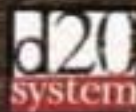


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THE QUINTESSENTIAL FIGHTER II

Advanced Tactics
Book One

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THE QUINTESSENTIAL FIGHTER II: ADVANCED TACTICS

Alejandro Melchor

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INTRODUCTION

Once the dust clears after a battle, the fighter can stand proud, wipe the sweat from his brow and be grateful for the skill and training that allowed him to keep himself alive and vanquish his foes. The field of battle is the home of the fighter, the class that is best suited for combat, showing depths of training that outshines a barbarian's power and rage, the paladin's righteousness, the monk's discipline and the ranger's instincts. Fighters have a wide range of options, with more paths and choices open to them than any other character class, for it is they who can decide how they will approach combat, and what abilities they will learn.

Beyond their beginnings as rookies, veteran fighters have seen enough of the world to learn how to best deal with it, specialising in a fighting style or generalising so they are never caught by surprise and always have an ace up their sleeve. Charging a fighter is a foolish and dangerous tactic, for until he wipes the floor with his opponents, how can anyone know what kind of techniques he has mastered? Some fighters are death incarnate with a sword in their hands, while others are practically untouchable as they duck, weave and parry with grace and speed. Many prefer to become marksmen capable of pinning a fly to the wall with an arrow, or down an enemy before he has had the chance to even draw his own weapon. Others master the art of incapacitating a foe by taking or breaking his weapon or throwing him around with special manoeuvres. Whether with sword, bow, spear or stranger weapons like scythes, two-bladed swords and whips, a fighter is the lord and master of the battlefield without magic and (overly) dirty tricks, relying instead on unparalleled skill.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 game. More than simple continuations, the second series of Quintessential books slot seamlessly into any

fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible.

THE QUINTESSENTIAL FIGHTER II: ADVANCED TACTICS

With the help of this sourcebook, any character choosing the fighter class will find many alternatives and options for expanding his range of abilities. With career paths, fighters can customise their advancement and gain special benefits from their chosen branch of training. Legendary classes offer a subset and expansion of their combat prowess that may take them to epic levels and beyond. Multiclassing offers a fighter a complement to his abilities, while superior tools can enhance his performance. Tricks of the Trade expands the range of tactics a fighter can use in the field, while weapon mastery and attack moves describe a series of advanced techniques that a fighter can master for even more devastating effects.

The fighter is not without magic of his own, as the magical fighter combines his skill with sorcerous tools, and the mystical warrior opens his heart into the true way of the warrior to master quasi-magical techniques that use the strength of his soul.

Fighters are characters that are easy to create, but the wealth of options and opportunities, as well as the variables of combat make them one of the more challenging classes, tactically, for they must use their head as well as their sword arm to survive the changing conditions of combat. *The Quintessential Fighter II: Advanced Tactics* provides all the necessary tools for the fighter to become a legend.



'...And they say that the warrior travels the world, looking for strong opponents to test his mettle!' The storyteller leaned back, his tale finished to the pleasure of both assembled children and accompanying adults. A scattering of applause echoed across the square as the elderly man smiled in sincere satisfaction. These were hard times in the land. Armies moved back and forth, carelessly trampling over planted fields or killing an entire village's livestock to feed their troops. Every little scrap of fantasy served to alleviate the villagers' despair.

'That's just orc-dung, old man.' The voice carried from one of the tables in the small, sun-splashed plaza. The local tavern used its storefront as an extension of its establishment so that many patrons could enjoy the spring weather while they ate and drank their fill. The man who had spoken belonged to one of many mercenary companies profiting from the unending conflict between rival kingdoms. 'No one can do that with a short sword.'

The clapping and smiles generated by the talespinner died away. Mothers who had paused in their daily tasks to listen suddenly began to hush their children and bustle them off home. Stamger's Irregulars – the mercenary's unit – had already earned infamy in the village, and the heavy-set sergeant and his comrades had been drinking steadily for hours.

'Oh, good sir,' The storyteller smiled as he waved farewell to the children. 'My tales may sometimes be a touch embellished, but I assure you my story only speaks of true facts! In fact, this is one tale I witnessed myself...'

'Bah!' The mercenary and his two friends rose from their rough table and approached the old man, who just smiled enigmatically. The warrior grabbed the storyteller by the neck of his shirt. 'Well, I'm nothing if not fair. What say we see if that trick really can be done...' The sergeant's two comrades laughed, and drew swords from battered scabbards.

'Oh, I would never be able to do that.' The old man chuckled, which only infuriated the mercenary even more. 'But, to be honest, I did lie about the legendary warrior. He does not wander around looking for challenges.' The bard winked at the man's red face. 'For some reason, such problems seem to find him on their own.'

'Well, your wonderful swordsman doesn't appear to be here now, grandpa.' The sergeant's laugh blew rancid breath into the old man's face, as his friends sneered and closed around the storyteller.

'You simply cannot keep your mouth shut, can you father?' A tired voice interrupted the scene. Glancing around, the mercenaries could see a young woman in her late twenties had entered the plaza. Her hair was cut short in the manner of a man and she was carrying a basket full of sour-baps and cabbage. Shifting her grip on her load, she addressed the swarthy group without a trace of concern. 'Now, gentlemen, please be so kind as to unhand my dad. He talks too much, but that's hardly a reason for corporal punishment.'

'More entertainment!' The mercenary pushed the storyteller to the ground, and advanced on the slender woman, his cronies flanking him. She held his gaze steadily.

'Come on now, let's be reasonable. No one needs to get hurt.' The woman carefully placed her basket on a cart, subtly altering her stance.

'But please...' The mercenaries' gazes roved over her slight, boyish body; the sergeant now unsheathed his weapon to underscore his menacing attitude. 'Someone always gets hurt when we're having fun.'

'Right.' The woman shook her head as she unclasped her cloak, gently draping it over the basket, exposing twin short swords strapped to her lower back. The mercenaries barely seemed to notice – peasants were apt to think they could fend off warriors nowadays. 'Just keep your hands off my baps...'

There were no more words after that; the woman drew her twin swords in a flash, and within an eye-blink two mercenaries were bleeding from their knees. She rolled sideways, under the sergeant's retaliatory slice. She swept one of the cronies off his feet with a circular kick as she blocked his overhead strike with her swords, locking the enemy's blade in her own. She then swiftly spun on one heel, flipping the falchion out of his hands and high into the air. The mercenaries barely registered this before she shot to her feet, head butting the disarmed cronny under his chin and sending him sprawling into the dirt, blood pouring from his mouth. Spinning away from the sergeant's second clumsy swipe, she launched both her swords at the other crony. One pommel struck him hard in the groin, the other thunked directly between his eyes. Unsurprisingly, he keeled over.

The bewildered sergeant stared at the unarmed woman. Without appearing to pay any attention to it, she caught the falling falchion in one hand and faced the lone mercenary. She smiled at him, and took a step forwards...

The mercenary for once listened to the little voice of sanity clamouring in his head, turned tail and ran as fast as he could. Ignoring her unconscious enemies, the swordswoman helped the old storyteller to his feet.

'I told you not to tell that tale again, dad,' she said, as she retrieved her short swords and picked up the basket once more.

'And why can't a man be proud of his own daughter?' enquired the grinning storyteller.



CAREER PATHS

The fighter is a deceptively ‘easy’ class. The player does not have to worry about complicated spell lists, how many times per day he can use an ability, or how his level affects one of his powers. He just collects feats for the fighter, increasing his martial expertise in one or many areas, worrying only about the base attack bonus and how many attacks the fighter gets in a round. In practice, the fighter can be as complex as any spellcaster, for he, more than any other character class, must pay close attention to the conditions of the battlefield so he can squeeze the smallest advantage and stack the odds in his favour. He seldom gets an ability that works for free; he merely improves his chances on a die roll but is almost never definite due to the element of chance, for one day’s critical hit can become tomorrow’s failed Will saving throw. So, the fighter is all about his tactics and his training; he lives and dies by what he knows to do with his weapons, armour and attack actions.

Career paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race, that will allow a player to plan his character’s advancement following a given concept. While a career path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character’s abilities, it also serves as a roleplaying aid to guide the character’s progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Once a career path is chosen by a character, the listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the player and the Games Master should be aware of the selected career path and take steps to ensure the character is played accordingly. It must be stressed that career paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A FIGHTER’S CAREER PATH

A character can tread onto a fighter’s career path at any time he gains a new level. The character *must* possess at least one level of fighter in order to follow a fighter’s career path. In each path’s description, the advancement options section describes a number of skills, feats or

other choices that serve both as a road map and a list of prerequisites for that path. The character must possess the following requirements:

- + A skill at the requisite rank from that path’s advancement options.
- + Three feats from that path’s advancement options.
- + The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- + Select a new feat from the career path’s advancement options (only available if his level advancement grants a feat).
- + Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase). Not an option for paths of prowess.
- + Increase a skill from that path’s advancement options. If the character is taking a fighter level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this among two different path skills if he wishes.

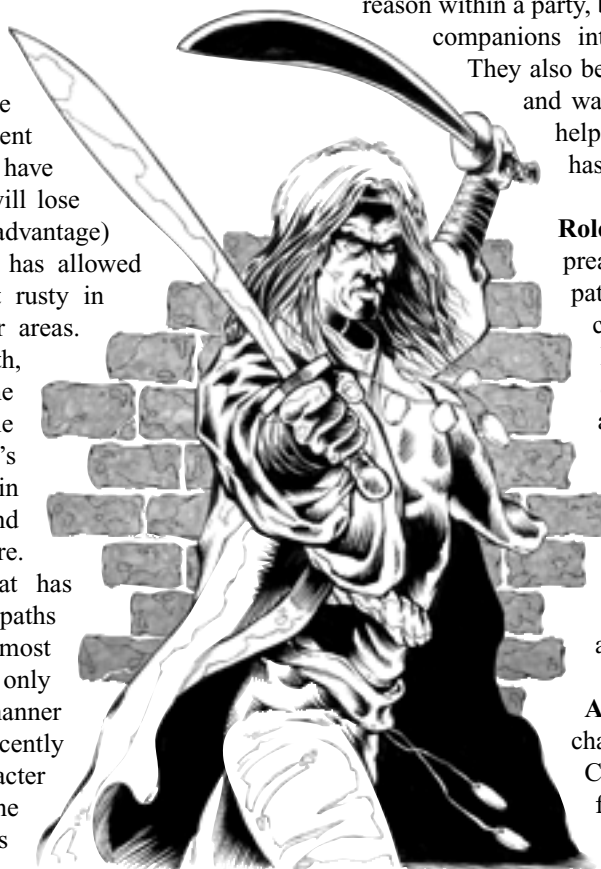
For example, a 5th level fighter with Dex 16, Jump 6 ranks, Combat Reflexes, Dodge and Weapon Finesse decides he wants to follow the sabre career path. As he meets all of that path’s requirements, he may start following the path when he next increases his level. When he reaches 6th level as a fighter he must either spend one skill point on Jump, Balance or Tumble, or select one of his two new feats from the sabre’s options (meeting all the normal prerequisites for that feat). He is now a 6th level fighter who follows the sabre path and receives the relevant benefits and disadvantages. If he chose to advance as a rogue instead, making him a fighter 5/rogue 1, he must either spend his one new feat from the sabre’s options (meeting all the normal prerequisites for that feat), or spend 2 skill points on Jump, Balance or Tumble. In neither case he cannot opt to increase the path’s required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path, but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path (possibly not even a fighter path). Switching paths is entirely feasible. This mostly involves time – at least 6 months minus the character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the pre-requisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned. If the character has already exhausted all the advancement options, he has



reached the end of that road and is free to pursue other interests, but he only loses the benefit and disadvantage if he wants to.

PATHS OF FIGHTING TALENT

The paths of fighting talent refer to a character's inherent attributes and how they affect his performance. A character relying on Strength uses different tactics than one who relies on Wisdom.

The Contemplative

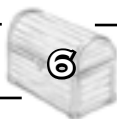
Most fighters are easy to understand as they apply tactics and planning to combat, but the contemplative's methods are harder to grasp. The contemplative focuses on the forces within himself and becomes a master of his own mind and body, aware of his surroundings and the forces that hide behind them. Contemplatives form the bulk of what many define as 'martial artist,' for their contemplative approach to combat is almost an art in itself.

Adventuring: Contemplatives seek understanding and self-mastery, so they take on adventures in order to provide themselves with benchmarks for their insights and discoveries. They become the voice of reason within a party, balancing the opinions of all their companions into a coherent general strategy. They also become the party's moral compass and watchdog, for their intuitive nature helps them to detect danger before it has a chance to strike.

Roleplaying: While not particularly preachy, contemplatives have a paternal attitude about them that can rub people the wrong way. Regardless of their actual level of skill, contemplatives come across as accomplished experts because of their calm and quiet demeanours, even when they realise they have made a mistake. Contemplatives develop their intuition rather than their physical aspects or analytical skills.

Advancement Options: A character follows the contemplative Career Path by choosing the following advancement options: Minimum Wisdom 13; Spot 5 ranks, Listen 5 ranks, Sense





Motive 5 ranks; Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Improved Initiative, Iron Will, Negotiator, Skill Focus (any), Track, Weapon Focus (any); any feat with a Wisdom prerequisite.

Benefit: A contemplative can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Intuitive:* The contemplative has an innate ability to sense trouble in the air; at any time he can make a Will saving throw (DC 15). On a successful save, the character gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the Games Master's best guess relating to the circumstances. This talent is usable a number of times per day equal to half the character's fighter level. This benefit corresponds to the Trusting disadvantage.
- ✦ *Zen Master:* As a full-round action, the contemplative observes the combat situation and attunes himself to its ebbs and flows. The character makes a Wisdom check (DC 20) with a bonus equal to half his fighter level. If the check succeeds, for the rest of the combat the contemplative adds his Wisdom modifier to all attack rolls for the duration of the encounter. He can attune to combat a number of times per day equal to his Wisdom modifier. This benefit corresponds to the Effortless disadvantage.
- ✦ *Responsive:* The contemplative's bonus on attempts to aid another increase to +3 on a successful Aid Another check as he correctly reads his allies' movements and intentions. This benefit corresponds to the Altruistic disadvantage.

Disadvantage: A contemplative suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Trusting:* The contemplative relies on his intuition more than is healthy; on a failed Will save when using the Intuitive benefit, the character will get the impression that something wrong is about to happen even if nothing is going on. If something bad *will* indeed happen, the character senses it from the wrong source. This disadvantage corresponds to the Intuitive benefit.
- ✦ *Effortless:* The contemplative puts his entire trust in his awareness of the battlefield, focusing all his attention to the intangible forces he follows rather than on his own responses and reactions; while he is enjoying the Zen Master benefit, he does not add his

Strength bonus to damage rolls. This disadvantage corresponds to the Zen Master benefit.

- ✦ *Altruistic:* All of the character's efforts are concentrated on responding to others' needs, not his own; he only enjoys a +1 bonus when other characters perform the aid another action in his benefit. This disadvantage corresponds to the Responsive benefit.

The Dashing Sword

Taking his skills to the limit, the dashing sword jumps into combat armed with flair and panache, offering a wit as sharp as his blade that cuts through an enemy's composure with well-placed insults, taunts and jibes. He is also a born leader, gathering around him followers and subordinates and inspiring them to follow him into the mouth of hell itself. The dashing sword is someone clearly destined to appear in bards' songs for years to come, whether by his heroism or his misdeeds, probably without really taking his actual combat skills into account.

Adventuring: Dashing swords are very good at hiding the reasons behind their adventuring. It is not that they are compulsive liars but whatever they say sounds awfully convincing. Many dashing swords find themselves thrust into the adventuring life and they adapt to it with style. Where a party lacks the charisma of a bard or sorcerer, the dashing sword is glad to step in to act as the group mouthpiece and inspirational leader.

Roleplaying: Dashing swords are not deceptive on purpose, nor are they loud and tricky; they just act that way. The dashing sword's combat style includes a lot of trickery towards his enemies and inspiration for his friends; he is outspoken and easy to get along with, with a certain magnetism that makes him a natural leader that others can trust.

Advancement Options: A character follows the dashing sword Career Path by choosing the following advancement options: Minimum Charisma 13; Bluff 5 ranks, Diplomacy 5 ranks, Intimidate 5 ranks; Dodge, Improved Feint, Improved Initiative, Iron Will, Leadership, Negotiator, Persuasive, Skill Focus (any); any feat with a Charisma prerequisite.

Benefit: A dashing sword can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Insulting:* The dashing sword has the ability to taunt a target through insults and goading. The character speaks with a barbed tongue as an attack action and makes a Charisma check adding half his fighter level; the target makes an opposed Will saving throw and,

if the dashing sword wins, the target is dazed (unable to act, can defend normally) for 1 round. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the character and must be able to hear and understand him. This benefit corresponds to the Vulnerable Ego disadvantage.

- ✦ *Synergist*: The dashing sword has a knack for getting people to work together. He spends a full round directing his or her allies and makes a Charisma check (DC 15); success means the character provides any of his allies within 30 feet with a +2 bonus on their attack. The bonus lasts for a number of rounds equal to the character's Charisma modifier. The dashing sword may use this ability a number of times per day equal to his Charisma modifier. This benefit corresponds to the Controller disadvantage.
- ✦ *Leader*: The dashing sword can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the character for a full round for the inspiration to take hold, and the character must make a Charisma check (DC 15). The effect lasts for a number of rounds equal to his modifier. An inspired ally gains a +2 morale bonus on saving throws and skill checks. The dashing sword cannot inspire himself. The character can inspire a number of allies equal to one-quarter his fighter level, rounded down (to a minimum of one ally). This benefit corresponds to the Devoted disadvantage.

Disadvantage: A dashing suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Vulnerable Ego*: The dashing sword is not as good at taking the heat he is happy to unleash on others. When he uses the Insulting ability, a target that wins the opposed roll can make a retort of its own as a free action, making a Charisma check of its own that the dashing sword must resist with his own Will saving throw. If he loses, the dashing sword is dazed (unable to act, can defend normally) and shocked that his target was able to make a witty retort at all. This disadvantage corresponds to the Insulting benefit.
- ✦ *Controller*: The dashing sword has a penchant for bossing people around and grows a little insensitive to other people's needs and requirements; he suffers a -2 penalty on Diplomacy and Sense Motive checks. This disadvantage corresponds to the Synergist benefit.
- ✦ *Devoted*: The dashing sword devotes so much of his attention to leading his allies that he neglects his own actions. Not only does he not enjoy the bonuses granted by the Leader benefit, but he actually suffers a -2 penalty to his own saving throws and skill checks whenever the Leader benefit is employed. This disadvantage corresponds to the Leader benefit.

The Rock

While others prefer to avoid damage, rocks train themselves to withstand it. These tough characters are not afraid of suffering damage or performing arduous tasks that others shrink from. They are not necessarily stronger, but they are durable – some say stubborn. A rock does not care much for fancy tactics or even for ways to strike down their enemies quicker, he is there to be a living wall, giving enemies something to do while his allies manoeuvre around and prepare for their own attacks. Whatever the world can dish out, the rock can take it.

Adventuring: Rocks usually fulfil the role of protectors, standing in harm's way to keep their charge from being hurt. They are rugged survivalists that can withstand any weather and environmental condition, often striking out into the wild in the pursuit of their goals. In a party, they often take lead in a formation because they have the best chances of surviving nasty surprises like ambushes or traps, and hold their ground so that others can prepare for combat.



Roleplaying: Rocks come in two general varieties: mindful care-givers who would rather cut off their own arms before letting their friends come to harm, or incredibly stubborn individuals who would rather bleed to death before giving another the satisfaction of watching them fall.

Advancement Options: A character follows the rock Career Path by choosing the following advancement options: Minimum Constitution 13; Concentration 5 ranks, Intimidate 5 ranks, Survival 5 ranks; Diehard, Endurance, Great Fortitude, Improved Bull-Rush, Improved Grapple, Run, Self-Sufficient, Toughness; any feat with a Constitution prerequisite.

Benefit: A rock can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Tough Cookie:* The character is capable of shrugging off damage from a given source; he ignores an amount of damage equal to his Constitution modifier from one type (bludgeoning, slashing or piercing, player's choice). This benefit corresponds to the Stiff disadvantage.
- ✦ *Weathered:* The character is a rugged survivalist, used to the rigours of the wilderness. The character gains a +2 bonus to all saving throws and checks for which the Endurance feat would give a bonus (and this stacks with Endurance itself); in addition, he ignores an amount of nonlethal damage caused by environmental hazards equal to his Constitution modifier each time it is rolled. This includes extreme heat and cold, drowning, suffocation and thirst, but not hunger. This benefit corresponds to the Ravenous disadvantage.
- ✦ *Robust:* The rock becomes especially robust, gaining a number of hit points equal to his fighter level as soon as he selects this talent. Thereafter, the character gains +1 hit point with each level of fighter he gains. This benefit corresponds to the Slow disadvantage.

Disadvantage: A rock suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Stiff:* The character's body resists damage naturally, but it sacrifices some mobility; he suffers a -1 dodge penalty to Armour Class. This disadvantage corresponds to the Tough Cookie benefit.
- ✦ *Ravenous:* To sustain his high-performance metabolism, the character must consume double the amount of food each day. This disadvantage corresponds to the Weathered benefit.

- ✦ *Slow:* The character is a hulk of a person and his robustness hinders his movements; his base speed is reduced by 5 feet. This disadvantage corresponds to the Robust benefit.

The Sabre

Sabres take a different approach to fighting prowess; rather than concentrating on hitting as hard as they can, they prefer to strike quickly and get the hell out of the way before the opponent has a chance to retaliate. Sabres have a few options open to them: they can move around the battlefield with ease, untouched by their enemies or they can concentrate on defending themselves while rooted to a spot. What all sabres have in common is that they are quick of hands and body, however they employ their abilities.

Adventuring: Sabres are not too interested in winning contests of ability or in seeking challenges to improve; they prefer to finish things quickly and with the least effort possible. In a party, sabres are ideal for supporting their friends during combat, capable of lending their aid either by getting to their allies' side quickly, or with covering fire. Out of combat, they are well-equipped to go past obstacles that brute force cannot exceed.

Roleplaying: Sabres get a kick out of showing off. Their ability to avoid being hit is quite impressive when they duck and weave around their foes (usually offering witty and humiliating banter as they do so), but equally impressive are their outstanding feats of agility. Quite unlike most adventurers, sabres do not show off when they perform these phenomenal actions; they usually remain remarkably quiet and diffident, as if their exceptional skill is entirely natural.

Advancement Options: A character follows the sabre Career Path by choosing the following advancement options: Minimum Dexterity 13; Balance 5 ranks, Jump 5 ranks, Tumble 5 ranks; Agile, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Run, Weapon Finesse; any feat with a Dexterity prerequisite.

Benefit: A sabre can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Defender:* When the character fights defensively or engages in total defence, he gains an additional +2 dodge bonus to Armour Class in addition to the respective +2 and +4 bonuses for those actions. These bonuses stack with the increase granted by having 5 ranks in the Tumble skill. This benefit corresponds to the Weak Attacker disadvantage.

✦ *Elusive:* The sabre knows how to present a difficult target even when crowded. When the character designates a foe to receive the benefit of the Dodge feat, that foe is not considered to be flanking him, even when he is. An elusive fighter can also gain this benefit when he designates one foe when fighting defensively, but he cannot designate different foes if he has the Dodge feat *and* fights defensively. This defence negates the designated foe's flanking bonus, as well as that of his flanking partner, and also denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the defender has character levels. This benefit corresponds to the Fragile disadvantage.

✦ *Quick:* The character is fast on his feet, able to move at greater speeds than other members of his race. The character's base speed increases by 10 feet. This benefit corresponds to the Distracted disadvantage.

Disadvantage: A sabre suffers from one of the following disadvantages, depending on the benefit he chose:

✦ *Weak Attacker:* The character is so worried about protecting himself that he neglects to improve his attack and overall manoeuvrability. Whenever he fights defensively, he suffers an additional -1 penalty to attack rolls and -2 penalty to damage rolls; when he engages in full defence, his speed is reduced by half. This disadvantage corresponds to the Defender benefit.

✦ *Fragile:* The character wishes to avoid damage for a reason; he suffers +1 damage from melee weapon attacks that successfully hit. This disadvantage corresponds to the Elusive benefit.

✦ *Distracted:* The character cruises the battlefield so quickly that he fails to notice imminent threats. All attacks of opportunity against him gain a +2 bonus to their attack roll. This disadvantage corresponds to the Quick benefit.

The Strategist

Many people think that armed combat is all about strength and speed, but there are a few who prefer to trust their brains. Strategists learn a great variety of tricks – they study their combat form and devise their own techniques, exploiting their strengths and compensating for their weaknesses. They analyse the battlefield and take the measure of the opposition before they commit to battle. Strategists are a wealth of information concerning many areas that would not seem

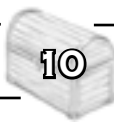
to relate to warfare, yet that they learn to apply to their unique combat style.

Adventuring: Ironically, strategists like to adventure for the same reason as strongmen: to test themselves. Strategists devise new tricks that they cannot wait to put to the test and see how they work in a real fight. The strategist usually takes command of an adventuring party during combat situations, as he is an excellent evaluator and may recognise an enemy's weakness before anybody else.

Roleplaying: Strategists are curious and like to explore new options. They stand in the middle ground between the rank and file of warriors and the scholarly world of spellcasters, so they can mediate between them or stand aloof, deriding one for their lack of interest in knowledge and the other for their disregard of physical exercise. Sometimes condescending and often patronising, strategists can also be humble, preferring to show off their brains with clear results in battle.

Advancement Options: A character follows the strategist Career Path by choosing the following advancement options: Minimum Intelligence 13; Knowledge (any) 5 ranks; Combat Expertise, Diligent, Exotic Weapon Proficiency, Improved Critical, Improved Disarm, Improved Feint, Investigator, Skill Focus (any); any feat with an Intelligence prerequisite.





Benefit: A strategist can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Analyst:* After 1 round of combat, the strategist can designate one opponent and try to figure out his fighting style. The character uses a move action and makes an Intelligence check (DC 15) with a bonus equal to half his fighter level. If the check succeeds, for the rest of the combat the strategist adds his Intelligence modifier to all attack rolls against that opponent as he notices weaknesses in his fighting style. This benefit corresponds to the Focused disadvantage.
- ✦ *Planner:* Prior to a dramatic situation, either combat- or skill-related, the strategist can develop a plan of action to handle the situation. Using this talent requires preparation; a strategist can't use this talent when surprised or otherwise unprepared for a particular situation. The strategist makes an Intelligence check (DC 10) with a bonus equal to half his fighter level. The result of the check provides the character and allies with a circumstance bonus according to the table below. The character cannot take 10 or 20 when making this check.

Planner Intelligence Checks

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

This bonus can be applied to all attack rolls made by the strategist and his allies, but the bonus only lasts for the first 3 rounds, after which the combat conditions change and the bonus is reduced by 1 point (to a minimum of +0) for every additional round the situation continues. This benefit corresponds to the Stagnant disadvantage.

- ✦ *Trickster:* The strategist has the ability to temporarily confuse a target through ploys and deception. The character plays his trick as a full-round action and makes an Intelligence check adding half his fighter level; the target makes an opposed Will saving throw and, if the strategist wins, the target is dazed (unable to act, but can defend normally) for 1 round. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the character, and must be able to hear and understand

him. This benefit corresponds to the Overconfident disadvantage.

Disadvantage: A strategist suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Focused:* As the character concentrates his analytic skills to a single opponent, he neglects to pay attention to other potential dangers; he suffers a -2 penalty to AC against opponents other than the one he gains the Analyst benefit for. This disadvantage corresponds to the Analyst benefit.
- ✦ *Stagnant:* The strategist is so used to his plans working that he fails to recognise the value of improvisation; he remains flat-footed for the round in which he performed his first action in combat. This disadvantage corresponds to the Planner benefit.
- ✦ *Overconfident:* The strategist is sometimes is too clever for his own good and ends up outsmarting himself. If he loses the opposed Intelligence check against a target's Will save when using the Trickster benefit, he thinks that his trick actually succeeded and loses his Dexterity bonus to Armour Class against the target as he mistakenly acts as if the target was dazed. This disadvantage corresponds to the Trickster benefit.

The Strongman

Strongmen concentrate on developing their brawn rather than any other of their abilities, trusting on the power of their muscle to smash through the opposition. Fighters who do not wish for many complications to their lives choose to become strongmen, as they are only required to swing hard and true, surmounting obstacles that weaker characters are unable to defeat and causing grievous bodily harm to anyone foolish enough to stand against them.

Adventuring: Strongmen are interested in increasing their strength and proving themselves to others and to themselves. They contribute to the power of any adventuring party not only in the areas of combat, but also in sheer physical might. A strongman is particularly useful when the party is trying to get past an obstacle that the character can move or shatter, or that he can help his friends get through.

Roleplaying: While not necessarily dumb, many strongmen come across as oafs that are more interested with their body than in other pursuits. A strongman is always exercising to keep his muscles fit for any

situation, and may brag about it, challenging strangers to arm-wrestling matches to prove his physical superiority.

Advancement Options: A character follows the strongman career path by choosing the following advancement options: Minimum Strength 13; Climb 5 ranks, Jump 5 ranks, Swim 5 ranks; Athletic, Cleave, Great Cleave, Improved Bull Rush, Improved Critical, Improved Overrun, Improved Sunder, Power Attack; any feat with a Strength prerequisite.

Benefit: A strongman can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Brawny:* When the character takes a full-round action, takes 10 or takes 20 to undertake a task that requires a Strength check, he receives a +4 competence bonus; he must choose whether or not to use this benefit before undertaking the action. This benefit corresponds to the Strained disadvantage.
- ✦ *Breaker:* The character specialises in breaking things. He ignores 2 points of hardness from any object he wants to break with a melee attack. This benefit corresponds to the Clumsy disadvantage.
- ✦ *Crusher:* The character receives a +2 bonus to damage made with melee weapons; this bonus stacks with feats and abilities that increase damage, such as Weapon Specialisation. This benefit corresponds to the Inaccurate disadvantage.



Disadvantage: A strongman suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Strained:* When the character makes a supreme effort (that means, enjoys the +4 bonus to Strength checks), he must roll a Fortitude save with a DC equal to his Strength check's result. If he fails he becomes fatigued (-2 to Str and Dex, cannot run or charge). If he succeeds, he becomes fatigued as well, but he recovers after just one hour of rest. This disadvantage corresponds to the Brawny benefit.
- ✦ *Clumsy:* The character is not very good at handling things that require precision. He suffers a -2 penalty to Sleight of Hand checks and to ranged attacks with projectile weapons. This disadvantage corresponds to the Breaker benefit.
- ✦ *Inaccurate:* The character's brutality in combat has an adverse effect on his accuracy; he suffers a -2 penalty to melee attack rolls. This disadvantage corresponds to the Crusher benefit.

PATHS OF FIGHTING PROWESS

The paths of fighting prowess focus on what a character learns to do through his training rather than on innate abilities and features. A fighter specialising in marksmanship behaves quite differently from another who prefers reach weapons.

The Barrier

'None shall pass' is the favourite saying of the barrier, although many use it as 'none shall close in.' Barrier fighters are the experts of reach weapons that range from common glaives and halberds to exotic whips and spiked chains. They handle their unwieldy weapons with expertise that puts a regular pikeman to shame, twisting and thrusting their weapon in all directions, becoming the eye of a hurricane that few can hope to pass through with their skin intact.

Adventuring: Like the infantry troops they usually come from, barriers take up the role of keeping the enemy from advancing past their positions, holding a target at bay or causing it so much aggravation that it cannot help but direct his attention to him, rather than the person the barrier is protecting. They are also excellent support, striking a target from behind a better armoured ally without getting in his way, and often providing great opportunities for others to beat the target senseless.



Roleplaying: Fighters who take up the role of a barrier are usually helpful and always worrying about their fellows. Eager to lend a hand, barriers have a good eye to spot where they are most needed, whether it be in the front lines or covering the rear.

Advancement Options: A character follows the barrier career path by choosing the following advancement options: Intimidate 6 ranks, Spot 6 ranks, Balance 6 ranks; Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (any reach weapon), Great Cleave, Greater Weapon Focus (any reach weapon), Greater Weapon Specialisation (any reach weapon), Improved Critical, Improved Disarm, Improved Feint, Improved Trip, Power Attack, Weapon Focus (any reach weapon), Weapon Specialisation (any reach weapon).

Benefit: While training with reach weapons, the barrier learned intimately about their balance and composition. He can shift his grip on the weapon as a free action so that he can attack adjacent targets, although he cannot attack targets at a distance and adjacent to him in the same turn. The spiked chain and whip confer different benefits but the character must have the Weapon Specialisation feat assigned to them in order to enjoy it. The spiked chain can be used as protection, conferring a +1 shield bonus to its wielder if it is not used to attack that round. A barrier using a whip does not provoke attacks of opportunity.

Disadvantage: The character feels awkward with a weapon he thinks is too short for his style (many jokes are told about this insecurity); he suffers a -1 penalty to attack and damage rolls when using a weapon without reach, not including ranged weapons.

The Light Fighter

The word 'fighter' brings up the image of a heavily armoured warrior wielding big weapons. While there are many of these kinds of fighters, they do not represent the only fighting style available. Some fighters gifted with speed and agility as well as a strong sword arm prefer to remain mobile and unburdened, stacking the odds in their favour by performing multiple light attacks rather than one single heavy strike. Light fighters like to keep their ability to move around the battlefield while avoiding attacks instead of trusting in armour that stops attacks but impairs their movement.

Adventuring: Light fighters are either very quick on their feet or make sure that any damage they sustain, they can resist. They travel light and can flicker from one side of the battlefield

to the other with few consequences, all the while striking their targets with speed. They depend on light equipment, for any heavy weapons and armour would slow them down and literally cramp their style.

Roleplaying: Light fighters prefer easy solutions to complex plans, while at the same time they appreciate finesse and subtlety over a brutal approach. They tend to be restless individuals who like to move about and hate stagnation, always pushing their allies forward and keeping them from brooding too much over a particular problem – or from staying too long in the same place.

Advancement Options: A character follows the light fighter Career Path by choosing the following advancement options: Balance 6 ranks, Jump 6 ranks, Tumble 6 ranks; Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Greater Weapon Focus (any), Greater Weapon Specialisation (any), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Quick Draw, Weapon Finesse, Weapon Focus (any), Weapon Specialisation (any).



Benefit: Once the character learns to use both hands and wields a light weapon in each, he is equally deadly with both; he adds his full Strength modifier to damage with his off-hand weapon.

Disadvantage: As he prefers to fight with agility and finesse, the light fighter loses their proficiency with heavy armour and the tower shield, and may not regain them whilst following this path.

The Master Archer

Master archers are, like the name implies, real virtuosos with projectile weapons, which tend to be bows but can also be crossbows and slings. Fighters who take it upon themselves to be unbeatable with such weapons are the terror of the battlefield, capable of targeting enemies far and wide while remaining untouched. The first sign many targets get of the master archer's attention is an arrow to the heart, bolt to the eye or sling bullet to the head.

Adventuring: Master archers remain behind, providing cover fire for the frontline fighters in a party and protection to the spellcasters who are also behind. Characters that move around the battlefield like rogues and clerics have the archer as their best friend, as he can cover their movement from his position, raining down a hail of missiles to anyone that stands in their way.

Roleplaying: Master archers tend to be concise in their demeanour and economical in their expressions. An exception to this rule is the marksman who likes to show off by pulling off incredibly tricky shots. Some melee fighters accuse these archers of cowardice as they do not risk their own skin by firing far from the action. Nevertheless, those same close-quarter combatants remain thankful when the master archers clear the field of enemies and the tanks only need worry about the stronger opponents that remain.

Advancement Options: A character follows the master archer Career Path by choosing the following advancement options: Craft (bowmaking) 6 ranks, Spot 6 ranks, Sleight of Hand 6 ranks; Far Shot, Greater Weapon Focus (any bow, crossbow or sling), Greater Weapon Specialisation (any bow, crossbow or sling), Improved Critical (any bow, crossbow or sling), Improved Precise Shot, Manyslot, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot On The Run, Weapon Focus (any bow, crossbow or sling), Weapon Specialisation (any bow, crossbow or sling).

Benefit: A master archer is completely at home with ranged combat; he does not provoke an attack of opportunity when firing his weapon inside a threatened area.

Disadvantage: The master archer neglects his melee combat training; he suffers a -1 penalty to all melee combat.

'I hate this.' But there was no way out of the situation. Money was not so much a problem as a crisis for her and her father. The old bard had once been famous as King Torridas' lorekeeper, but that was many years ago now. The old king was dead, his once-united land now splintered between the princes, whose armies ravaged the countryside. None of the warring nobility had much use for a songwriter, and the old man had been swiftly reduced to the life of a wandering storyteller.

'We need the money.' Her father's words echoed her own thoughts. Of course it was his fault – he had incurred some substantial debts in the past which he was unable to settle with a good story. Worse, his inability to keep his querulous tongue still had precluded them from nearly all enterprises.

Which resulted in her entering the Pit.

Loris sighed heavily as she walked forward into the illegal fighting ring, shifting the balance of the scabbards on her back. Located in a dingy warehouse in the docks district, the crowd comprising of gamblers, gutterscum and ne'er-do-wells, there was neither honour nor prestige in these fights. Only gold for the winner, and maiming – even death – for the loser.

The Pit's crowd tonight was exceptionally vociferous, hurling cheers and insults in equal measure. Her opponent awaited her – a hulking brute of a man bearing the biggest axe and the ugliest face she had ever seen.

'Big and ugly...' Loris smirked and crouched low. She knew how his type fought. Duck his first swing and follow up at close-quarters – everything else would follow.



The Mounted Combatant

The knight riding down the hill to plough his way through unfortunate footsoldiers is a classic image of the fighter, but so is the agile rider that fires his bow while guiding his mount with his knees. Fighters and mounts share a bond that has lasted for ages, with mounts bred and raised for the sole purpose of being ridden into combat, and fighters who have developed more than a few techniques to take the most advantage of fighting from a mobile and semi-independent platform. Mounted combatants embrace this practice and make of it their life.

Adventuring: The most common mounted combatants are either armoured knights on heavy warhorses or fast nomads on light horses, with many variations between the two such as light cavalry equipped with crossbows. Whatever the preference, mounted combatants are highly mobile fighters that can cross the battlefield quickly; if the horse is trained for war, then the mounted combatant adds another weapon to his arsenal as well as a versatile ally.

Roleplaying: Mounted combatants like to fight on their own terms, and even when dismounted they still feel like they are atop their steeds. They are aware of their responsibilities as a member of a party that can move quickly, never shirking from their duties as heavy assailants, quick skirmishers, scouts or harassing forces. They know the value of friendship but they do not always extend it to creatures other than their mounts.

Advancement Options: A character follows the mounted combatant Career Path by choosing the following advancement options: Ride 6 ranks *, Handle Animal 6 ranks; Animal Affinity, Cleave, Great Cleave, Greater Weapon Focus (any one-handed weapon, lance or bow), Greater Weapon Specialisation (lance, bow or any one-handed weapon), Improved Critical, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance, bow or any one-handed weapon), Weapon Specialisation (lance, bow or any one-handed weapon).

* Additionally, a character must have at least 4 ranks in the Ride skill before being able to take this path, if he opts for a different prerequisite skill.

Benefit: Fighting from his mount, the mounted combatant can get a much clearer picture of the battlefield and he learns how to exploit his advantageous position. When he fights from a mount he gains a +2 bonus when attacking targets on foot that are smaller

than the mount, and +1 against mounted targets and targets that are the same size as the mount.

Disadvantage: The mounted combatant gets used to the mount doing his movement for him and, while not reduced to clumsiness, the character is not as effective on foot as he is mounted. His tactical base speed is reduced by 10 feet (characters with a base speed of 20 feet or less reduce their speed by 5 feet). His overland movement is not impaired.

The Rain of Steel

Very similar to the master archer, the rain of steel also fights from a distance but instead of using a projectile weapon, he prefers to use smaller, easier to conceal weaponry such as daggers, darts, throwing axes, light hammers and shuriken. The rain of steel occupies the middle ground between a range and a melee combatant, for he may easily use his weapons in close quarters as well as throwing them. Rains of steel are easy to recognise because of the bandoliers they wear to store their various throwing weapons and that does not account for the assorted hidden knives or shuriken they may keep around their persons.

Adventuring: A rain of steel should remain mobile. While not as constrained in his manoeuvrability as a melee fighter, he does not have the range of a Bowman and must position himself for a better firing position, including the possibility of engaging in melee when opponents realise what he is all about. His best weapon is his unpredictability, for opponents cannot be sure whether he will engage them in close combat or keep them at bay with his throwing weapons.

Roleplaying: Rains of steel have a certain cockiness common to any person who has won at dart throwing in a pub. As most of these fighters come from pirate or rogue stock, they also have a certain rowdy element to their nature, although nothing stops an honest woodsman from becoming a rain of steel either. What rains of steel have in common is their pride in their strength and accuracy, as they claim not to need the aid of machines to do their aiming for them.

Advancement Options: A character follows the rain of steel Career Path by choosing the following advancement options: Craft (weaponsmithing) 6 ranks, Spot 6 ranks, Tumble 6 ranks; Exotic Weapon Proficiency (shuriken), Far Shot, Greater Two-Weapon Fighting, Greater Weapon Focus (dagger, dart, throwing axe, light hammer or shuriken), Greater Weapon Specialisation (dagger, dart, throwing axe, light hammer or shuriken), Improved Precise Shot, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Rapid



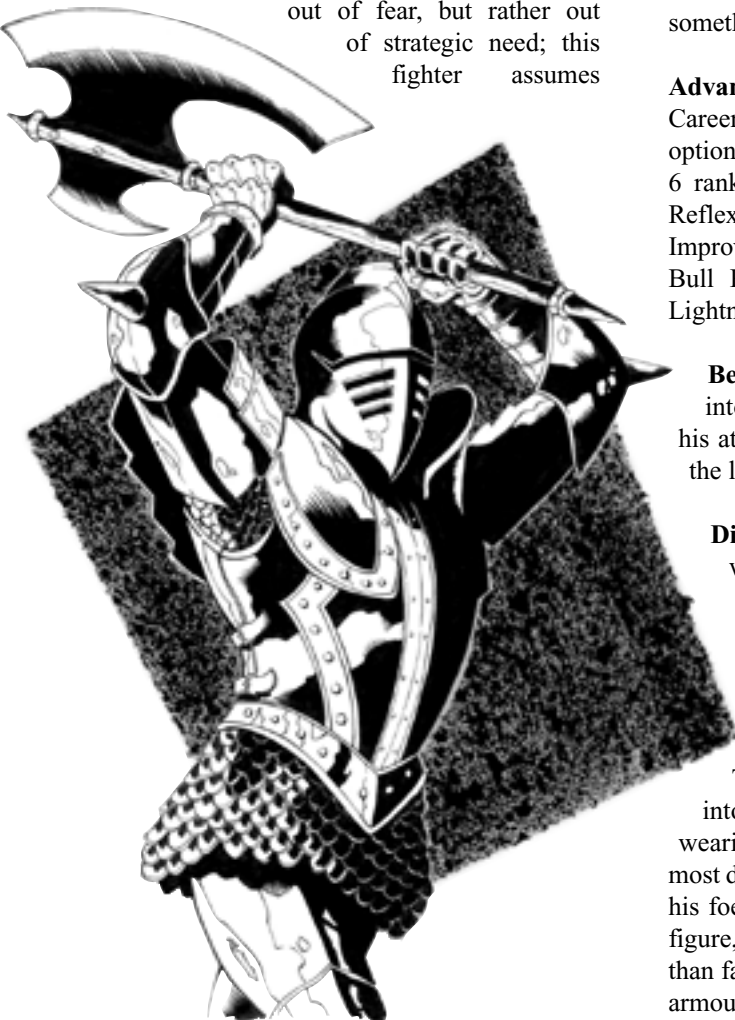
Shot, Shot On The Run, Two-Weapon Fighting, Quick Draw, Weapon Focus (dagger, dart, throwing axe, light hammer or shuriken), Weapon Specialisation (dagger, dart, throwing axe, light hammer or shuriken).

Benefit: A rain of steel is unpredictable in his attacks; when charged by an enemy, he may make an attack of opportunity against that opponent with his thrown weapon, using his base attack bonus only.

Disadvantage: The rain of steel overspecialises in handling weapons he can easily throw and has a harder time using heavier ones. He does not add any Strength bonus to damage rolls made with two-handed weapons.

The Shielded

Knowing the finer points of defence and protection is the core of the shielded's combat philosophy. 'Better safe than sorry' is this fighter's motto and he enters combat carrying all the protection he can get his hands on and, when magic and equipment are not enough, he resorts to skill and training. Their need for protective gear and techniques are not born out of fear, but rather out of strategic need; this fighter assumes



correctly that he will be the most likely target when working with others, and being able to fend off that damage is the key to remaining in combat long enough to help his friends.

Adventuring: Shielded characters are mobile trenches and parapets, standing in front of more vulnerable characters so that they can attack without a threat to themselves. More often than not, shielded characters are in the frontlines, running interference while making pokes of their own, although they are more useful as supporters of other attacks rather than attacking alone. For example, a shielded fighter and a rogue are a lethal flanking combination.

Roleplaying: To say that the shielded are a cautious lot is to state the obvious. They are not prey to paranoia, but shielded fighters prefer to tread on the safe side and be prepared for all eventualities. Many find it contradictory that the shielded is such a protection enthusiast when he also charges fearlessly into combat, but these two attitudes are quite reasonable when his purpose for desiring protection reveals itself: It is not to avoid harm in and of itself, but to avoid it while doing something about stopping it.

Advancement Options: A character follows the shielded Career Path by choosing the following advancement options: Concentration 6 ranks, Craft (armoursmithing) 6 ranks, Search 6 ranks; Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Initiative, Improved Shield Bash, Improved Bull Rush, Improved Overrun, Iron Will, Mobility, Lightning Reflexes, Power Attack, Toughness.

Benefit: The character concentrates a lot of his skill into his defensive postures and how they mesh with his attacks; when he fights defensively he suffers half the listed penalty to attack rolls.

Disadvantage: Committing to his own defence without sacrificing his accuracy takes its toll on the shielded's attacking power; he loses any Strength bonus to damage when fighting defensively.

The Tank

The melee version of artillery, the tank strides into the battlefield hefting the biggest weapon and wearing the thickest armour. His focus is on causing the most damage possible while resisting as many attacks as his foes can dish out. The tank is quite an impressive figure, and opponents prefer to stay out of his way rather than face his powerful swings while trying to pierce his armour. Tanks are not restricted to wearing heavy plate,



but they feel that such heavy protection compensates for their lack of shields in favour of two-handed weapons.

Adventuring: Tanks are the vanguard in any battle. They do not need to do anything to call attention to themselves, as enemies will generally target the heavily armoured fellow with the big sword (or axe, or mace). They favour close-combat weapons such as the greatsword, greataxe and heavy flail rather than polearms and other reach weapons as they like to fight up close and personal. They are quite self-sufficient in combat situations and care little for receiving any help from allies, who are better off complementing each other rather than fractionally aiding the tank.

Roleplaying: A fighter who takes the path of the tank relishes the chance to test his mettle against his enemies. He does not go for fancy footwork or complicated techniques; all there is to fighting is to swing his weapon as hard as he can and defeat his target with as few blows as possible. While appearing bloodthirsty on the surface, the tank is merely practical; he sees combat as two sides trying to kill each other and no philosophy or complex tactics will change that.

Advancement Options: A character follows the tank Career Path by choosing the following advancement options: Climb 6 ranks, Intimidate 6 ranks, Survival 6 ranks ; Cleave, Exotic Weapon Proficiency (any two-handed weapon) Endurance, Great Cleave, Greater Weapon Focus (any two-handed weapon), Greater Weapon Specialisation (any two-handed weapon), Improved Bull Rush, Improved Critical, Improved Sunder, Power Attack, Toughness, Weapon Focus (any two-handed weapon), Weapon Specialisation (any two-handed weapon).

Benefit: The tank has trained long and hard in wielding his big weapon and causes horrific damage whenever he wields it. When he wields a two-handed weapon with both hands, he adds double his Strength modifier to damage rolls.

