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Craft Magic Arms and Armor, spell absorption

#### Specific Magic Shields

These shields offer valuable protection with added benefits.

CHALLENGING SHIELD		<b>PRICE</b> 5,170 GP
SLOT shield	CL 1st	WEIGHT 15 lbs.
AURA faint abjuration		

This +1 heavy steel shield bears the symbol of Gorum, the Lord in Iron, on its face. In the hands of a character with the challenge<sup>APG</sup> class feature, this shield grants additional abilities. By spending one use of her challenge class feature as an immediate action, the wearer of a *challenging shield* can apply her Charisma bonus to her shield bonus to AC against a target of her challenge for 1 minute.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 3,670 GP
Craft Magic Arms and Armor, nereid's grac	e (Pathfinder RPG
Advanced Race Guide 179)	

GUNNER'S BUCKLER		<b>PRICE</b> 10,155 GP
<b>SLOT</b> shield	<b>CL</b> 3rd	WEIGHT 2 lbs.
AURA faint abjuration		

The top edge of this +1 mithral buckler features a notched gun rest. A character wearing a *gunner's buckler* who uses a firearm while threatened by an opponent in melee does not provoke attacks of opportunity, but takes a -4 penalty on all ranged attack rolls in any round in which he makes a ranged attack while threatened in melee.

CONSTRUCTION REQUIREMENTS		<b>COST</b> 5,155 GP	

Craft Magic Arms and Armor, cat's grace, shield

#### VOIDGLASS

Voidglass originates on an unknown world beyond Golarion. It is brought to Golarion in small quantities by grioths (*Pathfinder RPG Bestiary 5* 137), a race of psychic extraterrestrials. Voidglass resonates with a creature's mind, bolstering thought and mental defenses. Any suit of armor normally made from metal can be made of voidglass. A suit of light voidglass armor or a voidglass shield grants a +1 resistance bonus on all saving throws against mind-affecting magic. This bonus increases to +2 for medium voidglass armor, and to +3 for heavy voidglass armor. A voidglass piercing or slashing weapon deals 1 additional point of damage on a hit; bludgeoning weapons gain no benefit.

Voidglass has 30 hit points per inch of thickness and hardness 10. A pound of raw, unworked voidglass is worth 100 gp. Light armor made from voidglass costs an additional 1,000 gp, medium armor costs an additional 2,000 gp, heavy armor costs an additional 4,500 gp, and shields cost an additional 3,000 gp. Weapons made from voidglass cost an additional 1,000 gp.

LENS OF THE DARK TAPESTRY		<b>PRICE</b> 29,170 GP
<b>SLOT</b> shield	<b>CL</b> 7th	WEIGHT 30 lbs.
AURA moderate evocation		

The matte surface of this +1 voidglass heavy shield is cold to the touch. The shield's face contains a disorienting field of flickering stars. On command, the wearer of this shield can take 1 point of Wisdom drain to banish a single creature within 30 feet into the Dark Tapestry. The target of this ability must succeed at a DC 16 Will save or be teleported into the airless void of space. The target can attempt a new saving throw as a full-round action each round to return. While banished in this way, the target takes 3d6 points of cold damage per round and must hold its breath or begin to suffocate. If the Wisdom damage is negated or does not occur, the ability does not function. If the Wisdom drain is healed, any banished creature returns, and the shield becomes permanently nonmagical.

CONSTRUCTION REQUIREMENTS	<b>COST</b> 15,670 GP
Craft Magic Arms and Armor, teleport	

PHALANX SHIELD		<b>PRICE</b> 14,080 GP
SLOT shield	<b>CL</b> 7th	WEIGHT 30 lbs.
AURA moderate evocation		

Once per day as a standard action, the wielder of this +2 adamantine tower shield can conjure two spiritual allies (as per the spell). These conjured allies last for 1 minute and can neither attack nor move beyond spaces that are adjacent to the wielder of the phalanx shield. Both allies gain a +4 enhancement bonus to AC and have the Shield Wall<sup>APG</sup> teamwork feat.

CONSTRUCTION REQUIREMENTS COST 9,580 GP

Craft Magic Arms and Armor, spiritual allyAPG



### Next Month!

Magic can be dangerous in the wrong hands-and is even more so for the enemies of those who have mastered it. Learn to make the most of your magical powers with Pathfinder Player Companion: Magic Tactics Toolbox! Discover effective spell strategies to augment allies, control the battlefield, and blast foes! This helpful guide includes dozens of options such as blood hexes, new magic item mastery feats, and spells designed to work with specific eldritch tactics.

#### Would You Like to Know More?

For adventurers who prefer martial combat, the creak of leather or the gleam of plate mail are only just the beginning! Round out your cavaliers, fighters, and rangers and take the fight to your foes with the options presented in these products.



Armor may ensure that you survive the day, but a sturdy sword guarantees that your foes won't. Pathfinder Player Companion: Weapon Master's Handbook proves that the best defense is a good offense!



Fully exploring the ways of war, Pathfinder Roleplaying Game Ultimate Combat offers exciting options for players and Game Masters alike. This book showcases a mighty arsenal of choices for any combatant.



From the deadly Kraken Throttle feat to the ability to don armor quickly, Pathfinder Player Companion: Melee Tactics Toolbox gives you the tips and tricks you need to be effective in any up-close-and-personal encounter!

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### **Test Your Metal!**

The most experienced combatants know the best offense is a good defense—and the best defenders get the most from their armor with *Pathfinder Player Companion: Armor Master's Handbook*! From methods of scribing spells onto pieces of armor to a plethora of different ways to use a shield, this guide has new options for every iron-clad hero, giving steely nerved adventurers all the tools they need to escape any scrap unscathed.

Inside this book, you'll find:

- Durable new archetypes to help combatants survive any assault, including the armored battlemage, the shieldbearer, the yojimbo, and more!
- Magic armor and shields of every shape and size, from the sprightly arachnid harness to the unstoppable clockwork armor.
- New methods to get the most out of your armor, from fighter armor training to combat style feats that emphasize your chosen type of protection.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.









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