Disadvantage: The tank is not comfortable with weapons lighter than the ones he is used to; they are flimsy and he tends to overextend his strikes. He suffers a number of penalties to attack and damage rolls when wielding certain weapons: he suffers -1 when wielding a one-handed weapon with two hands, -2 when wielding a one-handed weapon in one hand, and -3 when wielding a light weapon.

The Unarmed Fighter

There is a certain myth amongst the common populace regarding unarmed combat and that it is the sole

province of monks and barroom brawlers. The unarmed fighter proves them wrong. He learns to fight with his hands only, or at the most with weapons that would enhance his unarmed damage and still allow him to have them free. While not as potentially damaging as a monk, an unarmed fighter does have several tricks up his sleeve and suffers no disadvantages when he grabs weapons. In fact, many unarmed fighters have surprised an opponent by taking his weapon from his hands and using it to their advantage.

Adventuring: Unarmed fighters can fill most roles in a combat situation. His favourite tactic is to render an opponent helpless, either by taking his weapon, immobilising him or throwing him to the ground; his lack of any visible weapon can surprise unwary opponents. While his unconventional style emulates that of a monk, it has a lot of dirty tricks and expertise that monks lack as they focus on other aspects of training.

Roleplaying: Unarmed fighters are somewhat reluctant combatants, preferring to solve a situation through diplomacy until it proves untenable. They know they have the advantage of surprise, as even when stripped of his weapons he is still armed and trained in several techniques that give him an edge.

Advancement Options: A character follows the unarmed fighter Career Path by choosing the following advancement options: Balance 6 ranks, Jump 6 ranks, Tumble 6 ranks; Deflect Arrows, Greater Two-Weapon Fighting, Greater Weapon Focus (unarmed), Greater Weapon Specialisation (unarmed), Improved Critical, Improved Disarm, Improved Grapple, Improved Unarmed Strike*, Improved Trip, Improved Two-Weapon Fighting, Power Attack, Snatch Arrows, Stunning Fist, Weapon Focus (unarmed), Weapon Specialisation (unarmed).

* This feat is a mandatory prerequisite feat for taking this path.

Benefit: The unarmed fighter has made fighting with his body into an art, with harsh training straightening his hands and legs. His unarmed strikes deal 1d4 damage instead of 1d3 and it scores a threat on a roll of 19 or 20 (this stacks with the Improved Critical feat). When he can strike with an off-hand attack and possesses the Two-Weapon Fighting feat, he uses his full Strength modifier to the attack.

Disadvantage: Even though he is as proficient with weapons as any other fighter, the character is ill at ease with them. He suffers a -1 penalty to all melee attack rolls with a weapon.

Multiclassing

The fighter class is one of the most versatile in the game. They gain ample bonus feats along with a wide selection making this class one of the most customisable to the player's liking, as exemplified in the previous chapter. Nothing keeps fighters from gaining levels in another class, complementing their combat mastery with some magical prowess or by expanding their skills. This chapter presents the best way to conduct a combination of the fighter with the rest of the classes in *Core Rulebook I*, with advice on which feats and options are best when the character gains new abilities from achieving a new level in any of his classes.

This book assumes that the character's main class is the fighter; other classes complementing their own abilities with a couple of fighter levels will be covered in their respective Advanced Tactics series books. Humans, half-elves and dwarves have no problems in taking levels from another class at any point in their career, but other races

must keep their advancement balanced so as not to incur an experience penalty

The multiclass tables given below indicate a recommended advancement rate that is by no means mandatory, but they might work best for that class combination. Given the great number of options available to meet a player's concept of what his character is or does, these tables are merely guidelines and not a strict route map.

PRESTIGE CLASSES

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

Advancement and Base Bonus Progression

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0



single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the usual rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting fighters continue to gain spells per day and spells known accordingly and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling fighters to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X fighter level'. Every variant rule is selected instead of the fighter bonus feat that would have been gained by the fighter at that level. A fighter may take this variant after the given level, but only at a fighter level where he would normally gain a fighter bonus feat.
- ✦ In addition, the character must have at least one level in the alternate (non-fighter) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The bonus feat that was sacrificed to gain the variant rule is lost forever.

BERSERK (FIGHTER/ BARBARIAN)

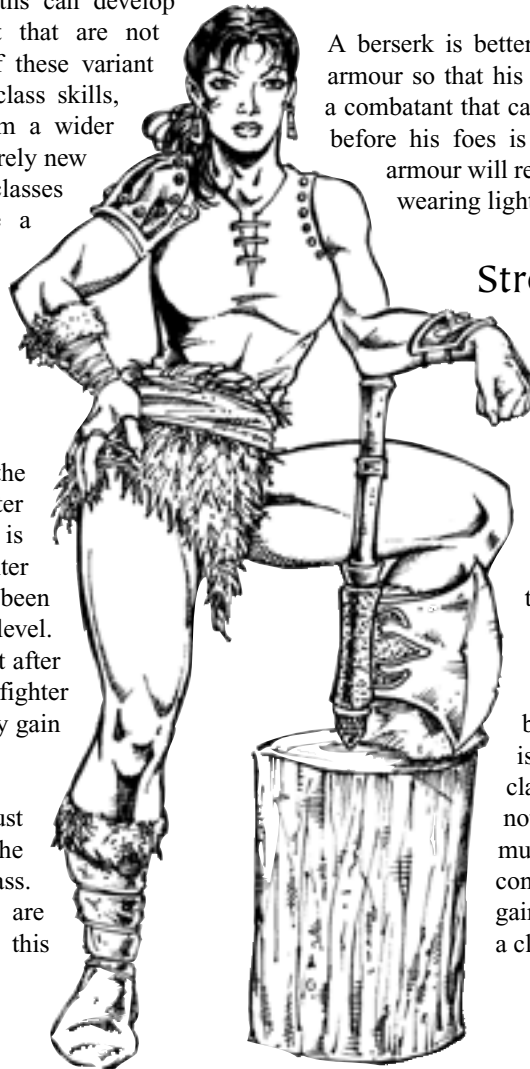
The fighter/barbarian, also called 'berserk', is one of the most dangerous combatants that can be let loose in the field of battle and not only because of the great power he can put behind his swings, but also because he just will not stay down. Berserks are a walking contradiction as far as their combat style goes; for one part, they have a very undisciplined style coming from their barbarian roots, but they seek to channel that fury into the precise and effective techniques of a professional fighter. Berserk characters are often the spear point of any formation and are expert charge and formation breakers, for they can withstand the initial assault or defences of their targets and start weakening them so that less durable warriors can charge in and take advantage of the opening he created.

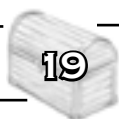
A berserk is better off while wearing up to medium armour so that his fast movement is not hindered, for a combatant that can get to a position in the battlefield before his foes is much more dangerous. Medium armour will reduce his speed to that of a character wearing light or no armour, so it is a gain.

Strengths

A berserk gains a number of benefits from adding barbarian levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Hit Dice:** The barbarian's d12 Hit Dice makes the character much more durable in combat, although the character only gains it on levels he assigns to the barbarian class.
- ✦ **Skills:** The barbarian gains a base 4 skill points per level, which is double than the fighter's, and their class skills are fairly similar so he will not have to divide his attention too much from the needs of a character concept he had in mind. The character gains the very valuable Survival skill as a class skill.





- ✦ **Rage:** Rage is the barbarian's signature ability, which coupled with a fighter's training can become truly devastating.
- ✦ **(Improved) Uncanny Dodge:** A fighter should hurry in gaining these abilities when adding barbarian levels; combined with the fast movement, they make the character an irresistible force in the battlefield as they allow him to manoeuvre into a more advantageous position without having to worry about covering his back.
- ✦ **Damage Reduction:** Only available at high character levels, when magic should already be providing protection to the character and opponents deal a lot of damage; however, it remains useful as it is free and constant.

- ✦ **Defence:** The barbarian class is not conducive to defensive options like Combat Expertise because he is meant to outlast enemies, not avoid them.

Recommended Options

As the character combines fighter and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The character should devote the feats he gains as a character to purposes not related to combat or to meet prerequisites for fighter bonus feats. The character's combat options are limited because of the fewer bonus feats he gains, so he should pick a feat tree and stick with it. Depending on how important to the character his barbarian origin is, character feats should go towards those that maximise the barbarian's abilities, such as Endurance and Diehard, or feats customised for barbarians available in other d20 products such as *The Quintessential Barbarian*. Feats that would reduce the rage ability's penalties, increase its bonuses or add to its frequency of use are highly desirable.
- ✦ Lightning Reflexes and Iron Will are good options for character feats, for neither fighter nor barbarian have a good progression scale in Reflex or Will saving throws, and there is nothing as frustrating as

Weaknesses

The berserk dilutes his combat training by taking up barbarian levels, adding the following weaknesses:

- ✦ **Feats:** The barbarian gains no bonus feats, which limits the character's options related to his particular fighting style, although that is much pretty decided by the addition of barbarian levels: hard and brutal.

The Berserk (Fighter/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Bbn1	+2	+4	+0	+0	Fast movement, rage 1/day
3 rd	Ftr2	+3	+5	+0	+0	Bonus feat, (character feat)
4 th	Ftr3	+4	+5	+1	+1	(ability increase)
5 th	Bbn2	+5	+6	+1	+1	Uncanny dodge
6 th	Bbn3	+6/+1	+6	+2	+2	Trap sense +1, (character feat)
7 th	Ftr4	+7/+2	+7	+2	+2	Bonus feat
8 th	Bbn4	+8/+3	+8	+2	+2	Rage 2/day, (ability increase)
9 th	Ftr5	+9/+4	+8	+2	+2	(character feat)
10 th	Bbn5	+10/+5	+8	+2	+2	Improved uncanny dodge
11 th	Ftr6	+11/+6/+1	+9	+3	+3	Bonus feat
12 th	Bbn6	+12/+7/+2	+10	+4	+4	Trap sense +2 (character feat, ability increase)
13 th	Bbn7	+13/+8/+3	+10	+4	+4	Damage reduction 1/-
14 th	Bbn8	+14/+9/+4	+11	+4	+4	Rage 3/day
15 th	Ftr7	+15/+10/+5	+11	+4	+4	(character feat)
16 th	Bbn9	+16/+11/+6/+1	+11	+5	+5	Trap sense +3, (ability increase)
17 th	Ftr8	+17/+12/+7/+2	+12	+5	+5	Bonus feat
18 th	Ftr9	+18/+13/+8/+3	+12	+6	+6	(character feat)
19 th	Ftr10	+19/+14/+9/+4	+13	+6	+6	Bonus feat
20 th	Bbn10	+20/+15/+10/+5	+14	+6	+6	Damage reduction 2/-, (ability increase)



the party's tank running away because he panicked or be incapacitated because he became trapped. Also, nothing is as dangerous as a berserk *dominated* into turning against the party...

- ✦ The character can assume a defensive posture while fighting defensively in the middle of a rage; the rage's Armour Class penalty is negated and the Strength bonus reduces the option's penalty to attack rolls by 2, while still granting the bonus to Will save and 2 temporary hit points per level.
- ✦ Power Attack makes a barbarian rage much more devastating. By taking up to a -2 penalty on the attack roll, he adds +4 to the damage (+2 from the Power Attack and +2 for the Strength increase) while his chances to attack are about the same as if he were not raging, for the Strength bonus offsets the attack penalty.
- ✦ Dodge, Mobility and Spring Attack complement the barbarian's manoeuvrability.
- ✦ A raging berserk can truly carve a path amongst a group of weak enemies by combining his fast movement with both the Spring Attack, Cleave and Great Cleave feats.
- ✦ Rage is much more effective in combat with two-handed weapons; the character will gain a +3 bonus to damage while in a barbarian rage because a two-handed weapon provides one and a half bonus to damage rolls from the character's Strength modifier.

Variant Rules

- ✦ **Terrifying Expertise:** Upon gaining 4th fighter level, the character may elect to take Terrifying Expertise. The skill and fury of the character is incredibly intimidating to witness. When demoralising an opponent (see the Intimidate skill rules in *Core Rulebook I*), the character may add a +4 competence bonus to his Intimidate check.
- ✦ **Run Them Down:** Upon gaining 8th fighter level, the character may elect to take Run Them Down. The fighter has learned to use the brute strength of his barbarian rage to his own tactical advantage, running down his enemies. Whilst raging, the character benefits from both the Improved Bull Rush and Improved Overrun feats, whether or not he has these feats or their prerequisites.
- ✦ **Focussed Rage:** Upon gaining 10th fighter level, the character may elect to take Focussed Rage. The discipline of the fighter has rubbed off on the barbaric

side of his nature. He may now use Combat Expertise when raging (as long as he has this feat).

Special: The character must be at least a 4th level barbarian before selecting this variant.

WAR SINGER (FIGHTER/BARD)

Troop morale is an important part of warfare, as a soldier's ability to fight degrades when things go wrong, and his arm grows stronger when he feels he has something worth fighting for. The war singer specialises in combat support; he is not strong enough to be a main combatant but his skills and special abilities put him square centre in the role of helping his fellows fight better, whether it is by ganging up on a target or boosting their morale through song and recitation. Prior to a battle, the war singer's training in all manners of lore serve perfectly for planning strategies. The fighter/bard combination in a war singer's training makes him an apt leader, with the charisma to gather people around him and the skill to back his authority.

The same boost that the war singer can give others he can enjoy himself, which greatly increase his fighting abilities when he is performing, an ability that gives the combination its name. As bardic spellcasting is not affected by light armour, war singers favour light fighting styles that benefit from mobility and grace. On the matter of magic, war singers have very limited spellcasting ability, but they may use it effectively to gather intelligence on enemies or providing more support options for himself and his allies.

Strengths

A war singer gains a number of benefits from adding bard levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Skills:** The bard gains a base 6 skill points per level, which is three times better than the fighter's. The bard's class skill list is very varied, allowing the character to stock up on Tumble to help in fighting defensively, Bluff for feinting and all Knowledge skills to get a good measure of the opposition.
- ✦ **Saves:** The bard benefits from good Reflex and Will saves, complementing the fighter's good Fortitude save.
- ✦ **Exotic Weapon Proficiency:** The war singer is proficient with the whip without needing to spend a feat to learn its use.

The War Singer (Fighter/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Brd1	+1	+2	+2	+2	Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1
3 rd	Ftr2	+2	+3	+0	+0	Bonus feat, (character feat)
4 th	Ftr3	+3	+3	+3	+3	(ability increase)
5 th	Brd2	+4	+3	+4	+4	
6 th	Brd3	+5	+4	+4	+4	Inspire competence; (character feat)
7 th	Ftr4	+6/+1	+5	+4	+4	Bonus feat
8 th	Ftr5	+7/+2	+5	+4	+4	(ability increase)
9 th	Brd4	+8/+3	+5	+5	+5	(character feat)
10 th	Brd5	+8/+3	+5	+5	+5	Change spell list
11 th	Ftr6	+9/+4	+6	+6	+6	Bonus feat
12 th	Ftr7	+10/+5	+6	+6	+6	(ability increase, character feat)
13 th	Brd6	+11/+6/+1	+7	+7	+7	Suggestion
14 th	Ftr8	+12/+7/+2	+8	+7	+7	Bonus feat
15 th	Ftr9	+13/+8/+3	+8	+8	+8	(character feat)
16 th	Brd7	+14/+9/+4	+8	+8	+8	(ability increase)
17 th	Brd8	+15/+10/+5	+8	+9	+9	Inspire courage +2; change spell list
18 th	Ftr10	+16/+11/+6/+1	+9	+9	+9	Bonus feat, (character feat)
19 th	Brd9	+16/+11/+6/+1	+10	+9	+9	Inspire greatness
20 th	Brd10	+17/+12/+7/+2	+10	+10	+10	(ability increase)

- ✦ **Bardic Music:** Inspire courage and inspire greatness are the most useful applications of bardic music that a war singer can employ, although countersong may prove useful when facing enemies with music abilities that might disable regular fighters.
- ✦ **Bardic Knowledge:** The most useful application that this bardic ability gives to the war singer is to gathering intelligence on a possible enemy, such as the best tactics to gain the upper hand.
- ✦ **Spellcasting:** Spontaneous spellcasting is a big bonus for combatants who must improvise in the field. While the bard's spell list is not as useful in combat situations as that of other spellcasting classes, the ones present can be extremely useful for a fighter, particularly the healing spells.
- ✦ **Base Attack:** The bard's base attack bonus increases with a moderate rhythm, thus lowering the character's chances to hit a target.
- ✦ **Saves:** Because the war singer diverts his attention between two classes with no matching good saves, even a 20th level character will have mediocre save bonuses.
- ✦ **Abilities:** Because of the bard's dependence on his Charisma for his spellcasting and some bardic music abilities, the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Charisma.
- ✦ **Feats:** The bard gains no bonus feats, which limits the character's options related to his particular fighting style, which in the bard's case should rely more on agility and finesse.

Weaknesses

The war singer dilutes his combat ability severely by taking up bard levels, adding the following weaknesses:

- ✦ **Hit Die:** The bard's d6 is a paltry comparison to the fighter's d10, which forces the character to assume the role of support combatant rather than front line fighter.

Recommended Options

As the character combines fighter and bard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ During character creation or while deciding to add bard levels, the character should consider having a



Charisma score of at least 14 in order to be able to cast mid-level spells from the bard list.

✦ When assigning the bard's skill points, Perform is always a priority, but the war singer must choose a perform skill that does not require an instrument, for he will be using a weapon with his hands. After buying the 12th rank, he does not need to devote more skill points to his Perform skill, as the rest of his levels are devoted to the fighter class.

✦ The war singer's fighting style should concentrate on Dexterity rather than Strength, which makes ranged combat a very viable option as a feat tree for the fighter's bonus feats, although defensive feats such as Combat Expertise should also be an option.

✦ The Still Spell feat is a must for a war singer who wishes to cast his spells while still having his weapon in his hands. It also enables him to cast spells that have somatic components without any risk of arcane spell failure, so that he can use the medium or heavy armour he would ordinarily have worn as a conventional fighter without any spellcasting inconvenience. Stilled spells only take up one spell slot higher than ordinary ones, allowing the war singer to use this feat from his 2nd bard level. Remember that as a bard, metamagic spells take longer to cast, however (see Chapter 5, Feats in *Core Rulebook I*).

✦ The Combat Casting feat and many ranks in the Concentration skill are a must for a character who expects to do any spellcasting in the midst of a combat situation.

✦ The bard is already proficient with the whip, saving the character one feat in case he wishes to go down that road. A war singer can benefit greatly from the Improved Trip feat while wielding a whip and, unlike regular bards, he can choose Greater Weapon Focus, Greater Weapon Specialisation (if he favours fighter levels over bard's) and Weapon Specialisation for it.

✦ The bard can cast *cat's grace* and benefit from bonuses to initiative, Armour Class and Reflex saves

War Singer Spells

Level	Caster Level	Spells per day						Spells Known			
		0	1 st	2 nd	3 rd	4 th	0	1 st	2 nd	3 rd	4 th
1 st	0	–	–	–	–	–	–	–	–	–	–
2 nd	1 st	2	–	–	–	–	4	–	–	–	–
3 rd	1 st	2	–	–	–	–	4	–	–	–	–
4 th	1 st	2	–	–	–	–	4	–	–	–	–
5 th	2 nd	3	0	–	–	–	5	2 ¹	–	–	–
6 th	3 rd	3	1	–	–	–	6	3	–	–	–
7 th	3 rd	3	1	–	–	–	6	3	–	–	–
8 th	3 rd	3	1	–	–	–	6	3	–	–	–
9 th	4 th	3	2	0	–	–	6	3	2 ¹	–	–
10 th	5 th	3	3	1	–	–	6	4	3	–	–
11 th	5 th	3	3	1	–	–	6	4	3	–	–
12 th	5 th	3	3	1	–	–	6	4	3	–	–
13 th	6 th	3	3	2	–	–	6	4	3	–	–
14 th	6 th	3	3	2	–	–	6	4	3	–	–
15 th	6 th	3	3	2	–	–	6	4	3	–	–
16 th	7 th	3	3	2	0	–	6	4	4	2 ¹	–
17 th	8 th	3	3	3	1	–	6	4	4	3	–
18 th	8 th	3	3	3	1	–	6	4	4	3	–
19 th	9 th	3	3	3	2	–	6	4	4	3	–
20 th	10 th	3	3	3	2	0	6	4	4	4	2 ¹

¹ Provided the war singer has a high enough Charisma score to have a bonus spell of this level.

– and even an improved attack bonus if he possesses the Weapon Finesse feat.

✦ With an above-average Charisma and access to the Bluff skill, the war singer should think about getting the Improved Feint feat.

✦ Recommended Spell List (for a 10th level bard): 0-level- *daze, flare, message, read magic, resistance, know direction, light*; 1st level-, *cure light wounds, expeditious retreat, identify, remove fear, sleep*; 2nd level- *cat's grace, cure moderate wounds, heroism, invisibility, rage*; 3rd level- *blink, cure serious wounds, dispel magic, haste, phantom steed*; 4th level- *cure critical wounds, dimension door, freedom of movement, greater invisibility*.

Variant Rules

✦ **Harmonic Blade:** Upon gaining 4th fighter level, the character may elect to take Harmonic Blade. By expending a daily use of his bardic music ability, the bard can enchant his slashing melee weapon by softly whistling (a standard action), causing it to vibrate subtly. This weapon is considered to be *keen* for a number of rounds equal to the character's Constitution modifier. This *keen* effect does not stack with any other effects or spells that increase the threat

range of a weapon, nor does it make the blade magical for the purposes of defeating damage reduction.

- ✦ **Fights As Well As He Sings:** Upon gaining 8th fighter level, the character may elect to take Fights As Well As He Sings. The character's ability to inspire others can be achieved even without singing, as long as his allies can see him fighting in the front line. Whilst the character is in melee combat, he may expend a daily use of his bardic music ability to *inspire courage*. This is a free action which is identical to the *inspire courage* ability, except that only those who can see the bard gain the benefits and it must be combined with an attack action. The bard is free to use any other actions, even use another bardic ability (but not *inspire courage*) in the normal fashion.
- ✦ **Blaze of Glory:** Upon gaining 10th fighter level, the character may elect to take Blaze of Glory. Drawing upon the power that is his own shining legend, the character can surpass his own potential for brief periods. Once per day, as a standard action, the character may adopt a base attack bonus equal to a fighter of his character level. This lasts for a number of rounds equal to his Charisma modifier; the character is fatigued for an equal number of rounds after using this ability.
Special: The character must be at least a 4th level bard before selecting this variant.

TEMPLE KNIGHT (FIGHTER/CLERIC)

Deities have their pick when it comes to champions; they can even create their own if mortals do not satisfy their needs. The temple knight is not a step between the cleric and the paladin; he is not a holy warrior but a professional soldier favoured by his church. They do not have the divine might of a devoted cleric or the righteous powers of the paladin, but instead he compensates with superb training and focus. A temple knight can run circles around a paladin and a cleric even if he cannot strike down evil with a single blow or ask the heavens to rain down fire on his enemies.

Temple knights are leaders and guides, aiding their companions and themselves by providing divine assistance, offering an additional sword where combat prowess is required, or a healing hand where it becomes necessary to keep others on their feet... or keep them from dying. Temple knights are particularly potent against undead, for those who do not succumb to their divine commands will soon fall beneath their weapons. Most temple knights worship deities of war and conflict, although many also feel that other causes need the championship of a professional warrior; not afraid to stain his hands or bend a couple of rules.

The Temple Knight (Fighter/Cleric)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Clr1	+1	+4	+0	+2	Turn or rebuke undead, domain powers
3 rd	Ftr2	+2	+5	+0	+2	Bonus feat, (character feat)
4 th	Clr2	+3	+6	+0	+3	(ability increase)
5 th	Ftr3	+4	+6	+1	+4	
6 th	Clr3	+5	+6	+2	+4	(character feat)
7 th	Ftr4	+6/+1	+7	+2	+4	Bonus feat
8 th	Clr4	+7/+2	+8	+2	+5	(ability increase)
9 th	Ftr5	+8/+3	+8	+2	+5	(character feat)
10 th	Clr5	+8/+3	+8	+2	+5	
11 th	Ftr6	+9/+4	+9	+3	+6	Bonus feat
12 th	Clr6	+10/+5	+10	+4	+7	(ability increase, character feat)
13 th	Ftr7	+11/+6/+1	+10	+4	+7	
14 th	Clr7	+12/+7/+2	+10	+4	+7	
15 th	Ftr8	+13/+8/+3	+11	+4	+7	Bonus feat, (character feat)
16 th	Clr8	+14/+9/+4	+12	+4	+8	(ability increase)
17 th	Ftr9	+15/+10/+5	+12	+5	+9	
18 th	Clr9	+15/+10/+5	+12	+6	+9	(character feat)
19 th	Ftr10	+16/+11/+6/+1	+13	+6	+9	Bonus feat
20 th	Clr10	+17/+12/+7/+2	+14	+6	+10	(ability increase)



Strengths

A temple knight gains a number of benefits from adding cleric levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Skills:** Depending on the domains that the character chooses, he adds one or more skills to his list of class skills for his cleric levels.
- ✦ **Saves:** In addition to boosting his base Fortitude save bonus, the character gains a good Will save as well.
- ✦ **Exotic Weapon Proficiency:** Depending on the character's deity, he may gain proficiency in the deity's favoured weapon; this is an advantage only if the weapon in question is exotic.
- ✦ **Turn/Rebuke Undead:** The character gains some influence over undead; whether he can turn or rebuke them depends on his choice of handling positive or negative energy.
- ✦ **Domain Power:** The character gains the powers of the domains he chooses as part of his deity's favour.
- ✦ **Divine Spellcasting:** Casting healing or harming magic spontaneously helps the character to fulfil his appointed task of either watching over his allies or bringing death to his enemies. Divine magic suffers no penalties from armour, so the character can wear the heaviest suit he can afford without it affecting his magic ability.

Weaknesses

The temple knight dilutes his combat ability severely by taking up cleric levels, adding the following weaknesses:

- ✦ **Hit Die:** The cleric's d8 Hit Die is close to the fighter's original d10; his lasting power diminishes somewhat, but he can still perform adequately in combat, especially in the light of boosting spells and Constitution bonuses.
- ✦ **Base Attack:** The bard's base attack bonus increases with a moderate rhythm, thus lowering the character's chances to hit a target.
- ✦ **Abilities:** Because of the cleric's dependence on his Wisdom for his spellcasting and Charisma for turning undead, the character must allocate his ability increases between his primary

combat ability (Strength, Dexterity or Constitution) and Wisdom or Charisma.

- ✦ **Feats:** The cleric gains no bonus feats, which limits the character's options related to his particular fighting style, which in the cleric's case should concentrate on defence and protection or methods for dispatching enemies quickly.

Recommended Options

As the character combines fighter and cleric levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ To better fulfil a fighter's role in combat, the most useful domains are Death, for its death attack power and death spells; Destruction for its smite power and damaging spells; Protection to guard the character from attacks as he performs his own; Strength for the feat of strength power and augmentation spells; and the War domain for the free Weapon Focus feat, potential Weapon Specialisation feat and its combat-oriented magic.

Temple Knight Spells

Level	Caster Level	Spells per Day ¹					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	—	—	—	—	—	—	—
2 nd	1 st	4	2+1	—	—	—	—
3 rd	1 st	4	2+1	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—
5 th	2 nd	4	2+1	—	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—
7 th	3 rd	4	2+1	1+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th	4 th	5	3+1	2+1	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—
13 th	6 th	5	3+1	3+1	2+1	—	—
14 th	7 th	5	3+1	3+1	2+1	—	—
15 th	7 th	5	3+1	3+1	2+1	—	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1

¹ In addition to the stated number of spells per day for 1st- through 5th-level spells, a temple knight gets a domain spell for each spell level, starting at 1st. The '+1' in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

- ✦ Feat choices for the character can focus on any style of combat that he chooses. Combat Casting and Concentration ranks are a must, as the temple knight will most definitely be in the midst of battle when he needs to cast a spell; Still Spell is just as useful to keep wielding weapons and shields while casting spells with somatic components. The Extend Spell feat is also useful for increasing the time that enhancing spells will last.
- ✦ Heavy armour is a good option for the temple knight, as are tower shields if his deity's favoured weapon is one-handed and attack bonus spells are available to offset its penalty to attack.
- ✦ With an above-average Wisdom, the temple knight should invest in Sense Motive and Spot.
- ✦ Recommended Prepared Spells (for a 10th level cleric): 0-level- *detect magic, guidance, light, read magic, resistance, virtue*; 1st level- *bles, deathwatch, divine favour, magic weapon, shield of faith*; 2nd level- *aid, align weapon, bull's strength, shield other, spiritual weapon*; 3rd level- *magic vestment, prayer, protection from energy, searing light*; 4th level- *death ward, divine power, greater magic weapon, spell immunity*; 5th level- *flame strike, righteous might, slay living*.

Variant Rules

- ✦ **Say Your Prayers:** Upon gaining 4th fighter level, the character may elect to take Say Your Prayers. The character gains Heal, Knowledge (religion) and Knowledge (the planes) as fighter class skills. When demoralising an opponent (see the Intimidate skill rules in *Core Rulebook I*), the character may add a +2 sacred bonus to his Intimidate check.
- ✦ **Arm Of God:** Upon gaining 8th fighter level, the character may elect to take Arm Of God. The character has taken his martial and spiritual vows seriously, and his weapon is as powerful as any champion's. He gains Weapon Focus and Weapon Specialisation in his deity's favoured martial weapon. However, he suffers a -2 penalty to attack and damage rolls with any other weapon.
Special: A cleric of the War domain who takes Arm Of God gains Weapon Specialisation and Greater Weapon Focus in his deity's favoured martial weapon (even if he does not meet the prerequisites). He still suffers a -2 penalty to attack and damage rolls with any other weapon.
- ✦ **My God Fights Beside You:** Upon gaining 10th fighter level, the character may elect to take My God Fights Beside You. The fighter may call the blessings of his god upon an ally, bolstering his fighting ability



considerably. By expending a daily use of his turn/rebuke undead ability, the character can invoke this ability as a standard action on a single ally. The ally must be of similar alignment to the character (if the cleric is lawful evil, the recipient can be lawful or evil, but not good, neutral or chaotic). The effect is equivalent to the *inspire courage* bardic ability, as if cast by a bard of the caster's cleric level, except the character need not continue talking to the ally. The effect lasts for 3 + the character's Wisdom modifier in rounds.

Special: The character must be at least a 4th level cleric before selecting this variant.

TOTEM WARRIOR (FIGHTER/DRUID)

Defending the wild places sometimes calls for desperate measures and, while very few mercenaries or professional soldiers will care much for the call of the wilderness, there are as many warriors who devote their skill to the protection of nature as there are those who surrender their service to any other deity. The fighter/druid combination is an uncommon one, with the fighter usually attracted by the call of nature spirits that prompt him to join his soul

The Totem Warrior (Fighter/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Drd1	+1	+4	+0	+2	Animal companion, nature sense, wild empathy
3 rd	Drd2	+2	+5	+0	+3	Woodland stride, (character feat)
4 th	Ftr2	+3	+6	+0	+3	Bonus feat, (ability increase)
5 th	Drd3	+4	+6	+1	+3	Trackless step
6 th	Ftr3	+5	+6	+2	+4	(character feat)
7 th	Ftr4	+6/+1	+7	+2	+4	Bonus feat
8 th	Drd4	+7/+2	+8	+2	+5	Resist nature's lure, (ability increase)
9 th	Ftr5	+8/+3	+8	+2	+5	(character feat)
10 th	Drd5	+8/+3	+8	+2	+5	Wild shape (1/day)
11 th	Ftr6	+9/+4	+9	+3	+6	Bonus feat
12 th	Drd6	+10/+5	+10	+4	+7	Wild shape (2/day), (ability increase, character feat)
13 th	Ftr7	+11/+6/+1	+10	+4	+7	
14 th	Drd7	+12/+7/+2	+10	+4	+7	Wild shape (3/day)
15 th	Ftr8	+13/+8/+3	+11	+4	+7	Bonus feat, (character feat)
16 th	Drd8	+14/+9/+4	+12	+4	+8	Wild shape (Large), (ability increase)
17 th	Drd9	+14/+9/+4	+12	+5	+8	Venom immunity
18 th	Ftr9	+15/+10/+5	+12	+6	+9	(character feat)
19 th	Drd10	+16/+11/+6/+1	+13	+6	+10	Wild shape (4/day)
20 th	Ftr10	+17/+12/+7/+2	+14	+6	+10	Bonus feat, (ability increase)

with that of the natural world, gaining in return powers that reflect his new-found attunement to the land and its creatures.

Totem warriors usually come from uncivilised areas, and their combat techniques reflect certain attunement with the tactics of animals; Power Attack will reflect a bear's strength while Improved Initiative will resemble the quick movements of a snake. Eventually, the character learns to actually become the animals whose movements he mimics.

Strengths

A totem warrior gains a number of benefits from adding druid levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Skills:** The druid gains a base 4 skill points per level, which is double that of the fighter's. The druid has a slightly wider selection of class skills, but not so much that it diverts from the character's focus.
- ✦ **Saves:** In addition to boosting his base Fortitude save bonus, the character gains a good Will save as well.

- ✦ **Natural Attacks Proficiency:** The character becomes proficient with the natural attacks of the animal forms he can adopt.

- ✦ **Wild Shape:** The ability to transform into animals is as useful as the character wants to make it; mostly used to scout or track down a target, some forms may be useful in certain combat conditions..

- ✦ **Animal Allies:** With both the animal companion feature and the ability to cast *summon nature's ally* spells spontaneously, the totem warrior never lacks for an ally to flank his enemies, whittle down a target's hit points quicker or simply provide him with aid another bonuses.

- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, so the character can wear the heaviest suit he can afford without it affecting his magic ability.

Weaknesses

The totem warrior dilutes his combat ability severely by taking up druid levels, adding the following weaknesses:

- ✦ **Hit Die:** The druid's d8 Hit Die is close to the fighter's original d10; his lasting power diminishes somewhat, but he can still perform adequately in combat, especially in the light of boosting spells and Constitution bonuses.
- ✦ **Base Attack:** The bard's base attack bonus increases with a moderate rhythm, thus lowering the character's chances to hit a target.
- ✦ **Abilities:** Because of the druid's dependence on his Wisdom for his spellcasting, the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Wisdom.
- ✦ **Feats:** The druid gains no bonus feats, which limits the character's options related to his particular fighting style.
- ✦ **Armour Restrictions:** The druid class prevents the character from wearing any sort of metal armour, which limits his options severely, although any wooden armour treated with *ironwood* magic will do just fine.

Recommended Options

As the character combines fighter and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The druid has all the 2nd-level physical enhancement spells (*bear's endurance*, *bull's strength* and *cat's grace*), so he can tailor his feat selection to a particular fighting style.
- ✦ Combat Casting and Concentration ranks are a must, as the totem warrior will most definitely be in the midst of battle when he needs to cast a spell; Still Spell is just as useful to keep wielding weapons and shields while casting spells with somatic components. The Extend Spell feat is also useful for increasing the time that enhancement spells will last.
- ✦ The player could ask the Games Master for permission to acquire monster feats that would affect his animal forms' performance, such as Fly-by Attack for winged animals or Multiattack for creatures with 3 or more natural attacks. Such feats would only be in effect when the character is in a *wild shape*.
- ✦ The *magic fang* spell affect's the character's own natural attacks while in *wild shape*; combined with feats such as Power Attack, they can be made even stronger.

Totem Warrior Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	–	–	–	–	–	–
2 nd	1 st	3	1	–	–	–	–
3 rd	2 nd	4	2	–	–	–	–
4 th	2 nd	4	2	–	–	–	–
5 th	3 rd	4	2	1	–	–	–
6 th	3 rd	4	2	1	–	–	–
7 th	3 rd	4	2	1	–	–	–
8 th	4 th	5	3	2	–	–	–
9 th	4 th	5	3	2	–	–	–
10 th	5 th	5	3	2	1	–	–
11 th	5 th	5	3	2	1	–	–
12 th	6 th	5	3	3	2	–	–
13 th	6 th	5	3	3	2	–	–
14 th	7 th	6	4	3	2	1	–
15 th	7 th	6	4	3	2	1	–
16 th	8 th	6	4	3	3	2	–
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

- ✦ If the character expects to do a lot of combat in a *wild shape* he should devote a few feats towards enhancing his natural weapon attacks.
- ✦ Endurance and Track complement the characters' ability to survive in the wilderness, and to withstand certain extreme environments.
- ✦ With an above-average Wisdom, the totem warrior should invest in Sense Motive, Spot, Listen and/or Survival.
- ✦ Recommended Prepared Spells (for a 10th level druid): 0-level- *cure minor wounds*, *guidance*, *know direction*, *light*, *read magic*, *resistance*, *virtue*; 1st level- *cure light wounds*, *endure elements*, *longstrider*, *magic fang*, *shillelagh*; 2nd level- *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *flame blade*, *resist energy*; 3rd level- *call lightning*, *cure moderate wounds*, *greater magic fang*, *poison*, *protection from energy*, *wind wall*; 4th level- *cure serious wounds*, *flame strike*, *freedom of movement*, *ice storm*; 5th level- *baleful polymorph*, *call lightning storm*, *cure critical wounds*, *stoneskin*.

Variant Rules

- ✦ **In Accordance With Nature's Law:** Upon gaining 4th fighter level, the character may elect to take In



Accordance With Nature's Law. Through long contemplation and continual practice, the character has reached a balance between his martial training and his spiritual oaths. Select one martial weapon with which the character has Weapon Focus. That weapon is considered a druidic weapon, regardless of its construction.

- ✦ **Command Nature's Armies:** Upon gaining 8th fighter level, the character may elect to take Command Nature's Armies. The character has become an accomplished strategist with his summoned allies. When casting *summon nature's ally*, all summoned creatures have a +1 competence bonus to attack and damage rolls. The caster may use this ability a number of times per day equal to the character's Wisdom modifier.
- ✦ **Mimic Companion:** Upon gaining 10th fighter level, the character may elect to take Mimic Companion. The character's martial mind adapts his movements and body over time to replicate his animal companion's physical prowess. The character gains a +1 inherent bonus to one of his physical ability scores (Str, Dex or Con). The ability increased is the one the animal companion possesses the highest score in.
Special: The character must be at least a 4th level druid before selecting this variant.

MARTIAL ARTIST (FIGHTER/MONK)

The martial arts world is thought to be closed to monks, but many ascetic warriors can spring a surprise or two when they whip out a weapon and prove themselves extremely capable with it. These are the martial artists, who master armed as well as unarmed combat. The path of the true martial artist is fraught with peril, and those who undertake it must exercise infinite patience as they discover the ways of *ki* through mundane practice. Many martial artists come upon their supreme fighting style through exercise and self-training, rather than depending on a master or a monastery. It is their extraordinary skill with weapons that prompts them to seek the meaning behind their skill, to find harmony through the dance of battle.

When a character unlocks the true potential of his martial art, he becomes a terror in battle – armed with a canny understanding of combat, he adapts his previous training to fit his new path. The monk's multiclassing restriction poses the challenge of patience on any fighter who eventually wants to join so that he must plan his advancement with care and a good eye towards the future.

Strengths

A martial artist gains a number of benefits when he abandons the fighter class for the way of the monk, with the following being the most important:

- ✦ **Skills:** The monk gains a base 4 skill points per level, which is double that of the fighter's. The monk has a slightly wider selection of class skills, but not so much as to divert from the character's focus.
- ✦ **Saves:** The monk has all saves set for the best progression, not only does this boost the character's Fortitude save, but gives him good defence in the areas of Reflex and Will as well.
- ✦ **Unarmed Combat:** If the player is careful, once the character starts taking monk levels he becomes infinitely better than any equivalent level fighter. The character stops depending on weapons as his hands can deal just as much damage. In addition, he has the chance to choose three bonus feats that come also from the fighter feats relating to unarmed combat, freeing the character from taking them at low levels. The flurry of blows ability is particularly useful when the character has strengthened his unarmed combat abilities.
- ✦ **Exotic Weapon Proficiency:** Once he takes monk levels, the character becomes proficient with a number of exotic weapons as described in the monk class.
- ✦ **Evasion:** Extremely useful when facing spellcasters and creatures with spell-like abilities, which is more common once the fighter reaches the point that he starts taking monk levels.
- ✦ **Self-Healing:** With wholeness of body, the character can take greater risks; while it will never be as powerful as the ability of a pure monk's, the character can at least keep himself from dying.
- ✦ **Fast Movement:** In the case of the martial artist, moving quickly from one point of the battlefield to the next can prove to be a magnificent advantage.

Weaknesses

The martial artist changes his combat ability to a certain style by taking up monk levels, adding the following weaknesses:

- ✦ **Hit Die:** The monk's d8 Hit Die is close to the fighter's original d10; his lasting power diminishes somewhat, but he can still perform adequately in combat as he already has a healthy store of hit points because of his previous fighter levels.

The Martial Artist (Fighter/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Ftr2	+2	+3	+0	+0	Bonus feat
3 rd	Ftr3	+3	+3	+1	+1	(character feat)
4 th	Ftr4	+4	+4	+1	+1	Bonus feat, (ability increase)
5 th	Ftr5	+5	+4	+1	+1	
6 th	Ftr6	+6/+1	+5	+2	+2	Bonus feat, (character feat)
7 th	Mnk1	+6/+1	+7	+4	+4	Bonus feat, flurry of blows, unarmed strike
8 th	Mnk2	+7/+2	+8	+5	+5	Bonus feat, evasion, (ability increase)
9 th	Mnk3	+8/+3	+8	+5	+5	Still mind, (character feat)
10 th	Mnk4	+9/+4	+9	+6	+6	Ki strike (magic), slow fall 20 ft.
11 th	Mnk5	+9/+4	+9	+6	+6	Purity of body
12 th	Mnk6	+10/+5	+10	+7	+7	Bonus feat, slow fall 30 ft., (ability increase, character feat)
13 th	Mnk7	+11/+6/+1	+10	+7	+7	Wholeness of body
14 th	Mnk8	+12/+7/+2	+11	+8	+8	Slow fall 40 ft.
15 th	Ftr7	+13/+8/+3	+11	+8	+8	(character feat)
16 th	Ftr8	+14/+9/+4	+12	+8	+8	Bonus feat, (ability increase)
17 th	Ftr9	+15/+10/+5	+12	+9	+9	
18 th	Ftr10	+16/+11/+6/+1	+13	+9	+9	Bonus feat, (character feat)
19 th	Ftr11	+17/+12/+7/+2	+13	+9	+9	
20 th	Ftr12	+18/+13/+8/+3	+14	+10	+10	Bonus feat, (ability increase)

- ✦ **Class Restriction:** If a monk character takes a level in another class, he can never again advance as a monk, which means that he must plan his advancement as fighter carefully, deciding when he should start taking monk levels, and when he should stop.
- ✦ **Base Attack:** The monk's base attack bonus increases with a moderate rhythm, thus lowering the character's chances to hit a target.
- ✦ **Abilities:** A monk should have a good Wisdom score to make the best use of his class so the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Wisdom.
- ✦ **Feats:** The monk gains no bonus feats after 6th level, which limits the character's options related to his particular fighting style.
- ✦ **Armour Restrictions:** The monk cannot use armour and continues to enjoy his special features, which poses a problem for the combat-oriented fighter.

Recommended Options

As the character combines fighter and monk levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ While taking fighter levels, the character can use armour but should not depend on it, because he will abandon it once he takes his first monk level. In the meantime, the character can start taking defensive options such as Dodge, Mobility and Combat Expertise. In the same vein, magic items that increase the character's Armour Class are highly desirable.
- ✦ The character's fighting style should lean toward Dexterity. Not only will this benefit his Armour Class and initiative bonus, but with the Weapon Finesse feat his unarmed attacks will also benefit from it.
- ✦ The fighter's bonus feats, previous to his first monk level, should not focus on particular weapons that the character will stop using once he gains the monk's unarmed damage. Feats like Improved Initiative, Power Attack, Cleave and Great Cleave are all more favourable choices. Improved Sunder is quite impressive when performed bare-handed. The character can take some of the monk's optional bonus feats as part of the fighter's bonus feats (Combat



The Martial Artist (Fighter/Monk) continued

Level	Class	Flurry of Blows Attack Bonus ¹	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Ftr1	-	1d3 ²	-	-
2 nd	Ftr2	-	1d3 ²	-	-
3 rd	Ftr3	-	1d3 ²	-	-
4 th	Ftr4	-	1d3 ²	-	-
5 th	Ftr5	-	1d3 ²	-	-
6 th	Ftr6	-	1d3 ²	-	-
7 th	Mnk1	+4/+4/-1	1d6	+0	+0 ft.
8 th	Mnk2	+5/+5/+0	1d6	+0	+0 ft.
9 th	Mnk3	+6/+6/+1	1d6	+0	+10 ft.
10 th	Mnk4	+7/+7/+2	1d8	+0	+10 ft.
11 th	Mnk5	+8/+8/+3	1d8	+1	+10 ft.
12 th	Mnk6	+9/+9/+4	1d8	+1	+20 ft.
13 th	Mnk7	+10/+10/+5/+0	1d8	+1	+20 ft.
14 th	Mnk8	+11/+11/+6/+1	1d10	+1	+20 ft.
15 th	Ftr7	+12/+12/+7/+2	1d10	+1	+20 ft.
16 th	Ftr8	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	Ftr9	+14/+14/+9/+4	1d10	+1	+20 ft.
18 th	Ftr10	+15/+15/+10/+5/+0	1d10	+1	+20 ft.
19 th	Ftr11	+16/+16/+11/+6/+1	1d10	+1	+20 ft.
20 th	Ftr12	+17/+17/+12/+7/+2	1d10	+1	+20 ft.

¹ The Weapon Focus and Weapon Specialisation bonuses are not applied to this information.

² Nonlethal damage only, provokes attacks of opportunity.

Reflexes and either Improved Disarm or Improved Trip) so that he can choose the other when he gains them as a monk.

- ✦ Two-Weapon Fighting only makes sense when using monk weapons; the character can gain an extra attack in addition to the flurry of blows' extra attack.
- ✦ The fighter's 6th level is the best to leave the fighter class in favour of the monk, as the character gets a normal feat like all characters and a fighter bonus feat. He should invest them in Weapon Focus (unarmed) and Weapon Specialisation (unarmed); he will only spend one level provoking attacks of opportunity with his unarmed attacks and, when he becomes a monk, he will already have a +1 bonus to attack and +2 bonus to damage.
- ✦ The table below reaches up to 8th monk level, which allows the fighter to reach 12th level in order to gain Greater Weapon Specialisation. The character may choose to advance to 9th monk level in order to gain evasion and eliminate the penalty for the flurry of blows, but this route will not allow the character to gain the Greater Weapon Specialisation feat unless he starts taking epic levels.

Variant Rules

✦ **Iron Mind:** Upon gaining 4th fighter level, the character may elect to take Iron Mind. The mental strength of the monk blends with the fighter's natural tenacity – the character is unlikely to be swayed by mental influences. The character gains a +2 bonus when resisting illusion, enchantment or mind-affecting spells or effects. This stacks with any bonuses from monk abilities (such as Still Mind).

✦ **Accord Of The Body:** Upon gaining 8th fighter level, the character may elect to take Accord Of The Body. The fighter's path is not an easy one to balance with the monk's abstinence, but a balance between the two can be reached. The character may now wear light armour without impeding their monk abilities. This armour may not be magical, and whilst wearing armour all supernatural monk class features are suppressed and may not be used.

- ✦ **Pinnacle Of Discipline:** Upon gaining 10th fighter level, the character may elect to take Pinnacle Of Discipline. The pre-eminent skill of the monk has fully melded with the tactical discipline of the fighter. Select one martial weapon with which the character has Weapon Focus. That weapon is considered a monk weapon, and as such may be used in a flurry of blows.
Special: The character must be at least a 4th level monk before selecting this variant.

CHAMPION (FIGHTER/PALADIN)

Not everybody has the conviction and resolve to follow the path of the paladin, and many opt for other methods even if their devotion to law and good does not falter. The champion is such a warrior, an ex-paladin who veers towards the ways of war in his service to honour and duty, completing his training as a holy warrior with the advanced combat tactics of a regular fighter. The deity or ideal that the paladin serves continues to look after him, granting him the grace and power that he reached up to the point when he opted out of paladinhood.



'You have received training!'

The bare-chested warrior addressed Loris with a measure of sincere respect. He had arrived in the arena with a quiet determination and fought unarmed with stunning effect. This was Loris' third fight of the night and she was rapidly becoming a new favourite for the crowd. The odds on her had been dropping – much to her father's distress – but would probably rise again now. This warrior had fought her to a stalemate for five minutes, and the crowd were loving every moment of the fast, skilful combat.

It was time to finish the fight though – she could not afford to get too tired for the later fights. She had received the same basic training as this warrior when her father had sent her to the Twin Lotus Monastery. Now it was time to show this initiate some real martial arts.

'A little,' she assented, twirling her twin short swords in a dazzling technique unrecognisable to her opponent. 'I know you will attempt the Dipping Swallow Kick if I get too close, or stun me with the Black Fist strike if I let you.'

'You do not fight like a true pupil of the Twin Lotus.' The man said, squinting his eyes and regarding her curiously.

'You're about to find out just how different my style is.' Loris declared, and attacked.

Champions are the generals of a deity's armies; they are not the crusader paladins but the link between the church's hierarchy and the rank and file of their forces.

Strengths

A champion gains a number of benefits from the paladin levels he had before embracing the fighter class, with the following being the most important:

- ✦ **Saves:** Through the divine grace ability, the character adds his Charisma modifier to all of his saving throws.
- ✦ **Paladin Abilities:** *Detect evil*, smite evil, lay on hands, aura of courage, divine health, turn undead and *remove disease*. There is little more to add to the benefits a champion gains from his paladin levels.
- ✦ **Continued Advancement:** The paladin and the fighter share the same Hit Dice, base attack bonus and base save bonuses, so the character does not alter any of these by changing classes.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, so the character can wear the heaviest suit he can afford without it affecting his magic ability. His spellcasting ability is terribly limited, however, and his caster level does not rise above 3rd according to the suggested advancement table.

Weaknesses

The champion starts late in his combat training, suffering from the following weaknesses:

- ✦ **Abilities:** A paladin should have a Wisdom score of at least 11 (12 is recommended) to make the best use of his class-limited spellcasting ability, and Charisma should also be good to make the most of the lay on hands and smite evil abilities, so the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Wisdom and Charisma.
- ✦ **Feats:** The paladin gains no bonus feats, which limits the character's options related to his particular fighting style.
- ✦ **Paladin Code:** Despite having abandoned his paladinhood, the champion still needs to abide by its tenets, or else he will lose the abilities he gains from his faith.

Recommended Options

As the character combines fighter with previous paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The character does not get many choices while taking paladin feats, but he should begin by acquiring Mounted Combat at 3rd level, which he then may expand upon when he becomes a fighter with the rest of the mounted combat tree.





The Champion (Fighter/Paladin)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 st Level Spells per day
1 st	Pal1	+1	+2	+0	+0	Aura of good, detect evil, smite evil 1/day, (character feat)	–
2 nd	Pal2	+2	+3	+0	+0	Divine grace, lay on hands	–
3 rd	Pal3	+3	+3	+1	+1	Aura of courage, divine health, (character feat)	–
4 th	Pal4	+4	+4	+1	+1	Turn undead, (ability increase)	0
5 th	Pal5	+5	+4	+1	+1	Smite evil 2/day, special mount	0
6 th	Pal6	+6/+1	+5	+2	+2	Remove disease 1/week, (character feat)	1
7 th	Ftr1	+7/+2	+7	+2	+2	Bonus feat	1
8 th	Ftr2	+8/+3	+8	+2	+2	Bonus feat, (ability increase)	1
9 th	Ftr3	+9/+4	+8	+3	+3	(character feat)	1
10 th	Ftr4	+10/+5	+9	+3	+3	Bonus feat	1
11 th	Ftr5	+11/+6/+1	+9	+3	+3		1
12 th	Ftr6	+12/+7/+2	+10	+4	+4	Bonus feat, (ability increase, character feat)	1
13 th	Ftr7	+13/+8/+3	+10	+4	+4		1
14 th	Ftr8	+14/+9/+4	+11	+4	+4	Bonus feat	1
15 th	Ftr9	+15/+10/+5	+11	+5	+5	(character feat)	1
16 th	Ftr10	+16/+11/+6/+1	+12	+5	+5	Bonus feat, (ability increase)	1
17 th	Ftr11	+17/+12/+7/+2	+12	+5	+5		1
18 th	Ftr12	+18/+13/+8/+3	+13	+6	+6	Bonus feat, (character feat)	1
19 th	Ftr13	+19/+14/+9/+4	+13	+6	+6		1
20 th	Ftr14	+20/+15/+10/+5	+14	+6	+6	Bonus feat, (ability increase)	1

- ✦ The character only has access to his special mount for six hours a day if he advances as per the table, so he should devote skill points to Handle Animal as well as Ride, for the time when he rides other mounts.
- ✦ The character should invest in magic items that raise his Charisma to enhance his turn undead and smite evil abilities.
- ✦ Recommended Prepared Spells: *bless*, *bless weapon*, *magic weapon*.

Variant Rules

- ✦ **Favoured Friend:** Upon gaining 4th fighter level, the character may elect to take Favoured Friend. The character’s mindset is heavily weighed towards helping others in combat. When performing the aid another action in combat, the aided ally gains a +2 bonus to attack rolls *and* Armour class.
- ✦ **Indomitable Mount:** Upon gaining 8th fighter level, the character may elect to take Indomitable Mount. Any mount trained by the character (or his paladin mount) has been inured to war and combat. Whilst the character is riding such a mount, it is considered

to have the Improved Initiative and benefits from a bonus to its saving throws equal to the character’s Charisma modifier.

- ✦ **My Word Is My Bond:** Upon gaining 10th fighter level, the character may elect to take My Word Is My Bond. Once per year, the character may make a solemn promise to a non-evil Non-Player Character. This promise must entail an act that is very difficult or dangerous for the character, as determined by the Games Master. A character may not have more than one solemn promise sworn at any time. If the promise is kept and the deed completed within one year, the character immediately gains the Leadership feat – if he already possesses that feat, he gains a permanent +2 bonus to his Leadership score. Every time the solemn promise is made and then kept after the first time, the character’s Leadership score will increase by a further point, to a maximum total bonus of +10. Should the character *fail* in completing his solemn promise within one year, or at any time violate his paladin code of honour, he immediately loses the bonuses granted by this variant rule permanently, including the granting of the Leadership feat if it was gained in this way – the reduction in Leadership will

probably result in lost followers. The character must complete a *geas/quest* in order to redeem himself – this will not restore the lost Leadership feat, lost Leadership bonuses or followers, but will enable him to ‘start again’ and make a new solemn promise once the *geas/quest* is completed.

Special: The character must be at least a 4th level paladin before selecting this variant.

SCOUT (FIGHTER/ RANGER)

Scouts are vital for any martial enterprise, from large military campaigns to small strike force raids. Scouts move forward and alert their allies of danger ahead, allowing for more careful planning by the force’s leaders. While very good at the task of surviving in the wild, scouts do not share the intimate bond that druids and rangers share with nature, even if they do feel a twinge of delight as they track their targets and spend days on end sleeping under the stars.

The military training of scouts is undeniable, however. They are deadly combatants against the targets they choose to study in detail. Combining their hunter’s instincts with precise combat techniques allows the scout to become a very good sniper and support fighter, striking from behind the main lines or in blurs of attack that shred a chosen enemy to pieces.

Strengths

A scout gains a number of benefits from adding ranger levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Saves:** In addition to bolstering the character’s Fortitude save, the ranger provides a good Reflex save bonus.
- ✦ **Skills:** The ranger gains a base 6 skill points per level, which is three times better than the fighter’s. The ranger’s class skill list is very varied but focused on survivalist skills.
- ✦ **Combat Style and Free Feats:** The character can choose a combat style and receive three free feats without needing to meet their prerequisites. He also receives other free feats such as Track and Endurance.
- ✦ **Favoured Enemy:** The character gains +10 worth of bonuses to damage that he may distribute amongst three favoured enemies (if he follows the suggested advancement table).

- ✦ **Continued Advancement:** The ranger and the fighter share the same base attack bonus so the character’s combat capacity does not diminish.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour.

Weaknesses

The scout dilutes his combat ability by taking up ranger levels, adding the following weaknesses:

- ✦ **Hit Die:** The ranger’s d8 Hit Die is close to the fighter’s original d10; his lasting power diminishes somewhat, yet he can still perform adequately in combat as he already has a healthy store of hit points because of his fighter levels.
- ✦ **Abilities:** A ranger should have a Wisdom score of at least 11 (12 is recommended) to make the best use of his class limited spellcasting ability, so the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Wisdom.
- ✦ **Feats:** The ranger gains a few free feats but they are fixed, which limits the character’s options related to his particular fighting style.
- ✦ **Armour Restrictions:** The ranger cannot use medium or heavy armour and still enjoy many of his special features, which poses a problem for the combat-oriented fighter.

Recommended Options

As the character combines fighter with ranger levels, there are some options he can take to optimise the mixture of both classes’ abilities.

- ✦ The ranger’s combat style presents a chance for the character to gain feats he might not normally meet the prerequisites for, provided he is willing to wear only light or no armour. The character should pick a combat style and either complement it with simpler feats that complete the style or devote the fighter’s bonus feats to other styles. Whichever the case, both bonus and free feats leave the normal character feats free for the player to assign them to areas important for his character concept but not necessarily related to combat – in the scout’s case, this would be Alertness, Athletic, Diehard, etc.
- ✦ Despite the sheer attractiveness of two-weapon fighting, the character should seriously consider opting for the archery style. The archery feat tree offers more possibilities for completion through





fighter bonus feats along the same tree and imposing fewer penalties to attack options. In addition, the Weapon Focus/Specialisation trees chosen for the long or short bows include the regular and high-strength composite versions, something that does not hold true for different kinds of swords.

- ✦ Given the fact that the ranger must wear light or no armour in order to enjoy the class's benefits, fighter bonus feats should go towards defensive measures such as Dodge and Combat Expertise. Two-Weapon Defence is an excellent option if the character chooses the two-weapon combat style.
- ✦ A high Dexterity is desirable not only because of the bonus to Armour Class it provides, but also to meet the prerequisites of feats that complement both of the ranger's combat styles. Weapon Finesse is a good option when the character has a mid or high Dexterity score.

- ✦ By the point that the character can adopt an animal companion, most of his opponents will be too powerful for it to be of any help in combat, so the animal should be retained only for scouting and guarding purposes.
- ✦ A Wisdom score of 14 is all the character needs to support his limited spellcasting abilities; he gets a bonus spell per day for each level he can cast and, as long as he does not prepare or cast spells that affect targets other than himself, he does not need to worry about save DCs.
- ✦ Recommended Prepared Spells: 1st level- *endure elements, longstrider, resist energy*; 2nd level- *barkskin, bear's endurance, cat's grace, cure light wounds*.

Variant Rules

- ✦ **Capable:** Upon gaining 4th fighter level, the character may elect to take Capable. The character's continual training in the fields of warfare and scouting give him an edge in areas where the two specialisations

The Scout (Fighter/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day	
							1 st	2 nd
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)	–	–
2 nd	Rgr1	+2	+4	+2	+0	1 st favoured enemy, Track, wild empathy	–	–
3 rd	Rgr2	+3	+5	+3	+0	Combat style, (character feat)	–	–
4 th	Ftr2	+4	+6	+3	+0	Bonus feat, (ability increase)	–	–
5 th	Rgr3	+5	+6	+3	+1	Endurance	–	–
6 th	Ftr3	+6/+1	+6	+4	+2	(character feat)	–	–
7 th	Ftr4	+7/+2	+7	+4	+2	Bonus feat	–	–
8 th	Rgr4	+8/+3	+8	+5	+2	Animal companion, (ability increase)	0	–
9 th	Ftr5	+9/+4	+8	+5	+2	(character feat)	0	–
10 th	Ftr6	+10/+5	+9	+6	+3	Bonus feat	0	–
11 th	Rgr5	+11/+6/+1	+9	+6	+3	2 nd favoured enemy	0	–
12 th	Ftr7	+12/+7/+2	+9	+6	+3	(ability increase, character feat)	–	–
13 th	Rgr6	+13/+8/+3	+10	+7	+4	Improved combat style	1	–
14 th	Ftr8	+14/+9/+4	+11	+7	+4	Bonus feat	1	–
15 th	Rgr7	+15/+10/+5	+11	+7	+4	Woodland stride, (character feat)	1	–
16 th	Ftr9	+16/+11/+6/+1	+11	+8	+5	(ability increase)	1	–
17 th	Rgr8	+17/+12/+7/+2	+12	+9	+5	Swift tracker	1	0
18 th	Rgr9	+18/+13/+8/+3	+12	+9	+6	Evasion, (character feat)	1	0
19 th	Ftr10	+19/+14/+9/+4	+13	+9	+6	Bonus feat	1	0
20 th	Rgr10	+20/+15/+10/+5	+14	+10	+6	3 rd favoured enemy, (ability increase)	1	1

overlap. He gains a +1 competence bonus (which will stack with any other competence bonus) to all skills that are class skills for both the ranger and the fighter (Craft, Handle Animal, Jump, Ride and Swim).

- ✦ **Dogged Pursuit:** Upon gaining 8th fighter level, the character may elect to take Dogged Pursuit. The character's tracking skills and martial strength make him a feared opponent for any fugitive. If the character has successfully tracked a target for at least an hour, he begins to pick up subliminal clues about the fugitive's character. Only one target may be tracked in such a manner at a time. If the character catches up with the fugitive within a week, the character gains a +1 bonus to Bluff and Sense Motive checks and +1 bonus to damage rolls against the target for the duration of their first encounter.
- ✦ **Take Cover:** Upon gaining 10th fighter level, the character may elect to Take Cover. The character's versatility means he can make the most of any cover available to him, and reduce the penalties incurred when fighting in odd positions. The character gains a +4 bonus to Reflex saves against burst attacks rather than the usual +2 (see Cover in *Core Rulebook I*) when behind cover. The character also suffers only half the listed penalties to attack rolls when dazzled, entangled, prone or squeezing through a tight space.
Special: The character must be at least a 4th level ranger before selecting this variant.

SCOUNDREL (FIGHTER/ ROGUE)

Dirty fighting is just one of many tactics employed in the field and the scoundrel is an accomplished master. Scoundrels prefer not to engage enemies face to face, although some are quite capable of doing so, employing a wide array of artifice and tactics that mix a fighter's dedicated training and a rogue's trickery. These ruff-raff are hardly the rank and file or the leadership of any fighting force, as they tend to balk at authority and prefer to bend rules. Rather, the scoundrel finds himself at home in jobs where he can exploit his expertise, like assassination, bounty hunting, highway robbery, commando raids or even acting as an agent of the law, although the latter will use rather unorthodox methods.

Scoundrels are canny fighters; they avoid straight head-on combat as they are not as durable as professional warriors. They use tactics such as fighting from afar, from hiding, by surprise and combining techniques to render opponents helpless or in very disadvantageous positions.

Strengths

A scoundrel gains a number of benefits from adding rogue levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Saves:** The rogue class provides a good Reflex save progression.
- ✦ **Skills:** The rogue gains a base 8 skill points per level, which is four times better than the fighter's. The rogue's class skill list is the largest of all the classes, allowing the character to stock up on Tumble to help in fighting defensively, Bluff for feinting, Hide and Move Silently to sneak up on a target, etc.
- ✦ **Sneak Attack:** This is the rogue's signature ability, which coupled with a fighter's training can become truly devastating.
- ✦ **Defensive Options:** Because of his high skills, the rogue gains greater advantages from defensive options, plus the ones he gains as part of his class like evasion, uncanny dodge and trap sense.

Weaknesses

The scoundrel dilutes his combat ability severely by taking up rogue levels, adding the following weaknesses:



- ✦ **Hit Die:** The rogue's d6 is a paltry comparison to the fighter's d10, which forces the character to assume the role of support combatant rather than front line fighter.
- ✦ **Base Attack:** The rogue's base attack bonus increases with a moderate rhythm, thus lowering the character's chances to hit a target.
- ✦ **Saves:** The character does not advance his Fortitude save as well as a straight fighter.
- ✦ **Abilities:** This weakness is more an extra consideration; any rogue worth his salt should have a high Dexterity score, but this can work towards the fighter advantage if he chooses his fighting style carefully.
- ✦ **Feats:** The rogue gains no bonus feats, which limits the character's options related to his particular fighting style, which in the rogue's case should rely more on agility and finesse.
- ✦ **Armour Restrictions:** The rogue must be wearing light or no armour in order to use his evasion ability and avoid armour check penalties to many of his skills.

Recommended Options

As the character combines fighter with rogue levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The sneak attack is the supreme advantage of combining fighter and rogue levels. Fighter bonus feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent. These range from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint to create the chances for sneak attacks rather than wait for them to happen.
- ✦ Improved Critical, while it does not benefit the raw damage from sneak attack, adds insult to injury by increasing the chances that the weapon's damage is multiplied. A lucky critical sneak attack may well down a target with a single blow. Improved Initiative increases the chances that the character will attack a flat-footed character during the first round of combat. If the scoundrel sneaks up on his target, he may have two rounds (the surprise round and the first round of combat if he wins initiative) in which he can make sneak attacks.

The Scoundrel (Fighter/Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat
2 nd	Rog1	+1	+2	+2	+0	Sneak attack +1d6, trapfinding
3 rd	Ftr2	+2	+3	+2	+0	Bonus feat, (character feat)
4 th	Rog2	+3	+3	+3	+0	Evasion, (ability increase)
5 th	Rog3	+4	+4	+3	+1	Sneak attack +2d6, trap sense +1
6 th	Ftr3	+5	+4	+4	+2	(character feat)
7 th	Rog4	+6/+1	+4	+5	+2	Uncanny dodge
8 th	Ftr4	+7/+2	+5	+5	+2	Bonus feat, (ability increase)
9 th	Ftr5	+8/+3	+5	+5	+2	(character feat)
10 th	Rog5	+8/+3	+5	+5	+2	Sneak attack +3d6
11 th	Ftr6	+9/+4	+6	+6	+3	Bonus feat
12 th	Ftr7	+10/+5	+6	+6	+3	(ability increase, character feat)
13 th	Rog6	+11/+6/+1	+7	+7	+4	Trap sense +2
14 th	Ftr8	+12/+7/+2	+8	+7	+4	Bonus feat
15 th	Rog7	+13/+8/+3	+8	+7	+4	Sneak attack +4d6, (character feat)
16 th	Ftr9	+14/+9/+4	+8	+8	+5	(ability increase)
17 th	Rog8	+15/+10/+5	+8	+9	+5	Improved uncanny dodge
18 th	Rog9	+15/+10/+5	+9	+9	+6	Sneak attack +5d6, trap sense +3, (character feat)
19 th	Ftr10	+16/+11/+6/+1	+10	+9	+6	Bonus feat
20 th	Rog10	+17/+12/+7/+2	+10	+10	+6	Special ability, (ability increase)

- ✦ Choose feats from other d20 products such as *The Quintessential Rogue* that expand the capabilities of the sneak attack ability. Prestige classes that grant similar damage bonuses usually stack with sneak attack, so they are good options as well.
- ✦ A scoundrel should exploit the options for high Dexterity and concentrate his ability increases that way. He can choose light weapons that benefit from Weapon Finesse, opt for ranged attacks whether by missile or thrown weapons or adding attacks with Two-Weapon Fighting and Rapid Shot (which also gain the sneak attack's extra damage).
- ✦ Unlike rangers and monks, a rogue's dependency on light or no armour is not too important, as it only affects his evasion ability along with the normal penalties that all characters suffer from wearing medium or heavy armour (movement and check penalties). The player should consider how much he wants to enjoy the evasion ability as compared to having a higher armour and shield bonus to AC.
- ✦ Even if the rogue gains the most skill points of all classes, the scoundrel dilutes this feature with his fighter levels, which have the lowest base skill points. The player should pick up a few skills according to the character's concept and stick with them. Recommended skills for scoundrels are Bluff for feinting, Hide and Move Silently for ambushing, Spot and Listen to avoid being ambushed, Sense Motive to avoid being deceived, Tumble to bolster the fight defensively and total defence actions as well as moving without provoking attacks of opportunity, and Use Magic Device to, well, use magic devices.

Variant Rules

- ✦ **Skill And Finesse:** Upon gaining 4th fighter level, the character may elect to take Skill And Finesse. The character has learned to adapt his stalwart fighter's nature with a rogue's flexibility. The character gains Balance and Tumble as fighter class skills, and a +2 competence bonus to any Climb check that the character is able to clearly study for at least 1 minute before beginning to climb.
- ✦ **Sucker Punch:** Upon gaining 8th fighter level, the character may elect to take Sucker Punch. Dirty fighting is the personal expertise of the character and only a fool will show is back to him. As long as he is in melee combat with an enemy and is flanking it in its rear arc, all successful sneak attacks with bludgeoning weapons will deal an additional point of nonlethal damage per sneak attack damage die rolled.
- ✦ **Close-Quarters Fighting:** Upon gaining 10th fighter level, the character may elect to take Close-Quarters Fighting. The rogue's profession has converted the fighter into being a capable fighter with subtler weapons than the battleaxe and shield. When wielding only light weapons for which the character has the appropriate Weapon Focus feat(s), the character gains a +2 dodge bonus to Armour Class when moving into or within threatened areas and gains a +2 circumstance bonus to Initiative whilst within an area an opponent threatens.
Special: The character must be at least a 4th level rogue before selecting this variant.

The last fight in the arena was not going well. Loris had been getting cocky, her five victories and meteoric rise to fame in the illegal fighting ring jarring her judgement. She thought she had taken the measure of her current opponent. He certainly was her inferior in terms of sheer skill, but he had a hidden ace, which he chose to unleash at the last moment. Magic.

'What's a bookworm doing in the Pit?' Loris asked her opponent, her side still burning from the acidic missile he had surprised her with.

'You wish I was a bookworm.' He grinned, gripping the long, engraved spear with renewed confidence. 'Magic is my heritage; it is in my blood.'

'Sorcerer, huh?' Loris wiped sweat from her brow and grimaced. One spellslinger was the much the same as another. Her usual tactic of darting in and out of combat was not going to work against this one, because wherever she went, he could attack.

'Time to get up close and personal, then.'



ARCANE WARRIOR (FIGHTER/SORCERER)

At any point in their careers, fighters may suddenly find themselves able to wield arcane powers, as their blood manifests the hidden heritage of a sorcerer. Arcane warriors are a result of this, fighters who complement their combat training with arcane might. Arcane warriors are easily recognisable as they travel light, trusting in magic and skill to protect them rather than armour. They are unpredictable foes, for their tactics may change in the blink of an eye, going from normal engagement to withdrawal and the unleashing of a magic attack. It is also hard to know whether the arcane warrior is stronger, faster or hardier than he was a second ago, or which kind of manoeuvre he will use next.

Arcane warriors adapt their tactics as they advance in experience, but they remain flexible and hard to plan against.

Strengths

An arcane warrior gains a number of benefits from adding sorcerer levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Saves:** The sorcerer class provides a good Will save progression.

- ✦ **Familiar:** Unlike special mounts and animal companions, familiars grant special abilities to their master.
- ✦ **Spontaneous Spellcasting:** The sorcerer can cast any spell he knows at any time up to his spell slot allowance; this is a major boon for the fighter, for he can improvise according to the changing conditions of the battlefield. Sorcerers have access to a large spell list even if they may only know a few spells. With his mixed role as an arcane warrior, the character does not really need such a large selection, only the chance to cast more often and without preparation. The character's maximum spellcasting ability for spell levels 0 through 5th does not differ much from a full sorcerer's, a 20th level arcane warrior (Ftr10/Sor10) knows only 7 spells less than a 20th level sorcerer, and can cast 5 spells per day less.

Weaknesses

The arcane warrior dilutes his combat ability severely by taking up sorcerer levels, adding the following weaknesses:

- ✦ **Hit Die:** The sorcerer's d4 Hit Die is a paltry shadow of the fighter's original d10; his lasting power diminishes greatly, so he is better fit as a backup fighter and tactical support rather than in frontline combat.

The Arcane Warrior (Fighter/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Sor1	+1	+2	+0	+2	Summon familiar
3 rd	Ftr2	+2	+3	+0	+2	Bonus feat, (character feat)
4 th	Sor2	+3	+3	+0	+3	(ability increase)
5 th	Ftr3	+4	+3	+1	+4	
6 th	Sor3	+4	+4	+2	+4	(character feat)
4 th	Ftr4	+5	+5	+2	+4	Bonus feat
8 th	Sor4	+6/+1	+5	+2	+5	Change spell list, (ability increase)
9 th	Ftr5	+7/+2	+5	+2	+5	(character feat)
10 th	Sor5	+7/+2	+5	+2	+5	
11 th	Ftr6	+8/+3	+6	+3	+6	Bonus feat
12 th	Sor6	+9/+4	+7	+4	+7	Change spell list, (ability increase, character feat)
13 th	Ftr7	+10/+5	+7	+4	+7	
14 th	Sor7	+10/+5	+7	+4	+7	
15 th	Ftr8	+11/+6/+1	+8	+4	+7	Bonus feat, (character feat)
16 th	Sor8	+12/+7/+2	+8	+4	+8	Change spell list, (ability increase)
17 th	Ftr9	+13/+8/+3	+8	+5	+9	
18 th	Sor9	+13/+8/+3	+9	+6	+9	(character feat)
19 th	Ftr10	+14/+9/+4	+10	+6	+9	Bonus feat
20 th	Sor10	+15/+10/+5	+10	+6	+10	Change spell list, (ability increase)

- ✦ **Base Attack:** The sorcerer's base attack bonus increases poorly; the result of mixing fighter and sorcerer levels is a base attack progression similar to that of a cleric, bard or rogue.
- ✦ **Abilities:** Because of the sorcerer's dependence on his Charisma for his spellcasting, the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Charisma.
- ✦ **Feats:** The sorcerer gains no bonus feats, which limits the character's options related to his particular fighting style, which in the sorcerer's case should concentrate on defence and protection.
- ✦ **Arcane Spell Failure:** Arcane magic is affected by even the lightest armour, so the character must either learn to fight unarmoured or risk the chance of spell failure in all armour worn.

Recommended Options

As the character combines fighter and sorcerer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The arcane warrior can combine his spell selection with his fighter bonus feats. The flexibility of the sorcerer's daily spellcasting allows the character

to be prepared for many situations, although most arcane warriors rely more heavily on evocation spells, becoming the party's artillery. More tactically-minded characters may prefer divination, while those who have not lost their taste for personal combat will depend on necromancy, transmutation and conjuration to aid them.

- ✦ The sorcerer gains no bonus feats, so the character feats the arcane warrior gains should go into metamagic or general feats. Eschew Materials is the best first choice, as it frees the character from the use of commonplace material components while he is fighting, without changing a spells' level. Still Spell is the next best choice so the character can retain hold of his weapon, although a good alternative is taking Quick Draw as part of his fighter bonus feats so he can put away and retrieve his weapon as he casts spells. Still Spell also enables him to cast spells that have somatic components without any risk of arcane spell failure, so that he can use the armour he would ordinarily have worn as a conventional fighter without any spellcasting inconvenience. Stilled spells only take up one spell slot higher than ordinary ones, allowing the arcane warrior to use this feat from his very first sorcerer level. Remember that as a sorcerer, metamagic spells take longer to cast, however (see Chapter 5, Feats in *Core Rulebook I*).

Arcane Warrior Spells

Level	Caster Level	Spells per day						Spells Known					
		0	1 st	2 nd	3 rd	4 th	5 th	0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
3 rd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
4 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
5 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
6 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
7 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
8 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
9 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
10 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
11 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
12 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
13 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
14 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
15 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
16 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
17 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
18 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
19 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1



- ✦ If engaged in melee combat against enemies with a reach no longer than five foot, taking a 5-foot step away previous to spellcasting will avoid provoking attacks of opportunity.
- ✦ The best protection an arcane warrior can be sure of is to combine *mage armour* with the Extend Spell feat. *Shield* is also a common beneficiary of this feat.
- ✦ Spells that require an attack, such as a touch attack or a ranged touch attack can be considered weapons, subject to enhancement by fighter bonus feats like Improved Critical, Weapon Focus, Greater Weapon Focus, Weapon Specialisation, Greater Weapon Specialisation and Weapon Finesse, as well as the ranged attack categories that apply to all kinds of ranged attacks and not only those made with weapons. 'Ray,' 'touch' and 'energy missile' can be designated in this manner. Touch attack spells make the caster's hand glow and crackle with arcane energy and are considered as 'armed', so he does not generate attacks of opportunity, although other spells with a touch range can benefit from the Improved Unarmed Strike in this manner.
- ✦ *True strike* is the arcane warrior's best friend; as he advances in levels, he can even use higher level spell slots to cast it for his weapon attacks.
- ✦ During character creation or while deciding to add sorcerer levels, the character should consider having a Charisma score of at least 15 in order to be able to cast mid-level spells from the sorcerer list.
- ✦ The arcane warrior's fighting style should concentrate on avoiding damage, with feats such as Dodge, Combat Expertise and Combat Casting, with abjuration and transmutation magic providing temporary but effective protection.
- ✦ With an above average Charisma and access to the Bluff skill, the arcane warrior should think about getting the Improved Feint feat.
- ✦ Sorcerers have such a wide range of spells to choose from that their selection depends a lot on the character's concept and fighting style. Arcane warriors are advised to learn *mage armour*, *shield*, *true strike*, *see invisibility*, *arcane sight* and ray and energy missile spells.

Variant Rules

- ✦ **Another Pair Of Eyes:** Upon gaining 4th fighter level, the character may elect to take Another Pair Of Eyes. The bond between master and familiar is such that it becomes very hard to surprise the character. If a familiar is not involved in combat and is watching

its master, enemies flanking the character do not get a +2 bonus to their attack rolls.

- ✦ **Used To The Weight:** Upon gaining 8th fighter level, the character may elect to take Used To The Weight. The character has achieved partial success in casting his magic through armour, though this is by no means total. The Arcane Spell Failure of either a suit of armour or a shield the character wears is reduced by 10%, to a minimum of 5%.
- ✦ **In My Blood:** Upon gaining 10th fighter level, the character may elect to take In My Blood. The fighter has learned to use the bloody nature of battle to his advantage. If struck in melee combat by an adjacent enemy, that enemy must make a Reflex save (DC equal to the amount of damage inflicted) or be splashed with the character's blood. For the rest of the combat (or until the enemy washes), the target suffers -2 penalty to saves against any spells cast by the character for the remainder of the encounter.
Special: The character must be at least a 4th level sorcerer before selecting this variant.

MAGEBLADE (FIGHTER/WIZARD)

Mageblades are the fighting arm of arcane orders and magic institutions, more or less what temple knights are for organised religions. The mageblade is an educated warrior, knowledgeable in the intricacies of a particular number of subjects and armed with lore about his enemies. He does not develop his arcane powers haphazardly like an arcane warrior, but by careful study which does take away from his training in arms and armour. Mageblades often learn to craft their own magical equipment so they can have the right tool at the right time.

As the mageblade alternates his fighter and wizard training, he must be very careful to exploit all the strengths and weaknesses of the combination, for he does not have such a large daily allowance of spells even if he has an almost infinite selection. It takes planning to succeed as a mageblade, but they are usually smart enough to pull it off convincingly.

Strengths

A mageblade gains a number of benefits from adding wizard levels to his fighter class, the following being the most important for the role of the fighter:

- ✦ **Saves:** The wizard class provides a good Will save progression.
- ✦ **Familiar:** Unlike special mounts and animal companions, familiars grant special abilities to their master.



✦ **Powerful Spellcasting:** The wizard can learn a great variety of spells as he writes them down in his spellbook; provided he has time to plan, he can prepare the best spell for any situation. In addition he gains access to powerful arcane spells much quicker than any other arcane spellcasting class. The character's maximum spellcasting ability for spell levels 0 through 5th does not differ much from a full wizard's, and a 20th level mageblade (Ftr10/Wiz10) only casts 4 spells per day less than his single-class counterpart.

✦ **Abilities:** Because of the wizard's dependence on his Intelligence for his spellcasting, the character must allocate his ability increases between his primary combat ability (Strength, Dexterity or Constitution) and Intelligence. A beneficial side effect is that the character gains more skill points for this.

✦ **Feats:** The sorcerer gains fewer bonus feats and are limited to metamagic and item creation feats, which limits the character's options related to his particular fighting style, which in the wizard's case should concentrate on outsmarting opponents.

✦ **Arcane Spell Failure:** Arcane magic is affected by even the lightest armour, so the character must either learn to fight unarmoured or risk the chance of spell failure in all armours.

Weaknesses

The mageblade dilutes his combat ability severely by taking up wizard levels, adding the following weaknesses:

✦ **Hit Die:** The wizard's d4 Hit Die is a paltry shadow of the fighter's original d10; his lasting power diminishes greatly so he is better fit as a backup fighter and tactical support rather than in frontline combat

✦ **Base Attack:** The wizard's base attack bonus increases poorly; the result of mixing fighter and wizard levels is a base attack progression similar to that of a cleric, bard or rogue.

Recommended Options

As the character combines fighter and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities that are quite similar to those of the arcane warrior (above), with the following differences and additions:

✦ The mageblade gains higher level spell slots earlier, so he can benefit faster from metamagic feats such as Extend Spell, Quicken Spell and, most importantly,

The Mageblade (Fighter/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr1	+1	+2	+0	+0	Bonus feat (fighter), (character feat)
2 nd	Wiz1	+1	+2	+0	+2	Summon familiar, Scribe Scroll
3 rd	Wiz2	+2	+2	+0	+3	(character feat)
4 th	Ftr2	+3	+3	+0	+3	Bonus feat (fighter), (ability increase)
5 th	Wiz3	+3	+4	+1	+3	
6 th	Ftr3	+4	+4	+2	+4	(character feat)
7 th	Ftr4	+5	+5	+2	+4	Bonus feat (fighter)
8 th	Wiz4	+6/+1	+5	+2	+5	(ability increase)
9 th	Ftr5	+7/+2	+5	+2	+5	(character feat)
10 th	Wiz5	+7/+2	+5	+2	+5	Bonus feat (wizard)
11 th	Wiz6	+8/+3	+6	+3	+6	
12 th	Ftr6	+9/+4	+7	+4	+7	Bonus feat (fighter), (ability increase, character feat)
13 th	Ftr7	+10/+5	+7	+4	+7	
14 th	Wiz7	+10/+5	+7	+4	+7	
15 th	Ftr8	+11/+6/+1	+8	+4	+7	Bonus feat (fighter), (character feat)
16 th	Wiz8	+12/+7/+2	+8	+4	+8	(ability increase)
17 th	Ftr9	+13/+8/+3	+8	+5	+9	
18 th	Wiz9	+13/+8/+3	+9	+6	+9	(character feat)
19 th	Ftr10	+14/+9/+4	+10	+6	+9	Bonus feat (fighter)
20 th	Wiz10	+15/+10/+5	+10	+6	+10	Bonus feat (wizard), (ability increase)



Still Spell (see below). The wizard's bonus feats should be poured into these.

- ✦ A mageblade who does not want to go adventuring without armour is well advised to invest in the Still Spell metamagic feat at an early level, possibly as his first character feat. As this enables him to cast spells that have somatic components without any risk of arcane spell failure, he can use the armour he would ordinarily have worn as a conventional fighter without any spellcasting inconvenience. Stilled spells only take up one spell slot higher than ordinary ones, allowing the mageblade to use this feat to his advantage from his very first wizard level.
- ✦ Because of his bonus feats, a wizard has more opportunities for taking item creation feats which, in the mageblade's case, should start with Craft Magic Arms and Armour so he can stock his own magic armoury, and Forge Rings or Craft Wondrous Items to make protective items.
- ✦ By preparing all his spells with the Still Spell feat, the mageblade sacrifices higher level spell slots for the chance to use armour and shields. Quickened Spell only works for 20th-level mageblades, although a quickened *true strike* never goes out of fashion.
- ✦ With a much lower allowance of spells per day than an arcane warrior, the mageblade should think carefully

about which spells he wishes to prepare each day, gathering information on the challenges ahead by mundane or magical means.

- ✦ During character creation or while deciding to add wizard levels, the character should consider having an Intelligence score of at least 15 in order to be able to cast mid-level spells from the wizard list.
- ✦ With an above-average Intelligence and access to all Knowledge skills, the mageblade can try to devise better plans by identifying a target's weaknesses.
- ✦ Wizards that go into battle carry the risk of having their spellbooks damaged. The Spell Mastery feat curtails this risk for a few, vital and favourite spells.

Variant Rules

- ✦ **Warspell Mastery:** Upon gaining 4th fighter level, the character may elect to take Warspell Mastery. Certain spells are close the fighters heart and he knows them as well as he knows his own kin. Any spells the character knows from the following list: *magic weapon, protection from arrows, keen edge, stoneskin* and *waves of fatigue* become mastered spells and do not need to be prepared from a spellbook to be memorised. If the character later learns other spells on the list, these immediately become mastered spells.
- ✦ **Warspell Spontaneity:** Upon gaining 8th fighter level, the character may elect to take Warspell Spontaneity. Fighters always learn to have a back-up weapon and this character is never truly out of options. Choose one spell from the following list: *cause fear, colour spray, flare, mage armour, magic weapon, resistance, shield, shocking grasp, sleep, touch of fatigue*. Twice per day, the character may cast the chosen spell spontaneously, even if he has not prepared it that day. The character sacrifices a prepared spell one level higher than the chosen spell's level and may then cast the spell spontaneously as if he were a sorcerer.
- ✦ **By Book And Blade:** Upon gaining 10th fighter level, the character may elect to take By Book and Blade. Planning and preparation are the key to any battle – and to the most powerful magical rituals. As long as the character has studied an opponent for three rounds (or by normal *scrying* for 10 minutes), he may add half his fighter level (round down) to the first caster level check made against that opponent (as long as that check occurs within one day). Only one opponent may be studied per day.
Special: The character must be at least a 4th level wizard before selecting this variant.

Mageblade Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	–	–	–	–	–	–
2 nd	1 st	3	1	–	–	–	–
3 rd	2 nd	4	2	–	–	–	–
4 th	2 nd	4	2	–	–	–	–
5 th	3 rd	4	2	1	–	–	–
6 th	3 rd	4	2	1	–	–	–
7 th	3 rd	4	2	1	–	–	–
8 th	4 th	4	3	2	–	–	–
9 th	4 th	4	3	2	–	–	–
10 th	5 th	4	3	2	1	–	–
11 th	6 th	4	3	3	2	–	–
12 th	6 th	4	3	3	2	–	–
13 th	6 th	4	3	3	2	–	–
14 th	7 th	4	4	3	2	1	–
15 th	7 th	4	4	3	2	1	–
16 th	8 th	4	4	3	3	2	–
17 th	8 th	4	4	3	3	2	–
18 th	9 th	4	4	4	3	2	1
19 th	9 th	4	4	4	3	2	1
20 th	10 th	4	4	4	3	3	2

THE LEGENDARY FIGHTER

Myths, legends and folktales are riddled with great heroes and villains of unsurpassed skill, armed with legendary weapons and accompanied by followers both loyal and slightly less impressive. The fighter is one of the most notorious classes and (along with wizards) has greater chances for passing into the realm of myths because of their unmatched prowess and training.

By meeting certain criteria, a fighter character may divert his advancement towards a set of abilities that are literally the stuff of legends. Sometimes he seeks these paths but other times they find him, leaving him little choice but to follow them and see what lies at the end... sometimes he does not even realise he is becoming a legend until he hears his praises sung in a bard's song.

This chapter presents a number of prestige classes suitable for fighters of medium to high level; members of other classes that meet the prerequisites may take one of these paths, although they find it much more difficult to join, as they lack the intense dedication to the arts of war that the fighter takes for granted.

DRAGON KNIGHT

Bards sing great epics about wars fought long ago amongst mighty kingdoms, cataclysmic battles of good versus evil that shook the land and the sky – for battles were fought atop flying beasts as well, the most impressive of these being dragons. Dragonriders have adorned the tales of many lands for centuries, and rumours run rampant about the original dragons still living and hiding in their lairs, longing for the mortal partner that went on his way to eternity centuries earlier. While most tales are exaggerated, dragons do remember a time when they entered contracts of mutual trust with great heroes. Some of the younger wyrmlings yearn for such times to return... they only need to find a young humanoid that shares their dreams and enthusiasm. The dragon knight is the heir of an ancient tradition that only the dragons remember fully, training hard with both draconic and humanoid tutors to learn how to ride superlatively on dragonback. The result is an incredible team that is capable of facing down any evil, or inflicting great suffering to the innocents under a dragon's shadow.

Most characters with the required force of personality and dedication can aspire to become dragonriders, although dragons are more used to their partners providing combat support as they are quite capable of providing all the magic they need. Dragon knights often appear as Non-Player Characters when a campaign is about to reach a turning point, for dragons are slow to react to the changes in the world, and their arousal surely means something dire lurking beyond the horizon.

Hit Die: d10.

Requirements

To qualify to become a dragon knight, a character must fulfill all the following criteria:

Alignment: Special (see below).

Base Attack Bonus: +10.

Base Will Save Bonus: +5.

Feats: Leadership, Mounted Combat, Spirited Charge, Trample.

Languages: Draconic.

Special: Must convince a dragon to serve as a mount. The dragon must match at least one of the character's alignments.

The character must train to ride on dragonback for six months minus Intelligence modifier (minimum two months).

Class Skills

The dragon knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Dragon knights are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields, including the tower shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim



Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5

checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Dragon's Oath (Su): The beginning of the dragon knight's career is the oath of fealty he swears to the dragon that accepted his service. Both knight and dragon exchange tokens of loyalty, which must be something edible so that the recipient can eat it. Upon finishing this simple ritual, the knight and the dragon are bonded together. They may not lie to each other and share an empathic link up to a distance of 1 mile. The dragon knight cannot see through the dragon's eyes, but they can know what the other is feeling at any time by concentrating briefly.

The dragon is considered a cohort, and obeys the usual Leadership rules for his level, although the dragon's oath provides the knight with a +4 bonus to his Leadership Score (only for the purpose of qualifying for his draconic mount). The dragon gains experience as he shares adventures with the knight, and can gain one class level per two character levels that the knight gains while they are together. It ages normally, and may grow older one age category while they are together. Should

either knight or dragon die, the other feels a sudden pain, as if something were being ripped from deep inside. The character or the dragon must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per dragon knight level or dragon age category plus class levels (whichever is greater); success reduces the loss to one-half that amount. A slain dragon can be raised from the dead just as a character can be, though it does not lose a level or a Constitution point when this happy event occurs.

Dragonrider (Ex): The character can now ride on dragonback. This is much easier said than done, as he had to practice for months before being able to sit on the mighty creature's back. The character gains a +4 bonus to Ride checks when riding a true dragon or other creature of the dragon type with an Intelligence score of 6 or higher. He is also immune to his dragon's frightful presence.

Telepathic Link (Su): The knight and the dragon develop a telepathic connection that allows them to communicate wordlessly over a distance of one mile per dragon knight level, plus the dragon's age category.

Either of them can cut off the connection at any time and it takes an opposed Will save to force it open again, although the offended party may once again cut the link off. A side benefit of their intimate communication is that both dragon and rider protect each other's minds; if one were to fail a Will saving throw while in range of the telepathic link, he is allowed a second saving throw, unless the same effect caused them both to make the same saving throw at the same time.

Bonus Feat: At 2nd level, a dragon knight gets a bonus combat-oriented feat. The character gains an additional bonus feat at 6th and 10th level. These bonus feats must be drawn from the feats noted as fighter bonus feats. A dragon knight must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Dragnosenses (Ex): Whenever the knight is within range of his telepathic link with his dragon, he now sees as the dragon sees. He gains low-light vision and darkvision up to 60 feet, as well as blindsense up to 30 feet. By this point, the dragon knight is also immune to the dragon's frightful presence.

Synergic Manoeuvres (Ex): The dragon and its rider have trained together and shared their thoughts for long enough that they fight as one. Whenever the dragon knight is mounted on it, the dragon's manoeuvrability increases by one step.

Evasion (Ex): When they are together, knight and dragon look out for each other and increase their mutual chances of avoiding attacks. While the character is mounted on the dragon, both of them gain the evasion ability. If either of them already has it, it becomes improved evasion for him or it, but not for the partner.

Bonus Dragon Feats: By virtue of the bond they share, dragon knight and dragon gain the fruits of their collaboration. The dragon gains one bonus feat, preferably a dragon feat but it can be any other applicable feat from the fighter's list and from the feats that monsters may gain.

Call Draconic Mount (Sp): The telepathic bond that the dragon knight shares with his draconic mount grows stronger. Even while they are outside the range of their telepathic link, both partners can issue a call to the other accompanied with the nature and urgency of the call, but not a specific message. The receiving party is aware of the caller's location and its general direction. This mental beacon remains until both are within range of their telepathic link.



The Dragon Knight

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Dragon's oath, dragonrider
2 nd	+2	+0	+0	+3	Telepathic link, bonus feat
3 rd	+3	+1	+1	+3	Dragonsenses
4 th	+4	+1	+1	+4	Synergic manoeuvre, bonus dragon feat
5 th	+5	+1	+1	+4	Evasion
6 th	+6	+2	+2	+5	Bonus feat
7 th	+7	+2	+2	+5	<i>Call draconic mount</i>
8 th	+8	+2	+2	+6	Bonus dragon feat
9 th	+9	+3	+3	+6	<i>Dragon magic</i>
10 th	+10	+3	+3	+7	<i>Summon draconic mount</i> , bonus feat

Dragon Magic (Sp): When the dragon knight is mounted, he gains the use of the dragon's spells. This happens only with the dragon's permission, although by this point they usually have a mutual trust and understanding. The dragon knight channels the spells as a caster of his dragon knight's level or the dragon's caster level, whichever is lower, and his casting uses up the dragon's available spell slots. The benefit of this ability is that the knight can cast the spells while the dragon is busy performing difficult manoeuvres or engaging in combat. The dragon may not cast spells or use its spell-like abilities in the same turn the dragon knight is using this ability. The DC of spells channelled in this way is equal to 10 + spell level + knight's Charisma modifier.

Summon Draconic Mount (Sp): The dragon knight and his mount are linked so inextricably that once per day he can summon the dragon to his side, wherever it may be. The dragon may refuse, in which case the attempt is not considered as being spent; some dragons think that they need to give their riders some lessons in humility now and then, or they refuse their aid so that the knight does not grow too dependent on them. The summoning works both ways but in the dragon's case it may summon the knight and all companions around him. The knight may refuse the call by making a Will

save (DC 10 + dragon's age category + Cha modifier). The summoning works even if knight and dragon are on different planes.

ETERNAL CHAMPION

Every world has its share of heroes, and their legends bear a striking similarity to one another. Scholars in the field of planar legends have begun to trace these similarities to the existence of an eternal champion, a single soul that is reborn incarnation after incarnation where it is most needed. The eternal champion is an old soul indeed, protagonist of a thousand epics and untiring defender of ideals and cosmic forces. As a single adventurer, the eternal champion dreams of other lives and other times, slowly recognising his visions not as dreams, but as windows into his previous and even future incarnations, for such is his nature that he connects to his eternal presence across the planes.

The eternal champion is many beings at once, existing as several races, professions and inclinations, but always sharing his heroic inclinations. As the core of his multiplanar existence, the eternal champion gains the power to recall all the abilities that he has learned throughout his incarnations. Eventually, he is able to request direct assistance from them, creating paradoxes as he exists twice or more times in the same place, reuniting with other incarnations of himself.

There are no Non-Player Character eternal champions and, if there are, they are simply incarnations of the true eternal champion.

Hit Die: d10.

Epic Dragon Knight

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic dragon knight gains a bonus feat every four levels higher than 10th.

Bonus Dragon Feats: The epic dragon knight grants his draconic mount a bonus dragon feat at 12th, 16th, 20th and every four levels thereafter. Once the dragon knight becomes an epic character, the dragon may choose epic feats as well.

Requirements

To qualify to become an eternal warrior, a character must fulfil all the following criteria:

Base Attack Bonus: +10.

Feats: Iron Will, Leadership, Magical Aptitude, at least four feats with 'Improved' in its name, at least one feat with 'Greater' in its name.

Special: The character must have travelled to other planes and adventured there at least twice.

Class Skills

The eternal champion's class skills (and the key ability for each skill) are Concentration (Con), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Ride (Dex), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Eternal champions are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields (including tower shields). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Incarnation (Su): The eternal champion dreams of different worlds and different times, and discovers that they are not dreams, but windows into lives he has

lived before or that he will live in the future. He gains his first inkling as to his role in the multiverse when he becomes aware of his previous and future incarnations. At 1st level and every three levels thereafter (4th, 7th, 10th and beyond for epic eternal champions), the character becomes aware of one of his incarnations. Each time a new incarnation is discovered, roll 2d6 + the eternal champion's prestige class level to determine the incarnation's character level at the point that the eternal champion becomes aware of it and connects with it. The incarnation is a full-fledged character in his or her own right; the Games Master may allow the player to create the incarnation, or may generate them randomly, using the tables in the Non-Player Character chapter in *Core Rulebook II*. The incarnation is not aware of the eternal champion until he himself gains the ability to make contact. The incarnation may come from the same campaign world as the eternal champion or from a wholly different one, even with a wildly different technology and magic level. The incarnation may even be antagonistic to the eternal champion's current goals.

When the character discovers a new incarnation, the character level of all previously discovered incarnations increases by 2.

Recall Skill (Su): The eternal champion can tap into his dreams to use his incarnation's different points of view and training in order to perform a task he is not well-prepared for. By taking 1d4 of temporary Wisdom damage, the character may gain a +3 competence bonus on one of the class skills of one of his incarnations. This bonus increases by 1 for every incarnation (beyond the first) that the character has discovered. The bonus lasts for one hour per half the character's eternal champion level or a number of skill checks equal to the character's eternal champion level (whichever comes first). The Wisdom damage can only be recovered by resting (as per the usual healing rules), or with *heal* or *greater restoration*. Spells like *miracle* and *limited wish* work normally, but are a waste.

Recall Feat (Su): Just as the eternal champion can call forth the knowledge and skill of his previous and future incarnations, so can he recall their special training in the form of feats. He gains the use of one feat that one of his incarnations possesses for half the character's eternal champion level in minutes. The character must meet the usual prerequisites for the feat he wishes to recall. The character suffers 1d4 points of damage to Wisdom and Intelligence, recoverable as per the recall skill ability. *Heal*, *greater restoration*, *miracle* and *limited wish* work normally.

Recall Ability (Su): One of the most astounding powers of the eternal champion is his ability to assume



The Eternal Champion

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Incarnation I, Recall Skill
2 nd	+2	+0	+0	+3	
3 rd	+3	+1	+1	+3	Recall feat
4 th	+4	+1	+1	+4	Incarnation II
5 th	+5	+1	+1	+4	
6 th	+6	+2	+2	+5	Recall ability
7 th	+7	+2	+2	+5	Incarnation III
8 th	+8	+2	+2	+6	Recall power
9 th	+9	+3	+3	+6	
10 th	+10	+3	+3	+7	Incarnation IV, <i>true incarnation</i>

part of the lives of his other incarnations. Once per day, the eternal champion can exchange his ability scores with one of his incarnations for one round per his eternal champion level. He gets the good with the bad, however, and if he ceases to comply with the ability prerequisites of some of his own feats, he may not use them until he recovers his own ability scores. Once the effect ends, the character is immediately dazed for 1d4 rounds, and fatigued for 1d6 hours. If he uses either the Recall Skill or Recall Feat abilities whilst employing this ability, he still suffers from ability damage when he regains his original ability scores.

Recall Power (Su): The connection between the eternal champion and his incarnations grows so strong that he can channel the special powers that they have acquired or developed. At the beginning of the day, he chooses one of his incarnation's powers that he may use freely until the end of the day. Powers available for this ability are:

- ✦ Weapon and armour proficiencies: All of a single incarnation's proficiencies.
- ✦ Class features: Select one from the following, which the incarnation possesses: barbarian rage, bardic music, sneak attack, uncanny dodge and improved uncanny dodge, evasion, improved evasion, turn undead, cleric domain powers, *wild shape*, wild empathy, woodland stride, trackless step, monk's

unarmed damage, ki strike, wholeness of body, slow fall, abundant step, lay on hands, smite evil, divine health, one favoured enemy, and swift tracker.

- ✦ Spellcasting: May cast one spell of each level of the incarnation's spell levels, from the incarnation's available or known spells.

The power works as per the incarnation's class level, not the eternal champion's. The eternal champion must sacrifice a number of experience points equal to the appropriate incarnation's character level multiplied by 20 in order to gain access to one of his or her powers. The eternal champion is not forced to forge the connection every day, but he cannot decide to try and recall a power spontaneously. He must prepare the connection at the beginning of the day by spending the experience, or the connection will not happen.

True Incarnation (Sp): The eternal champion's will crosses space, time and planes of existence to forge an intimate connection with one of his incarnations. He 'borrows' the body of the chosen incarnation, bringing it forth to his own plane and assuming his or her appearance and equipment. This ability works like a combination of *gate*, *polymorph* and *magic jar*. The eternal champion summons an incarnation from their home plane and possesses the body, entering it completely. The eternal champion's body immediately disappears. The incarnation's body arrives complete with equipment, and the eternal champion is immediately aware of how to use every item in his incarnation's arsenal. The eternal champion gains the incarnation's Strength, Dexterity and Constitution, but keeps his own Intelligence, Wisdom and Charisma. He may use one of the incarnation's special powers as outlined in the recall power ability, including the experience expenditure. He may also recall skills and feats, for the usual costs.

The incarnation's consciousness sleeps and has strange dreams of the eternal champion's actions, which may give him or her an inkling into the nature of the

Epic Eternal Champion

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Incarnation: The epic eternal champion gains one additional incarnation at 13th and 16th level, but he may not gain any more after that.

Bonus Feats: The epic eternal champion gains a bonus feat every three levels higher than 20th.

connection (and opening his or her own way into the eternal champion prestige class... but that gets complicated). The eternal champion can assume a true incarnation once per week, and for a duration of 1 round per the eternal champion's prestige class level.

MASTER OF PAIN

The master of pain sees combat as a game where every little cut generates a giggle, and a gashing wound is a true thrill. Thoroughly sadistic, the master of pain is not content at being able to down his foes with a single strike, he likes to do it in the bloodiest way possible. Any battle where he is not drenched with his own blood and that of his enemies is not worth retelling. Masters of pain learn their 'art' by sadistic instinct, noting how their weapon strikes cause different-shaped wounds. They even go to the point of learning about natural physiognomy in order to understand how a body ticks and how it can be made to break down. Messily.

This form of combat attracts only the vilest of evil's minions, whose claim to humanity was overturned long before he took his first master of pain level. Masters of pain encountered as Non-Player characters are solitary villains terrorising the countryside or unnerving mercenaries travelling as a troupe. He may also be found in the middle of a pack of savage humanoids.

Hit Die: d10.

Requirements

To qualify to become a master of pain, a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +9.

Skills: Heal 8 ranks, Intimidate 6 ranks.

Feats: Combat Expertise, Exotic Weapon Proficiency (any two), Power Attack, Weapon Finesse, Greater Weapon Specialisation.

Class Skills

The master of pain's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Masters of pain are proficient with all simple and martial weapons. They are proficient with all types

of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Vicious Attack (Ex): The master of pain is an expert in dealing extremely painful wounds by striking much harder than is really necessary. Whenever one of the master of pain's weapon attacks exceed his target's Armour Class by 5 points or more, he deals extra damage. This extra damage is 1d4 at 1st level and it increases by 1d4 every three master of pain levels thereafter. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as vicious attacks only if the target is within 30 feet and the weapon enjoys a bonus to damage from Strength. It is impossible to make nonlethal damage with a vicious attack. A master of pain can only viciously attack creatures that are susceptible to critical hits. The character must have considerable manoeuvring space to muster the force necessary for a vicious attack, so the master of pain cannot make a vicious attack against a creature with any amount of cover bonus to AC. The vicious attack does not stack with the rogue's sneak attack.



The Master of Pain

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Vicious attack +1d4
2 nd	+2	+3	+0	+0	Tendonsnapper
3 rd	+3	+3	+1	+1	
4 th	+4	+4	+1	+1	Bonecrusher, vicious attack +2d4
5 th	+5	+4	+1	+1	
6 th	+6	+5	+2	+2	Grievous wound
7 th	+7	+5	+2	+2	Vicious attack +3d4
8 th	+8	+6	+2	+2	Maim
9 th	+9	+6	+3	+3	
10 th	+10	+7	+3	+3	Vorpal strike, vicious attack +4d4

Tendonsnapper (Ex): The force that the master of pain puts behind his blows is sufficient to cause intense pain and injure his target in many ways. When he reaches 2nd level, the master of pain can take one die out of a vicious attack and deal it as Strength damage instead of hit point damage. A maximum of two dice can be made into ability damage with a vicious attack.

Bonecrusher (Ex): At 4th level the master of pain learns new ways to hurt his targets. He can take out one die of vicious damage and inflict it as Dexterity damage instead of hit point damage. A maximum of two dice can be made into ability damage with a vicious attack.

Grievous Wound (Ex): At 6th level the master of pain learns how to smash the life out of his targets. He can take out one die of vicious damage and inflict half of its result as Constitution damage instead of hit point damage. Only one die can be made into ability damage on a vicious attack.

Maim (Ex): The master of pain's attacks are incredibly harmful by the time he reaches 8th level. He can incapacitate a target limb by limb by aiming carefully. On any attack, the master of pain may take a penalty to the attack roll in order to strike at a specific part in a target's body as indicated in the Maiming table. Instead

of dealing normal hit point damage, the character's damage roll becomes the DC that the target must defeat with a Fortitude check in order to avoid suffering the maiming's effect, which varies from body part to body part.

As normal, if the character's attack roll exceeds the target's AC by 5 or more, he can deal extra damage by a vicious attack and may cause ability damage centred on that body part.

A confirmed critical hit while using the maim ability means the master of pain deals normal hit point damage with his weapon (not multiplied) and the target suffers from the maim attack normally.

Unless stated otherwise, the effects of the maiming last for one hour per master of pain level. A character with the Heal skill may treat the horrid damage the character caused, with a DC equal to the result of the attack roll that maimed the victim.

Vorpal Strike (Ex): The character attacks with such strength that he can mutilate his targets even with blunt weaponry. On a threat, the character may declare the confirmation attack roll as a vorpal strike, aiming for a body part. He takes a circumstance penalty to the

Maiming

Body Part	Attack Penalty	Effect
Head	-8	Target is dazed for a number of rounds equal to the master of pain's Strength modifier.
Arm / manipulator limb	-6	-2 circumstance penalty to attack, damage and skill checks that would use the limb. The target drops anything he was holding in that arm.
Leg / support limb	-4	Base speed reduced by 10 feet (minimum 5 feet), cannot run or charge, -2 penalty to skill checks involving the leg.
Torso	-2	The character is winded, and suffers a -2 circumstance penalty to initiative for a number of rounds equal to the master of pain's Strength modifier.
Other limb	-3	-2 circumstance penalty to rolls involving that limb.

Epic Master of Pain

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Vicious Attack: The epic master of pain's vicious attack damage increases by +1d4 at every even-numbered level (+5d4 at 22nd, +6d4 at 26th, and so on).

Tendonsnapper, Bonecrusher and Grievous Wound: At 25th level and every 5 levels thereafter, the maximum number of dice the character may use from a vicious attack to deal ability damage increases. He can add one die at 25th level, another die at 30th level and so on.

Bonus Feats: The epic master of pain gains a bonus feat every four levels higher than 20th.

confirmation attack roll as per the maim effects table. If he scores a critical, the character severs the body part, causing +2d4 points of Constitution damage in the process. The Games Master determines the effects for the lack of any particular limb. If the confirmation roll misses, the attack is resolved as a normal attack and the character cannot even apply his vicious attack ability. The master of pain may choose to try for a normal critical hit, applying the regular effects for a successful confirmation roll.

PUREBLADE

Pureblades are a crossbreed born from a fighter's specialised combat training and a monk's introspective style. While in the search of the perfect fighting style, a pureblade discovers the closely-guarded secret of ki, the subtle energy that surrounds everything and springs from its wielder's inner strength. While still unable to reach the incredible heights of monkish training, the pureblade nonetheless becomes an accomplished martial artist, combining his knowledge of armed combat with the ability to focus his inner power.

Fighters are the only class with enough discipline in the ways of armed combat to achieve this level of expertise. That said, monks who later take it upon themselves to train as a fighter find it a natural way to advance in a path that he abandoned, or vice versa.

Pureblade Non-Player Characters are frequently wandering adventurers, willing to put their abilities to the test for causes that range from altruistic protection of innocents to simple self-gratification.

Hit Die: d10.

Requirements

To qualify to become a pureblade, a character must fulfill all the following criteria:

Alignment: Any lawful.

Base Attack Bonus: +10 or higher.

Feats: Combat Reflexes, Greater Weapon Focus (any), Improved Unarmed Strike, Stunning Fist, Weapon Focus (any).

Class Skills

The Pureblade's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Pureblades are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Ki Focus (Su): In his efforts to maximise his potential, the pureblade comes upon the secret of ki, the internal energy that monks use to power their incredible abilities. The pureblade learns to channel his ki in a similar yet distinct way, focussed on his own fighting style. Beginning at first level, the character gains a pool of ki focus points equal to 3 plus his Wisdom modifier. At 4th and 8th level, this pool increases by +2 ki focus points. The pureblade may spend his ki focus as a free action but only once per round. Spending ki focus points achieves several effects that the pureblade learns as he deepens his understanding. At 1st level, he can spend 1 ki focus point to:

- ✦ Grant any one weapon that benefits from any of his Weapon Focus feats a property to defeat Damage Reduction. He can make such a weapon behave as a magic weapon, or an aligned weapon of any one of his alignments.
- ✦ Grant a +1 insight bonus to his next attack roll.
- ✦ Grant a +1 insight bonus to one saving throw.
- ✦ Add 5 feet to his movement for one round; this movement shares the characteristics of the move action it is augmenting.



The Pureblade

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Ki focus
2 nd	+2	+0	+0	+3	Defensive stance
3 rd	+3	+1	+1	+3	Empower attack
4 th	+4	+1	+1	+4	Ki focus
5 th	+5	+1	+1	+4	Pressure touch
6 th	+6	+2	+2	+5	Forceful attack
7 th	+7	+2	+2	+5	Maximise damage
8 th	+8	+2	+2	+6	Ki focus
9 th	+9	+3	+3	+6	Disrupting attack
10 th	+10	+3	+3	+7	Smite

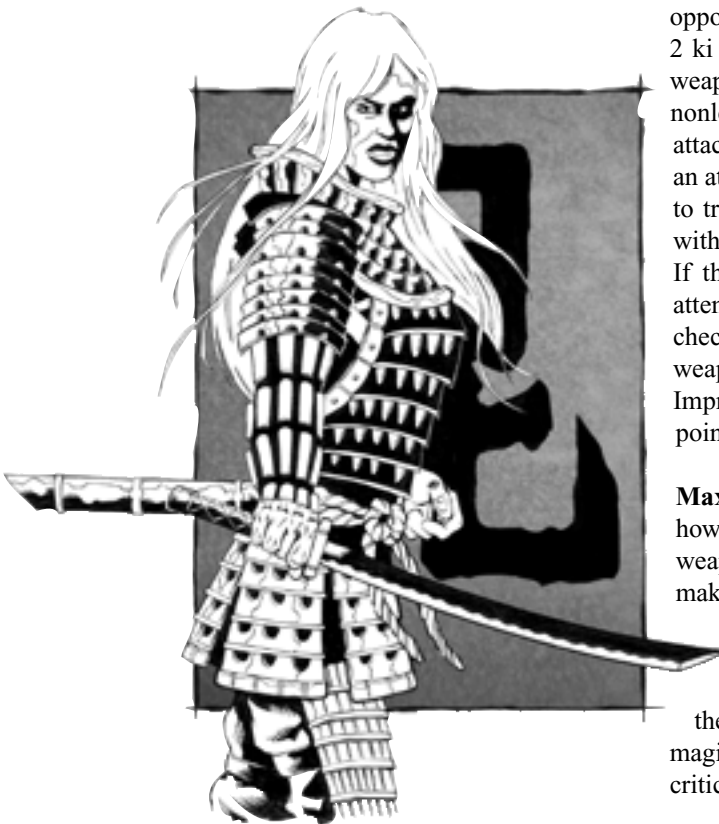
All of these effects last for one round only, and the pureblade may not spend additional ki focus points to increase their benefits. The character refreshes his ki focus pool after a full night's rest.

Defensive Stance (Ex): The character may use an available attack of opportunity to block an incoming melee attack at the expense of 1 ki focus point. He makes an attack roll at his highest attack bonus and, if he defeats the attacker's own roll, the attack is blocked effectively. If the character possesses the Deflect Arrows feat, he may attempt the defensive stance against incoming missile attacks too.

Empower Attack (Ex): The pureblade may aim attacks with uncanny precision. At the expense of 2 ki focus points, the character adds half the corresponding ability modifier to his next attack and damage rolls if the attack is successful (Strength for melee attacks, Dexterity for ranged and Weapon Finesse attacks). This bonus is in addition to the normal application of the ability modifier. For example, a pureblade with Str 18 and Dex 14 can make a melee attack with a +2 bonus or a ranged attack with a +1 bonus to attack and damage in addition to the normal modifiers.

Pressure Touch (Ex): With but a touch of his weapon, the pureblade may strike a sensitive spot and send his opponents tumbling to the ground. At the expense of 2 ki focus points, the character's melee attack (with a weapon that benefits from the Weapon Focus feat) deals nonlethal damage instead of lethal. Also a successful attack is an automatic trip attempt that does not provoke an attack of opportunity nor offers the target the chance to trip the character back if he resists the trip attempt with the normal opposed Strength (or Dexterity) check. If the pureblade's weapon is one that can make trip attempts on its own, he gains a +2 bonus to the Strength check to make the trip in addition to any bonus the weapon may already provide. If the character has the Improved Trip feat, he only needs to spend 1 ki focus point and applies the feat's bonus normally.

Maximise Damage (Ex): The pureblade knows how to combine his insight with the qualities of his weapon so that he causes incredible damage. Before making an attack with a weapon that benefits from the Weapon Focus feat, the character may spend 4 ki focus points so that, on a successful attack, the weapon deals its maximum damage without the need to roll. Extra damage from sneak attack or magic weapon qualities is not affected, but confirmed critical hits are affected, dealing maximum damage.



Epic Pureblade

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Focus: The epic Pureblade gains two additional ki focus point on every level divisible by four.

Bonus Feats: The epic Pureblade gains a bonus feat every three class levels above 20th.

Forceful Attack (Ex): The subtle energy that the pureblade can channel through his weapon is so great that it can send his foes tumbling away. At the expense of 3 ki focus points, the character's melee attack (with a weapon that benefits from the Weapon Focus feat) deals nonlethal damage instead of lethal, and a successful attack is an automatic bull rush attempt that does not provoke an attack of opportunity. A critical hit pushes the target 10 feet instead of the normal 5 feet if he fails the opposed Strength check. If the character has the Improved Bull-Rush feat, he only needs to spend 2 ki focus points and applies the feat's bonus normally.

Disrupting Attack (Su): The pureblade can charge his weapon to such extent that he can disrupt the flow of arcane and divine energies. If he successfully strikes a target under the effects of a spell or spell-like ability, the character can attempt to disrupt it. He spends 1 ki focus point plus one additional point per level of the target spell or spell-like ability and makes a special caster check as if for a *greater dispel magic* spell, rolling 1d20 and adding the amount of damage he rolled in the attack. If the target is a spellcaster in the middle of casting a spell, the disrupting attack can ruin his magic, adding +4 to the DC of the Concentration check needed to maintain the casting.

Smite (Su): At the expense of 4 ki focus points, a pureblade may attempt to smite an opponent with one

normal melee attack. He adds his Wisdom bonus (if any) to his attack roll and deals 1 extra point of damage per character level. In addition, the attack makes the weapon aligned to both the pureblade's alignments for purposes of defeating Damage Reduction.

TORNADO

There are legends about masters of arms who can drop into the midst of an army and come out victorious and unscathed. Going by the apt name of 'tornado', such warriors become adept at directing their attacks in all directions around them and capable of clearing an area around them of any fool who dares to approach. While they are quite capable of fighting in heavy armour, they much prefer to travel light so their movement is not hampered.

There is no particular 'school' or organisation that a fighter can attend to receive training as a tornado; it is a path that warriors discover for themselves as their skill is honed to a razor's edge. Humans, elves and half-elves are the most common tornadoes, although half-orcs are quite accomplished at the training involved. Dwarves make for a strange variety of tornado, mostly because they do not move, but stand waiting for enemies to make the mistake of coming within reach.

Tornadoes encountered as Non-Player Characters are almost always wandering loners, most of them mercenaries peddling their service to whomever can afford to pay it, although many are leaders of armies.

Hit Die: d10.

Requirements

To qualify to become a tornado, a character must fulfill all the following criteria:

Base Attack Bonus: +10.

The Tornado

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Uncanny dodge
2 nd	+2	+3	+3	+0	
3 rd	+3	+3	+3	+1	Improved uncanny dodge
4 th	+4	+4	+4	+1	Improved whirlwind attack
5 th	+5	+4	+4	+1	
6 th	+6	+5	+5	+2	Greater uncanny dodge
7 th	+7	+5	+5	+2	Greater whirlwind attack
8 th	+8	+6	+6	+2	
9 th	+9	+6	+6	+3	Ultimate uncanny dodge
10 th	+10	+7	+7	+3	Ultimate whirlwind attack



Feats: Combat Expertise, Dodge, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Whirlwind Attack.

Class Skills

The tornado's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Tornados are proficient with all simple and martial weapons. They are proficient with light and medium armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Uncanny Dodge (Ex): At 1st level, a tornado retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilised. If a tornado already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): At 3rd level and higher, a tornado can no longer be flanked. This defence denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has tornado and fighter levels. If a character already has improved uncanny dodge, levels from the classes that grant uncanny dodge stack with fighter and tornado levels to determine the minimum level a rogue must be to flank the character.

Improved Whirlwind Attack (Ex): When taking a full action to use the Whirlwind Attack feat, the character can make one extra attack with an off-hand weapon against any foe he attacked in the same round, whether the attack was successful or not. This extra attack is made with the character's second best base attack bonus and suffers the -2 penalty for fighting with two-weapons for that attack.



Greater Uncanny Dodge (Ex): The tornado's ability to avoid damage by sheer reflexes has grown to considerable levels. Whenever he is attacked by a concealed or invisible attacker, or an attacker flanking him (regardless of whether the attacker gains the flanking bonus or not), the character may take a free 5-foot step independent from his movement in that round. This 5-foot step does not provoke an attack of opportunity, and the number of times the tornado can take such a movement each round is equal to his Dexterity modifier.

Greater Whirlwind Attack (Ex): When he reaches 7th level, the tornado's ability to strike enemies around himself increases greatly. He can move up to a total of 10 feet while taking the full attack action with the Whirlwind Attack before or/and after striking a single enemy. He can distribute his movement in multiples of 5. For example, a tornado can strike one enemy, then take a 5-foot step to reach another enemy and then take yet another 5-foot step to strike a third, or he could make a 10-foot movement before his full attack to position himself in the midst of his targets.

Ultimate Uncanny Dodge (Ex): The tornado moves so fast when he is fighting that he is a blur on the battlefield. When he is making a full attack, all weapon attacks against him have a chance to miss equal to 15% +5% per Dexterity modifier. This

Epic Tornado

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic tornado gains a bonus feat every two levels higher than 20th.

Tornado Strike (Epic)

You deal a rain of blows against a single target.

Prerequisite: Tornado prestige class level 10th, base attack +20 or higher.

When taking a full attack action to perform a Whirlwind Attack, instead of distributing attacks amongst all surrounding opponents, the character can spin on his own axis and direct a whirlwind attack against a single target. He makes three attacks at his highest base attack bonus and becomes fatigued until the end of the encounter. If he is fighting with two weapons or a double weapon, he can make an extra three attacks at his second best base attack bonus, but he is exhausted until the end of the encounter, at which point he becomes fatigued and can only recover by resting or magic.

Normal: A character directs one attack at each surrounding opponent with the Whirlwind Attack feat, two attacks with the ultimate whirlwind attack class feature of the tornado prestige class.

chance to miss is considered concealment for purposes of feats and abilities that ignore chances to miss concealed opponents.

Ultimate Whirlwind Attack (Ex): The character that reaches the peak of the tornado's training is a one-man army, capable of mincing weak enemies into ribbons. When he performs the Whirlwind Attack with two weapons or a double weapon, the character has two sets of attacks: the normal attacks at his highest base attack bonus that he deals against every opponent surrounding him, and a second set of attacks that use his second best base attack bonus and targets every opponent surrounding him with the off-hand weapon, with the normal -2 penalty for fighting with two weapons.

UNSEEING BLADE

Fighters are exposed to all kinds of damage and not only from weapons; monsters spit acid, fire, poison and other foul substances at them, spellcasters hurl arcane and divine energies at them. There is a large chance that they will get permanently hurt. The unseeing blade is one such warrior; he lost his sight to a curse, a special attack or to an unlucky swing, although there are

rumours of some warriors intentionally taking out their own eyes in order to train as unseeing blades. Instead of bemoaning his fate, the fighter learned to adapt to his new circumstances, foregoing sight in favour of the rest of his senses until he becomes attuned to flows of subtle energy that criss-cross the world.

Unseeing blades are easy to misjudge, for their blindness is apparent even if the confidence of their movements betrays their subtle perception. When they unsheathe their weapon, however, there is no mistaking their ability and lethality. As Non-Player Characters, they can be found in the same circumstances as regular fighters, although they encounter some scepticism at first.

Hit Die: d10.

Requirements

To qualify to become an unseeing blade, a character must fulfill all the following criteria:

Base Attack Bonus: +7.

Skills: Listen 6 ranks.

Feats: Alertness, Combat Reflexes, Blind-Fight, Dodge, Lightning Reflexes, Skill Focus (listen).

Special: Must be permanently blind.

Class Skills

The unseeing blade's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Unseeing blades are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Enlightened Blindness (Ex): The unseeing blade obviously cannot see. Being blind, he takes a -2 penalty to Armour Class, although his Blind-Fight feat prevents him from losing his Dexterity bonus to AC and fixes his speed at three quarter of his normal base speed. All opponents are considered to have total concealment (50% miss chance) to the blind character, though the unseeing blade overcomes this by other methods (read



'You have got to be kidding.' Loris was surrounded. The city guard had stormed the basement without warning and, although the place was packed with experienced fighters like herself, they were all wounded and tired, and unable to offer resistance to the two dozen guardsmen who had burst in.

The swordswoman – only a moment ago declared the night's victor – now faced a new opponent. The captain of the guard stepped into the Pit's ring and confronted her. He was obviously experienced, with blade-scarred hands and a beard heavily streaked with grey. A black bandanna completely covered his eyes.

'You're blind!'

'Glad to see today's youth is still perceptive.' The captain raised his sword with practised ease, pointing it directly at her. *'Now, please surrender; I brought my best soldiers with me to break up this crimezone, but I would prefer to avoid bloodshed.'*

'Come on... you're blind!' Loris insisted, although she was perfectly aware of the odds against her. Predictably, her father was nowhere to be seen.

'And quite capable of trouncing you, little one.' The blind warrior cocked his head. *'Wait... would you speak again?'*

'Huh? What do you mean?'

'Ah.' He nodded and lowered his sword. *'Your voice has become huskier, but that is no surprise. How old are you now, Loris Mevin, daughter of the wastrel Callas Mevin?'*

'What!' Loris hesitated and lowered her weapons tentatively. Suddenly, she recognised the older warrior facing her – the eyes like chips of blue ice were gone, but his attitude was hauntingly familiar. *'Master Dorran? Of the old king's guard? What in the nine hells happened to you?'*

below). All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. The character has grown accustomed to his blindness, however, suffering no other drawbacks. He is not subject to gaze or blinding attacks.

Zen Combat (Ex): The character has learned to make himself one with his surroundings and his fighting style reflects this; he may use his Wisdom modifier instead of his Strength and/or Dexterity modifiers for melee and ranged attack rolls.

Sense Aura (Sp): Living in darkness provides a unique advantage to the character; he develops a sixth sense for feeling the presence of things around him. He can use this ability once per day at 2nd level and one additional time per day at each even level. At this level, the ability acts as the spells *detect animal and plants*, *detect undead*, *detect secret doors* or *detect snares and pits*. To activate this ability, the unseeing blade selects the spell he wishes to mimic and must concentrate for one full round. He makes a Wisdom check adding his unseeing blade level; this check has a base DC of 15, modified by the spell and the particular effect he wishes to achieve (see the Sense Aura table).

When he attempts the effects of the second and third round of concentration according to the spells' descriptions, the unseeing blade concentrates for that number of rounds and gains the insights of the previous rounds' effects. The character can detect more auras when he gains the improved zen combat ability.

The range of this ability is 60 feet plus 10 feet per unseeing blade level, and the character uses his unseeing blade class level as his caster level when called for.

Sense Aura

Effect	Base DC
<i>detect animal and plants</i>	+0
<i>detect undead</i>	+2
<i>detect secret doors</i>	+4
<i>detect snares and pits</i>	+4
1 st round effect	+0
2 nd round effect	+2
3 rd round effect	+4

Epic Unseeing Blade

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Blindsense: The range of the epic unseeing blade's blindsense ability increases by 60 feet every three levels after the unseeing blade's 10th level.

Blindsight: The range of the epic unseeing blade's blindsight ability increases by 10 feet every three levels after the unseeing blade's 9th level.

Sense Aura (Sp): The character can use his *sense aura* ability an additional time per day every even level after the unseeing blade's 10th level, up to a maximum of 10 times per day.

Blindsense (Ex, Su): Due to his attunement to his surroundings, the unseeing blade notices things he cannot see, although he lacks the accuracy of true sight. He gains a +10 competence bonus to Listen checks to notice and locate creatures within range of his blindsense ability, which starts at 20 feet and increases every three levels, provided that he has line of effect to that creature. The character's opponents still enjoy the total concealment (50% miss chance) because of his blindness, but he suffers no other drawbacks except those described in the enlightened blindness ability. Because this is both an extraordinary and supernatural ability, it does not rely entirely on hearing and thus is unaffected by deafening attacks. In areas where magic is nonexistent or suppressed, blindsense defaults to an extraordinary ability for the unseeing blade and is now subject to deafening attacks.

Blindsight (Ex, Su): At third level, the unseeing blade gains the ability to use a combination of non-visual senses to operate effectively without vision. These senses include sensitivity to vibrations, keen hearing and a supernatural attunement to the auras of all things. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still cannot see ethereal creatures) out to a range starting at 5 feet but extending every three levels. Although the unseeing blade can now function as if he could still see within the range of his ability, he still suffers some of the disabilities from blindness, namely that he cannot distinguish colour or visual contrast and cannot read. Blindsight negates displacement and blur effects. At third level, he must trigger the ability as a free action (which means that if he loses an action he also loses the blindsight benefits during the rounds that he cannot act). At sixth level, this ability becomes permanently active. Because this is both an extraordinary and supernatural ability, it does

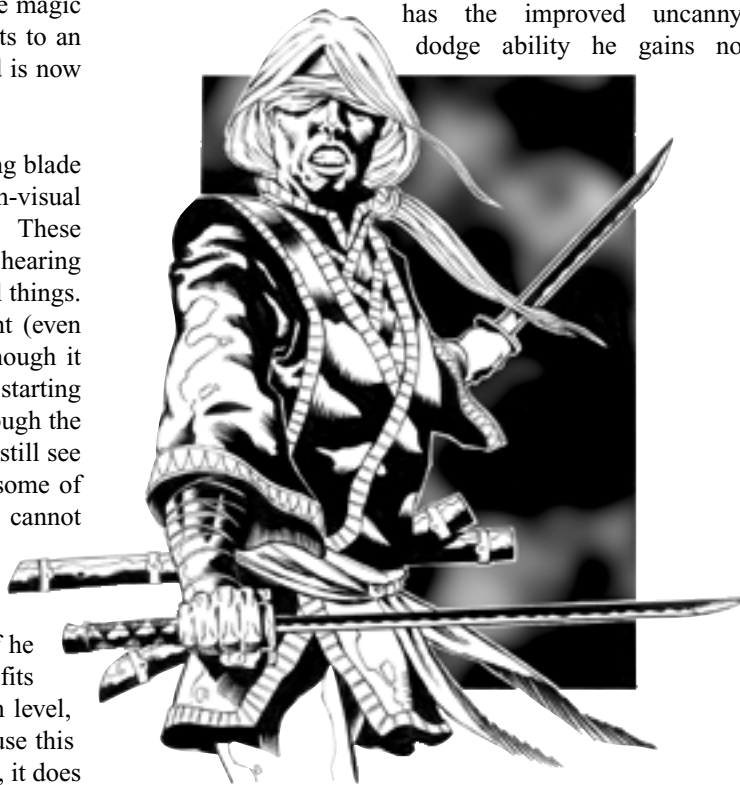
not rely entirely on hearing and thus is unaffected by deafening attacks and still operates in vacuum. In areas where magic is nonexistent or suppressed, blindsight defaults to an extraordinary ability for the unseeing blade who is now subject to deafening attacks.

Uncanny Dodge (Ex): As the unseeing blade learns to react to non-visual cues, he gains an uncanny ability to avoid threats. He gains the uncanny dodge ability as described in the tornado prestige class. If he already has the uncanny dodge ability from another class, he gains the improved uncanny dodge ability instead.

Improved Zen Combat (Su): The character is at one with the world, aware of the most minute changes in his environment. He gains a number of abilities when achieving 5th level as an unseeing blade:

- ✦ He adds his Wisdom modifier to melee and ranged attack rolls in addition to his Strength or Dexterity modifier, not in replacement.
- ✦ He no longer suffers a penalty to AC because of his blindness.
- ✦ His *sense aura* ability expands to include *detect thoughts*, *detect evil/chaos/good/law*, and *detect magic* as shown on the Advanced Sense Aura table.

Improved Uncanny Dodge (Ex): The unseeing blade's reactions are triggered by the slightest whispers and breezes. He gains the improved uncanny dodge ability as described in the tornado prestige class. If he already has the improved uncanny dodge ability he gains no



The Unseeing Blade

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Enlightened blindness, blindsense 20 ft., zen combat
2 nd	+2	+3	+3	+0	<i>Sense aura</i> 1/day
3 rd	+3	+3	+3	+1	Blindsight 5 ft. (triggered)
4 th	+4	+4	+4	+1	Blindsense 60 ft., uncanny dodge, <i>sense aura</i> 2/day
5 th	+5	+4	+4	+1	Improved zen combat
6 th	+6	+5	+5	+2	Blindsight 10 ft. (automatic), <i>sense aura</i> 3/day
7 th	+7	+5	+5	+2	Blindsense 180 ft.
8 th	+8	+6	+6	+2	Improved uncanny dodge, <i>sense aura</i> 4/day
9 th	+9	+6	+6	+3	Blindsight 30 ft. (automatic)
10 th	+10	+7	+7	+3	Blindsense 240 ft., <i>sense aura</i> 5/day

Advanced Sense Aura

Effect	Base DC
<i>detect evil/chaos/good/law</i>	+0
<i>detect thoughts</i>	+2
<i>detect magic</i>	+4

further benefit, except that he can add both class levels together to determine the level a rogue needs to be to flank the character.

WRECKER

The name ‘wrecker’ came to be applied to some warriors because of the effect their attacks had on their enemies. Wreckers are the talk of everyone when they arrive at a town, enter a tavern or otherwise meet new people, for nobody can believe that they can effectively wield the huge weapon strapped to their back. From wielding greatswords and polearms with only one hand to commissioning gigantic blades for their use, wreckers are quite a spectacle in combat, circling their large weaponry around themselves and folding their targets over whenever they strike. Sometimes sheer force is what kills an opponent rather than the weapon’s sharpness or hardness.

Fighters are naturally attracted to the prospect of wielding large weapons with such ease, but barbarians and even monks may benefit from such training, provided they are strong enough. Non-Player Character wreckers are few, and it is not hard to track them by rumour and gossip as they plough the ground with the dragging edge of a gigantic blade.

Hit Die: d10.

Requirements

To qualify to become a wrecker, a character must fulfill all the following criteria:

Base Attack Bonus: +6 or higher.

Feats: Endurance, Cleave, Great Cleave, Power Attack.

Class Skills

The wrecker’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Wreckers are proficient with all simple and martial weapons, plus one exotic weapon of their choice that is a medium two-handed weapon. They are proficient with all types of armour and with shields, including the tower shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour, equipment, or loot carried.

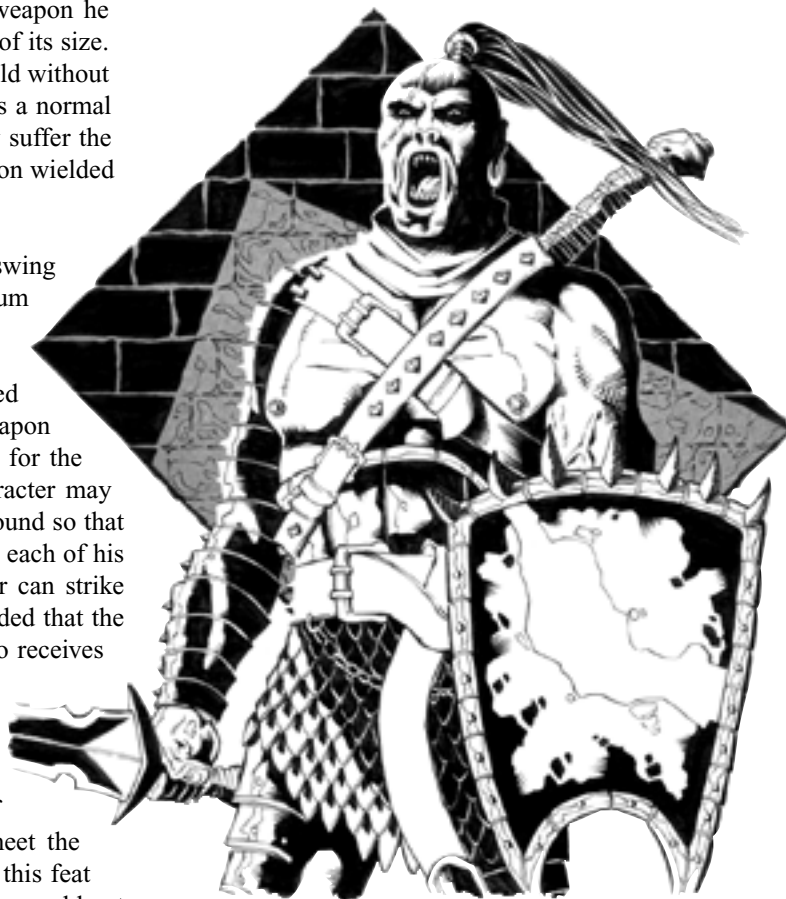
Large Weapon Proficiency (Ex): The character trains himself to handle very large weapons. He is considered a Large creature when defining the kinds of weapons that are light, one-handed and two-handed. For example, a greatsword for a medium-size wielder is a two-handed weapon, but for the wrecker, it is a one-handed weapon. Light weapons continue being light weapons. If the character takes the Exotic Weapon Proficiency for a Large two-handed weapon, he may use it one-handed at a –2 penalty to attack rolls. The character may not fight with two weapons if one of them would normally be a two-handed weapon if not for the Large Weapon Proficiency ability; he either needs one hand free or have a shield to provide proper balance.

The wrecker can, however, use a double weapon he would not normally be able to use because of its size. As an alternative, they may use a tower shield without the usual -2 penalty if their main weapon is a normal medium, light or one-handed weapon (they suffer the penalty normally if it is a two-handed weapon wielded in one hand).

Cleaving Sweep (Ex): The wrecker can swing his big weapons in such a way that momentum and size combine to make a great sweeping attack. When wielding a weapon in one hand that would normally be considered two-handed, or wielding two-handed a weapon he would not be able to wield at all if not for the Large Weapon Proficiency ability, the character may take a -2 penalty to all his attacks for the round so that he may target one additional opponent with each of his attack rolls. This means that the character can strike two targets with the same attack roll, provided that the second opponent is adjacent to the one who receives the first strike and within reach of the weapon.

Improved Critical: The character gains the Improved Critical feat for a weapon of his choice for free even if he does not meet the prerequisites. He only gains the benefit of this feat when he wields that weapon in a way that he would not normally be able to do, if not for the Large Weapon Proficiency ability.

Weapon Attunement (Ex): The character chooses one type of weapon; whenever he wields that weapon in a way that he would not normally be able to if not for the Large Weapon Proficiency ability (such as a greatsword with one hand or a Large greatsword with two hands), he gains a +2 bonus to attack and a +4 bonus to damage as if he had the Weapon Focus and Weapon Specialisation feats, as well as the Greater versions of both. If the character does have any of the four feats for that weapon already, the bonuses do not stack, although the weapon attunement bonus does not function if he wields the weapon normally (like wielding the greatsword in the example with two hands, something all characters are able to do).



Keep At Bay (Ex): When wielding a weapon in one hand that would be considered two-handed if not for the Large Weapon Proficiency ability, the character can try to keep enemies at bay using the weapon's sheer size. Upon successfully dealing damage with such a weapon, the wrecker can make a Strength check opposed by his target's own Strength check; if the character succeeds, he can push his target back 5 feet.

Enhanced Critical (Ex): The wrecker knows the advantages of having such a large weapon and can cause terrific amounts of damage with it. When wielding the weapon for which he has the free Improved Critical from 3rd level, that weapon's critical multiplier increases by one.

The Wrecker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Large weapon proficiency
2 nd	+2	+3	+0	+0	Cleaving sweep
3 rd	+3	+3	+1	+1	Improved critical
4 th	+4	+4	+1	+1	Weapon attunement
5 th	+5	+4	+1	+1	Keep at bay, enhanced critical



Superior Tools

The heart of a fighter's training resides in learning to make the most of his weapons and armour. Naturally, they are also interested in finding better weapons and armour and, if they do not find them, they eventually learn to create them. While some fighters are dependent on what they can find in a city's armouries or lost in a forgotten crypt, some take the time to learn the intricacies of craftsmanship in order to create their own weapons. From the cooperation of dedicated artisans and warrior-craftsmen, superior techniques and new and exotic weaponry have emerged from forges around any and all worlds.

SUPERIOR WEAPONS

In addition to the Exotic Weapon Proficiency, all of the following weapons have other prerequisites that a prospective wielder must meet in order to unlock the weapon's special qualities (including other feats!), for the feat only removes the -4 penalty for wielding a weapon without being proficient in its use.

Whip-sword: The whip-sword is a strange weapon that is extremely hard to master, rumoured to have been devised by a gnomish weaponsmith for no other purpose than to compensate for gnomish warriors' short height, but it soon began to be crafted for larger customers. The whip-sword is a series of interlocking blades that, when retracted, look for all purposes like the blade of a normal sword. The blades are held together by a strong but flexible cable running through their centre, pulled tight against the sword's guard. By throwing a switch on the handle, the cable is loosened and all the interlocking blades separate, forming a spiked chain that the wielder can use for lashing. In locked mode, the whip-sword is like any sword that does not require the Exotic Weapon Proficiency feat to use, but it must be taken in order to use the whip mode. Loosening the blades is a free action. The whip mode decreases the weapon's damage by one die (the value between parentheses) but it has reach, so the wielder can strike opponents

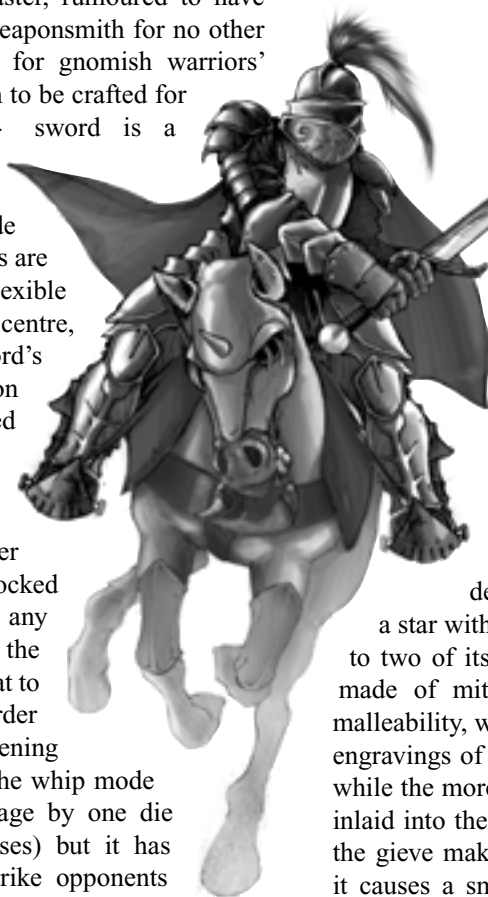
10 feet away from him and it can be used against an adjacent foe as well.

The character must have at least 5 ranks in Use Rope and the Improved Trip feat to be able to make trip attempts with the whip-sword in whip mode; the user can drop the whip-sword to avoid being tripped if he is tripped in his own attempt. The character needs at least 5 ranks in Use Rope and the Improved Disarm feat to make disarm attempts for which he has an additional +2 equipment bonus to the opposed attack roll to disarm an opponent. A wielder may use a two-handed whip-sword with the Improved Grapple feat to make grapple checks against creatures of the wielder's size or smaller, adding the sword's enhancement bonus (if any) to grapple checks.

Wielders can use the Weapon Finesse feat to apply their Dexterity modifier instead of the Strength modifier to attack rolls with a properly sized whip-sword, even though it is not a light weapon for them. Returning the blades to sword mode requires a full-round action, but the character can decide to do it as a move action by making a Use Rope check (DC 15). He may also decide to try to retract it as a free action with the same DC as the Use Rope check, but he must have the Quick Draw feat.

A whip-sword with the *dancing* magical quality can go from sword to whip mode and back by the will of its wielder, and gains a bonus to trip and disarm attempts equal to half its enhancement (minimum +1).

Gieve: This elven weapon is a delicate showing of elven craftsmanship and ingenuity. At first glance, it is a delicate, if slightly large piece of jewellery, a star with four to six prongs and a diameter equal to two of its intended user's palms. All gieves are made of mithral because of its light weight and malleability, with the basic models having only simple engravings of leafy motifs along the centre and arms, while the more expensive ones have a variety of gems inlaid into the weapon's body. Pressing the centre of the gieve makes its nature as a weapon apparent, for it causes a small, curved blade to spring from each





of the weapon's arms. The gieve is a thrown ranged weapon that spins rapidly in flight. Its unique design and mithral construction cause it to glide through the air and, if it misses its target, to return to the thrower's original position the next round. If the wielder is still in that position, he can make a Reflex save (DC equal to his attack roll, maximum 20) to catch it as a free action. Using the spinning knife as a melee weapon is possible, but it requires the user to be proficient with all martial weapons and have the Weapon Finesse feat.

All gieves are masterwork items, its price already included in the listing. A gieve can be enchanted with the *returning* magical quality, in which case the wielder need not make a Reflex save to catch the weapon on its return, and it returns even on a successful hit. A gieve may be enchanted with the *dancing* quality as well, allowing the wielder to control its movements up to five range increments away. A *dancing and returning gieve* will fly back to its wielder's hand after the last round of its *dancing* effect.

Fleshcleaver: Many experts confuse the fleshcleaver with a dwarven sword, except that it is too slender and

elegant, unlike the sturdy and solid weapons that come from the dwarven forges. In truth, it is a purely human invention. Made with a secret forging technique, this short sword is slightly curved backwards and only the outer edge is sharpened, to razor thinness. The blade is shaped as a wedge and is heavier on the thick part than most normal swords are. The fleshcleaver is heavier than other swords of the same size and it requires special training to use properly, hence its classification as an exotic weapon. The fleshcleaver receives its name because of its unusually high chances of dealing critical damage.

Adamantine fleshcleavers (and only adamantine ones) are a true instrument of death in the hands of a proficient user. If the wielder of an adamantine fleshcleaver has the Improved Sunder feat, he can use the Power Attack feat to ruin armour as well as wounding the wearer. The damage caused by such a combination of attacks affects the target as normal but it deals half that damage to armour worn as well, ignoring hardness as a normal adamantine weapon. The fleshcleaver also affects natural armour, reducing it by 1 point with each successful attack until the target heals damage by

New Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>One-handed Melee Weapons</i>							
Sabre, cavalry	20 gp	1d6	1d8	19-20/x3	-	5 lb.	Slashing
Exotic Weapons							
<i>Light Melee Weapons</i>							
Whip-sword, short	350 gp	1d4 (1d3)	1d6 (1d4)	x2	-	2 lb.	Piercing or slashing
<i>One-handed Melee Weapons</i>							
Fleshcleaver	325 gp	1d4	1d6	18-20/x3	-	4 lb.	Slashing
Fleshcleaver, adamantine	3,325 gp	1d4	1d6	18-20/x3	-	4 lb.	Slashing
Whip-sword, long	375 gp	1d6 (1d4)	1d8 (1d6)	x2	-	4 lb.	Piercing or slashing
<i>Two-handed Melee Weapons</i>							
Wallblade	65 gp	2d6	2d8	x3	-	10 lb.	Slashing and bludgeoning
Wallblade, blunt	60 gp	1d10	1d12	x3	-	10 lb.	Bludgeoning
Whip-sword, great	400 gp	1d8 (1d6)	1d10 (1d8)	x2	-	8 lb.	Piercing or slashing
<i>Ranged Weapons</i>							
Gieve (4 arms)	500 gp	1d3	1d4	x2	20 ft.	1 lb.	Slashing and piercing
Gieve (5 arms)	550 gp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing and piercing
Gieve (6 arms)	1,000 gp	1d4	1d6	19-20/x2	25 ft.	2 lb.	Slashing and piercing



magic or rest, although if the target has regeneration it recovers its natural armour normally at the beginning of its next turn.

A fleshcleaver with the *mighty cleaving* enchantment allows a wielder with the Cleave feat to make one attack against a foe adjacent to its target at the same base attack bonus, even if the target is not brought down by the attack. This is in addition to the extra cleave attempt the enchantment grants.

Wallblade: This slab of metal is only called a 'sword' because of its general shape and the fact it has a handle. A wallblade is slightly shorter than its intended wielder and half as wide. It is so massive that only a character with a Strength score of 15 and the required Exotic Weapon Proficiency can ever hope to even lift it, let alone fight effectively with it. The wallblade can only be used with the Power Attack feat; it is impossible to swing it in any other way, so it always incurs some penalty to the attack roll, although the wielder decides how much he is penalised.

Because of the sheer size and weight of the weapon, it can only be used with a full attack or total defence. If the wielder wants to take a move action plus an attack, he must have the Run feat and a Strength score of 17 or higher. The benefits of the wallblade, aside from the massive damage it deals, is that it can be swung by the tip of the handle by a character with at least 5 ranks in Balance, making it a weapon with a 10-foot reach. During the round in which the character uses the wallblade as a reach weapon he suffers a -2 penalty to AC, and it takes a move action to shift the grip to wield it normally again.

Many wallblades are made without any edge at all. Blunt wallblades lose little of their efficiency as the mass and weight make for equally effective bludgeoning weapons. The advantage of blunt wallblades is that they can be used to make trip attempts if the wielder has the Improved Trip feat and have a special knockback attack if the wielder has the Improved Bull-Rush feat. A knockback attack is a touch attack that only deals half the weapon's damage (as nonlethal damage), but the target must win in an opposed Strength check or be knocked back, falling prone on the square directly behind it. This is the same as a bull-rush attempt, except that the wielder may not push the target further unless he makes a normal bull rush attack.

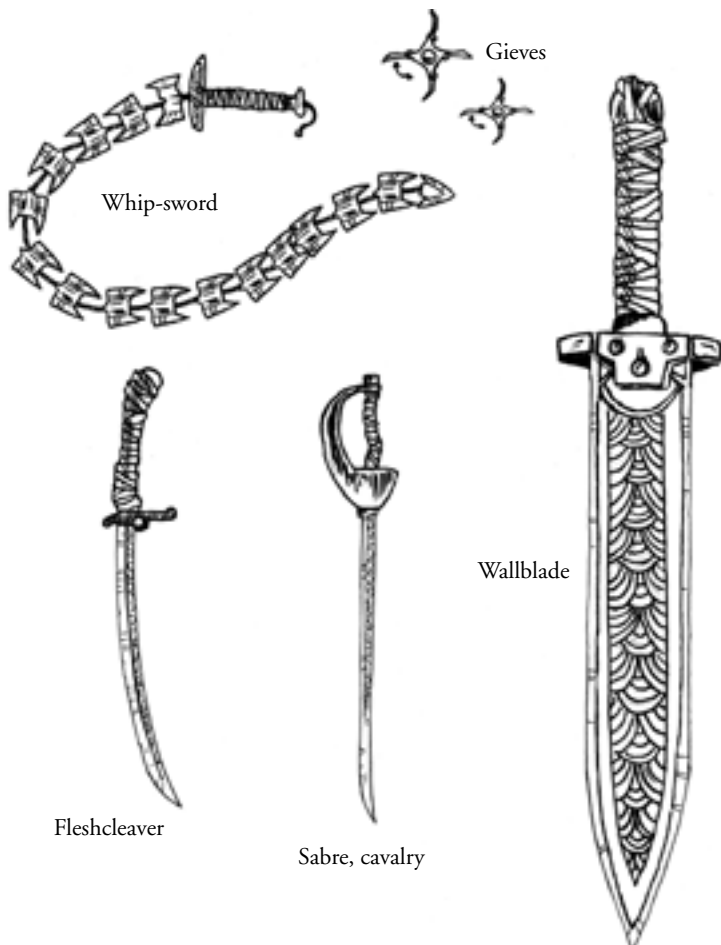
A wallblade enchanted with the *vicious* quality deals 2d8 points of extra damage to the target and the normal 1d6 to the wielder, and a *mighty cleaving wallblade* allows a wielder with the Cleave feat to move an extra 5-foot step before his extra cleave attempt.

Sabre, cavalry: The cavalry sabre is a long and curved sword that can be used adequately on foot, but really shines when it is used in mounted combat. The cavalry sabre deals double damage on a mounted charge and triple with the Spirited Charge feat, as if it were a lance. It is the most normal of the weapons in this chapter and is also the only martial weapon.

SUPERIOR ARMOUR

Armour and protection is the other half of a warrior's arsenal, for he does not have other classes' defences in matters of agility or magic.

Lockplate: This complicated armour is made from thin interlocking bands of adamantine. Because it is much harder, the adamantine



New Armour

Armour Type	Cost	Armour / Shield		Armour Check Penalty	Arcane Spell Failure Chance	Speed		Weight ¹
		Maximum Bonus	Dex Bonus			(30 ft.)	(20 ft.)	
<i>Light armour</i>								
Spun mithral shirt	3,300 gp	+2	+8	0	0%	30 ft.	20 ft.	6 lb.
Spun mithral suit/dress	3,450 gp	+3	+7	0	5%	30 ft.	20 ft.	8 lb.
<i>Medium armour</i>								
Lockplate	10,600 gp	+7	+2	-4	25%	20 ft.	15 ft.	30 lb.
<i>Heavy armour</i>								
Heavy plate	5,000 gp	+10	+0	-8	40%	20 ft. ²	15 ft.	60 lb.
<i>Shields</i>								
Fan, light	1,500 gp	+1	—	0	5%	—	—	5 lb.
Fan, heavy	2,000 gp	+2	—	-1	15%	—	—	12 lb.
Armshield, steel	25 gp	+2 ³	-2	-6	35%	—	—	30 lb.
Armshield, wooden	20 gp	+2 ³	-2	-6	35%	—	—	20 lb.

¹ Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much.

² Creatures in heavy plate run only at double speed and cannot charge.

³ An armshield can instead grant you cover. See the description.

allows the armour to be exceptionally light despite its protection, while the interlocking design allows for maximum mobility. However, because the bands are stretched so thin, the adamantine does not provide its usual Damage Reduction rating.

Spun Mithral: Through non-magical alchemical processes, elves found a way to spin mithral into thin, weave-like strands that can be woven into clothing of surprising hardness. Garments made from spun mithral are incredibly expensive, but they can be worn as regular clothing. Nevertheless, they do not stack with any other armour worn.

Heavy Plate: A half-orc general commissioned a piece of armour so mighty that only the god of the dwarves should be able to dent it. The result was heavy plate, a suit of armour that combines parts made from different materials and alloys that range from high-quality steel to adamantine and mithral. A creature clad in heavy plate can be easily confused with a metal golem, for his limbs seem grossly thicker and larger, and the noise it makes reminds many gnomes of grinding machinery. In addition to the Heavy Armour Proficiency that a character must have to wear this armour, he needs to have

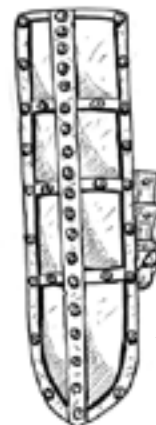
Lockplate



Heavy plate



Armshield



Spun Mithral



Fanshield



'Callas and Loris Mevin!' The guard shouted as the pair crossed the threshold. It was a lavish tent, adorned with all manner of trophies. At the centre of the makeshift room, a large table supported a wooden board dominated by a map of the kingdom, with coloured metal figures indicating armies and other tactical points. A young man stood behind the table, surrounded by an assortment of veteran warriors. Loris noted that one of the men had a wicked steel claw in place of a hand.

'My father's old fool.' The young man smiled without humour. '...and daughter. I think we used to play together as children.'

'You were fond of pulling my braids, your highness.' Loris nodded; she remembered this man clearly. She had hated him then and saw no reason to change her opinion now.

'Ah, the halcyon days of childhood... however, I did not order you to be brought here to reminisce. I hear you became quite the warrior once you left the Twin Lotus monastery. You've certainly caused dear General Colter to lose quite a lot of money gambling on the Pit today.' The hook-handed man glowered at Loris with undisguised venom – she did not need two guesses to identify him,

'I do my best, your highness.' He wanted something. Loris had known this as soon as they were ushered in. She just wished that the little sod would get to the point.

'Well. You will have to. I want you to retrieve the twin swords my father commissioned to be created. I know they were finished, but my father was ki– died before they could be delivered. They were made of some rare ore he'd discovered, so they should be quite distinctive.'

'Umm... I would dare to ask for this task's rewards?' Callas, the old bard, ventured. He had been swiftly picked up by Dorrان's guards, once Loris had submitted to the old blademaster. To Loris' acute discomfort, he refused to show the upstart prince before them any backbone.

'Cancellation of your debt, for one.' The prince smiled wickedly. 'I know your creditor stands amongst us, and I am sure he will forgive you if I ask him... politely.' General Colter nearly glowed vermilion at these words, gripping his hook so tightly that blood dripped from one knuckle.

Strength and Constitution scores of at least 15 or suffer from the armour check penalties as if he were not proficient with heavy armour. Also, wearers of heavy plate only run at double speed, and may not charge.

Fan Shield: When stored away, the fan shield looks for all intent and purposes as a strange metal bar affixed on the wearer's forearm, but as a free action the wearer can shake his arm so that the interlocking plates of the shield extend in a circular fashion. Built with a similar philosophy as lockplate armour, the fan shield is made of adamantite bands, which allow it to be stored away by sliding the thin plates back into the holding bar but still providing a shield's proper protection, even though it loses its Damage Reduction properties. As additional benefits to its construction, using an extended fan shield in a shield bash is considered a slashing weapon, not bludgeoning as with other shields, and the wearer can make a Reflex save (DC 15) to extend it when he is flatfooted and before he is targeted by any attack. This shield cannot be carried freely, but it must be mounted on the forearm piece of the armour it is complementing. Unarmoured creatures or those wearing light armour must accommodate the fan shield in a special bracer that attaches firmly to their arm. It takes a full-round action to drop a fan shield, although it is a move action to retract it to its folded mode. A folded fan shield does not provide its shield bonus but the wearer is considered to have that hand free. He must drop any object or weapon in his hand before extending the plates to form the shield.

Armshield: The armshield is a long and relatively narrow shield that makes the wearer look as if his bracer had a rather big and unwieldy ornament, for it runs parallel to the arm's length rather than perpendicular like other rectangular and oval shields. This is not a normal shield and requires training similar to the use of a tower shield, which means that a character must have Tower Shield Proficiency to use the armshield effectively. In addition to its shield bonus, the armshield may be set vertically in front of the wielder so that the shield bonus becomes cover bonus. This cover is partial and grants no bonus to Reflex saves and Hide checks, but it does negate attacks of opportunity whilst the wielder is stationary.

PROSTHETIC WEAPONS

During a long career in getting down and dirty, it is entirely possible for a fighter to lose a limb... or two. While magic provides many solutions to regrow missing body parts, sometimes it is not available, and the fighter must make do. Dwarves and gnomes are at the forefront in the creation of artificial limbs and

weapons that replace a missing hand, or arm (it is a popular joke that gnomes should look into replacing missing heads). Humans come next, with a number of simple and ingenious solutions. Elves abhor replacing limbs with artificial substitutes and look for magical solutions for regeneration, although the less magically-adept subraces are known for their graceful and ingenious prostheses.

Prosthetic weaponry is divided in three levels of complexity: simple items that are fairly plain and that are easy to master, advanced items that show more complex mechanisms and generally come from dwarven forges, gnomish workshops and elven glades, and magic items, which are exactly that. No matter the type, any prosthetic item (with the exception of the mithral arm) will render it impossible for a character to use two-handed weapons, unless the prosthetic itself specifically allows this.

Simple items build upon known principles and craftsmanship; a fighter that trains for a couple of months should have no problem adapting his previous training to his new conditions. Advanced items may require the fighter to gain the Exotic Weapon Proficiency for his new weapon. Magic items have more esoteric requirements, like the loss of an ability point to bond with the magical item or the expenditure of experience on the part of the item's recipient to signify his attunement to the artificial limb.

Weapon Descriptions

The following descriptions list the requirements both to create a prosthetic weapon as well as the training a character needs in order to use it properly. Mounting the weapon requires a Heal check with a DC equal to the DC to make the item or, in the case of magic items, either a *cure minor wounds* spell or an *alter self* spell as part of the item's creation, which causes the prosthetic magic item to graft onto the user.

Claws: In place of a missing hand, the character attaches two or three curved blades and attacks with them as if with claws.

Use: Simple Weapon Proficiency

Market Price: 8 gp; *Creation:* Craft (weaponsmithing) DC 12

Collapsible Bow: This is a composite longbow by necessity, as its arms can fold to follow along the user's arms to keep the weapon out of the way, although this makes it very easy to string them. Extending or collapsing the bow are full-round actions or, if the character has the Quick Draw feat, move actions. It



'Your majesty is just and kind.' The old bard bowed deeply, calling the prince by an honorific he had not yet won. Loris scowled at her father's obsequiousness.

'And I will allow Loris to keep one of the swords.' The prince added. *'I have only use for one to show my authority, and I would be glad to see what it does in the hands of a master. They really are supposed to be quite powerful. You leave tomorrow morning. General Colter will give you all the information you need.'*

Loris eyed the incensed general and sighed heavily. The one thing a true warrior wants more than a sharp sword is accurate and unbiased intelligence on their mission. She leaned toward her father, still bowed low before the prince. 'Here's another steaming pile of orc-dung you've gotten me into...' she whispered.

can only go where the hand the character would use to hold the bow was, usually the left. Once extended, it works exactly like a bow of its type, and it can be made so that it adds the user's Strength check to damage, adding 100 gp for each bonus point of Strength that it uses.

Use: Martial Weapon Proficiency

Market Price: 150 gp (longbow), 45 gp (shortbow); *Creation:* Craft (bowmaking) DC 17 + (2 × Strength rating)



Crossbow Mounting: There are two types of mounts, depending on which hand is being replaced. If it is the main hand, the mounting can accommodate a crossbow's body and comes with a trigger adapter so that the user can fire with his off-hand. The off-hand version has a rail that hooks onto the crossbow's body and holds it in place, with the capacity to swivel and rotate as the character takes aim. The mount fastens both light and heavy crossbow in such a way that loading times are unchanged.

Use: Simple Weapon Proficiency
Market Price: 20 gp; *Creation:* Craft (weaponsmithing) DC 12

Crossbow, wrist: These are small crossbows that have the bow mounted horizontally on the wrist, loaded and fired normally.

Use: Exotic Weapon Proficiency, (Two-Weapon Fighting if mounted on the off-hand)
Market Price: 120 gp; *Creation:* Craft (weaponsmithing) DC 17

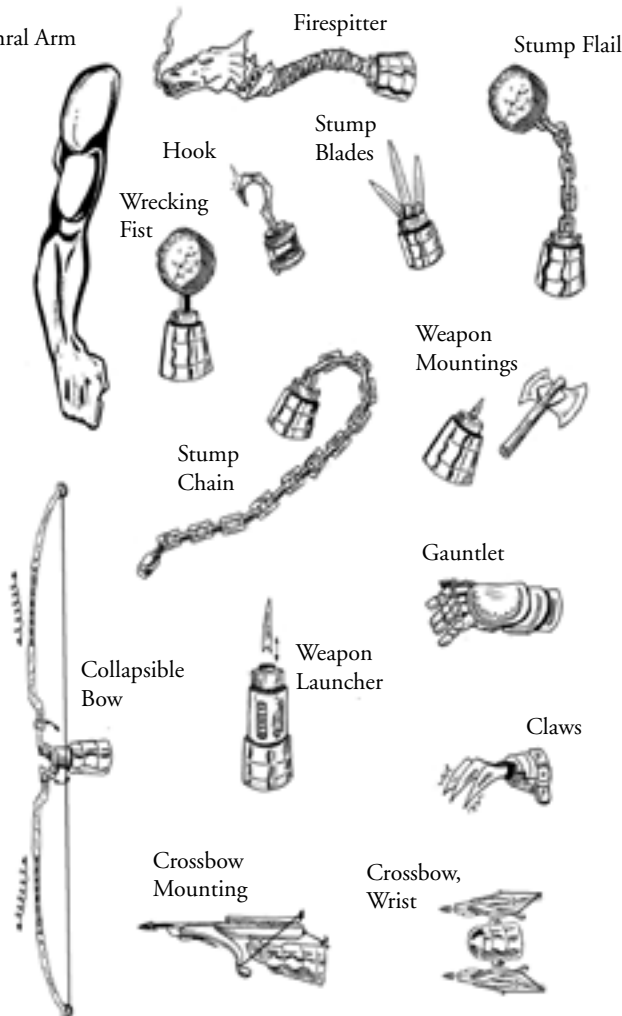
Firespitter: This weapon can be styled as an open hand or like a dragon's head. The wielder points it and makes a ranged touch attack, shooting a line of fire up to 30 feet long (targets may make a Reflex saving throw – DC 16 – for half damage). This ability can be used three times per day, after which the firespitter must 'recharge'.

Use: Command word (magic item)
Market Price: 2,915 gp; *Creation:* Moderate evocation; CL 3rd; Craft Wondrous Items, *burning hands*

Gauntlet: Designed to replace missing hands, gauntlets only betray the lack of the hand because it does not move and the wearer keeps it on even if he is wearing another kind of armour. Gauntlets give the user the chance to make unarmed attacks without provoking attacks of opportunity. The bladed gauntlet is particularly lethal, as it sports wicked blades growing from the knuckles and fingers.

Use: None, counts as an unarmed strike
Market Price: 3 gp (gauntlet), 5 gp (bladed gauntlet); *Creation:* Craft (weaponsmithing) DC 14

Mithral Arm



Hook: Just like the name says, a wicked hook is attached to the stump of a missing hands. Using the hook as a weapon requires the Simple Weapon Proficiency but, if the character invests in an Exotic Weapon Proficiency feat, he can make disarm attempts without provoking attacks of opportunity and gains a +2 bonus on Climb checks on a ship's rigging and with ropes.

Use: Simple Weapon Proficiency or Exotic Weapon Proficiency
Market Price: 4 gp; *Creation:* Craft (weaponsmithing) DC 12

Mithral Arm: This is a beautiful piece of work by elven craftsmen that attaches painlessly onto a recipient without an arm, and transforms to match either the right or left arm. It functions exactly like a normal arm, but is much stronger, granting the character a +5 enhancement bonus to Strength for attack, damage and skill checks performed with that arm. The arm becomes part of the user's body, so it cannot be targeted by a sunder attack and, if struck, the user loses hit points as per a normal arm. As such healing the character heals the arm as if it were a natural limb.

Use: Continuous (magic item)
Market Price: 55,000gp; *Creation:* Strong transmutation; CL 11th; Craft Wondrous Items, *animate object*, *bull's strength*

Prosthetic Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Unarmed Attacks</i>							
Gauntlet	3 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Gauntlet, bladed	6 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mithral arm*	55,000 gp	1d4	1d6	x2	—	-	Bludgeoning
<i>Light Melee Weapons</i>							
Claws	8 gp	1d3	1d4	x3	—	1 lb.	Slashing or piercing
Hook	4 gp	1d2	1d3	x3	—	1 lb.	Piercing
Wrecking fist	8 gp	1d4	1d6	x2	—	5 lb.	Bludgeoning
Stump dagger	4 gp	1d3	1d4	x3	—	2 lb.	Piercing
<i>Ranged Weapons</i>							
Firespitter*	2,915 gp	3d4	3d4	x2	30 ft. max.	4 lb.	Fire
Weapon launcher	360 gp	-	-	-	10 ft.	2 lb.	-
Martial Weapons							
<i>Light Melee Weapons</i>							
Stump blade, short	12 gp	1d4	1d6	19–20/x2	—	3 lb.	Piercing
<i>One-handed Melee Weapons</i>							
Stump blade, long	18 gp	1d6	1d8	19–20/x2	—	5 lb.	Slashing
Stump flail	10 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Collapsible longbow	150 gp	1d6	1d8	x3	110 ft.	4 lb.	Piercing
Collapsible shortbow	45 gp	1d4	1d6	x3	60 ft.	3 lb.	Piercing
Exotic Weapons							
<i>One-handed Melee Weapons</i>							
Stump chain	30 gp	1d6	1d8	x2	—	12 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Mini-catapult	320 gp	1d4	1d6	x2	40 ft.	8 lb.	Bludgeoning
Crossbow, wrist	120 gp	1d3	1d4	19–20/x2	20 ft.	3 lb.	Piercing
<i>Other and Extras</i>							
Crossbow mounting	20 gp	-	-	-	-	1 lb.	-
Weapon mounting	130 gp	-	-	-	-	1 lb.	-

* This weapon is magical.

Stump Blades: Of varying size, stump blades are straight steel blades extending from a stump. Daggers are almost indistinguishable from punching daggers, while short and long blades resemble swords. The blade can be made curved, like a scimitar, although this is more a matter of style, since it has no difference when wielded from a stump.

Use: Simple Weapon Proficiency (dagger), Martial Weapon Proficiency (short and long)

Market Price: 4 gp (dagger), 12 gp (short), 18 gp (long); *Creation:* Craft (weaponsmithing) DC 14 (dagger), DC 17 (short and long)

Stump Chain: Like the flail, but with a much longer chain. A stump chain has reach, so the wielder can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. The character can make trip attacks with the chain, although he cannot drop it to avoid being tripped. Using a stump chain grants a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). When not in use, the chain is wrapped around the arm and the ball is held securely to the stump component.

Use: Exotic Weapon Proficiency

Market Price: 30 gp; *Creation:* Craft (weaponsmithing) DC 20





Stump Flail: A chain hangs from the stump and connects with a heavy iron ball used as a normal flail is. When not in use, the chain is wrapped around the forearm and the ball is held securely to the stump component.

Use: Martial Weapon Proficiency

Market Price: 10 gp; *Creation:* Craft (weaponsmithing) DC 17

Weapon Launcher: This device is similar to the weapon mounting but it has a catch: it has a powerful spring mechanism that can shoot the mounted weapon forward, making it into a ranged weapon with a range increment of 10 feet. Of the weapons listed in the weapon mounting's description the launcher cannot shoot the stump chain, collapsible shortbow, crossbow mounting, hook, and wrist crossbow, although they can mount them and enable the wearer to use them, if they are proficient with them.

Use: Varies on weapon

Market Price: 360 gp; *Creation:* Craft (weaponsmithing) DC 25

Weapon Mounting: Maimed fighters who wish to maintain their versatility graft a weapon mounting on their missing hand or arm before they think of grafting anything else. It is simply a mechanism that allows the wearer to exchange the weapons mounted on the stump. The weapon to be mounted deducts 1 pound of weight from its weight and adds 5 gp to its cost. Changing weapons is a full-round action unless the character has the Quick Draw feat, in which case it is a move action. Weapons that can be fitted to a mounting are all the weapons with 'stump' on their names, as well as claws,

collapsible shortbows, crossbow mountings, hooks, wrecking fists and wrist crossbows.

Use: Varies on weapon

Market Price: 130 gp; *Creation:* Craft (weaponsmithing) DC 20

Wrecking Fist: Unlike a gauntlet, the wrecking fist makes no attempts to disguise its nature. Although some are indeed shaped like clenched fists, others are simply a heavy iron ball attached to a short (6 inch to 10 inch) iron pole, which is fixed to the end of the user's arm. It acts like a mace or club, so fighters do not need any kind of training to use it.

Use: None

Market Price: 8 gp; *Creation:*

Craft (weaponsmithing) DC 14

SUPERIOR MATERIALS

Fighters, above other classes, worry about the material with which their weapons are made, for it may define their effectiveness against certain foes. The warriors who are more interested in finding new and better ways with which to make weapons embark upon quests to find especially rare materials. Those with an eye for metallurgy and weaponsmithing are able to judge the quality and viability of materials they encounter in their adventures, while others must take samples to dedicated artisans. As adventurers travel the breadth of the multiverse, they come back home with the most exotic of ores and woods that they manage to make into special weapons and armour.

Astral Silver: Obtained from chunks of floating matter in the Astral Plane, astral silver is a rare and exquisite metal, highly coveted by planewalking races and adventurers, as well as being a main point of contention amongst the warring armies of heaven and hell. Astral silver items gleam with a thousand shifting colours and look delicate but strong. Weapons made from astral silver behave as alchemical silver weapons, but also have a disrupting effect on extraplanar creatures (including Material Plane travellers into different planes). A creature with the extraplanar descriptor that is struck with an astral silver weapon must make a Will save (DC equal to damage suffered) or be dazed for one round. Astral silver armour has a wildly different effect; regardless of its weight, it has absolutely no effect on the wearer's base speed and has

Astral Silver Items

Type of Astral Silver Item	Item Cost Modifier
Ammunition	+30 gp
Light armour	+3,000 gp
Medium armour	+6,000 gp
Heavy armour	+12,000 gp
Light weapon	+500 gp
One-handed weapon, or one head of a double weapon	+1,000 gp
Two-handed weapon	+2,000 gp

a -10% chance of arcane spell failure. Only armour and weapons made mainly of metal can be made with astral silver. Astral silver has 20 hit points per inch of thickness and hardness 8.

Blackthorn: The required trees from which blackthorn is harvested are victims of a curse, or otherwise warped and twisted beyond recognition due to their location in or near blasted magical wastelands in the Material Plane. The wood is brittle when unworked, but it can be enriched with the same tree's sap, which has allowed it to subsist in such hostile conditions. Because of the care in handling such fragile material, any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from blackthorn is considered a masterwork item and weighs only half as much as a normal wooden item of that type.

Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) cannot be made from blackthorn as the material cannot support attachments. Weapons made with blackthorn are polished and smoothed over the handle, but the business ends are kept in their original, jagged and thorny texture, increasing the weapon's damage as if it had grown one size category (see the rules for weapon size in the *Core Rulebook II*). This also applies to shields used as weapons.

Shields and armour have a thorny texture, which may hurt the wearer if he is not careful, although blackthorn armour (which has the same characteristics as studded leather) has extra padding in the exposed areas to avoid this. Any creature grappling someone in blackthorn armour automatically takes 1d4 points of damage if his armour or natural armour bonus is less than +5. To determine the price of a blackthorn item, use the original weight but add 15 gp per pound to the price of a masterwork version of that item. Blackthorn has 5 hit points per inch of thickness and hardness 8.

Bloodsteel: This steel alloy is tempered with blood from magical creatures such as fey, outsiders, magical beasts and even dragons. Bloodsteel has a distinct reddish gleam and a creature with the scent ability will instantly recognise the smell of the blood of one of its kin infusing the metal. Bloodsteel weapons are highly sought after by rangers when hunting specific creatures – increase the threat threshold of the weapon by one; for example, a longsword normally has a 19-20 threat range, but a goblin-bloodsteel longsword has an 18-20 range when fighting goblins. This is a natural characteristic of the weapon, so it stacks with effects that increase the range, like the Improved Critical feat, the *keen* magical quality or the *keen edge* spell. In addition, the weapon is inimical to the species whose blood was used in the forging, granting a +1 to attack rolls and +2 to damage against a member of such species. Bloodsteel armour is equally valuable, for it imposes a penalty on an opponent's attack roll to confirm a critical hit; -2 for light armour, -3 for medium armour and -3 for heavy armour. Bloodsteel items generally cost twice their normal price, but prices can vary tremendously depending on their availability and rarity of the blood involved. Bloodsteel has 30 hit points per inch of thickness and hardness 10.

Carbonite: The humans' response to elven mithral, carbonite is a curious alloy of iron and volcanic minerals. The resulting compound is a flexible and hard metal that is not quite as strong as steel although it comes pretty close, but it is much more capable of shrugging off blows against it because of its unique



Carbonite Items

Type of Carbonite Item	Item Cost Modifier
Ammunition	+30 gp
Light armour	+2,500 gp
Medium armour	+5,000 gp
Heavy armour	+7,500 gp
Weapon	+1,500 gp

flexibility. Weapons and armour made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, carbonite weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armour check penalty of carbonite armour is lessened by 1 compared to ordinary armour of its type. Items without metal parts cannot be made from carbonite. An arrow could be made of carbonite, but a quarterstaff could not.

Only weapons, armour, and shields normally made of metal can be fashioned from carbonite. Weapons, armour and shields normally made of steel that are made of carbonite have 50% more hit points than normal. Carbonite has 40 hit points per inch of thickness and hardness 8.

Celestial Steel: Mined from mountains in the Higher Planes, celestial steel does not need to be refined or alloyed with any other metal to be usable in the crafting of weaponry. Any weapon that has metal as part of its damaging component can be made from celestial steel, and they gain the 'good' descriptor for purposes of defeating Damage Reduction. Armour provides protection against attacks from creatures with the 'evil' descriptor, or those with the aura of evil ability, granting the wearer Damage Reduction of 1/- for light armour, 2/- for medium armour and 3/- for heavy armour. Only essentially evil creatures are affected; attacks from good and neutral creatures, or even evil creatures without such a strong connection to their alignment, are not reduced. Celestial steel has 30 hit points per inch of thickness and hardness 15.

Celestial Steel Items

Type of Celestial Steel Item	Item Cost Modifier
Ammunition	+40 gp
Light armour	+4,000 gp
Medium armour	+8,000 gp
Heavy armour	+12,000 gp
Light weapon	+600 gp
One-handed weapon, or one head of a double weapon	+1,200 gp
Two-handed weapon	+2,400 gp

Elemental Ore: This raw material is extracted from each of the Elemental Planes, obtained through trade or smuggling because of the unusual conditions of each of those planes. All of the elemental ores share some characteristics when made into weapons and armour. Weapons deal +1 point of damage and armour provides Damage Reduction of 1/(damage type), both of the related type (see below). Enchanting the item with effects that involve the proper element or the related damage type cost 75% of their original costs, while those of opposing elements cost double. In addition, each elemental ore has a unique quality that it bestows upon items made from it, as detailed in the Elemental Ore Traits table.

Elemental ore is a strange material; it must bond with a Material Plane substance before work can begin, which means that even items not made of metal may be crafted with from it. Elemental ore adds +5 hit points per inch of thickness and +2 hardness to material it is bonded with.

Ethereal Ore: The Ethereal Plane has its own landscape features, and explorers travelling deep into this plane have discovered veins of ethereal matter that can be brought into the Material Plane, although superior artisans prefer to work it in its home plane,

Elemental Ore Traits

Elemental Ore	Damage Type	Quality
Air	Sonic	Weight divided in half
Fire	Fire	+1 bonus to initiative (does not stack with other fire ore items)
Earth	Bludgeoning	+5 to hardness
Water	Cold	+1 to maximum Dexterity bonus (armour), any weapon may also inflict bludgeoning damage

Elemental Ore Items

Type of Elemental Ore Item	Item Cost Modifier
Ammunition	+30 gp
Light armour	+2,000 gp
Medium armour	+4,000 gp
Heavy armour	+8,000 gp
Light weapon	+750 gp
One-handed weapon, or one head of a double weapon	+1,500 gp
Two-handed weapon	+ 3,000 gp

where it does not suffer the increase in the DC to craft it into something useful. Items made from ethereal ore are translucent and have a milky appearance and weigh 75% of their original weight. Both armour and weapons are considered to have the *ghost touch* quality even if they are not magical; armour also reduces its armour check penalty by 1 and its arcane spell failure chance by 5%. Items made of ethereal ore add 2,500 gp (or 50gp for ammunition) to their price, which includes the cost of the masterwork component.

Ethereal ore is a strange material; it must bond with a Material Plane substance before work can begin, which means that even items not made of metal may be crafted with it. Ethereal ore adds +5 hit points per inch of thickness but has -2 hardness as the material it is bonded with (minimum 0).

Infernal Iron: Mined from gorges and foul caves in the Lower Planes, infernal iron makes crude, but effective items. Any weapon that has metal as part of its damaging component can be made from infernal iron, and they gain the ‘evil’ descriptor for purposes of defeating Damage Reduction. Armour provides protection against attacks from creatures listed with the ‘good’ descriptor, or those with the aura of good ability, granting the wearer Damage Reduction of 1/- for light armour, 2/- for medium armour and 3/- for heavy armour. Only essentially good creatures are affected; attacks from evil and neutral creatures, or even good creatures without such a strong connection to their alignment, are not reduced. Infernal iron has 30 hit points per inch of thickness and hardness 15.

Shadewood: The Plane of Shadows is not the most likely of places for an explorer to find new and undiscovered riches but, just as there are creatures native to this dismal realm, there are a variety of trees and plants that manage to grow without natural light. Shadewood is a spongy pitch black material that absorbs light and can be carved and moulded into shape. It is useless for weapons as it lacks solidity, but armour made from it is popular amongst rogues, assassins and others who prefer to operate under the cover of the dark. Scale, chainmail and chain shirts are impossible to make from shadewood, but all other kinds have their equivalent in this black wood. It shares all characteristics with normal armour, except that it weighs 75% of the original weight and its armour check penalty

Infernal Iron Items

Type of Infernal Iron Item	Item Cost Modifier
Ammunition	+40 gp
Light armour	+4,000 gp
Medium armour	+8,000 gp
Heavy armour	+12,000 gp
Light weapon	+600 gp
One-handed weapon, or one head of a double weapon	+1,200 gp
Two-handed weapon	+2,400 gp

is 1 point lower than the normal version (masterwork shadewood armour would therefore apply -2 to its armour check penalty). When the user of shadewood armour is in shadows, he gains a +4 equipment bonus to Hide and +2 equipment bonus to Move Silently checks. In addition, it provides the wearer with a +2 equipment bonus to saves against spells and effects with the ‘shadow’ descriptor and provides its armour bonus to AC against incorporeal shadows, which otherwise ignore armour. To determine the price of a shadewood item, use the original weight but add 50 gp per pound to the price. Shadewood has 10 hit points per inch of thickness and hardness 6.

Materials Summary

Material	Hardness	Hit Points per Inch of Thickness	Craft DC
<i>Paper or cloth</i>	0	2/inch of thickness	
<i>Rope</i>	0	2/inch of thickness	
<i>Glass</i>	1	1/inch of thickness	
<i>Ice</i>	0	3/inch of thickness	
<i>Leather or hide</i>	2	5/inch of thickness	
<i>Wood</i>	5	10/inch of thickness	
<i>Darkwood</i>	5	10/inch of thickness	
<i>Shadewood*</i>	6	10/inch of thickness	+1
<i>Stone</i>	8	15/inch of thickness	
<i>Alchemical Silver</i>	8	10/inch of thickness	
<i>Astral Silver*</i>	8	20/inch of thickness	+2
<i>Blackthorn*</i>	8	5/inch of thickness	+2
<i>Carbonite*</i>	8	40/inch of thickness	+2
<i>Iron or steel</i>	10	30/inch of thickness	
<i>Bloodsteel*</i>	10	30/inch of thickness	+3
<i>Cold iron</i>	10	30/inch of thickness	
<i>Dragonhide</i>	10	10/inch of thickness	
<i>Celestial steel*</i>	15	30/inch of thickness	+0
<i>Mithral</i>	15	30/inch of thickness	
<i>Adamantine</i>	20	40/inch of thickness	
<i>Elemental ore*</i>	+2	+5/inch of thickness	+4
<i>Ethereal ore*</i>	-2	+5/inch of thickness	+4

*New materials presented in this chapter.



THE MAGICAL FIGHTER

Magic is an undeniable force in any fantasy campaign and along with a couple of other classes, the fighter has absolutely no inherent magic skills. This is not a liability, for the fighter makes up in magical ineptitude with superb combat training that none may surpass. However, as they advance in experience and face even more dangerous challenges, fighters benefit greatly from magic. From spells cast by allied spellcasters, to magical weapons that increase their damage potential, to items that help them bypass the defences of monsters or armour that gives them a better chance of surviving special attacks.

Fighters who recognise the value of magic to their career can learn how to optimise its use. Some may take some time off their training to learn the rudiments of spellcasting by becoming minor spellcasters themselves. Others combine a bit of knowledge about spells and magic into their regular training, without the need to divert too much from their chosen paths.

FRIENDLY SPELLCASTING

An adventuring party is not really complete without a spellcaster or two, or without someone to take and deal out hits. Fighters and spellcasters complement each other pretty well, with the first facing enemies directly and the latter providing varied support that ranges from straight firepower to logistics and the equivalent of rescue when things go really bad. Fighters can combine some effects from magic more effectively than others can, and having a caster around greatly improves their chances in any given encounter. Savvy fighters study the ways of magic and advise their spellcasting allies what

they want them to do, and in what order. Spellcasters should learn to respect a fighter's knowledge of tactics and follow his suggestions when casting spells in an encounter, for while magic may be their forte, combat is the fighter's speciality.

Fighters do not categorise allied magic according to some obscure guidelines such as schools, sub-schools and descriptors; they know magic by the ways in which it can help them do what they do best: fight.

Boosts

The first broad category of magic, and the fighter's favourite, is booster spells. Attribute increasing spells like *bull's strength*, *cat's grace* and *bear's endurance* are 2nd level spells on different class' spell lists. Fighters really appreciate having their Strength notched up four points (a +2 modifier) because it also means that they have better chances at special attacks like grappling, tripping and bull-rushing. Raising Dexterity is useful for light and long range fighters – not so much for heavily armoured ones, for armour restricts how much the Dexterity modifier applies to Armour Class.

The next set of boosts are those that directly affect the chances of hitting a target, like *bless* and *aid*. Tactical improvements like those conferred by the *haste* spell are also deeply appreciated, for they increase the mobility of fighters that are slowed down by their armour and they become quite deadly with an extra attack added to their already numerous attack actions during a full round attack. Weapon attack damage is another area

'Dad! I don't need advice, I need a hand!' Loris was quite busy fending off three brigand orcs that were trying to impale her on spears, whilst their friends kept her spinning and diving to avoid their arrow-fire. The cursed beasts had attacked just as they were setting up camp in Halfwood, and were remarkably skilled for orcs. If she didn't break these three soon, the archers were sure to pincushion her eventually.

'Not really my fort, daughter!' Callas replied as he ducked, a wickedly barbed arrow quivering in the tree just above his head. He remembered his own days as an adventurer, though, and swiftly came to his daughter's aid in another way. *'Just keep them busy for a few more moments...'*

Loris heard her father chant the words of a spell, and her heart suddenly felt lighter, her confidence increased. She swiftly forced a spear-tip down, ran up the orc's shaft and slit his throat in one smooth motion. With magically enhanced ease she then slew one orc after another, their bodies barely hitting the ground before another joined it.

She hated to admit that her father was ever more than an encumbrance, but his magic did come in handy from time to time.

that benefits greatly from magical enhancement, such as from a *magic weapon* spell.

The great advantage of boost spells is that the majority of them (or at least the ones that are useful for fighters to have other characters cast on them) are available at low and mid-level, and many keep getting better as they are caster level-dependant.

Healing and Cancelling

Aside from boosting their capabilities, the other reason why fighters team up with spellcasters is because of magical healing. This not only includes the *cure* spells available to divine casters and bards but also such spells as *break enchantment* and *neutralise poison* that negate detrimental conditions a fighter is exposed to when facing opponents. There is no greater relief for a fighter than to be the subject of a *restoration* in the middle of a fight with a shadow, after the undead sapped his Strength score.

Healing magic is available at all levels, with many spells' increasing in power as the casters become more experienced. When a fighter faces a creature he knows to pack magical attacks, he would be wise to stay within reach of an allied spellcaster. Defending these characters should take precedence over dealing damage to a creature because, should the spellcasters fall first, the rest of the party is bereft of ways to recover from crippling attacks.

Protection

Sometimes protection is better than healing or cancellation. If a fighter knows he has magical protection against mundane and special attacks, he is willing to take greater risks and thus achieve greater results. A tough pugilist will not hesitate to grapple a salamander to the ground when he is enjoying the effects of *resist elements*, nor will a swordsman shirk from facing a monster with multiple attacks when *stoneskin* is sure to absorb the brunt of those strikes that hit.

As fighters are prone to fall victim of mental attacks, preventing domination or charming is definitely better than dispelling. *Protection from evil* is weak in terms of damage protection, but renders the recipient immune to some mental attacks, which makes such magic comparably useful.

Fighters should rely on gathering information about their upcoming foes so that the spellcaster can prepare the right spells (or the spontaneous caster knows what to expect). This means he starts combat with the necessary protection, instead of waiting for the caster to come

within range to cast the protective spell, which puts the caster in danger of entering melee.

Support

When fighters want spellcasters as support, not only do they wish to be healed before they drop to the ground or be bestowed sudden bursts to their capabilities, they also want the spellcasters to make combat easier for them by changing the conditions to something more favourable. At low levels, spells like *entangle*, *web*, *sleep* and *hypnotic pattern* can take enemies out of action or delay them while the fighter disposes of his first targets. At higher levels, the different *wall* spells can reconfigure the terrain so that the fighter can take cover or manoeuvre to a better position, or be used as a delaying tactic to slow an opponent's advance.

As *haste* is a great boost spell, so *slow* is a great support one. Not only does it reduce the target's speed, it also negates its full attack sequence, which is a great boon for the fighter that would have received a rain of blows from a multi-attacking opponent.

Part of a spellcaster's combat support is his ability to call in reinforcements. Fighters often stress that if the wizard is going to *summon monsters*, to make sure that they arrive flanking the fighter's opponent and otherwise offering optional targets for his opponent. Even if a summoned creature has no hope of lasting more than one round against any given foe, it is a round (or attack) that is not targeting the fighter, who has a better chance of hitting such a strong foe.

Firepower

Even if they are great levellers, fighters are not fond of damage spells. This is not because a spellcaster might be stealing the combat's spotlight (although that is the case with some characters), but because they believe the caster could be helping him get in a strike instead of causing negligible magical damage themselves. This holds especially true against monsters with Spell Resistance, for the caster might be wasting spells as they dissipate around the target instead of boosting the fighter's chances to hit.

Another reason why fighters dislike damage spells is that careless spellcasters shoot them around without considering tactical matters like range and area of effect. Many fighters can narrate horror stories of hearing an allied wizard cast *fireball* while they were still in melee with the target creature, and running away from a *cloudkill* spell is a matter of course for others.



If the spellcaster *must* do damage, the fighter prefers to stand by him as he casts, targeting creatures outside of melee range and softening them up until they are in reach of a charge. In melees, professional warriors prefer spellcasters to concentrate on tactical support, because direct damage is now the fighter's purview.

MAGIC ARMS AND ARMOUR

Magic items are the only chance a fighter has of taking advantage of magical powers. While items like scrolls, many rods and staves are outside their ability to operate, they can still benefit from command word and use-activated items like rings, potions, wondrous items and, of course, magic arms and armour. Even if a fighter never learns what it takes to create magic items, he should take the time to learn how they work and look to complement those that he finds with those that he can purchase or commission from allied spellcasters.

Stacking Protection

One of the most important aspects of magic items in regard to a fighter's role is that of different protective items and their bonus to AC. The best choice for a fighter with access to artisans and spellcasters for hire is to start off with adamantine armour; not only is it lighter by virtue of being a masterwork, but it offers an irremovable layer of protection in the form of the armour's damage reduction. After that, it is all a question of choices. Enhancement bonuses do not stack unless they are from an armour-shield combination; any item that grants armour or shield bonuses is almost useless for a fighter who can already wear armour that works better than the spell, although practitioners of a light style welcome them because of the mobility they allow.

The best combination of protective items is: magic armour with any enchantment, magic shield with any enchantment, magic *defending* weapon, *monk's belt*, ioun stone (dusty rose), *ring of force shield*, *ring of protection*, *amulet of natural armour*, *boots of speed*, *potion of bless* (or *aid*). *Bracers of armour* may be worn only if they are a better alternative to the available armour.

New Armour Abilities

Improved Bashing: A character can command an *improved bashing shield* to fly out of his hands and bash a target up to 30 feet away and return at the end of the round. The character makes a normal attack roll and the shield inflicts its normal damage upon a successful strike. Also, if the wielder uses the shield to make a

normal bashing attack, he does not lose its shield bonus to AC and attacks as if he had the Two-Weapon Fighting feat for purposes of resolving the off-hand shield bash attack. In both cases, the shield is considered as a weapon with the same enhancement bonus to attack that it provides to AC.

Moderate transmutation; CL 11th; Craft Magic Arms and Armour, *animate objects*; Price +2 bonus.

Corrosive Aura: An armour or shield enchanted with this ability appears rusty and stained, with a few wart-like protuberances across its surface. Any creature striking the wearer of this armour with a melee attack is splashed with acid from the bursting protuberances and suffers 1d4 points of acid damage without a saving throw, plus another 1d4 points of acid damage the following round unless the acid is neutralised. The acid deals no damage to the wearer and he may suppress the effect at will.

Moderate conjuration; CL 11th; Craft Magic Arms and Armour, *acid fog*; Price +2 bonus.

Cover: A shield with this enchantment is actually larger than it looks like, as it generates an invisible force effect around its edges. A *cover shield* provides its shield bonus to Reflex saves as well as to AC, but only from the shield's facing.

Moderate evocation; CL 7th; Craft Magic Arms and Armour, *wall of force*; Price +1 bonus.

Cunning: Upon donning *strong armour*, the character's wits speed up suddenly. While he is wearing the armour, the character gains an enhancement bonus to his Intelligence based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *fox's cunning*; Price +1 bonus.

Enduring: Upon donning *enduring armour*, the character's body is infused with a sudden rush of stamina. While he is wearing the armour, the character gains an enhancement bonus to his Constitution based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *bear's endurance*; Price +1 bonus.

Flaming Aura: An armour or shield enchanted with this ability appears wreathed in flames that dance across its surface. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of fire damage without a saving throw, unless his weapon has a reach of 10 feet or more. The flames deal no damage to the wearer and he may suppress the effect at will.

Moderate evocation; CL 7th; Craft Magic Arms and Armour, *fire shield (warm)*; Price +2 bonus.

Force Aura: An armour or shield enchanted with this ability hums lightly and light distorts faintly an inch away from the wearer. The items' armour or shield bonuses are converted to deflection bonuses so that spells and magic items which provide an armour or shield bonus stack with the *force aura* armour bonus, and it protects him from the attacks of incorporeal creatures, force effects such as *magic missile* and applies against touch attacks.

Moderate evocation; CL 7th; Craft Magic Arms and Armour, *resilient sphere*; Price +2 bonus.

Graceful: Upon donning *graceful armour*, the character's limbs are infused with sudden nimbleness. While he is wearing the armour, the character gains an enhancement bonus to his Dexterity based skills equal to the armour's enhancement bonus. The armour's normal maximum Dexterity bonus applies. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *cat's grace*; Price +1 bonus.

Icy Aura: An armour or shield enchanted with this ability appears covered with frost and the temperature drops around the character. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of cold damage without a saving throw. The cold deals no damage to the wearer and he may suppress the effect at will.

Moderate evocation; CL 7th; Craft Magic Arms and Armour, *fire shield (chill)*; Price +2 bonus.

Magnetic: The user of a magnetic armour or shield can utter a command word to activate the item's power. While active, the armour or shield emits a low hum and small arcs of lightning travel across its surface. Any metal weapon that strikes the character is immediately attracted to the item's surface, allowing him to make a free disarm attempt that does not provoke an attack of opportunity and with a +2 bonus to the opposed attack roll. Light and medium armour as well as bucklers, light and heavy shields all count as a one-handed weapon for the disarm attempt, while heavy armour and tower shields count as two-handed weapons. Only metal armour and shields may be enchanted with this ability. As an unexpected side effect, *magnetic armour* negates *shocking grasp's* +5 bonus to attack metal armour.

Faint abjuration and evocation; CL 3rd; Craft Magic Arms and Armour, *shocking grasp, shield*; Price +2 bonus.

Manoeuvrability: A suit of armour with this enchantment gives its wearer an unexpected advantage in combat, for he adds 5 feet to the step he is allowed as part of a full-round action. This movement stacks with other increases to the tactical 5-foot step allowed by other magic, abilities and feats. Shields may not be enchanted with this ability, except tower shields.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *expeditious retreat*; Price +1 bonus.

Poisonous: This armour or shield has an oily appearance and a slightly greenish cast and is more a vindictive measure than a really protective one. Natural and unarmed attacks that successfully strike the wearer or miss by equal to or less than the item's armour or shield bonus come in contact with a poisonous substance. They must make a Fortitude save (DC 15 if



the item is found, DC 10 + 1/2 crafter's level + crafter's Wis modifier if it is created) or suffer 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage 1 minute later.

Moderate necromancy; CL 7th; Craft Magic Arms and Armour, *poison*; Price +2 bonus.

Pushing: A *pushing shield* is capable of hurling enemies back quite a distance. When making a shield bash attack, the wielding character may elect to make a bull rush attack that does not provoke an attack of opportunity, in addition to the bashing damage. The shield grants a +2 bonus in addition to its enhancement bonus to the opposed Strength check to resolve the bull rush, which stacks with the bonus provided by the Improved Bull Rush feat. If the wielder of the *pushing shield* wins the opposed check, the target is pushed back 5 feet for every 5 points the attacker's check result is greater than the defender's.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *bull's strength*, *telekinesis*; Price +2 bonus.

Shocking Aura: An armour or shield enchanted with this ability appears surrounded by dancing arcs of electricity that crackle incessantly. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of electricity damage without a saving throw; if there is a second enemy within 30 feet of the attacker, an arc of lightning jumps from the attacker to the secondary target, dealing the same amount of damage the first target suffered. The lightning deals no damage to the wearer and he may suppress the effect at will.

Moderate evocation; CL 11th; Craft Magic Arms and Armour, *chain lightning*; Price +2 bonus.

Splendid: Upon donning *splendid armour*, the character gains great self-confidence that shines through his every movement and gesture. While he is wearing the armour, the character gains an enhancement bonus to his Charisma based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *eagle's splendour*; Price +1 bonus.

Strong: Upon donning *strong armour*, the character is infused with a sudden rush of strength. While he is wearing the armour, the character gains an enhancement bonus to his Strength based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *bull's strength*; Price +1 bonus.

Tactical: When this armour is donned, the wearer gains a great tactical advantage over his enemies; his speed increases by 5 feet. He increases his dodge bonus when fighting defensively by 1 point, and only takes -3 penalty to attack rolls when fighting defensively.

Faint transmutation; CL 5th; Craft Magic Arms and Armour, *haste*; Price +2 bonus.

Thundering: An armour or shield enchanted with this ability looks no different than a normal counterpart except for the strange sounds it makes when the wearer moves. Any creature striking the wearer of this armour with a melee attack causes a booming noise to bounce back and suffers 1d4 points of sonic damage without a saving throw. The attacker must make a Will saving throw (DC 14) or be deafened for 1d4 rounds. The sound deals no damage to the wearer or its equipment and he may suppress the effect at will.

Moderate evocation; CL 7th; Craft Magic Arms and Armour, *shout*; Price +2 bonus.

Wise: Upon donning *wise armour*, the character's awareness of his surroundings heightens considerably. While he is wearing the armour, the character gains an enhancement bonus to his Wisdom based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *owl's wisdom*; Price +1 bonus.

New Specific Armour

Armour of the Mists: This dull grey +2 *silent moves breastplate* has an additional effect. Once per day, the wearer may utter one of two command words to activate its powers. One of the words releases a bank of fog surrounding the armour for 20 feet around and lasting a half hour, including up and down; the fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance and the attacker cannot use sight to locate the target); the fog lasts 5 minutes. The second command word actually transforms the wearer into mist as per the *gaseous form* spell as if cast by a 5th-level sorcerer. If the wearer becomes mist while inside the cloud of fog generated by the armour, he moves at double the listed speed and the bank of fog moves with him.

Faint transmutation; CL 5th; Craft Magic Arms and Armour, *fog cloud*, *gaseous form*; Price 16,350 gp; Cost 8,350 gp + 627 XP.

Armour of the Ram: This is a rugged +2 *hide armour* which comes complete with a ram's skull and horns for a helmet. Its enchantment works continuously so that,

when the wearer performs a charge, he does not suffer the -2 penalty to Armour Class. In addition, he gains a +4 bonus to bull rush and overrun attempts.

Moderate transmutation; CL 6th; Craft Magic Arms and Armour, *bull's strength, cat's grace*; Price 28,165 gp; Cost 14,165 gp + 1,120 XP.

Armour of Wings: This seemingly complicated leather harness fits snugly on any humanoid creature. It has a compact set of folded wires and metal spines that do not budge under any circumstance and do not impede the wearer's movements. A command word causes the contraption at the back to unfold, revealing a set of wings made from a translucent fabric held by the wire and spine framework. These wings grant its wearer a flight speed equal to his base walking speed and an average manoeuvrability. A second command word causes the wings to fold back into the first mode. The *armour of wings* acts as +4 *leather armour*.

Strong transmutation; CL 12th; Craft Magic Arms and Armour, *overland flight*; Price 124,160 gp; Cost 62,160 gp + 4,960 XP.

Full Plate of Readiness: When found, this armour is merely a couple of bracers, greaves and shoulder guards that grant a +2 bonus armour to AC plus a +1 enhancement bonus, weighs 15 pounds, has a 5% chance of arcane spell failure and no armour check penalty. When the command word is spoken, liquid metal flows out from the parts and forms +3 *mithral full plate*. A second command word retracts the armour. It takes a full-round action for the armour to fully deploy or retract.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *fabricate*; Price 175,650 gp; Cost 88,650 gp + 6,192 XP.

Wrestler Armour: This fancy-looking +3 *slick studded leather* armour has the studs arranged in a strangely familiar design that no one can yet place. In addition to its enchantment, the wearer may utter a command word that instantly breaks a grapple without the need of a grapple check. The wearer may only use this ability once per day.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *enlarge person*; Price 14,175 gp; Cost 7,175 gp + 554 XP.

New Specific Shields

Shield of Interruption: This +1 *heavy steel shield* is engraved with complicated designs that cause a mild dizziness to anyone trying to follow them. If an opponent's first attack in a full attack sequence targets the shield's wielder (whether successfully or not), the

attacker must make a Will save (DC 14) or lose the rest of its attack actions for that round.

Moderate transmutation; CL 5th; Craft Magic Arms and Armour, *slow*; Price 31,170 gp; Cost 15,670 gp + 1,240 XP.

Wind Shield: This round +3 *small steel shield* has an obvious gnomish motif and is made of four blades protruding from a central circular piece. While in this state, the shield provides no protection whatsoever, but when the command word is spoken, the blades start rotating so fast that they form a circular shield. This ability may be used up to three times per day. The *wind shield's* wielder may designate one opponent at the beginning of the round (as a free action) and imposes a -1 penalty to that opponent's attack roll against the character, as he must take care not to get too close to the spinning blades. If used for a shield bash, the shield deals 1d8 points of damage and deals triple damage on a successful critical hit. Once per day, the wielder may point the shield upwards and order the blades to spin at maximum speed, allowing the character to *fly* as per the spell, as if cast by a 9th-level sorcerer. Either use of the spinning effect lasts for five minutes per use.

Moderate transmutation and evocation; CL 9th; Craft Magic Arms and Armour, *fly, gust of wind*; Price 24,759 gp; Cost 12,459 gp + 987 XP.

Shield of the Legions: This plain +2 *moderate fortification tower shield* is heavily dented, but quite solid and sturdy. Once per day, the shield's owner may speak a command word that causes the shield to apparently multiply and surround all allies in a square 30 feet per side, centred on the shield. The phantom shields cover all sides and the top of the area, giving everyone inside, including enemies, total concealment against attacks from outside the shield formation. Creatures inside the area may attack each other normally. The shield's owner can only move at half speed while maintaining the group shield, which lasts up to five minutes or until dispelled by the wielder. Creatures can enter and leave the area as the shields are illusory even if they do have a partial existence, but they have to make a Will save (DC 16) to pierce the illusion. The *moderate fortification* ability only affects the wielder when the phantom shields are deployed.

Moderate illusion; CL 7th; Craft Magic Arms and Armour, *shadow conjuration*; Price 35,380 gp; Cost 17,780 gp + 1,404 XP.

Sundering Shield: This +1 *large adamantine shield* is a true threat to weapon-wielding opponents. The inherent hardness of adamantine is magically enhanced so that it badly damages objects striking it. Whenever an armed attack or the melee attack of a construct hits the character or misses him by 3 or less points, the



weapon or construct takes 1d6 points of automatic damage, which is not reduced by their hardness or Damage Reduction. If the shield is actually the target of a sunder attempt, the weapon or construct that attempted it take 2d6 of automatic damage, bypassing hardness or Damage Reduction.

Faint evocation; CL 3rd; Craft Magic Arms and Armour, *shatter*; Price 20,820 gp; Cost 15,420 gp + 112 XP.

New Weapon Abilities

Alchemical Adaptation: These are truly weapons for every occasion; the creation of an alchemical adaptation weapon is elaborate and costly because the weapon is truly five weapons in one. The weapon has six command words, one for each version of the weapon. When the right command word is spoken, the weapon can transform its material, or at least that of the damaging component (like a sword's blade) into one of the following materials: normal steel or wood, adamantine, darkwood, cold iron, mithral or alchemical silver. The transformation lasts until another command word is spoken and the weapon retains all of its usual qualities and gains a few depending on the material:

Alchemical Adaptation

Material	Quality
Adamantine	Hardness and sundering abilities
Darkwood	Lightness
Cold iron	Ability to bypass certain Damage Reductions
Mithral	Lightness
Alchemical silver	Ability to bypass certain Damage Reductions

Strong transmutation; CL 15th; Craft Magic Arms and Armour, *polymorph any object*, 5 ranks in Craft (alchemy); Price +4 bonus.

Distracting: When this weapon is wielded, it leaves afterimages of its passing as its user spins, thrusts and strikes, creating a confusing pattern of fading illusory echoes. The creature that is being attacked by the *distracting* weapon loses its Dexterity bonus to AC against the weapon's wielder because he is not sure which image to avoid. A creature with blindsense, blindsight, the Blind-Fight feat or under the effects of *true seeing* or similar ability is immune to this power.

Moderate illusion; CL 5th; Craft Magic Arms and Armour, *displacement*; Price +3 bonus.

Featherlight: In addition to its enhancement bonus and other enchantments, a *featherlight* weapon is incredibly alight and manageable, counting as a weapon of one size

category smaller for purposes of determining whether it is a light, one-handed or two-handed weapon. Weapons that were already light remain light. The weapon weighs half of its normal weight nonetheless.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *feather fall*; Price +1 bonus.

Locking: Locking weapons look complicated, regardless of the fluidity of their actual design. They are a boon to more tactical fighters who like to incapacitate their enemies rather than kill them outright. When the weapon's wielder attempts a sunder or disarm action, a *locking* weapon counts as a weapon one size category larger than it really is, normally gaining the relevant +4 bonus to the opposed attack rolls. When striking like this, the weapon's blade or head seems to animate and coil around the target weapon or item. In the case of a sunder action, the weapon is locked onto its target and the user may attempt a disarm as a free action at the beginning of his following turn. Only melee weapons may be enchanted with this ability.

Moderate transmutation; CL 11th; Craft Magic Arms and Armour, *animate objects*; Price +1 bonus.

Memory: Three times per day, a *memory* weapon can be made to remember when it last hit, and how. Once per day, the user may declare he is using this ability before making an attack roll. The user makes his attack normally and the weapon will 'remember' the die's result; the user will then be able to use that result for a number of attack rolls equal to half the weapon's enhancement bonus (minimum of 1), but only with that weapon. Special attacks apply their modifiers separately as the weapon only remembers the die result, meaning that fighting with two-weapons, disarm and trip attempts, charging, flanking, the Power Attack and Combat Expertise feat and other effects and abilities apply their bonuses and penalties normally to the remembered result. The weapon can and does remember threat results, but they have to be confirmed with a normal attack roll for them to become critical; the weapon does not remember the confirmation roll. The weapon can only remember one die result at a time, and 'forgets' it at the end of the day.

Faint divination; CL 3rd; Craft Magic Arms and Armour, *true strike*; Price +2 bonus.

Multiplying: A *multiplying* weapon multiplies in midair when it flies, raining death on the target. An extra weapon is created for every two points of enhancement bonus. All created weapons use a single attack roll to hit their target, but do not apply the original's enhancement bonus to attack rolls or damage. Damage reduction and other resistances apply separately against each weapon fired or thrown. Regardless of the number of weapons, precision-based damage (due to Weapon Specialisation,

Point Blank Shot, etc.) is only applied to the first weapon. Only the first weapon deals critical damage on a successful critical hit, all others deal regular damage. Even if the original weapon or missile is magical, the extra weapons are not; however, they are considered 'magic' for the sake of damage reduction and they are considered to be made from the same material as the original. Only ranged weapons may be enchanted with this ability. Extra weapons, whether thrown or missile, are destroyed, but the original weapon or ammunition has the usual chances of survival.

Moderate conjuration; CL 9th; Craft Magic Arms and Armour, *major creation*; Price +2 bonus.

Pinning: It is always quite impressive to see a fighter pierce through the body of an opponent, nailing him to a nearby wall with the same attack, and a *pinning* weapon does exactly that. When a character scores a critical hit with a *pinning* weapon, the attack goes right through; the target must make a Strength check (DC 12 + weapon's enhancement + wielder's Str modifier) or be thrown back 5 feet. If there is a vertical surface, the target is nailed to it or, if there is none, is knocked down prone and is now nailed to the ground. The weapon's wielder has the option of letting go of the weapon or to take it back out. Leaving the weapon there effectively immobilises the target, who cannot move and is considered helpless until he frees himself with a Strength check at the same DC. The target suffers an automatic 1d6 points of damage for every attempt to free himself, regardless of the result. Only piercing weapons may be enchanted with this ability.

Moderate transmutation and enchantment; CL 11th; Craft Magic Arms and Armour, *hold monster, keen edge, transformation*; Price +3 bonus.

Stored: A *stored* weapon does not look like one upon discovery, but rather resembles a handle and nothing else. Even two-handed weapons are nothing more than a 1-foot long piece of wood or metal weighing 1 pound. When the command word is spoken, the weapon extends magically, materialising blades, axe heads or shafts as necessary. These magical weapons are ideal for concealment, for they have no magic aura while stored. The same command word retracts the weapon. Deploying and retracting the business end(s) of a *stored* weapon is a standard action, or a free action with the Quick-Draw feat.

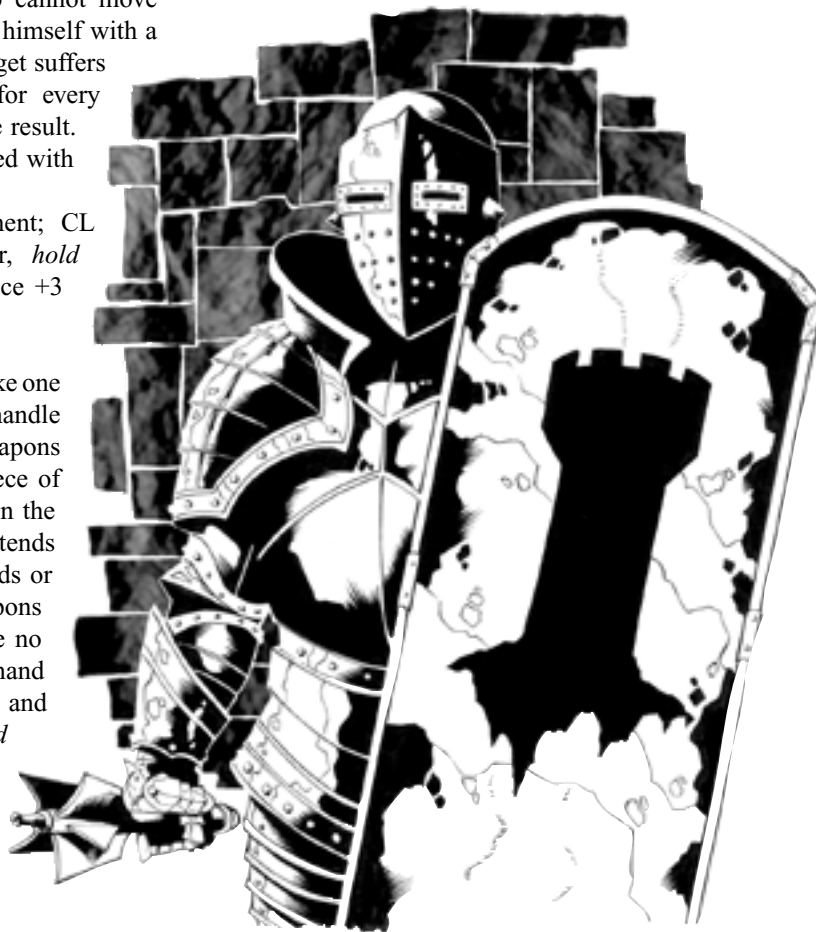
Faint transmutation; CL 5th; Craft Magic Arms and Armour, *shrink item, magic aura*; Price +1 bonus.

Unbalancing: An *unbalancing* weapon accelerates suddenly and unexpectedly just as it is about to strike. A creature struck by such a weapon must succeed at a Reflex save (DC equal to the attack roll) or be tripped. Only bludgeoning weapons may be enchanted with this ability.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *bull's strength*, creator must have the Combat Expertise feat; Price +2 bonus.

New Specific Weapons

Shooting Longsword: This +2 *longsword* has a blade slightly thicker than normal and registers as a *throwing* weapon at first glance. A more careful analysis reveals its proper use. The wielder points the sword at a target and speaks the command word, causing a replica of the blade made of force to shoot forward. The character can make a ranged attack with the shooting blade, which has a range increment of 15 feet and has all other characteristics of the weapon (such as damage and chance of a critical hit). As a force attack it may target incorporeal and ethereal creatures, but is blocked by other force effects such as a *shield* spell. As part of the magic, the wielder may use any feat normally applicable to the weapon in the ranged attack, such



as Power Attack, Improved Sunder, etc. as if he were attacking in melee. Point Blank Shot and other ranged combat feats also apply.

Faint evocation; CL 5th; Craft Magic Arms and Armour, *magic missile*; Price 33,315 gp; Cost 16,815 gp + 680 XP.

Earthcleaver: Legends speak of ancient times when human armies fought against giants, and forged these weapons to sink them beneath the earth. The *earthcleaver* is a +5 *adamantine greatsword* that has the additional power to strike the ground and make it hurt. Once per day, the wielder may sink the greatsword in the ground and make cracks appear in all directions. Each creature standing within 80 feet has a 25% chance to fall into one of the cracks (Reflex DC 20 to avoid it) and at the end of the round, all fissures grind shut, killing any creatures still trapped within.

Strong evocation; CL 15th; Craft Magic Arms and Armour, *earthquake*; Price 163,050 gp; Cost 83,050 gp + 3,920 XP.

Staff of the Master: This humble-looking quarterstaff hides its true abilities from all but the right user. For all wielders, it acts as a +3 *ki focus quarterstaff* but, to any wielder who has the Stunning Fist and Deflect Arrows feats, it becomes something much greater. When wielded by such a user, the quarterstaff allows the character to use the Deflect Arrows feat even while armed with it. It also grants the character the chance to deflect an extra missile attack for every available attack of opportunity in that round. In addition, it grants a +5 competence bonus to Jump and Tumble checks.

Moderate abjuration and transmutation; CL 9th; Craft Magic Arms and Armour, *protection from arrows*, *jump*; Price 46,300 gp; Cost 23,300 gp + 1,858 XP.

Bladefists: These two +2 *keen punching daggers* are worn as a pair, or else they will not work. A wielder who has the Two-Weapon Fighting feat finds that the *bladefists* work particularly well in that form of combat, eliminating entirely the penalties of fighting with two weapons so that the character attacks at his full base attack bonus with attacks on his main and off-hand. This ability does not negate the -5 and -10 penalties for a second and third extra off-hand attack provided by the Improved Two-Weapon Fighting and Greater Two-Weapon Fighting feats.

Moderate transmutation; CL 6th; Craft Magic Arms and Armour, *haste*; Price 72,604 gp; Cost 36,604 gp + 2,880 XP.

Ghost's Sorrow: This strange +3 *ghost touch warhammer* has a stone head etched like a gravestone, and its engravings glow with a pale blue light. The *ghost's sorrow* allows its wielder to see ethereal

creatures in addition to the *ghost touch* ability to strike them. Twice per day, the character may try to pull an ethereal creature (as well as other incorporeal creatures) into the Material Plane and make it fully corporeal. The character decides to use this ability when he deals damage to an ethereal or incorporeal creature, who must make a Fortitude save (DC 20) or become fully corporeal in the Material Plane, losing all the advantages of being ethereal and incorporeal. They retain their mode of movement except their ability to pass through solid objects and remain corporeal for 10 minutes.

Strong conjuration and divination; CL 13th; Craft Magic Arms and Armour, *plane shift*, *see invisible*; Price 114,312 gp; Cost 57,312 gp + 4,552 XP.

MAGIC TRAINING

Fighters who wish to optimise their use of magic integrate a small amount of arcane training. If they take at least 2 ranks in both Spellcraft and Knowledge (arcana), fighters have access to the following feats as part of their fighter bonus feats. Prerequisites marked with an asterisk indicate feats in this subsection.

Coax Effect (General)

You can squeeze more power out of magic items.

Prerequisites: Ability score 15+ (Intelligence, Wisdom or Charisma); Use Magic Device 5 ranks; Iron Will, Magical Aptitude.

Benefit: By suffering 1d6 points of temporary Charisma damage, the character can use a magic item one extra time beyond its maximum number of uses in a given day. Only magic items with a specific number of uses per day are subject to this feat (such as three times per day, but not once per week, twice per year etc). This feat allows the character to use the item one more time only after its last use has been spent, and he may not use it again until the item's time limit is reset. For example, a character with a pair of *winged boots* can use them three times per day. If he suffers 1d6 points of temporary Charisma damage he can activate them a fourth time, and can do use the coax ability no more that day. Single use items, like potions and magic ammunition, are not subject to this feat.

Normal: Magic items with a limited number of uses cannot be activated after their time limit passes.

Special: A fighter may select Coax Effect as one of his fighter bonus feats.

Combat Activation (General)

You have trained in the use of magic items as weapons.

Prerequisites: Base attack bonus +6 or higher; Combat Casting, Dodge, Magical Aptitude, Magic Trigger, Mobility. Either Shot on the Run or Spring Attack.



Benefit: When the character performs a full attack action, he can use the first attack in his attack sequence to activate a magic item by command word, spell trigger or use activation requiring a standard action. The character must still be able to activate the item normally, such as being able to speak a command word, wearing the item, drinking a potion or holding it in one hand. Spell completion items cannot be activated in this way, and use-activated items that require no action at all do not need it.

Normal: Activating most magic items requires a standard action.

Special: A fighter may select Combat Activation as one of his fighter bonus feats.

Effect Recognition (General)

You have been around spellcasters long enough that you can recognise spells being hurled at you so you can get out of the way or steel yourself more effectively.

Prerequisites: Ability score 15+ (Intelligence or Wisdom); Spellcraft skill; Magical Aptitude.

Benefit: When the character correctly identifies a spell being cast in his presence with a Spellcraft check, he gains a +2 competence bonus to his next saving throw against that particular spell.

Normal: Spellcraft checks allow characters to recognise a spell as it is being cast at a DC of 15 + spell's level.

Special: A fighter may select Effect Recognition as one of his fighter bonus feats.

Fast Recovery (General)

You can shrug off the effect of harmful spells sooner.

Prerequisites: Ability score 15+ (Intelligence, Wisdom or Charisma); Spellcraft skill; Endurance, Great Fortitude or Iron Will, Spell Savvy*.

Benefit: When the character falls victim of a spell with a duration other than concentration, instantaneous, or permanent, the duration of the spell is halved.

Normal: Spells have a specific duration often determined by their caster level.

Special: A fighter may select Fast Recovery as one of his fighter bonus feats.

Magic Aura (General)

You have a particular resonance that makes spells work better when cast on you.

Prerequisites: Spellcraft skill, Magic Attractor*, Magic Clinger*.

Benefit: All beneficial spells cast on the character work as if they were one caster level higher.

Normal: The caster's level determines many characteristics of a spell such as duration, numerical effects, etc.

Special: A fighter may select Magic Aura as one of his fighter bonus feats.

Magic Attractor (General)

You are a magnet for magic energies and attract their effects to you.

Prerequisites: Cha 12+; Spellcraft skill; Dodge, Magical Aptitude, Mobility.

Benefit: The character can be the target of touch spells up to five feet away from him per Charisma modifier. A spellcaster may trigger a touch spell up to that distance away and the magical energy will sparkle and make its way to the character at the end of the round, regardless of movement. The character may switch this ability on and off at will in order to prevent harmful touch spells to take advantage of his attraction, although he must be aware of the attack.

Normal: Touch spells must be delivered by touch, not by range.

Special: A fighter may select Magic Attractor as one of his fighter bonus feats.

Magic Capacity (General)

Your body can accommodate more magic items.

Prerequisites: Endurance, Coax Effect*, Magical Aptitude.

Benefit: Select one body slot such as hand, waist, neck, shoulders, etc. The character may don one extra magic item in that body slot and enjoy its effects. The Games Master determines whether it is physically possible to wear two or more particular magic items in the same body slot (an extra ring in the hands is possible, wearing two full plate mails is not).

Normal: A character is limited to wearing one or two magic items per body slot.

Special: A fighter may select Magic Capacity as one of his fighter bonus feats.

Magic Clinger (General)

You can make spells cast on you last longer by feeding them with your own life energy.

Prerequisites: Ability score 15+ (Intelligence, Wisdom or Charisma), Spellcraft skill, Endurance.

Benefit: When the character is subject to a spell with a duration determined in rounds or multiples of minutes, he can extend its duration beyond its normal maximum by taking an amount of hit point damage equal to the spell's level plus 1 for each time unit extended, up to double the original duration. For example, a *bull's strength* cast by a 5th-level wizard lasts five minutes, but the character may choose to suffer 3 points of damage per additional minute up to an extra five minutes to continue to enjoy its effects.

Normal: Spells have a specific duration often determined by their caster level.

Special: A character may only cling to spells with a targeted effect such as 'creature touched,' 'ally', etc. A fighter may select Magic Clinger as one of his fighter bonus feats.



Magic Shield (General)

Prerequisites: Spellcraft or Knowledge (arcana) 5 ranks; Combat Expertise, Great Fortitude, Iron Will, Lightning Reflexes; character level 12th.

Benefit: The character gains Spell Resistance equal to 10 plus one third his character level (rounded down).

Magic Trigger (General)

You are capable of using certain magic items that require knowledge of spellcasting.

Prerequisites: Ability score 15+ (Intelligence, Wisdom or Charisma), Spellcraft skill, Use Magic Device skill; Magical Aptitude.

Benefit: Select a spell list from a core or prestige character class. By means of this feat, the character can use spell-trigger items that require knowledge of spellcasting as if he were a member of the selected class.

Normal: Characters can use spell-trigger items if they have the required spell in their class spell list, even if they cannot cast spells yet (such as low level paladins and rangers).

Special: A character may select this feat twice; the second time applies to a different spell list. Spellcasters may only select this feat once. A fighter may select Magic Trigger as one of his fighter bonus feats.

Spellblade (General)

Prerequisites: Spellcraft skill; Combat Casting, Magical Aptitude.

Benefit: The character acts like a conduit for a spell cast by an allied spellcaster, storing the arcane energies in his body. To retain the spell, he must make a Will save (DC 10 + spell level) at the end of a time period equal to five times the units used in the spell duration (if the duration is measured in rounds, then the character must make his save every 5 rounds; if the duration is expressed in minutes, then every five minutes, etc). The character can release the spell as a standard action, acting as the spell's point of origin, but the spell has all the characteristics determined by its original caster. The character may be interrupted in his surrogate spellcasting as if he were a spellcaster, eliciting a Concentration check to be able to release the spell properly. Should the conduit ever fail the retention Will save or a Concentration check he immediately becomes the target for the spell, and suffers the full effects himself.

Special: A fighter may select Spellblade as one of his fighter bonus feats.

Spell Savvy (General)

You are particularly adept at avoiding magic attacks.

Benefit: The character gains a +1 bonus to saves against all spells and spell-like abilities.

Special: A fighter may select Spell Savvy as one of his fighter bonus feats.

'Here! Shoot!' Callas tossed a wand to his daughter as the undead encroached on their position. Getting to the royal swords was proving to be much harder than originally thought. The 'cave' Callas had insisted they camp in tonight had, naturally, proved to be a tomb. The resident skeletons were evidently not as tired as Loris, and had forced the pair into a corner. Loris was also discovering the inadequacies of her swords – she had nicked and chipped them but still they advanced. She'd been reduced to lobbing rocks at the creaking monstrosities.

'What?' She blinked and stared at the wand as if it was going to bite her.

'Come on! I taught you how they worked!'

'Yes, but can't you do it?!' Loris fell back from a wide halberd swing, tripping over a stalagmite and landing hard on her back.

'Don't be ridiculous. Fighting undead is a young person's game.'

Loris was fresh out of options. Pointing the wand at the approaching mob of skeletons, she closed her eyes and prayed to a god she didn't believe in to make the damned contraption work. A moment before she was overrun, a gust of coruscating white flame engulfed the monsters, blasting them apart. As the cloud of bone-dust cleared, a few scattered limbs jerked spasmodically. 'Hey... it worked!'

'Of course!' The old bard winked. 'Some of the songs I taught you were not only fun and games.'

TRICKS OF THE TRADE

Fighters prefer to use the name ‘tactics’ when referring to the tricks they have developed due to their vast experience in combat. No other professional has the same insight into combat as the fighter, who relies upon training and expertise rather than rage, faith or instinct. Fighters want to make sure they have the upper hand in any given encounter and it is that which sets them apart from all the other combat-oriented classes.

UNARMED COMBAT

Unarmed combat has long been considered the exclusive playground of monks, but even with their ability to harness *ki* into several astounding abilities, monks still must give way to the sheer amount of techniques that fighters master by virtue of their bonus feats. While preferring to use weapons, fighters are more than capable of fighting unarmed.

The Improved Unarmed Strike feat opens many possibilities for the fighter, who might surprise an opponent by lashing out with a fist or a well-placed kick as part of the rain of attacks that he is able to dish out earlier than most characters. This section, while intended for the fighter, can be of use to any character who has the Improved Unarmed Strike feat, as it expands upon the system of fighting without weapons.

Unarmed Strikes

The description of ‘unarmed strike’ covers from punches and swift kicks to head butts and knees to the groin. A character with the Improved Unarmed Strike feat is assumed to have the training to attack with hands, legs, knees and other appropriate appendages, therefore making their limbs into the equivalents of natural weapons and subject to the *magic fang* spell and other effects. However, a humanoid character’s natural weapons are nothing like the dedicated claws and bites of creatures that have a natural weapon listed in their statistics, and therefore are limited to the character’s base attack bonus and extra attacks through magic and feats.

Unarmed Damage: Unless the character is a monk, unarmed damage is 1d3. Without the Improved Unarmed Strike feat, this damage is nonlethal. A fighter can increase this damage thanks to the Weapon Specialisation and Greater Weapon Specialisation feats, not to mention Power Attack, and he may even use

unarmed combat aids such as the spiked gauntlet. This chapter presents optional rules that can increase this damage under the Unarmed Weapons heading.

The Full Attack Sequence: A character’s primary weapon enjoys his highest base attack bonus and, like all creatures, secondary attacks suffer a -5 penalty, which is why characters get an extra attack in their full attack sequence when, by subtracting 5 from their lowest base attack bonus, yielding a result of +1 to a maximum number of attacks equal to four (+20/+15/+10/+5). Because an improved unarmed strike is a natural weapon, a character can convert any one of the attacks he would normally perform with his weapon to an unarmed strike, thus complementing a full attack sequence performed using a weapon with a couple of kicks and punches. This rarely represents a benefit, since the damage from an unarmed strike is negligible when compared to a weapon, but fighting unarmed can have its own benefits and manoeuvres as outlined below. To reiterate a fact that is very valuable for these unarmed combat options, *any attack action in a full attack sequence can be substituted with an unarmed strike.*

Two-Weapon Fighting: An unarmed fighter really comes into his own when he has the Two-Weapon Fighting feat. An unarmed strike, be it a punch or a kick, is considered a light weapon, meaning that he can make a sword slash and a kick with a -2 penalty to both attacks, for example. Improved and Greater Two-Weapon Fighting increase the numbers of such ‘off-hand’ attacks that the character can make.

Unarmed Attacks

Fighters who have trained to fight unarmed through the Improved Unarmed Strike have more options than other characters in their selection of unarmed ‘weapons.’ Hitting with a punch can be very different than using a kick or even a head-butt when the attacker knows what he is doing. The following ‘weapons’ are available to any character with the Improved Unarmed Strike feat. They also divide into simple and martial weapons, representing additional combat training a character must have in order to access a particular unarmed attack or weapon. Monks have no need of this list, for all of their unarmed weapons deal the improved damage listed in their class features, regardless of which weapon they use for it. They may still take advantage of an unarmed attack’s special abilities, although their martial arts training usually provides a superior version. Note that



Weapon Focus (unarmed) and similar feats that can be chosen for a particular kind of weapon cover all of the following unarmed attacks.

Boots, Steel Shod: Leather boots with a point made of studded steel, it has a better chance of hurting a target. It may also be crafted from adamantine, cold iron or alchemical silver at half the price of a normal light weapon so that it can bypass damage reduction.

Clawed Hand: This is a special position in which the fingers are extended as if they were claws. A clawed hand strike can target soft parts of an opponent's anatomy with an increased chance of damage.

Elbow: Striking with an elbow is tricky as the attacker must be in the same square as the target, which usually involves an attack of opportunity. However, elbow strikes are particularly useful when grappling, as they do not suffer the -4 penalty for attacking during a grapple.

Guards: Knee, elbow and shoulder guards are usually part of armour, although they may be worn independently with a few modifications. While they do not provide any kind of armour bonus, they can supplement a character's unarmed strikes (with the corresponding unarmed attack) by providing a better chance of hurting a target. They can be made from adamantine, cold iron

or alchemical silver at half the price of a normal light weapon so that it can bypass damage reduction. The price is for a single pair of two knees, two elbows or two shoulders. Breastplate, banded, scale and splint armour include shoulder guards, half and full plate includes shoulder, elbows and knee guards, but they can also be purchased separately.

Head-Butt: It takes practice to make an effective head-butt because the attacker must strike so that he does not hurt himself too. To perform a head-butt, the attacker must be in the same square as the target, which usually involves an attack of opportunity. Head-butt strikes are particularly useful when grappling, for they do not suffer the -4 penalty for attacking during a grapple and, if it scores a critical hit, the target must make a Will save (DC 10 + half the character's base attack bonus + Str modifier) or be dazed for one round.

Helmets: Usually part of armour, helmets provide little protection by themselves, but supplement head butt attacks by providing a better chance of hurting a target. They can be made from adamantine, cold iron or alchemical silver (at half the cost of a one-handed weapon of that material) so that it can bypass damage reduction. All armour comes with a helmet; metal armour comes with metal helmets, while non-metal

Unarmed Attacks

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type
<i>Unarmed attacks</i>						
Boots, steel shod	2 gp	1d3	1d4	19-20/x2	1 lb.	Bludgeoning
Elbow	-	1d2	1d3	x2	-	Bludgeoning
Guards (pair) ¹	15 gp	1d2	1d3	19-20/x2	2 lb.	Bludgeoning
Helmet, metal ¹	20 gp	1d2	1d3	19-20/x2	1 lb.	Bludgeoning
Helmet, non-metal ¹	2 gp	1d2	1d3	19-20/x2	1/2 lb.	Bludgeoning
Kick	-	1d3	1d4	x2	-	Bludgeoning
Knee	-	1d3	1d4	x2	-	Bludgeoning
Knuckles	1 gp	1d2	1d3	19-20/x2	-	Bludgeoning
Punch	-	1d2	1d3	x2	-	Bludgeoning
Martial Weapons						
<i>Unarmed attacks</i>						
Clawed hand	-	1d2	1d3	x3	-	Bludgeoning
Head butt	-	1	1d2	19-20/x3	-	Bludgeoning
Palm strike	-	1d2	1d3	19-20/x2	-	Bludgeoning
Punch, backhanded	-	1d2	1d3	x2	-	Bludgeoning
Shoulder charge	-	1d3	1d4	19-20/x2	-	Bludgeoning
Exotic Weapons						
<i>Unarmed attacks</i>						
Special appendage	-	1d2	1d3	x2	-	Bludgeoning

¹This item may be already included in a suit of armour, in which case the cost and weight are included in the armour's description.

armour comes with hardened leather and wood helmets, but they can be purchased separately.

Kick: Striking with the legs deals more damage than using the hands, and a kick has a slightly greater reach, compensated by its relatively slower attack speed in comparison with the hands. Kicks can be used for a few special attacks, as described below.

Knee: As one of the hardest parts in the leg, a knee can wreak havoc if it strikes in the right place; however, the attacker must be in the same square as the target, which usually involves an attack of opportunity. Knee strikes are particularly useful when grappling, for they do not suffer the -4 penalty for attacking during a grapple.

Knuckles: These metal rings joined together are light and easy to conceal. While they do not provide a significant increase in unarmed damage capability, they can supplement a character's unarmed strikes (with the corresponding unarmed punch attack) by providing a better chance of hurting a target. They can be made from adamantine, cold iron or alchemical silver at half the price of a normal light weapon so that it can bypass damage reduction.

Punch: The punch is the most basic of unarmed attacks, done with a clenched fist. It is the basic unarmed strike and is the same as listed in *Core Rulebook I*.

Punch, Backhanded: Usually performed as the second strike in an attack sequence, a backhanded punch strikes in reverse of a normal punch and may surprise the target. When performing a backhanded punch, the attacker gains a +1 bonus to attack but a -1 bonus to AC as the movement leaves him open.

Palm Strike: The hallmark of most specialised martial arts moves, the palm strike requires training and practice, as the attacker must know which part of the palm to use in order to deal effective damage. Stunning fist attacks dealt with a palm strike have their DC to resist increased by 2.

Shoulder Charge: With a shoulder charge, the character angles his torso so that one of his shoulders bears the brunt of the impact, providing more stability and concentrating the charge's force in a tighter area. Bull rush and overrun attempts made with a shoulder charge gain a +2 bonus to their attack rolls, but not to the opposed Strength and Dexterity rolls. Alternatively, a shoulder charge grants a +2 bonus to checks made in order to break down doors, weak walls or topple certain unstable objects.

Special Appendage: Some creatures have appendages other than arms, legs and head (usually tails, but stranger things are possible), which they may use as an unarmed strike. Only body parts not already listed as natural weapons in the monster's statistics block (but do appear in its description) qualify as special appendages. A creature is automatically proficient with its special appendages, but characters that *polymorph* or otherwise change into such creatures are not.

Unarmed Special Attacks

Just as a normal unarmed attack may be used to perform a special trip attempt, there are a few other special attacks that can be attempted with an unarmed strike. These manoeuvres list a few prerequisite feats that a character must possess in order to perform them in addition to the Improved Unarmed Strike feat. A character who does not meet the prerequisites may still attempt the special attack, but suffers from a certain penalty that can go from provoking an attack of opportunity to not being able to perform it at all; these disadvantages are described in the 'Normal' field.

As an alternative, the Games Master may rule that these special attacks are only available as feats. The feats' prerequisites would be unchanged, and they would be available as fighter bonus feats. Note that the prerequisites may list a feat but not that feat's own prerequisites, meaning that a character that has a virtual feat or an equivalent ability (like the monk's bonus feats) can still perform the manoeuvre, even if he does not meet the legacy prerequisites of one or more of the required feats.

Block and Counter

You can intercept your opponent's attack and react to it.

Prerequisites: Improved Unarmed Strike, Combat Expertise, Combat Reflexes, any one of the following feats: Improved Grapple, Improved Disarm, Improved Trip, Weapon Specialisation (unarmed); must be wearing bracers or a buckler.

Effect: The character must declare he is using the Combat Expertise feat, subtracting from his attack rolls to increase his Armour Class. If an attack misses by 5 points or more, the character gains an attack of opportunity in the form of a grapple, disarm or trip attempt if he has the adequate feat, or a follow-up attack with an unarmed strike if he has the Weapon Specialisation (unarmed) feat. The counter attack spends one of the character's available attacks of opportunity. Note that the penalty to attack from the Combat Expertise feat does apply to the counter attack.

Normal: The character may not block attacks by manufactured or natural weapons (not unarmed attacks,



even if they count as armed) if he is not wearing braces or a buckler. The character must have one of the follow-up feats (Improved Grapple, Improved Disarm, Improved Trip, or Weapon Specialisation) in order to perform the counter attack.

Special: If the Games Master approves, this manoeuvre may be attempted with an appropriate weapon, eliminating the braces or buckler prerequisite.

Clothesline

You extend your arm at neck's height to drop a target you are running past or is trying to run past you.

Prerequisites: Combat Reflexes, Improved Unarmed Strike, Improved Overrun.

Effect: By performing a normal overrun attempt with an unarmed strike, the character gains an additional +2 to the opposed Strength check required to drop a target. This bonus stacks with the bonus from a charge. Alternatively, if an opponent is charging the character, he can make an unarmed strike as an attack of opportunity as if he had set against the charge; he can do the same thing if the opponent is trying to overrun the character even if the opponent has the Improved Overrun feat as well.

Normal: A character who does not meet the prerequisites can already attempt a clothesline as part of an overrun attack, but he provokes an attack of opportunity, the opponent may avoid the attack freely and the character may not perform a clothesline as an attack of opportunity.

Dazing Strike

You can channel an enormous amount of power into your strikes.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Power Attack.

Effect: The character declares a stunning attack, assigning a penalty to the attack roll equal to at most his base attack bonus by virtue of the Power Attack feat. Instead of gaining Power Attack's bonus to damage, he adds it to the stunning fist's Fortitude DC. If the target fails the saving throw, he is stunned for one round, and dazed for one round per the character's Strength modifier (minimum of 1) afterwards. A dazed creature can take no actions, but has no penalty to AC.

Normal: Without meeting the prerequisites, a character may not perform a dazing strike.

Finishing Move

Prerequisites: Improved Unarmed Strike, Stunning Fist, Improved Trip.

Effect: The character declares a combined stunning fist attack and trip attempt. If the trip succeeds, the follow-up attack is a stunning fist attack, and the target loses his Constitution modifier to the Fortitude saves.

Normal: Without meeting the prerequisites, a character may not perform a finishing move.

Special: The finishing move may be attempted in reverse order if the character has more than one attack action in his sequence and performs a full attack, performing the stunning attack first and the trip attempt later. If the target fails his Fortitude save and is stunned, the trip attempt succeeds automatically and the character can make a normal follow-up attack.

Flurry of Blows

You strike with a barrage of punches and kicks.

Prerequisites: Improved Unarmed Strike, Two-Weapon Fighting.

Effect: This is the same as the monk ability and any character with the Two-Weapon Fighting feat may replicate the effects normally, as unarmed strikes are considered to be light weapons and a normal character has three other limbs in addition to a primary unarmed attack he can use as 'off-hand' weapons. Under the Games Master's judgement, a character with the Improved Unarmed Strike and Improved Two-Weapon Fighting feats may gain other feats, prestige classes or abilities that have the flurry of blows class feature as a prerequisite or requirement.

Normal: A character without the Two-Weapon Fighting feat can have an extra unarmed attack, but with a -4 penalty to the primary attacks and a -8 to the off-hand attack and should not count as having the flurry of blows ability.

Special: A character's ability for multiple attacks does not improve as he gains classes as a monk's ability does. A fighter may improve his virtual flurry of blows with the Improved Two-Weapon Fighting and Greater Two-Weapon Fighting feats, and with the Unarmed Multiattack feat at the end of this section.

Jump Kick

You can launch an aerial attack past an opponent's defences.

Prerequisites: Improved Unarmed Strike, Run.

Effect: After a running start of 20 feet, the character can jump as per the Jump skill up to 5 foot more than his remaining movement, as long as he is jumping towards an opponent. The DC for the jump check is the number of feet that separate the character's jumping point (after the 20-foot running start) from his target. The character then makes an unarmed strike declared as a kick; he does not provoke attacks of opportunity from the target and the character gains a +2 bonus to attack, suffering a -2 penalty to AC as if he had made a charge. If the distance separating the character's jumping point from the opponent exceeds the character's remaining movement (including the bonus 5 feet from the jump kick), the character covers the distance with his standard

action and the kick does not strike the opponent. Jump kicks are ideal for getting inside the opponent's reach without provoking attacks of opportunity or to avoid hazards in the intervening terrain, such as caltrops.

Normal: Without the Run feat, the character still provokes an attack of opportunity from moving through the threatened space of an opponent with reach, although he still avoids hazards on the intervening terrain.

Knockdown/back Punch

Your opponents are thrown back by the strength of your attacks.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Improved Overrun or Improved Bull Rush.

Effect: The character declares a stunning attack. If the target fails his Fortitude check, the character can attempt to knock him down as if he were making an overrun attempt as part of the same attack action. The target can only resist with a Strength check, not a Dexterity check, and falls prone if the character wins the opposed Strength check, still stunned.



Normal: Without meeting the prerequisites, a character may not perform a knockdown punch or a knockback punch (see below).

Special: If the character has the Improved Bull Rush feat instead of Improved Overrun, this special attack can push the target back five feet plus an extra five feet for every 5 points by which the character's Strength check exceeds the target's. If the target encounters an unmovable obstacle on his way such as a wall, furniture, column, etc., he bounces five feet towards the character. If he encounters a soft or breakable obstacle such as a window, he breaks through it. In both cases, the target takes 1d4 points of nonlethal damage.

If the character has both Improved Overrun and Improved Bull Rush, he chooses which version of this special attack he will use when declaring the stunning fist attack.

Power Legsweep

With a snap movement of your legs, you can kick your opponent off his feet.

Prerequisites: Str 13+; Improved Unarmed Strike, Power Attack. Improved Trip or Improved Overrun.

Effect: The character makes a kick attack with the Power Attack feat, assigning a penalty to attack rolls equal to his base attack bonus (the maximum penalty allowed by the feat). If the kick connects, the character deals damage as if he were using a one-handed weapon in two hands (i.e. double Strength bonus to damage). In addition, the character and the target must make opposed Strength checks as if the kick had been a trip attempt without a chance to retaliate with another trip attempt; if the target loses, he is tripped.

Normal: Without meeting the prerequisites, a character may not perform a power legsweep.

Legsweep

You kick opponents off their feet.

Prerequisites: Improved Unarmed Strike, Improved Trip, Power Attack.

Effect: The character declares an unarmed strike as a kick, takes at least half of his base attack bonus as the penalty for a Power Attack and then makes a trip attempt. Instead of gaining Power Attack's bonus to damage, he adds it to the trip's opposed Strength or Dexterity check. The opponent cannot retaliate with his own trip attempt if he wins the check, just as if the character were tripping with a weapon he could let go to avoid being tripped. The character does not add Power Attack's bonus to the damage for the follow-up attack allowed by Improved Trip.

Normal: Without Legsweep, the character adds Power Attack's bonus to damage, not the trip attempt. Without Power Attack, the attack is a normal trip attempt.



Special: The character can combine this manoeuvre with the Spring Attack or the Improved Overrun feat to perform a sliding kick; the movement after the attack must be in a straight line in the same direction as the movement before the attack.

Roundhouse Kick

You kick in a circle in front of you, catching additional opponents unawares.

Prerequisites: Improved Unarmed Strike, Whirlwind Attack, base attack bonus +4.

Effect: When the character declares an unarmed strike as a kick, he may strike an additional opponent that is adjacent to his first target with the same attack roll. This does not represent a use of the Whirlwind Attack feat; both attacks are performed as part of the same standard action.

Normal: If the character does not meet the prerequisites, he provokes an attack of opportunity from his first target if he attacks the second target with the same kick, in

addition to the attack of opportunity provoked if the character lacks the Improved Unarmed Strike feat.

Special: If there are more than two attackers around the character, each of the attack rolls provided by the Whirlwind Attack feat can target two opponents at the same time as long as they are adjacent to each other.

If the first target of a roundhouse kick is dropped and the character has the Cleave or Great Cleave feats, the extra attack he gains against an adjacent opponent can be made against a third target, as the second target is being attacked by the same attack roll that dropped the first.

Throw/Project

You can grab an opponent and throw him to the ground.

Prerequisites: Str or Dex 13+, Improved Unarmed Strike, Improved Grapple, Improved Trip.

Effect: After initiating a grapple (after Step 3: Hold has been resolved) the character can throw the opponent instead of moving into his space at Step 4 of the grapple. The character makes a trip attempt as part of the grapple; both opponents make another opposed grapple check and the character adds +4 from the Improved Trip feat. If the character wins the grapple check, the opponent is thrown to the ground as a normal trip, and the character gets a follow-up attack as part of Improved Trip's benefits. If the opponent wins, he can make a grapple check to either break free or try to trip the character.

Normal: Without Improved Grapple, the character may not try to trip as part of the grapple; without Improved Trip, the character provokes an attack of opportunity from his opponent when trying to trip.

Special: If the character has the Combat Expertise feat, he can project the opponent to any square around himself.

Unarmed Multiattack (General)

Your barrage of unarmed attacks is very hard to avoid.

Prerequisites: Improved Unarmed Strike, base attack +11, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Weapon Focus (unarmed), Greater Weapon Focus (unarmed).

Effect: When the character performs his full attack action with nothing but unarmed attacks, the base attack bonuses for his second, third and (if available) fourth attacks with both primary and off-hand attacks are reduced by -2 instead of -5. After performing this attack, the character is fatigued for the rest of the encounter. For example, a 14th level fighter has a base attack bonus of +14/+9/+4; with the Unarmed Multiattack feat, the bonus becomes +14/+12/+10. The resulting full attack sequence, including all off-hand attacks provided by the Greater Two-Weapon Fighting feat would be +12/+12/+10/+10/+8/+8 before applying ability modifiers and the bonus from Weapon Focus and Greater Weapon Focus. The second number of each pair represents the off-hand attack.

Normal: All secondary attacks with the main hand's base attack bonus, and the extra attacks with an off-hand weapon have a cumulative -5 penalty to their base attack bonus.

Special: Monks may not select this feat; their greater flurry of blows ability already provides a similar advantage. A fighter may select Unarmed Multiattack as one of his fighter bonus feats.

Weapon Twist

You grab an opponent's weapon and twist it around, unbalancing him before he has a chance to let go.

Prerequisites: Base attack bonus +6 or higher (or flurry of blows ability), Improved Unarmed Strike, Improved Disarm, Improved Trip.

Effect: The character makes an unarmed disarm attempt so that he has at least one attack action left in his full attack sequence. If he successfully disarms the opponent, he can make a trip attempt with his next attack action using the weapon he is in the process of snatching away. If the character wins the ensuing Strength or Dexterity check (with the normal +4 bonus from the Improved Trip feat), the opponent is not tripped, but he loses his Dexterity bonus to AC and has a -2 penalty to all Strength and Dexterity-based rolls until the end of the round. The character can make a follow-up attack as if he had tripped the opponent (which can be another

trip attempt, now that the opponent has no Dex bonus to AC and would have a penalty for resisting the trip).

Normal: Without meeting the prerequisites, a character may not perform a weapon twist.

ADVANCED COMBAT

FEATS

Many combat feats have an 'Improved' or even a 'Greater' version that expands on the original feat's benefits. Some of these feats are only available to fighters and with good reason; it takes a fighter's discipline to master combat techniques at epic levels. Instead of providing a huge list of Improved and Greater combat feats, this section provides guidelines on how to expand a feat tree with examples of expanded trees from some basic feats in *Core Rulebook I*. The same guidelines can be applied to feats from other d20 products and to non-combat feats, but this book centres on the fighter class and deals only with combat feats that are available as bonus fighter feats.

As always, the Games Master is the final arbiter on what are the prerequisites, benefits and exceptions of Improved and Greater feats.

Prerequisites

The prerequisites of an Improved feat usually involves an ability score of 13 if it deals with an action that any character could take, representing that the character with the Improved feat has what it takes to make it better. If the Improved feat is an expansion of a basic feat with an ability score prerequisite, its own prerequisite is that score +2. Expansion means that the basic and Improved feat have the same name, with 'Improved' added at the beginning. For example, Combat Expertise requires Int 13; Improved Sunder has Combat Expertise as a prerequisite and thus shares the Int 13 prerequisite rather than requiring a score of 15. This is because it is not an expansion of Combat Expertise's benefits to a character's AC but an off-shoot ability that means the character fights with ingenuity. The Improved Two-Weapon Fighting feat, on the other hand, is a direct expansion of Two-Weapon Fighting which has a Dex 15 prerequisite, so the Improved version requires Dex 17.

Skill ranks are not common as prerequisites regarding combat feats, much less feats intended for the fighter, as he is very limited in class skill choices and skill points. However, if it makes sense, skills might be involved in the learning of a combat technique.

Some Improved feats also have either a base attack bonus or fighter level prerequisite. Such a prerequisite means

that the feat is a specialised combat technique. The prerequisite of feats that deal with number of attacks is a base attack bonus of +6, +11 or +16, when the character gains an extra attack. Fighter level prerequisites restrict the feat to the fighter class, obviously, providing it with an advantage over other classes and their own class features.

Advanced feats often require that the character possess a feat outside the tree, but with complementing benefit for the feat itself. In this way, Whirlwind Attack is the culmination of the Dodge and Mobility tree, but also adds Combat Expertise. Out-of-tree prerequisites are fluid and depend more on common sense than on a hard and fast rule.

Finally, all advanced feats have all the previous version as prerequisites, so Greater Two-Weapon Fighting includes Improved Two-Weapon Fighting.

'Stay still, woman!' The bandit leader was getting desperate as he struck again and again at Loris, only to have his sword swatted away by one of her short swords.

'What are you talking about? I am still!' Loris was getting tired of the whole exchange. All the other bandits lay either unconscious or dying around them.

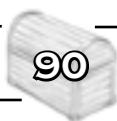
'Remember, we need him alive.' Her father was sitting on a rock, watching the duel with an amused grin and helping himself to a bananabread pie from the bandits' provisions.

'Why, you upstart, I'm gonna...' The bandit tried shifting his attacks towards Loris' left-hand side. It did not work any better than the right-hand side attacks.

'Look, just tell us where you sent the box with the royal crest, and we'll be on our way.' Loris blocked a predictable counter-attack effortlessly. When the bandit went at it again, she trapped his blade with her own, swivelled around the pinned fighter and delivered a hard pommel-strike to his kidneys. With an audible 'whumpf!' the bandit keeled over into the dirt.

'Pretty please?' asked Loris.





Benefits

An Improved feat is a moderate expansion of a basic feat's benefits or an improvement of a character's ability to perform certain tasks or actions. A Greater version, however, shows not only prowess but mastery. Advanced feats elaborate on a given ability in different ways, depending on the basic task or feat upon which they expand. They may grant additional numeric bonuses to die rolls, add extra instances of the ability's use, diminish or even negate penalties and restrictions or provide a related ability that is not directly related to the basic or Improved effect but is a logical continuation. For example, there is no Trip feat, but there is a trip special attack, and thus Improved Trip expands on the basic ability. Precise Shot is a basic feat, which can be improved by Improved Precise Shot – this adds functionality to the basic benefit.

- ✦ In the case that the basic feat or ability gives a numerical bonus, the advanced versions can give the same or a reduced number (usually half) as a stackable bonus (i.e. Weapon Focus grants a +1, non-stackable bonus, Greater Weapon Focus grants another +1 bonus that stacks with the previous one).
- ✦ If the basic feat or ability incurs on a numerical penalty, the advanced versions can halve it or waive it altogether (i.e. creatures with three or more natural attacks suffer a -5 penalty on their secondary attacks; the Multiattack feat reduces the penalty to -2).
- ✦ If the basic feat or ability incurs a non-numerical penalty, the advanced versions negate it. They may also grant an additional benefit (i.e. attacking unarmed provokes an attack of opportunity and always deals nonlethal damage, while Improved Unarmed Strike negates the attack of opportunity and allows the damage to be lethal).
- ✦ If the basic feat or ability has a limited number of uses regardless of being limited to a day or to a single round, an advanced version adds extra uses. Some of these uses may be conditioned. (i.e. Two-Weapon

Fighting adds an extra attack with an off-hand, while Improved Two-Weapon Fighting adds a second off-hand attack, albeit with a -5 penalty).

- ✦ There are many other possible benefits depending on the characteristics of the basic feat or ability; virtually any of the benefit's characteristics can be increased or enhanced.

Special

There are a few special considerations that the feats in this section's trees can have.

Stacks: The bonus or benefit of the feat stacks with a similar bonus or benefit of the previous feat in the tree. Depending on the feat, a character may be able to gain it only once as applicable.

Multistack: The character may select this feat multiple times; its effect stacks.

New choice: The character can gain the feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new instance, such as a new weapon, a new type of armour, etc.

Supersedes: The effects or benefits of this feat supersede the effects of previous feats in the tree.

None: This feat has no effect on the benefits and effects of the previous feats in the tree; the effects complement each other or add to the character's capabilities and a character may gain it only once.

Fighter: A fighter may select the feat as one of his fighter bonus feats. This is a default for all the feats in this section.

Feat Trees

The following feat trees are examples of how an existing feat or ability can be expanded into an Improved or Greater version. The benefits are purposefully left open so that players and Games Masters can design the feat to accommodate their preferences and styles of play, adding or removing prerequisites or altering the benefits of the advanced versions to give fighter characters the prowess they see as part of the character's concept.

Blind-Fight Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	50% chance to miss invisible and concealed opponents; AC penalties.	-
Basic	none	See Blind-Fight feat.	none
Improved	Wis 15+, Blind-Fight	Gain blindsense ability.	none
Greater	Wis 17+, Improved Blind-Fight	Gain blindsight 10 ft. ability.	none



Combat Expertise Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	Fight defensively, total defence	+2 AC and -4 to attack rolls, or +4 to AC and no attack rolls respectively.	-
Basic	Int 13+	See Combat Expertise feat.	none
Improved	Int 15+, Combat Expertise	Limit to AC bonus increases by +2.	Stacks
Greater	Int 17+, Improved Combat Expertise	Each -1 penalty to attack grants a +2 bonus to AC up to the maximum.	none

Combat Reflexes Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	One attack of opportunity per round.	-
Basic	None	See Combat Reflexes feat.	none
Improved	Dex 13+, Combat Reflexes	Make attack of opportunity when surprised.	none
Greater	Dex 17+, Combat Reflexes, Dodge	Failed attacks against the character provoke attacks of opportunity.	none

Dodge Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Dex 13+	See Dodge feat.	none
Improved	Dex 15+, Dodge	additional +1 to AC against designated opponent.	Stacks
Greater	Dex 17+, Improved Dodge, Combat Reflexes	additional +1 to AC and can distribute bonus amongst up to three opponents at +1 against each.	Stacks

Far Shot Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Point Blank Shot	See Far Shot feat.	none
Improved	Wis 13+, Point Blank Shot	Projectile weapon's range increment x2, thrown weapon's range increment x3.	none
Greater	Wis 13+, Point Blank Shot, Improved Far Shot	Projectile weapon shoots up to 30 range increments; thrown weapon shoots up to 10 increments.	none

Bull Rush Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Bull rush provokes attacks of opportunity.	-
Improved	Str 13+, Power Attack	See Improved Bull Rush feat.	none
Greater	Str 15+, Power Attack, Improved Bull Rush, Improved Overrun	Additional +2 to opposed Str/Dex check, can push opponent 10 feet for every 5 points the character's check exceeds the target's.	Stacks

Improved Critical Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Weapons have a listed threat range and critical multiplier.	-
Improved	Proficient with weapon, base attack bonus +8 or higher	See Improved Critical feat.	New choice
Greater	Dex 13+, Combat Reflexes	Weapon's damage multiplier increases by 1.	New choice

Improved Disarm Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Bull rush provokes attacks of opportunity.	-
Improved	Int 13+, Combat Expertise	See Improved Disarm feat.	none
Greater	Int 15+, Dex 13+, Combat Expertise, Improved Disarm	Additional +2 to opposed attack roll, negates larger defender's bonus to the opposed attack roll.	Stacks



Improved Feint Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	A feint takes a standard action.	-
Improved	Int 13+, Combat Expertise	See Improved Feint feat.	none
Greater	Int 15+, Dex 13+, base attack bonus +11 or higher, Combat Expertise, Improved Feint, Combat Reflexes	Feint attempt is a free action, only once per round per viable opponent.	none

Improved Grapple Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Grappling provokes attack of opportunity.	-
Improved	Dex 13+, Improved Unarmed Strike	See Improved Grapple feat.	none
Greater	Dex 13+, Improved Unarmed Strike, Improved Grapple	Additional +2 to grapple checks, can retry one failed grapple check per entire grapple.	Stacks

Improved Initiative Tree

Feat	Prerequisites	Effect/Benefit	Special
Improved	None	See Improved Initiative feat.	none
Greater	Dex 13+, Improved Initiative	Additional +4 to initiative checks.	Stacks

Improved Overrun Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Opponent may avoid overrun.	-
Improved	Str 13+, Power Attack	See Improved Overrun feat.	none
Greater	Str 15+, Power Attack, Improved Overrun, Combat Reflexes, Improved Trip	Additional +2 to opposed Str/Dex check, can make follow-up attack on successful overrun before resuming movement.	Stacks

Improved Sunder Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Sunder attempt provokes attacks of opportunity.	-
Improved	Str 13+, Power Attack	See Improved Sunder feat.	none
Greater	Str 15+, Power Attack, Improved Sunder	Additional +2 to sundering attack roll, ignore half an object's hardness.	Stacks

Improved Trip Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Unarmed trip provokes attacks of opportunity, opponent may try to counter-disarm.	-
Improved	Int 13+, Combat Expertise	See Improved Trip feat.	none
Greater	Int 15+, Combat Expertise, Improved Trip	Additional +2 to opposed Str/Dex check, follow-up attack is done at highest base attack bonus.	Stacks

Improved Unarmed Strike Tree

Feat	Prerequisites	Effect/Benefit	Special
Ability	-	Unarmed strike provokes attacks of opportunity, damage is nonlethal.	-
Improved	None	See Improved Unarmed Strike feat.	none
Greater	Str 13+, Improved Unarmed Strike, Power Attack	Unarmed damage increases by one die type.	Multistacks



Power Attack Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Str 13+	See Power Attack feat.	none
Improved	Str 15+, Power Attack	Add twice the number subtracted from the attack rolls to damage with one-handed weapons wielded one-handed.	none
Greater	Str 19+, Power Attack, Cleave	Add three times the number subtracted from the attack rolls to damage with two-handed weapons and one-handed weapons wielded two-handed, twice the number to one-handed weapon damage and the same number to light weapon damage.	none

Rapid Shot Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Dex 13+, Point Blank Shot	See Rapid Shot feat.	none
Improved	Dex 15+, Point Blank Shot, Rapid Shot	Second extra attack; all three attacks suffer a total -4 penalty.	Stacks
Greater	Dex 19+, Point Blank Shot, Rapid Shot, Improved Rapid Shot	Third extra attack, all four attacks suffer a total -6 penalty.	Stacks

Two-Weapon Defence Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Dex 15+, Two-Weapon Fighting	See Two-Weapon Defence feat.	none
Improved	Dex 17+, Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defence	Additional +1 shield bonus to AC when wielding two weapons or a double weapon.	Stacks
Greater	Dex 19+, Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defence	Additional +1 shield bonus to AC when wielding two weapons or a double weapon. Shield bonus can become deflection bonus at will.	Stacks

Weapon Finesse Tree

Feat	Prerequisites	Effect/Benefit	Special
Basic	Base attack bonus +1 or higher	See Weapon Finesse feat.	none
Improved	Base attack bonus +4 or higher, Weapon Focus	Apply Dex bonus to one-handed weapon selected for the Weapon Focus feat.	none
Greater	Base attack bonus +8 or higher, Weapon Focus, Weapon Specialisation	Apply Dex bonus to any double weapon selected for the Weapon Focus and Weapon Specialisation feat, character may apply Dex or Str bonus to damage.	none

ASSORTED OPTIONS

Fighters have developed several little tactics that require little time to learn and may even be improvised on the spot.

Dirty Fighting

'Dirty fighting' is just a level below clever tactics. Fighting dirty means gaining 'unfair' advantages by doing things one is not supposed to do during fights, such as running away and turning back suddenly, throwing sand at an opponent's eyes, etc. When one's life is on the line, the concept of a fair fight stretches and bends and even the most righteous paladin will,

at some point in time, resort to a tactic that could be considered 'unfair' in the hallowed hall of a foppish duellist school.

The tactics of dirty fighting are legion and more than a few are already codified as special attacks like trips and bull rushes. Their gist is to put the opponent at a disadvantage, either depriving him of his chances to attack, impairing his ability to fight or simply to make his life difficult.

Dirty fighting is a supremely flexible concept that defies codification into rules by its very nature and by



just what players and Games Masters understand by ‘fighting dirty’. Is it tricking the enemy? This is a feint and it can be improved upon with the Improved Feint feat. Is it pushing a foe towards a lava pit? That is a bull rush. And the list goes on.

Using a Dirty Trick: As a general rule, dirty fighting should involve an opposed die roll: the character tries to do something, and his target tries to resist it.

- ✦ *Opposed Attack Rolls:* Ask for these when the fighting abilities of the two opponents are involved in the dirty trick. Examples: Disarm, sunder, knocking a weapon out of the way, trapping a weapon against a wall with a shield, etc.
- ✦ *Opposed Skill Checks:* Skills come into play when their description covers what the character is trying to do or makes more sense than an attack roll. Examples: Feinting (Bluff vs. Sense Motive).
- ✦ *Opposed Ability Check:* When skills do not cover the kind of task the character is engaging his opponent in, default to the appropriate ability. Examples: Tripping, overrunning (both Strength or Dexterity checks).



- ✦ *Character Rolls:* The character makes a roll with a set DC. This is usually the first step of an opposed check or of a target roll (see below). Examples: Grappling (attack roll against the target’s AC), throwing sand at an enemy’s eyes (touch attack roll).
- ✦ *Target Rolls:* The character does something that does not require a check, or was done with an unrelated check. The target must resist it. Examples: the character knocks or breaks the floor’s supports and the target must make either a Reflex save or a Balance check at a DC determined by the Games Master.

Effects of Fighting Dirty: If the character wins whatever check or roll the Games Master requires, the effects usually translate in a disadvantage for the target or, in rare instances, into damage.

- ✦ *Distracted:* Whether the target believes an attack is coming from a different direction or is busy trying to maintain his balance so as not to fall into a river full of hungry piranha, the target is not devoting his full attention to the fight and loses his Dexterity modifier to AC.
- ✦ *Impaired:* The character did something that makes it difficult for the target to perform certain tasks, imposing a penalty to one or more die rolls that can go from -1 to -5, with a common middle ground of -2. Examples are throwing a stinking substance at a scent-capable creature and becoming invisible (thus impairing the creature’s ability to detect him) or making it so that a target is unable to use a limb properly and affecting its attack and damage rolls.
- ✦ *Obstructed:* The character changed the conditions of combat and the target suffers varied effects such as reduction of speed (by shooting out all the lights or by dropping caltrops on the ground) or a percentage chance to miss because the character coloured a waterfall’s water to provide concealment.
- ✦ *Damage:* A target should only receive damage from dirty fighting from circumstances that would normally deal damage. Pushing the target into a lava pit does not cause damage in and of itself, but the lava definitely does as a consequence of the dirty trick.

Spook

Fighters should be able to feint as part of their training, but the required Bluff skill is cross-class for them. Instead of using a Bluff check as part of a feint, fighters

(and possibly barbarians) should be allowed to use Intimidate instead as they threaten to attack from one direction and actually strike from another.

Reading an Opponent

Fighters are experts at combat tactics and fighting techniques; their intense training enables them to recognise an opponent's fighting style to look and exploit weaknesses. Fighters, and any character with five or more feats from the fighter bonus list (indicating their own focus on combat training), can make a Sense Motive check as a full round action to study an opponent's movements, adding their base attack bonus to the check to symbolise their combat knowledge. The opponent must be engaged in combat for the character to read his style. During this round the character must do nothing else but study his target; he can move only with a five-foot step and perform no other action, although he can defend himself normally.

The DC of the reading check is equal to 10 plus the target's Effective Character Level (basically, 10 + HD + Level Adjustment or 10 + character class). If a creature's listing does not include a level adjustment, use its Challenge Rating.

For every five points that the character's check exceeds the DC, he gains a +1 competence bonus to one of the following: attack rolls, Armour Class, skill checks or saving throws. Failing the roll by less than five points is without penalty, but failing by more than five points will cause the character to suffer a -1 incompetence penalty to attack rolls, Armour Class, skill checks and saving throws versus the target. The bonus or penalty lasts until the end of the character's current encounter with the target. The bonus stacks with any other similar bonus and may not be increased by a second attempt at reading the same opponent. A character may only read one opponent at a time.

Massive Foes

A fighter finds that, as he grows in power and his fighting style becomes deadlier, he starts encountering unnatural foes that duelling manuals do not cover. From dire animals to giant humanoids to even dragons, fighters find that huge creatures start appearing more often in his path.

As lethal as the fighter's attacks can be, chipping a dragon's toe is not the best way to kill it and fighters look for alternatives when looking for weak spots to target. When the fighter is facing a creature at least two size categories larger than he is, he has the option to 'ride it' – that is, to jump or climb on its back and start

hitting where it hurts. Climbing onto a massive foe is a series of grapple checks that has the character trying to make progress up while the creature is trying to shake him off. The rules for grappling state that the character cannot grapple a creature two size categories larger than he is, but the following rules do not consider him to be trying to hold such a massive foe down, he is merely holding on to it.

Grapple checks initiated by the character indicate his progress up the creature's body and the actions he can do. While climbing atop a massive foe, the character can normally only use light weapons to cause damage. That said, he can make a grapple check that, if successful, means that he has a hold strong enough to let him use a one-handed weapon. To climb up the writhing and bobbing creature, the character makes a grapple check adding half his Climb ranks as a special bonus. Success indicates that he can climb 10 feet up the creature and failure means that he loses his turn as he holds on for dear life.

The creature can initiate a grapple check to get rid of the fighter by devoting one of its attack actions with a primary natural weapon. Success means that it dislodges the troublesome adventurer, who must make a Reflex save to try to slow his fall, with success halving the damage suffered from falling or hitting structures along the way.

While he is on top of his foe, the fighter gains a +2 bonus to damage as it can aim at softer spots in the creature's skin, and his weapon's critical multiplier increases by one (a x2 critical becomes a x3, etc.). In addition, if he is climbing on a particularly uncomfortable spot in the creature's body, he can enjoy from +1 to +6 cover bonus to his Armour Class against the creature's attack rolls (not grapple checks). The creature must have a limb or special attack capable of reaching its own body where the fighter is climbing. Each strike has the chance to dislodge a fighter, who must make either a Balance or a Climb check (DC equal to 10 + damage suffered) to hold on.

Creatures that are long rather than tall offer the fighter a steadier surface upon which to climb. The Games Master decides just how tall the creature is and therefore how many grapple checks the fighter needs to reach the long creature's back. Once he is on top, the character gains a +2 stability bonus to his grapple and skill checks for remaining on top of the creature.

A character can get off the creature at any time by simply letting go and suffering the normal effects of falling. He could use the Tumble or Jump skills to reduce the damage suffered from doing this.



Special Techniques

The sum of a fighter's power is his combat training. He focuses all his efforts into learning new ways to use his weapon and to optimise his chances. Accomplished fighters develop their own fighting style, using the tools they have learned throughout their careers.

Wizards are famous for coming up with new spells through research but they are not the only ones who do research into new tools for their craft. Fighters study and practice, performing their own brand of research in order to create new combat techniques that go from the clever to the devastating. No other class matches the depth of skill that a fighter acquires when performing special techniques. Many famous warriors go down in history for creating a particular attack that others aspire to learn.

This chapter presents a system for creating special techniques, which are special attacks that a character can learn by assembling different actions into a full attack sequence. While many special techniques can be performed with a single attack, the best and more overwhelming are strings of two or more attacks that combine to create unique effects.

Definitions

This chapter will use a series of terms and definitions that build upon the d20 game's combat rules.

Action: Something a character can do as part of his activities during a round. A *move action* allows the character to move his speed or perform an action that takes a similar amount of time. A *standard action* allows a character to do something, most commonly make an attack, cast a spell, make a skill check or even take an extra move action. A single round has one standard and one move action. A *full-round action* consumes all of the character's effort during a round and the only movement he can take is a 5-foot step before, during or after the action. An *attack action* has the character rolling an attack roll. Attack actions are special, as a character of sufficiently high level can perform more than one of them with a full-round action (called a full attack action). A standard action only allows the character one attack action, but a full-round action may allow for more as defined by the character's base attack bonus and whether he is fighting with two weapons or a double weapon. Refer to the combat rules in *Core Rulebook I* for the complete rules of actions a character can take in one round.

Full Attack Sequence: This is all the attack rolls that a character can make in a single turn by taking a full attack action, based on his base attack bonus and not counting bonuses from strength feats or special circumstances. For example:

- ✦ The full attack sequence of a 7th level fighter is +7/+2.
- ✦ The full attack sequence of a 7th-level fighter with the Two-Weapon Fighting feat and fighting with at least one light weapon is +5/+5/(off-hand)+0.
- ✦ The full attack sequence of a 7th level fighter under the effects of the *haste* spell is +7/+7/(extra)+2.
- ✦ The full attack sequence of a 7th level fighter under the effects of the *haste* spell, the Two-Weapon Fighting feat and fighting with at least one light weapon is +5/+5/(off-hand)+5/(extra)+0.
- ✦ With the rest of the Two-Weapon Fighting tree and other extra action moves, things can get more complicated, so it is important to keep track of how many attacks a fighter has available in his sequence, and their base attack bonuses.

Moves: A move or 'combat move' is a special action, which may comprise of several die rolls while still remaining a single move, standard or attack action. For the purposes of this chapter, a special attack is a move. For example, a grapple is a move that requires one touch attack action and an immediate grapple check. Likewise, a trip attempt is a move made by an attack action followed by an opposed check, with a possible follow-up attack action if the trip is successful. The moves described in this chapter will define what kind of action they require.

Manoeuvres: A manoeuvre is a complex move that always requires an entire round and the use of either two move actions, one move and one standard action or a full-round action (including a full attack action).

Techniques: A technique or 'combat technique' is a combination of one or more moves that has a result when all the moves are successful. It is a special attack that mixes attack actions with move and other standard actions in a single round, although some techniques have been known to take up more than one turn.

LEARNING TECHNIQUES

All characters trained as fighters (possessing at least one level in the fighter class) are able to learn combat techniques, although few other than a dedicated fighter are able to meet all the requirements that go into developing and mastering a technique. Learning a technique is a matter of deciding what kind of attack or action will comprise a certain move and then stringing the moves together. Learning the technique is free, as the character simply congeals skills he already has access to into a workable combination. Go the Assembling Techniques section for the detailed rules for coming up with a special technique. Using the technique effectively, however, is an entirely different matter.

Developing Personal Techniques

A fighter can take some time during his adventures to develop a technique based on his knowledge and experience in the art of combat. Through trial and error, he can assemble a technique by mastering a combination of moves. It takes a fighter one month per move in the technique to gain the coordination necessary to perform the technique in its entirety. He simply states when he is starting to develop the technique and he is considered

to be practicing it in his free time while the party sets up camp or when the spellcasters study their books or pray to their deities. The character can reduce the total time by one week per Wisdom modifier, with a minimum of one month to learn the whole technique. Mystical attacks that are part of a technique have their own costs and duration.

Once the character creates a technique, he can gain true mastery in it by learning it as a feat, which has varying effects (see the Technique feat side box) but usually means that the character makes the technique an intrinsic part of his personal fighting style. He can gain the technique feat at any point after he finishes developing it.

Training in Existing Techniques

A young fighter can witness the use of a powerful technique and desire to mimic it. It is usually faster to learn a new technique from the person who already knows it, requiring half the time it takes to develop it before any Wisdom-derived reduction. The character must learn from an instructor because, if he tries to learn by simple imitation, it takes him as long as if he were developing the technique.

Loris had been ready to call off the whole quest. The manor the defeated bandit leader had directed to them had proved to be nothing more than a dilapidated ruin, and a careful search had not turned up the swords. Shutting out her father's moans, she'd prepared to leave. Leave the manor, leave the quest and leave the entire godforsaken kingdom.

Except that as they'd approached the manor's front hall, a figure had appeared in the doorway. Silhouetted by the noon sun, the newcomer had seemed a figure of darkness limned by blazing light – except for the twin longswords in his hands, which seemed to have a reddish cast to their blades.

As the stranger stepped into the hall, Loris felt a wave of anticipation pass over her – this man held her quest's resolution in his hands. She also noted that the swords appeared very light in his hands, and tiny yellow sparks glittered off the red blades.

'This is not good.' Her father whispered to her. 'Both of those swords are extremely magical,'

'Tell me something I don't know.' If Loris was going to fight this man for the swords, she would need to utilise her talents to the last drop. He walked like a panther, with an ease and grace that spoke of consummate skill.

'You desire the swords, do you not?' The man spoke aloud, his voice strangely cracked and uncertain compared to his movements.

Loris took a step forward, hands on her sword hilts. 'You already know the answer to that question.'

'I see you are also a practitioner of the twin weapon style... that is fine... we shall fight for the right to bear these blades.'

'Man... why do I always get the crazy ones?' Loris muttered and drew her short swords.



USING TECHNIQUES

With the normal rules, a character can fight using some or all of the attack actions he has available by virtue of his class level and special moves he may already know because of feats like Two-Weapon Fighting or skills like the use of Bluff (or Intimidate as described in the previous chapter) for feints.

The character must declare he will perform the technique before taking any action on his turn and is committed to finish it once it has started. If the character is interrupted either by a failed attack, check or other requisite or by an attack of opportunity, he loses the rest of his actions for that turn. If he no longer has a valid target at the middle of the technique, he loses the rest of his actions for that turn. The character may play safe by performing techniques which require only one or two attack actions, allowing himself the flexibility of open attack actions in his full attack sequence that he can use to respond to the results of his technique.

ASSEMBLING SPECIAL TECHNIQUES

A fighter may feel a particular affinity for a certain combination of attacks even if he lacks the training to perform them properly, such as trying to disarm opponents without the Improved Disarm feat—provoking attacks of opportunity but achieving good results if he succeeds. He develops a technique by repeating the same attack sequence with different results, but it is not a true technique, merely a collection of moves.

A special technique comes into being when a fighter devotes time and practice to master it, mixing special moves and manoeuvres in unique combinations to achieve very particular effects.

To assemble a special technique, a fighter chooses moves from the lists below. Each move has a cost expressed in technique points (TP), which the character gains by giving the overall technique a number of disadvantages like simple penalties to attack rolls, the requirement of a previous condition in the target or action from the attacker, or even the provocation of attacks of opportunity and losing Dexterity's bonus to Armour Class. As long as he has available attack actions in his full attack sequence, the character can assign moves to them, stringing them together into a technique.

Disadvantages

Disadvantages grant technique points to pay for moves as part of a technique. They can be applied to the same move they are paying for, to the entire attack sequence

or to either of them. Disadvantages that can be applied to either grant different amounts of points depending on the version. Games Masters should keep an eye on how the different disadvantages pay for the moves in a technique, and he or she has the final say on whether the finished technique needs some tweaking.

Armour Class Penalty: A technique may overbalance the character so that he suffers a dodge penalty to his Armour Class. Armour Class penalties always apply to the entire turn in which the technique is performed.

Attack of Opportunity: The character must pay close attention to the execution of a move and thus provokes attacks of opportunity. This disadvantage may be purchased for any number of moves in the sequence, and each of them provokes an attack of opportunity, although nearby targets are limited to the number of attacks of opportunity they may perform. If an attack of opportunity caused by a move deals damage, the whole technique is interrupted and any available move in the technique is wasted.

Attack Penalty: The most common disadvantage for a technique is that one of the moves or the entire attack sequence suffers a penalty to the attack roll, meaning that the character is sacrificing accuracy in favour of the move's special effects.

Condition Requirement: The move or the entire technique requires that the opponent suffer from one of the following conditions: grappled (by someone else), grappling (with the character performing the technique), prone, denied his Dexterity bonus to AC, flanked (by the character performing the technique), successfully damaged in the same round (either by others or by the character), or successfully damaged by nonlethal damage (also either by others or by the character). The condition must be met within the constraints of the normal rules. For example, if a condition is assigned to a move, a previous attack action can be independent *or* part of the technique and provide the condition. If the condition is assigned to an entire technique, the character must take care that he has at least one attack action outside the technique that he can perform to provoke the condition, as the technique cannot be initiated until the condition is met.

Damage Penalty: Like attack penalties, a fighter may sacrifice penetrating power in either a move or the entire sequence so that he can gain the move's special effects.

Feat Requirement: The technique requires the use of a feat. This does not mean that the character merely has the feat but is using its benefits actively and is targeted against the opponent or opponents that are receiving



the brunt of the technique. This disadvantage is worth from 4 to 8 technique points, depending on how hard is to meet the feat's prerequisites. A simple feat such as Dodge would be worth 4 points, while the culmination of two feat trees like Whirlwind Attack would be worth 8 points.

No Damage: The move does not deal any damage. This can be because the character pulls his attack or uses part of the weapon that does not carry enough force to cause damage, but can cause the move's effect. Note that this is different from sacrificing an attack (see below); a no damage attack must still be rolled for and must still succeed for the rest of the technique to continue.

Special Technique Example

A 12th level fighter with Strength 16 and the Improved Trip feat has three attacks in his attack sequence (+12/+7/+2). He wants to create a special technique for his halberd to knock a target off his feet, using the impact to unbalance his target and then slam him down on the ground with a mighty vertical swing. The first attack action seeks to deny the target its Dexterity bonus to AC, and the second to trip it while causing an extra amount of damage. The moves he needs are Unbalance (6 technique points), Special Attack (trip) (0 technique points; it is a normal attack), and Damage Bonus (5 technique points for +5), for a total of 11 technique points. He can either pay for them separately, assigning a disadvantage to each move, choose disadvantages to affect the entire sequence or a combination of both.

He decides that the first attack will deal no damage, which would give him 8 technique points if not for the fact that the Unbalance attack already deals no damage, so this disadvantage cannot be used to pay for it. He realises that such a technique can only be performed by a weapon that can trip, namely his halberd, so he assigns the weapon requirement disadvantage, which gives him 6 points for performing the entire technique with it. For the second attack, he decides that the target must have no Dexterity bonus to AC for the attack to be able to target him; this condition requirement grants 6 technique points and ties the second attack to the first one's result. If the Unbalance attack fails, the target will retain its Dexterity bonus and thus be an invalid target for the second attack, breaking the technique. The fighter ends up with 12 technique points, so he has 1 point to spare that he assigns to increase the damage by an extra +1.

Here is what the technique looks like:

Crescent Attack

The character strikes low with a halberd so that the enemy is unbalanced, then raises his weapon abruptly, tripping him and descending with a powerful swing downwards.

Attack Sequence Bonus: (counting Strength bonus) +15/+10 (with a possible free +10 for the follow-up attack)

First Attack: The first attack deals no damage. However, the target must make a Reflex saving throw (DC 19) or lose its Dexterity bonus to AC.

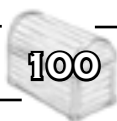
Second Attack: If the target fails his save and loses its Dexterity bonus to AC, it meets the second attack's condition requirement. The character makes a trip attempt against a target with no Dex bonus to AC. If successful, the follow-up attack he has because of the Improved Trip feat has a +6 bonus to damage.

Aftermath: The fighter still has an available attack in his full attack sequence. If his Crescent Attack technique fails, he still has this last attack at a +2 base attack bonus to try to make his turn count. If the technique succeeded, he still has a prone target in front of him.

Crescent Attack Cost Breakdown

Move/Attack	Costs	Disadvantage	TPs
Unbalance	6 TPs	Weapon requirement (halberd)	6
Special attack (trip)	0 TPs	Condition requirement (no Dex bonus to AC)	6
Damage bonus +6	6 TPs		
<i>Total</i>	12 TPs	<i>Total</i>	12





Disadvantages Technique Points

Disadvantage	Technique points (move)	Technique points (sequence)
AC Penalty	-	1 per -1 penalty
Attack of Opportunity	5	8
Attack Penalty	1 per -2 penalty	1 per -1 penalty
Condition Requirement	-	-
Damage (character)	4	6
Damage (character)	4	6
Dex bonus to AC denied	6	6
Flanked	6	6
Grappled	7	7
Grappling	8	8
Nonlethal damage (others)	4	4
Nonlethal damage (character)	3	3
Prone	3	3
Damage Penalty	1 per -1 penalty	2 per -1 penalty
Feat Requirement	4-8	4-8
No Damage	8	10
Ready Action	4	-
Sacrifice Attack	3 + attack's BAB/3	-
Skill Check Requirement	-	-
DC 15	6	8
DC 20	8	10
DC 25	10	12
DC variable	7	9
as a move action	+1	-
as an attack action	+2	+1
as a free action	+3	+2
Weapon Requirement	7	6

Ready Action: As per the normal ready action rule, only moves that require a single standard or move action may be readied, but the ready action is part of the technique. A technique with a ready action can take two rounds to complete.

Sacrifice Attack: This disadvantage is only available for techniques involving more than one attack action. The character sacrifices the highest attack in his attack sequence as he prepares for the rest of the technique. He may sacrifice more than one attack in his sequence starting with the highest and coming down; off-hand attacks are included in this consideration, so if the character with Two-Weapon Fighting wants to sacrifice three attacks, he must sacrifice his highest main hand attack and his highest off-hand attack before he can sacrifice his second highest main hand attack. When sacrificing attacks, at least one must remain to deliver the technique. Note that even if only one attack remains from the character's normal full attack sequence, the technique is still a full-round action. This disadvantage varies depending on when the character developed the

technique; it provides a number of technique points equal to three plus the sacrificed attack's base attack bonus divided by 3 (rounding down). Once developed, the technique retains all its characteristics, even if the character's base attack bonus later increases.

Skill Check Requirement: In order to work, the move or technique requires that the character succeeds at a skill check, such as using Jump for a flying kick. The DC for the task can be set at 15, 20 or 25, with the highest DC providing the greater number of technique points, or it can be set to change with the situation. The advantage of a set DC is that the character will get better at the technique as his skill bonus increases with levels, but the effects are set in stone; in the flying kick's example, a DC of 20 means that the jump will cover 20 feet; no more, no less. A variable DC means that the move or technique adapts to the situation; the flying kick in the example can be performed at any distance as described in the Jump skill. The amount of technique points that a skill check requirement provides can be altered by the kind of action that the character uses to perform the skill

check; performing it as a move action means that the technique is limited to one attack action; as an attack action, the character gives up an attack but the skill check is integrated into the full attack sequence; as a free action, the character can still perform his full-round action as he sees fit, although he must still perform the technique the skill check is part of.

Weapon Requirement: The technique can only be performed with a certain kind of weapon from the following types: light, one-handed, two-handed; bludgeoning, piercing, slashing; melee, ranged projectile or ranged thrown. The different qualities may be combined in 'or/and' combinations. Adding alternatives ('or') decreases the technique points provided by 1 per added type, while additional requirements ('and') increases them by 2. For example, a technique that requires a 'light or one-handed weapon' provides 5 TPs, while a technique that requires a 'one-handed slashing weapon' provides 7 TPs. Up to three qualities can be combined in this way. Techniques that require a particular weapon such as a longsword, warhammer, etc. provide 10 TPs and may not combine any other requirement.

MOVES

All of the following moves may be inserted into a technique's full attack sequence. Each entry describes all of the move's characteristics.

Cost: How many technique points the move requires, which must be met by assigning disadvantages to either the move or the entire technique's attack sequence.

Action: What kind of action is required to perform this move, which can be one or more move actions, standard actions or attack actions. Some moves are also described as 'supplementary', which means that the move does not require any action, but rather adds a benefit to another move. A move with both a regular and a supplementary action type can be included in a technique in either mode, but once decided it does not change. Any given move can only have one supplementary action.

Effect: The effect field describes what the move does, as well as any inherent bonus or penalty it has, independent from those set by disadvantages. When a move requires more than one action, the effect describes how and why.

Special: Sometimes, a move may benefit from an extraneous effect, such as a daze attack benefiting from the Power Attack feat in the condition's duration instead of bonus damage. When the move has no special considerations, the description does not have this field.

Basic Moves

Armour Class Bonus

Cost: 1 TP per +1 shield bonus, 2 TPs per +1 deflection/dodge bonus.

Action: Supplementary.

Effect: This special move affects the whole technique, and the character enjoys the bonus during the whole round the technique is performed, after the character's turn.

Special: The bonus from the technique stacks with that acquired by fighting defensively or the Combat Expertise feat.

Attack Bonus

Cost: 2 TPs per +1 bonus per move.

Action: Supplementary.

Effect: A move enjoys a bonus to attack that goes from +1 to a +10 maximum. The bonus must be defined as circumstance, competence or morale bonus at the time of the technique's creation. This has no effect other than for interaction with other bonuses and effects.

Check Bonus

Cost: 2 TPs per +1 bonus per move.

Action: Supplementary.

Effect: A move that requires an ability or skill check (such as a grapple or a trip attempt) enjoys a bonus that goes from +1 to a +5 maximum. The bonus must be defined as circumstance, competence or morale bonus at the time of the technique's creation. This has no effect other than for interaction with other bonuses and effects.

New Feat

Technique (General)

You master a combination of special combat moves into an effective attack.

Prerequisites: Base attack bonus +6, Weapon Focus (any), fighter level 4th.

Benefit: The character gains a +2 bonus to all attack and damage rolls, skill and ability checks involved in an attack sequence of more than one attack action.

Special: This feat changes its name to the name of the technique. The character can gain the feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new technique. A fighter may select the Technique feat as one of his fighter bonus feats.



Damage Bonus

Cost: 1 TP per +1 bonus per move.

Action: Supplementary.

Effect: A move enjoys a bonus to damage that goes from +1 to a +10 maximum. The bonus must be defined as circumstance, competence or morale bonus at the time of the technique's creation. This has no effect other than for interaction with other bonuses and effects.

Daze

Cost: Base 3 TPs (see text).

Action: Supplementary.

Effect: On a successful strike, the target can take no actions, but has no penalty to AC. The basic move lasts one round and the target must succeed at a Fortitude save (DC 10 + 1/2 the attacker's character level + Str modifier). Increasing the effect's duration adds 2 technique points per round and, if the character wishes to make the duration dependant on a corresponding die roll, the cost is halved from the maximum duration. For example, a daze condition lasting 6 rounds costs 12 technique points, while one lasting 1d6 costs 6 technique points. A move that allows no saving throw costs double after figuring out the amount of technique points from the base cost plus any extension of its duration or effect.

Special: Daze moves are often paid for in full or partially by assigning the no damage disadvantage to the attack they supplement.

Extra Attack

Cost: 4 TPs.

Action: Special.

Effect: This move adds an additional attack action to the character's full attack sequence. The attack action is performed at the character's highest base attack bonus and can accommodate any other move that uses up an attack action, such as a strike supplemented by a damage bonus. By default, this attack action imposes a -2 penalty to all attack rolls in the sequence in addition to any disadvantage used to pay for the technique points.

Special: If extra attack is part of the technique, the character may not choose the sacrifice attack disadvantage to pay for technique points.

Extra Step

Cost: 2 TPs.

Action: 1 attack action.

Effect: Instead of using an attack action to strike, the character repositions himself by taking an extra 5-foot step in any direction. If taken at the same time as the usual 5-foot step allowed to all characters during a full-round action (and therefore taking a 10-foot step), the character provokes attacks of opportunity if leaving a threatened square. If the extra step is taken with some

degree of separation from the regular one, neither provokes an attack of opportunity. Only one extra step can be included in a technique.

Special: This extra step stacks with any other extra steps granted to the character by supernatural or spell-like effects, but not with those granted by extraordinary effects. The character cannot use the sacrifice attack disadvantage to pay for the extra step move, although he can still sacrifice an attack other than the one the extra step is replacing.

Impair

Cost: Base 4 TPs (see text).

Action: Supplementary.

Effect: On a successful strike, the target suffers a penalty to one of the following: attack rolls, damage rolls, skill checks, saving throws or Armour Class. The character must choose what he wants to affect, and this move does not affect anything else. The basic move imposes a -2 penalty, lasts one round per Strength modifier and the target must succeed at a Fortitude save (DC 10 + 1/2 the attacker's character level + Str modifier). Increasing the effect's duration adds 2 technique points per round and, if the character wishes to make the duration dependant on a corresponding die roll, the cost is halved from the maximum duration without counting the initial Strength-dependant duration. For example, an impaired condition lasting 6 rounds (in addition to the Strength modifier) costs 12 technique points, while one lasting 1d6+Str costs 6 technique points. Increasing the penalty adds 3 technique points to the cost per additional -1 penalty up to a maximum of -5. A move that allows no saving throw costs double after figuring out the amount of technique points from the base cost, plus the cost for any extension of its duration or effect and an increased penalty.

Special: Impair moves are often paid for in full or partially by assigning the no damage disadvantage to the attack they supplement.

Precision Damage

Cost: 10 TPs +4 TPs per additional die.

Action: Supplementary.

Effect: The character's attack is extremely precise and deals extra damage. It costs 10 technique points to add 1d6 points of damage to an attack, and 4 additional technique points for each extra d6. Should the character score a critical hit with an attack supplemented by precision damage, this extra damage is not multiplied.

Special: Targets immune to critical hits are immune to precision damage. Precision damage stacks with other similar effects like the rogue's sneak attack damage or the duellist's precise strike. Precision damage moves are often paid for in full or partially by assigning the

condition requirement (flanked or no Dex bonus to AC) disadvantage to the attack they supplement.

Push

Cost: 2 TPs.

Action: 1 attack action.

Effect: The character's attack is so strong that it pushes the target back. On a successful strike, the character and the target make opposed Strength checks. If the target loses, he is pushed back by 5 feet and remains in his place if he wins with no subsequent effect.

Special: A character with the Improved Bull Rush feat can combine it with the push move to move the target up to 10 feet back.

Shock

Cost: Base 6 TPs.

Action: Supplementary.

Effect: This is the same as daze, but its base effect lasts for a number of rounds equal to half the character's level and may not be increased. At the beginning of each round, the target must make a saving throw to shake off the effects for that round. Once affected, the target is immune to the effects of a second shock attack.

Special: Shock moves are often paid for in full or partially by assigning the no damage disadvantage to the attack they supplement.

Sidestep

Cost: 2 TPs.

Action: Free action.

Effect: This is the only move that can act on an opponent's turn and has a special effect on the rest of the technique. The character delays his turn in the initiative sequence until he is attacked by an opponent he designates at the beginning of the full round. When he is attacked by that opponent, he makes a Reflex save with a DC equal to the opponent's attack roll; if successful, the character sidesteps his target and they trade spaces. The opponent is now where the character was and the character is in the square from which the target launched the attack, provided that it is not further than 10 feet away. This movement does not provoke an attack of opportunity and counts as the character's allowed 5-foot step in a full-round action (even if the step is actually 10 feet long). The Reflex save is made at the end of the attacker's first attack roll in the turn and interrupts a full attack sequence if successful. The attack may deal damage if it beats the character's AC. If sidestep is part of a technique, the character may begin to perform it, interrupting the opponent's turn as if by a ready action.

Special: If the attacker designated for the sidestep move is the same as that designated for the Dodge feat's bonus to AC, the sidestep avoids any damage the attacker may have caused with its attack roll. If the character has the Spring Attack feat and the technique that sidestep initiates has more than one attack action, the character may perform one attack on his original square and the other after he and the attacker have exchanged places; the attacker is considered flanked for the second attack but not for any following attack.

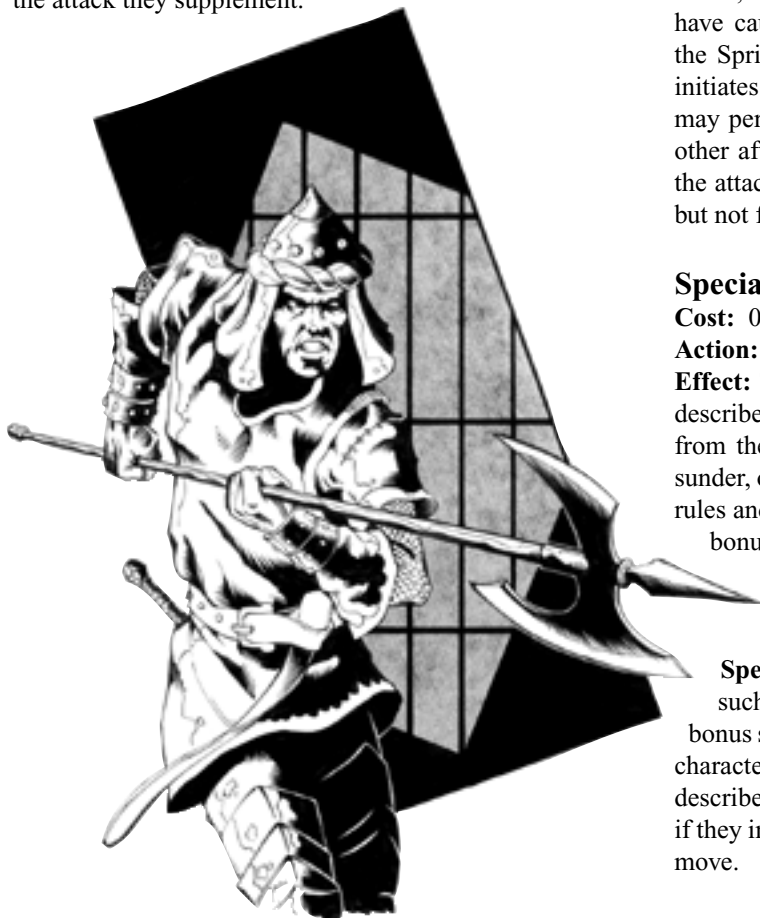
Special Attack

Cost: 0 TPs.

Action: 1 attack action.

Effect: The character performs one of the special attacks described in *Core Rulebook I* in the Combat chapter from the following list: aid another, disarm, grapple, sunder, or trip. This is a normal attack as per the normal rules and performed with the corresponding base attack bonus. The special attack move can be included in a technique to meet a condition requirement for a subsequent move, or modified by a damage check bonus supplementary move.

Special: Special attacks can be modified by feats such as Improved Sunder independently of any bonus supplementary move or disadvantage penalty. A character can include one of the unarmed special attacks described in the Tricks of the Trade chapter at this cost if they involve one of the special attacks allowed for this move.



The duel for the swords was not going well for Loris. The man, insane as he appeared to be, was pure genius with two weapons and the swords were giving him an unfair advantage. They let off jagged sparks when she blocked them, which singed her hands if she parried too close to her hilts. Her own hopes of equalling this with her father's magic had been foiled almost immediately when the stranger had thrown a single dart at the old man. Her father was fine – she'd noted his breathing – but fast asleep.

'You are good, woman.' The man paused briefly before charging again.

'Thanks!' She smiled; her plan was not exactly what she wanted to do, but it would end things faster. She held her ground until the last minute and then stepped aside, dropping one of her own swords in the process. As she expected, her opponent corrected his balance quickly, but not quickly enough to avoid a sweeping kick. The man was taken by surprise and started to fall – before he did, Loris used the momentum of her spin to whirl around and jab two fingers into the pressure point above the man's right elbow as he hit the ground.

He tried to resist but his fall had both winded and disoriented him. The nerve-touch jerked his right hand, the magic sword dropping from his grasp, which Loris swiftly grabbed before retreating a few steps. It really was as light as one of her own short swords – no wonder he could use one in each hand.

'That was ingenious, but hardly honourable.' Her opponent stood up and assumed an odd defensive position, sole longsword poised above his head.

'Screw honour.' Loris grinned, but kicked her dropped short sword toward him anyway. 'Techniques and tactics are nothing but glorified dirty tricks.'

'An interesting point of view.' The man picked up the proffered sword. Now they were evenly matched.

Special Attack, Long

Cost: 0 TPs or special.

Action: 1 move or standard action.

Effect: The character performs one of the special attacks described in *Core Rulebook I* in the Combat chapter that are made as a move or standard action. The character can include an attack or action from the following list: bull rush, charge, draw weapon, overrun, or a turn undead attempt. If the special attack is a move action, the character can include one attack action as part of the sequence (a full attack is impossible). If the special attack is a standard action, the technique extends to the following rounds, opening the character to interruption and acts as a disadvantage, giving the character 2 technique points rather than requiring them to be part of the technique.

Special: A character with the Quick Draw feat can draw a weapon as a free action, and therefore can include the draw weapon action in a full attack sequence at any point of the technique. A character with the Improved Feint feat can attempt a feint as a move action and therefore include a follow-up attack action in the technique. A character can include one of the unarmed special attacks described in the Tricks of the Trade chapter at this cost if they involve one of the special attacks allowed for this move.

Special Attack, Quickened

Cost: 2 TPs if the original is a move action, 6 TPs if the original is a standard action.

Action: 1 attack action.

Effect: The character performs one of the special attacks defined as a long special attack as an attack action. Making such an attack imposes a -4 penalty on all attack rolls and ability checks in the sequence, in addition to any disadvantage used to pay for the technique points.

Strike

Cost: 0 TPs.

Action: 1 attack action.

Effect: This is a normal attack performed with any weapon the character has available at corresponding base attack bonus. Not all moves in a technique are fancy special effects, and the strike move can be included in a technique to meet a damage condition requirement for a subsequent move, or modified by a damage bonus supplementary move.

Special: Strikes can be modified by feats such as Power Attack independently of any bonus or penalty supplementary move.

Unsuited Trip**Cost:** 2 TPs.**Action:** 1 attack action.

Effect: The character performs a trip attempt with a weapon not normally suited for trips. By virtue of the technique, the weapon acts like a normal trip weapon, meaning that the character does not provoke an attack or opportunity and he can let go of it to avoid being tripped (this usually breaks the technique). Using an unsuited weapon incurs a -2 penalty on the move's attack roll and a -1 penalty to the opposed Strength or Dexterity check to make the trip.

Special: The penalties of using an unsuited weapon for the trip remain even if the character has the Improved Trip feat. If unsuited trip is part of the technique, the character may not choose the weapon requirement disadvantage to pay for technique points.

Advanced Moves

Advanced moves may only be included into a technique by a dedicated fighter. The following selection is only available to characters who have more levels as a fighter than any other class levels.

Ability Damage**Cost:** Base 6 TPs (see text).**Action:** 1 attack action.

Effect: The character strikes with such precision that he causes ability damage in addition to the weapon's normal damage. The basic move deals 1 point of temporary ability damage. In addition to the base cost in technique points, there are extra costs depending on the ability targeted by the attack, which must be defined at the moment of creating the technique and may not be changed.

Making the ability damage into 1d4 points adds 1 TP to the cost. Allowing a Fortitude saving throw (DC 10 + 1/2 the attacker's character level + Str modifier) reduces the cost to three-quarters of the overall cost.

Ability Drain**Cost:** Base 15 TPs.**Action:** 1 attack action.

Effect: As ability damage, except that the damage is permanent. This move only causes 1 point of permanent ability damage which cannot be increased, and the target is allowed a Fortitude saving throw (DC 10 + 1/2 the attacker's character level + Str modifier) to negate the drain. In addition to the base cost in technique points, there are extra costs depending on the ability targeted by the attack, which must be defined at the moment of creating the technique and may not be changed. The extra cost for each ability is three times that of detailed in the Ability Damage Move table.

Ability Damage Move

Ability	Extra TPs
Strength	+2
Dexterity	+2
Constitution	+3
Intelligence	+1
Wisdom	+2
Charisma	+1

Blind**Cost:** 8 TPs.**Action:** Supplementary.

Effect: On a successful strike, the target is blinded; it takes a -2 penalty to AC, loses its Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded target. The basic effect lasts a number of rounds equal to half the character's level and may not be increased, although the target can make a Fortitude save (DC 10 + 1/2 the attacker's character level + Str modifier) to negate the effects. The blindness can be made permanent by tripling the cost.

Special: Blinding moves are often paid for in full or partially by assigning the no damage disadvantage to the attack they supplement.

Combine Damage**Cost:** 4 TPs per attack.**Action:** 1 or more attack actions.

Effect: The character strings a number of attacks in his full attack sequence together and strikes with such speed that all the damage from the different attacks count as if they were dealt in a single attack. In order for this technique to work, all attack rolls involved must succeed and be directed against the same target.

Special: This move only combines the damage of the attacks that were paid for with technique points at the time of the technique's development. Extra attacks that the character may gain later by magic, experience or other moves are not included. The extra attack move cannot be included in the same technique as the combine damage move.

Deafen**Cost:** 6 TPs.**Action:** Supplementary.

Effect: On a successful strike, the target is deafened; it takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell



failure when casting spells with verbal components. The basic move lasts a number of rounds equal to half the character's level and may not be increased, although the target can make a Fortitude save (DC 10 + 1/2 the attacker's character level + Str modifier) to negate the effects. The deafness can be made permanent by tripling the cost.

Special: Deafening moves are often paid for in full or partially by assigning the no damage disadvantage to the attack they supplement.

Fatigue/Exhaust

Cost: 4 TPs.

Action: Supplementary.

Effect: When this move connects, it winds the target severely, imposing fatigue by draining the energy from its body. The target must succeed at a Fortitude save (DC 10 + 1/2 the attacker's character level + Str modifier) or be rendered unable to run or charge and takes a -2 penalty to Strength and Dexterity. If struck a second time, the target has a +4 bonus to its saving throw and is rendered exhausted if it fails. It moves at half speed and takes a -6 penalty to Strength and Dexterity. Both conditions vanish at the end of the encounter (if the target manages to survive, of course).

Quick Reaction

Cost: 4 TPs.

Action: 1 move action.

Effect: The character uses a move action so that he can ready the attack action of the technique in the same turn. The attack action interrupts the action that it is readied against as normal for the ready action rules. The difference with a normal ready action is that, if the character takes his action in the round following the one when he readied it, he does not lose his standard action for that round.

Stun

Cost: 8 TPs.

Action: Supplementary.

Effect: A foe damaged by the strike supplemented by this move makes a Fortitude saving throw (DC 10 + 1/2 the attacker's character level + Str modifier), in addition to suffering damage normally. A defender who fails this saving throw is stunned and cannot act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. A character can perform a technique that includes a stun move once per day per four character levels.

Special: A character with the Stunning Fist feat can use it as part of a technique at no technique point cost, as long as he delivers it with an unarmed attack.

Unbalance

Cost: 6 TPs.

Action: 1 attack action.

Effect: When struck by this move, the target does not suffer damage, but the force of the blow throws him off-balance. The target makes a Reflex saving throw (DC 10 + 1/2 the attacker's character level + Str modifier) or lose its Dexterity bonus to AC.

Special: The character cannot use the no damage disadvantage to pay for the unbalance move.

MYSTICAL ATTACKS

Beyond the most complex combat moves, warriors who delve into the deepest recesses of the art of war discover that utmost dedication to their craft taps into a wellspring of energy that may be the same that spellcasters use to empower their magic. Monks compare this to their ability to harness *ki* to perform their unique martial arts, and many monks learn the mystic fighter techniques to supplement their own fighting style.

Learning Mystical Attacks

Unlike normal techniques, learning mystical attacks demands much more than simple practice; fighters must literally give up part of their soul to open themselves to the flow of the mystic undercurrent of the combat arts. Characters spend a number of months to learn a technique equal to the number of moves in a technique, but a mystical attack is a move *and* a technique in itself and must be learned separately before it can be integrated into a more complex set of moves. In addition, the character must have more levels in fighter (or monk, at the GM's discretion) than any other class.

Each mystical attack description lists a number of experience points that a character spends to learn the technique. He practices and meditates for one day for every 25 XPs in the attack's experience cost; some mystical attacks can take a lifetime to master. The cost expressed in technique points is the same as for a normal move, representing how difficult it is to integrate the attack into a technique.

Using Mystical Attacks

Mystical attacks are special in more than one sense. Unlike special attacks gained from feats, mystical attacks are not free and demand much more from the user. Mystical attacks must *always* be part of a technique, for its routine and practiced movements help the character focus his will and combat prowess into powering the attack. This could be as simple as a normal attack action paid for by a simple disadvantage or as complex as a full attack sequence in combination with other special,

but mundane attacks. The learning time of the mystical attack is added to the training time to master a technique depending on the moves it contains.

In addition to this cost, whenever the character performs a mystical attack, he taps into his own energy and pushes himself beyond the limits of normal combat. He suffers an amount of nonlethal damage specified by the mystical attack every time he performs it. This damage cannot be avoided by any magical or mundane defence, for if the attack fails to draw energy from the character, it simply does not work. The character can heal this nonlethal damage as he would normally; by magic, rest or time.

Some mystical attacks target opponents directly with supernatural effects that allow saving throws. The DC for these saves is equal to 10 plus half the character's fighter level (plus half the character's monk level, at the GM's discretion) plus his Wisdom or Charisma modifier (defined in the attack's description).

Integrating Mystical Techniques

Mystical attacks are considered moves for integrating them into more complex techniques. A technique may even be composed entirely of mystical attacks, although this would severely drain the character. The character selects disadvantages normally to integrate a mystical attack into a technique. Whenever he performs the technique, he suffers the normal nonlethal damage for each and every mystical attack integrated into the technique, but only if they are actually performed. If a technique's sequence is interrupted before the character performs one of its mystical attacks, it is not considered to have been performed and the character does not incur the damage for that mystical attack as he did not have the chance to do so.

Mystical Attack Descriptions

The description of mystical attacks is the same as that for special moves, with a couple of additional details.

Cost: In addition to the technique points needed to integrate the mystical attack into a technique's sequence, cost also lists the amount of experience points that the character must sacrifice in order to learn the mystical attack.

Action: As described above, using mystical attacks drains the character's stores of endurance. The nonlethal damage that the character suffers from powering the mystical attack goes after the kind of action that the attack occupies (most commonly an attack action).

Requires: Some mystical attacks require that the character possess one or more particular feats, as they build upon the feat's techniques and power it with spiritual strength to create the special attack.

Adamantine Strength (Su)

Cost: 4 TPs, 320 XP.

Requires: Improved Sunder.

Action: Supplementary, 2 points of damage.

Effect: When the character uses this mystical attack, his weapon gains the strength of adamantite and is able to ignore the hardness of objects and the damage reduction of constructs and other creatures vulnerable to adamantite weapons.

Special: This mystical attack has no additional effect if the character is wielding an adamantite weapon.

Bone-Breaking Embrace (Su)

Cost: 4 TPs, 160 XP.

Requires: Improved Grapple, Greater Weapon Focus (any).

Action: 1 attack action, damage varies (see text).

Effect: If the character is grappling an opponent, his arms can cause the damage of his favourite weapon.



The character's grappling damage deals damage as if it were a weapon that benefits from the Greater Weapon Focus feat. The nonlethal damage that the character incurs from this mystical attack is equal to half the damage he deals to an opponent.

Cleaving Sunder (Su)

Cost: 4 TPs, 320 XP.

Requires: Improved Sunder, Power Attack, Cleave, Great Cleave.

Action: 1 attack action, 3 points of damage.

Effect: A character using a cleaving sunder mystical attack is a machine of destruction against which no object or structure is safe. When damaging objects, instead of trying to bypass hardness to reduce hit points, the character rolls an attack roll against the object's break DC and, if successful, the object breaks; period. All bonus to attack rolls count to enhance the attack roll for purposes of breaking things. Constructs are not affected by this attack.

Special: A character using a weapon for which he has the Greater Weapon Specialisation feat during a cleaving sunder can add the feat's bonus to the attack roll, as there will be no damage roll afterwards.

Effective Dodge (Su)

Cost: 4 TPs, 320 XP.

Requires: Dodge.

Action: 1 standard action, 1 point of damage per adjacent opponent.

Effect: When the character declares he is engaging in total defence, he applies the bonus from the Dodge feat to his AC without restriction, counting against all adjacent opponents as well as protecting him from ranged attacks. In addition, the character is not considered flanked unless one of the flankers is a rogue or a character with the uncanny dodge ability that is at least four levels higher than the character.

Special: This ability is the same as improved uncanny dodge, but it is not automatic; the character must declare a total defence action for it to come into play.

Energy Drain (Su)

Cost: 10 TPs, 1,200 XP.

Action: Supplementary, 2d4 damage.

Effect: The target is struck by an energy draining technique; instead of the attack's normal damage it receives 1d4 negative levels. For every negative level, a target suffers -1 on all skill checks and ability checks, -1 on attack rolls and saving throws, loses 5 hit points and has one less effective level (whenever the target's level is used in a die roll or calculation, reduce it by one for each negative level). If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell (if he has more than one

spell at his highest level, he chooses which he loses). In addition, when he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. At the end of the day, the victim makes a Fortitude save (DC 10 + 1/2 character's fighter level + character's Cha modifier) for each negative level to negate its effect. Failed saves mean that the negative level remains for one month, after which it fades.

Special: This ability does not stack with similar abilities from magic weapons such as a *sword of life stealing*. The character decides which version of the ability to use.

Elemental Strike (Su)

Cost: 10 TPs, 160 XP.

Action: Supplementary, 6 points of damage.

Effect: At the moment of learning this mystical attack, the character selects one damage type: acid, cold, electricity, fire or sonic. When this mystical attack is activated (by incurring its nonlethal damage cost), the character's weapon deals an extra 1d6 points of damage of the type chosen, as the character's weapon (be it manufactured or natural) is sheathed by the energy type when he initiates this attack. This power lasts for the entire round in which it is activated.

Special: This damage does not stack with magic weapons with extra energy damage effects such as from the *flaming* and *frost* special abilities. If the character's elemental strike and the weapon's special ability deal different types of extra damage, the character must choose which to use during any given attack.

Elemental Strike, Improved (Su)

Cost: 10 TPs, 320 XP.

Requires: Elemental strike mystical attack.

Action: Supplementary, 8 points of damage.

Effect: The character must have learned the elemental strike mystical attack before he can improve on it. When he learns the improved version of that ability, he can choose which one to activate at the moment of attacking, which means that if elemental strike is part of a technique, the character does not need to learn a new technique to use the improved version; instead, he can replace the normal version of the attack in the existing technique spontaneously. The improved elemental strike is the same as elemental strike (starting with the damage type) but, if the attack scores a critical hit, it deals an extra 1d10 points of damage of the same type in addition to the normal 1d6 and the normal attack's critical damage. This power lasts for the entire round in which it is activated.

Special: This damage does not stack with magic weapons with extra critical energy damage effects such as from the *flaming burst* and *shocking burst* special abilities. If the character's improved elemental strike

and the weapon's special ability deal different types of extra damage, the character must choose which to use during any given attack.

Force Arrow (Sp)

Cost: 8 TPs, 1,280 XP.

Requires: Point Blank Shot.

Action: 1 attack action, 1 or 2 points of damage.

Effect: The character channels his pure will into a piece of ammunition or thrown weapon, which turns into pure force in midair. The character makes a ranged touch attack roll instead of a normal range attack roll; the projectile deals its normal damage, but since it is made of force, it can strike ethereal and incorporeal targets, and it is blocked by other force effects like *shield*. Ammunition disintegrates whether it strikes its target or not, but thrown weapons return to normal. Making a *force arrow* out of ammunition (including shuriken) deals 1 point of nonlethal damage per ammunition turned, while thrown weapons incur 2 points of nonlethal damage.

Special: Magic weapons retain their properties even when turned into force; ammunition fired from a magic weapon gains the weapon's magic abilities, if applicable.

Fear (Su)

Cost: 4 TPs, 200 XP.

Requires: Intimidate 5 ranks.

Action: 1 attack action, 2 points of damage.

Effect: The character makes a fearsome gesture towards a target, like pointing at him and mouthing

'you are next', or shouting a battle cry. The target must make a Will save (DC 10 + 1/2 character's fighter level + character's Cha modifier) or be shaken (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) for 1d4 rounds. The character may target the same creature more than once with this attack; every failed save worsens the target's state of fear from shaken to frightened (same as shaken, plus the victim must flee), to panicked (same as frightened, plus must drop everything and does not attack), to cowering (frozen in fear and cannot act, suffering a -2 penalty to AC and losing his Dexterity bonus).

Special: A character can integrate the effects of a feint into a fear attack if he has the Improved Feint feat. Victims affected lose their Dexterity bonus to AC against the character's next attack.

Lightning Rush (Su)

Cost: 2 TPs, 320 XP.

Requires: Improved Initiative.

Action: Free action, 4 points of damage.

Effect: The character must declare he is using this mystical attack, or a technique starting with it, at the beginning of a round or before combat starts. By means of this power, the character wins initiative as if he had rolled 1 point higher than the character or creature with the highest initiative result.

Special: If the Games Master is using the optional rule of rolling for initiative at the beginning of each round, this mystical attack only deals 2 points of damage to the character.

'You...you are really... forcing my hand' Loris was panting with exhaustion; the battle had gone on for nearly an hour now, with neither gaining a clear upper hand. Both fighters were wreathed in sweat and blood. Her opponent had a wide gash on his cheek and numerous cuts on his body. Loris was hardly better, with a broken nose dripping blood into her mouth and her right ear had been half severed.

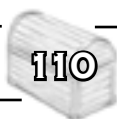
'You mean... you mean you are not fighting... up to your... huh... with all you have?'

'Not by a long shot...' She managed a smile and concentrated. She almost never used the secret techniques she had stolen when she quit the Twin Lotus school, but she had no choice now. If it did not work, she would be in no state to defend herself – Loris and her slumbering father would be dead and the quest would fail.

Her opponent assumed a guard position, but was not prepared for her manoeuvre. She slashed the air and put all her will behind her arm. The air rippled and the stranger was struck by an invisible force that staggered him backwards – before he could react, she charged, her movement a blur that covered the distance between them as if it did not exist. He tried to defend himself but her speed was phenomenal, attacking with a combination of sword strikes and kicks. When she finished what she called the One Hundred Thunders technique, there was not much left of the stranger. Certainly nothing recognisable.

She picked up the other sword and walked back towards her father. She kicked him awake, then collapsed unconscious next to him.





Moves and Costs

Basic Moves	Technique point cost
Armour Class Bonus	1 TP per +1 shield bonus, 2 TPs per +1 deflection/dodge bonus
Attack Bonus	2 TPs per +1 bonus per move
Check Bonus	2 TPs per +1 bonus per move
Damage Bonus	1 TP per +1 bonus per move
Daze	Base 3 TPs (see text)
Extra Attack	4 TPs
Extra Step	2 TPs
Impair	Base 4 TPs (see text)
Precision Damage	10 TPs +4 TPs per additional die
Push	2 TPs
Shock	6 TPs
Sidestep	2 TPs
Special Attack	0 TPs
Special Attack, Long	0 TPs or special
Special Attack, Quickened	2 TPs (move), 6 TPs (standard)
Strike	0 TPs
Unsuited Trip	2 TPs
Advanced Moves	
Ability Damage	Base 6 TPs (see text)
Ability Drain	Base 15 TPs
Blind	8 TPs
Combine Damage	4 TPs per attack
Deafen	6 TPs
Fatigue/Exhaust	4 TPs
Quick Reaction	4 TPs
Stun	8 TPs
Unbalance	6 TPs
Mystical Attacks	
Adamantine Strength (Su)	4 TPs, 320 XP
Bone-Breaking Embrace (Su)	4 TPs, 80 XP
Cleaving Sunder (Su)	4 TPs, 160 XP
Effective Dodge (Su)	4 TPs, 160 XP.
Energy Drain (Su)	10 TPs, 1,200 XP
Elemental Strike (Su)	10 TPs, 80 XP
Elemental Strike, Improved (Su)	10 TPs, 160 XP
Force Arrow (Sp)	8 TPs, 1,280 XP
Fear (Su)	4 TPs, 100 XP
Lightning Rush (Su)	2 TPs, 320 XP
Phantom Weapon (Su)	0 TPs, 2,000 XP
Power Build-up (Su)	0 TP, 320 XP
Projected Strike (Su)	4 TPs, 160 XP
Quicksilver (Su)	6 TPs, 320 XP
Ricochet (Su)	4 TP, 720 XP
Throwing Blow (Su)	6 TPs, 500 XP

Paralysing Strike (Su)

Cost: 10 TPs, 900 XP.

Requires: Stunning Fist.

Action: Supplementary, 3 points of damage.

Effect: When the strike that this attack supplements deals damage, the subject must make a Will save (DC 10 + character's level + Wis modifier) or become paralyzed and freeze in place for 1d4 rounds. The victim is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect (this is a full-round action that does not provoke attacks of opportunity). This attack may only be delivered by melee attacks.

Power Build-up (Su)

Cost: 0 TP, 320 XP.

Action: 1 move action, 1 point of damage per action of concentration.

Effect: This mystical power is not an attack as such, but allows characters to perform powerful techniques. During a power build-up, the character tenses and gathers all his inner strength, unable to take any action except a 5-foot step and simple free actions, like talking. During the build-up, the character suffers a -2 penalty to AC in addition to any penalty from a disadvantage to pay for the mystical move's technique point cost, but he can defend normally. The character can maintain this state for two full rounds per Wisdom modifier; each move action that he devotes to building up his power, the character gains 4 technique points to pay for a technique whose moves have not been paid for by taking enough disadvantages. A character designs a technique so that he is left 'owing' any number of technique points and includes a power build-up at its beginning; the character must build up his power until he has gathered the points that the technique requires, at which point the technique can be initiated. The build-up points last for one round per Wisdom modifier, starting with the round after he stopped concentrating on the build-up. If the character is damaged during this trance, he must make a Concentration check (DC 10 + damage suffered in the round) or lose focus, wasting all the accumulated points. If the character fails to initiate the technique

in the time he can retain the points in his body, they disperse. The character can stop concentrating at any time he wishes and any leftover points after paying for a technique are wasted.

Projected Strike (Su)

Cost: 4 TPs, 320 XP.

Requires: Weapon Focus (any), Weapon Specialisation (any).

Action: Supplementary, 2 points of damage.

Effect: The character has gained such a fine understanding of how his weapon works, he can strike with it at targets beyond its normal reach. When the fighter uses this mystical attack, the air ripples with the power of his weapon's swing or stab, travelling in a straight line at its intended target. The character selects a target and makes a normal attack roll as if it were within the weapon's reach. This attack has a range increment of 20 feet up to a maximum of 100 feet, and the character must have line of effect. The projected strike is considered a melee attack for all other purposes. Only normal strikes are possible with the projected strike attack, so a character may not perform a trip or disarm attempt, although a sunder attempt is still allowed. The character does not have an increased reach and cannot make attacks of opportunity at squares he does not normally threaten. This mystical attack can only be performed with melee attacks, and only with weapons for which the character has both the Weapon Focus and Weapon Specialisation feats.

Special: Feats, abilities and effects that affect range increments benefit a projected strike, such as Far Shot.

Quicksilver (Su)

Cost: 6 TPs, 320 XP.

Requires: Mobility, Run.

Action: 1 move action, 4 points of damage.

Effect: The character can rush an opponent with supernatural speed. The character can cover a distance equal to twice his base speed with a single move action. During this movement, the character is a blur of motion and does not provoke attacks of opportunity for leaving threatened spaces. However, the character must direct his movement towards an opponent in the shortest possible route. If he does not intend to engage an enemy with this mystical attack, it automatically fails and the character takes the nonlethal damage nonetheless (Games Master's discretion).

Special: This ability works on a character's current base speed, so it is affected by medium and heavy armour as well as effects like the *haste* spell.

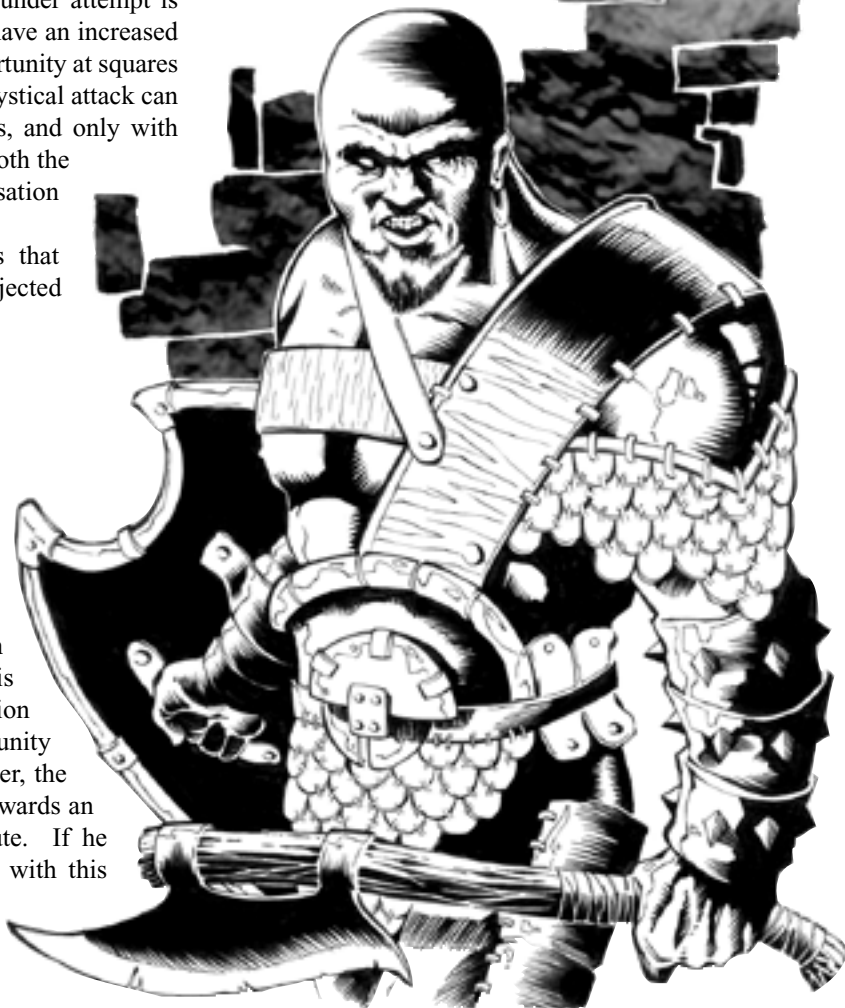
Ricochet (Su)

Cost: 4 TP, 720 XP.

Requires: Point Blank Shot, Weapon Finesse.

Action: 1 attack action, 2 points of damage per target.

Effect: The character's ranged attack possesses a peculiar property when infused with the ricochet mystical attack. The character makes a normal attack roll with any ranged weapon; if it deals successful damage to its target, it bounces off in a new direction determined by the character towards a second target. The distance to the new target is added to the distance from the character to the first target to calculate range increments. The character need not roll a second attack roll, but uses the one he rolled originally, subtracting one after a successful strike in addition to the range penalty. The weapon continues to bounce from target to target, each time reducing the attack roll's result by one and adding range



penalties as applicable, until the weapon reaches its maximum range (20 increments for projectile weapons, 5 increments for thrown weapons), until it misses a target or until it reaches a number of attacks equal to the character's base attack bonus divided by 5 (round down). These additional attacks do not count against the character's available attacks, but are a result of the ricocheting power. The character suffers the attack's nonlethal damage cost each time a target is struck successfully.

Throwing Blow (Su)

Cost: 6 TPs, 500 XP.

Requires: Power Attack, Improved Bull Rush.

Action: 1 attack action, 4 points of damage.

Effect: The character makes a normal attack with his weapon except that, in addition to taking the damage on a successful hit, the target is thrown in any direction in front of the character. Distance thrown is anything up to a base distance equal to the weapon's maximum damage in feet (so, a waraxe throws a target 10 feet, while a greatsword throws him 12 feet). Add any applicable damage bonus like Strength modifiers, Weapon Specialisation or the result of Power Attack; each +1 bonus adds another foot to the distance. The target can make a Fortitude save (DC 10 + 1/2 the character's level + Str modifier) to halve the distance. The target suffers an additional 1d6 points of damage per 10 feet thrown and lands prone. Note that one of the possible directions is *up*. A target thrown vertically loses its Dexterity bonus to AC while it is in midair, but is only tossed 75% of the distance the mystical attack would have thrown him horizontally.

SAMPLE TECHNIQUES

Note that the Attack Sequence Bonus and the attack bonus listed in the Effects field do not take into account the character's actual attack bonuses, simply those that the technique provides as it also indicates the number of attacks in the technique.

Cascading Fury

The character attacks in a lightning fast sequence of strikes, each attack dealing more damage than the previous one. A character must have a base attack bonus of +11 or higher, or +6 or higher *and* fight with two weapons.

Attack Sequence Bonus: -2 /(-2)/-2/-2

Effects: (1st attack -2) deals +2 damage; (2nd attack -2) this is a bonus attack performed at the character's highest base attack bonus and deals +3 damage, but 1st attack must have dealt damage to the target; (3rd attack -2) deals +4 damage but 2nd attack must have dealt damage to the target; (4th attack -2) deals +5 damage but 3rd attack must have dealt damage to the target. If one of the attacks fails to deal damage to the target, the sequence fails and the rest of the attacks are lost.

Climbing Dragon Sword (Su)

The character strikes a target with such strength that it is sent flying a couple of feet upwards, then turns around and skewers the target as it is coming down.

Attack Sequence Bonus: +0/+0 (does not include Power Attack penalty)

Effects: (1st attack +0) Throwing Blow (Su) launches enemy in the air, negating Dex bonus to AC but inflicting 4 points of nonlethal damage on the character;

Cascading Fury Costs Breakdown

Move/Attack	Costs	Disadvantage	TPs
Damage bonus +2	2 TPs	Attack penalty (sequence) -2	2
Damage bonus +3	3 TPs	Condition requirement (Damage, character)	4
Damage bonus +4	4 TPs	Condition requirement (Damage, character)	4
Extra attack	4 TPs	Condition requirement (Damage, character)	4
Damage bonus +5	5 TPs	Condition requirement (Damage, character)	4
<i>Total</i>	18 TPs	<i>Total</i>	18

Climbing Dragon Sword Costs Breakdown

Move/Attack	Costs	Disadvantage	TPs
Throwing Blow	6 TPs + 500 XP	No damage on 1st attack	8
Precision Damage +2d6	14 TPs	Condition requirement (no Dex bonus to AC) on 2nd attack	6
Damage bonus +3	3 TPs	Feat requirement (Power Attack)	4
		2nd attack provokes attack of opportunity	5
<i>Total</i>	23 TPs	<i>Total</i>	23



Fire Whirlwind Costs Breakdown

Move/Attack	Costs	Disadvantage	TPs
Elemental strike (fire)	10 TP + 160 XPs	Feat requirement (Whirlwind Attack)	8
		Damage penalty -1	2
<i>Total</i>	10 TPs	<i>Total</i>	10

(2nd attack +0) if successful, damage deals +2d6+3 extra damage.

Fire Whirlwind (Su)

The character strikes at all enemies around him in a blaze of magical fire. The character must have a base attack bonus of +6 or higher to learn this technique.

Attack Sequence Bonus: +0 on all attacks as per the Whirlwind Attack feat.

Effects: All attacks are performed at the character's highest base attack bonus, the character suffers 6 points of nonlethal damage upon activation of the mystical attack and all attacks suffer a -1 penalty to damage, but now deal +1d6 fire damage.

Monkey Strikes As The Wind

The character evades an attack and hits the enemy as he spins and flips over him with the help of his quarterstaff; he then trips the enemy from behind with a sweeping movement from his weapon.

Attack Sequence Bonus: +0/+0 (possible third +0 for the trip).

Effects: The character declares he is using this technique at the beginning of the round and thus gains a +4 deflection bonus to AC for the duration of the technique. If an enemy attacks him, he can make a Reflex save to avoid the attack, makes one attack and then they trade spaces, when the character makes a trip

Monkey Strikes As The Wind Costs Breakdown

Move/Attack	Costs	Disadvantage	TPs
Sidestep	2 TP	Feat requirement (Spring Attack)	6
AC bonus +4 (deflection)	8 TP	Weapon requirement (quarterstaff, sequence)	6
Unsuited trip	2 TP		
<i>Total</i>	12 TPs	<i>Total</i>	12

Thunderblade Costs Breakdown

Move/Attack	Costs	Disadvantage	TPs
Power build-up	0 + 320 XP	Feat requirement (Weapon Focus (two-handed weapon))	4
Combine damage (3 attacks)	12	AC penalty -2	2
Damage bonus +4 (3 attacks)	12	Concentration check (DC 20, sequence, free action)	8
		Weapon requirement (two-handed weapon, sequence)	6
<i>Total</i>	24 TPs	<i>Total</i>	20

attempt with his quarterstaff. Because he has Spring Attack, he is considered to be flanking his target (read the description of the sidestep move), gaining a +2 bonus but, since he suffers a -2 for trying to trip with the quarterstaff, he comes up even. (1st attack +0) normal strike; (2nd attack +0) unsuited trip. Note that the character *must* perform the technique once he declares it at the beginning of the turn. He *must* wait for an opponent to attack him as Sidestep is the second part and trigger of the rest of the technique. If he tries to move or attack, the technique ends and he loses the +4 bonus to AC along the rest of his actions in that turn. Note that if he has the Improved Trip feat, he can make a follow-up attack as part of the technique if he successfully trips the target.

Thunderblade

The character's attack is capable of hurting even the most powerful demon without the aid of magic.

Attack Sequence Bonus: -2 /-2/-2

Effects: The character makes a Concentration check (DC 20) and starts building up power as a move action (4 technique points per action, must meet 4 missing technique points). At his next round he launches a barrage of armed strikes, while suffering a -2 penalty to AC. If all attacks succeed, the combined technique deals 6d6+12 points of damage plus triple other bonuses such as Strength and Weapon Specialisation modifiers, all as a single attack. The Thunderblade technique easily bypasses most damage reductions.



SURVIVAL TACTICS

On a first look, fighters are the easiest class to play. That they are the easiest to create on paper is not the same as being the easiest to portray. Once the fighter advances in level, the numerous choices he has in terms of fighting style make him one of the most subtle classes in the game.

While fighters do not have to worry about learning what spells and skills do, they must familiarise themselves intimately with their specialty: the battlefield. Engaging in combat is not a matter of simply charging forth, weapon raised high; that is the barbarian's role. The fighter is the tactical powerhouse; he learns to exploit every little detail in the way combat flows to bring down an enemy while minimising damage to himself and his allies.

GENERAL OPTIONS

Fighters are people too, so to speak, and though they concentrate on their role as the primary combatants in a party, there is more to them than attack rolls.

Skill Use

Fighters get the least number of skill points of all the classes, and since Intelligence is not one of their priorities they generally gain few bonus points from this. Coupled with his meagre selection of class skills, the fighter's strengths will obviously not come from his skills. When choosing skills, fighter characters should focus on what they want to do and ignore everything else. Bards and rogues are the jacks of all trades; a fighter must focus on what he learns to do.

Pouring points into skills should follow the line of the feats the character will take. If he wants to become a good mounted combatant, definitely Ride and Handle Animal should receive all his attention, not so much Climb and Jump. The reverse is true for characters that prefer to go on foot. Regarding cross-class skills, they should be chosen with even more care and following the fighter's combat style. A fighter that will learn to fight in light armour and using plenty of evasive tactics should take some ranks in Tumble. Not only does this increase the bonus to AC for fighting defensively and in total defence, but allows him to cross the battlefield without provoking attacks of opportunity by tumbling his way around.

For those who get a lot of guard duty, Spot and Listen are always a good choice, with Listen taking the fore as it also helps in locating concealed and invisible enemies.

Very few fighters have the leisure to take ranks in Sense Motive, although it is not such a bad idea, for it prevents the character from being feinted, a rogue's favourite tactic. This does not mean a fighter himself cannot employ this tactic and ranks in Bluff certainly help a warrior when he wants to be sneaky.

Feat Selection

The fighter's feats are what he is all about. Through careful feat selection, he can customise his fighting style to exploit his strength and patch over his weaknesses. Characters should not to select fighter feats with the feats all characters get every three levels; those are better spent on feats that are still useful but do not appear in the fighter's list of bonus feats.

A character's choice of feats should not be guided by pragmatic concerns only; feats give a character flavour, so 'wasting' a couple of feats on an exotic weapon or boosting a character concept is not such a bad idea for the fighter; after all, feats is something he has by the bucket-full.

The first choice a fighter character has is whether to generalise or specialise. A specialist will deal horrendous amount of damage or perform incredible tricks but, once his favoured weapon breaks or is taken away, he will be lost. A generalist, on the other hand, has one trick for every occasion, even if he cannot aspire to the heights of expertise of a specialist.

Sometimes, the choice is taken out of the character's hands because of his ability scores. A fighter with average or low intelligence cannot climb the Combat Expertise tree, while one who is stronger than he is dextrous will have the path of two-weapon fighting closed, not to mention the best tricks of ranged combat.

With the vast collection of feats available both in the *Core Rulebooks* and in other d20 sources, being a fighter poses the challenge of nearly infinite possibilities.

Roleplaying the Fighter

Just because fighters are all about combat does not mean that they are simple tokens on a battlemat. A character must have a powerful reason to devote his life to the pursuit of warfare. Being a professional soldier takes courage and determination, and only the most blood-thirsty pursue violent conflict as an end, rather than a means. A fighter's combat style (i.e., his feat selection) should reflect his personal philosophy. A fighter who

prefers to end things quickly will fight differently than one who delights in his targets' suffering.

A fighter can change his mind in the middle of his career, of course, and end up with a strange mix of combat abilities to reflect his changing attitude. He may have started as a power combatant, relying on his great strength to deal as much damage as possible, then later began to recognise the value of strategy and poured his considerable talent into fighting smart.

Despite their low skills, many fighters wish to do other things with their lives rather than only training for combat. A fighter with Craft (weaponsmith) may be the son of a smith who strives to create the perfect weapon. One with Knowledge (nobility and royalty) may be an aspiring squire who wishes to someday gain title and land by virtue of his prowess in war.

Characters revolve around their concept for their choice of 'crunchy' bits like skills, feats and special abilities, and the fighter is no exception.

THE FIELD OF COMBAT

No matter how hard the fighter might try to get away, his vocation is the battlefield. The fighter's art is open to everyone who wishes to participate; even a wizard can swing his staff about, but it is only the fighter who knows the details and has the tools to exploit them.

Attack and Full Attack

An attack action is a fluid chance of inflicting damage and the fighter, along with the other warrior classes, knows the difference between a single attack and a full attack. A round allows a character to move and attack once, or stay put and attack as many times as his base attack bonus and other effects allow. A fighter should know well when to manoeuvre and sacrifice his more numerous attacks and when to hold his ground.

Feats like Spring Attack add advantages to the move-and-attack option, as the fighter can make his movement in ways that do not provoke attacks of opportunity. The move-and-attack option is good when the fighter is in the low tiers of his career and only has one attack anyway, or his second attack bonus is so small as to be nearly nothing.

The other best occasion to devote to a single attack is the obvious: when the fighter must get near first. For these occasions, charging is a manoeuvre to be considered unless the fighter is low on hit points. Fighters are usually not the fastest characters on the table, mostly because of their armour. Charging gives them the chance to move twice their usually reduced speed and still get an attack with a +2 bonus, even if their AC suffers.

Some special attacks can only be delivered as standard actions, not attack actions, meaning that they replace the multiple attack of higher level fighters, but allow him to move.

Taking the full attack option becomes more attractive when the fighter has an advantage that raises all of his attack bonuses, such as high Strength, Weapon Focus, magic enhancement bonuses and other situational modifiers like flanking and gaining the higher ground. Two-weapon and double-weapon fighters also profit fully from the full attack, as they have an extra attack action with their off-hand. Shield bashing is also an



option with the Improved Shield Bash feat as a source of off-hand attacks and protection.

Statistically, a character has better chances of dealing damage with multiple attacks than with a single powerful attack, so the penalties for fighting with two weapons are not so bad – with the Two-Weapon Fighting feat, of course. Using two weapons without this feat is an invitation to failure unless the character has an insanely high attack bonus and lots of luck.

To sum up, the single attack (a standard action) is better when the character needs to move or perform a special attack and the full attack action when he is already there and he needs to deal as much damage as possible.

Defend Thyself

The second main worry of a fighter is to avoid damage. The reason why he has the second-highest Hit Die is because he is more often in situations that squander hit points. The warrior classes are in the way of a marilith's multiple arms far more often than spellcasters.

The first point about defence is Armour Class, and here a fighter character has a choice to make: trust equipment or talent. Fighters who have a high Dexterity score should not go for heavy armour, as the added layer of protection negates their bonus (Dexterity bonuses also

remain effective against touch attacks). Alternately, armour and shield bonuses remain when the character is flat-footed. Reaching a balance between armour and Dexterity is a fighter's best option, particularly for light and ranged fighters. For characters with low Dexterity, heavy armour is definitely the way to go, as well opting for the immense tower shield.

Magic provides additional protection, and the fighter should not be shy about demanding that protective magic items found in loot be assigned to him. Yes, the wizard could use that *ring of protection* +5 the party found in the ancient tomb, but the wizard is not getting in harm's way all that often! Items that provide natural armour and deflection bonuses are a perfect combination to a fighter's heavy armour, or a great boon to light fighters who need to worry about the weight they carry.

Characters have options for a defensive combat style by fighting defensively and engaging in total defence. A fighter can afford to fight defensively because his high base attack bonus offsets the penalty for doing so. Total defence is a standard action, which means that the character can move normally while concentrating on his defence. This last option is a great tactic when confronting an enemy with long reach; the fighter can engage in total defence, walk inside the opponent's reach and give it a harder time to make use of his attack of opportunity... and then the fighter ends up inside the reach area, ready to unleash steel on his opponent on the next round. The Combat Expertise feat not only provides a controlled measure of defence, it also opens the way for gaining the special attack feats.

Cover is something that is hard to count on, as it depends greatly on where the fighter is engaging in combat. This is why many fighters carry their own cover with them: the tower shield. Spring Attack and Shot on the Run are great feats when combined with the use of cover, for they allow a character to dart back and forth, ensuring that they will not be affected by their own cover, while their opponents will.

Defence does not mean being hard to hit exclusively, but also avoiding situations that would get the character hit. Concealment – and magic effects that provide it – is an excellent way to avoid damage. As with the full attack considerations, the more rolls an opponent faces when hitting a character, the likelier he is to fail. Concealment adds a chance to miss that is independent of any bonus to attack roll, and has the added bonus that there are very few options



for creatures and characters to reduce or ignore that chance to miss.

The Five-Foot Step

There is a lot to say in favour of the humble five-foot step as a tactical tool. It is a miniature Spring Attack that allows a character to reposition himself at any time during his actions for either gaining an advantage or getting out of a disadvantageous position. The greatest advantage of this miscellaneous action is that it is a free action and does not provoke an attack of opportunity. Some uses a fighter has for the five-foot step are:

- ✦ Getting out of an opponent's short reach to fire a ranged weapon.
- ✦ Manoeuvre into a flanking position.
- ✦ Manoeuvre into a position prior a bull-rush.
- ✦ Get out from a flanked position.
- ✦ Switch targets if one of them is no longer viable in the middle of a full attack sequence.
- ✦ Force an opponent to concentrate on himself.
- ✦ Prepare for running away.
- ✦ Put an opponent on a reach weapon's threatened square.
- ✦ With multiple opponents, a careful five-foot step in the right direction forces one or more opponents to take move actions, therefore negating their full-attack sequence.

Reaching Out

Reach weapons are not immediately popular because they have some caveat on their use: the ones who cannot attack adjacent foes deal ridiculous damage or are exotic weapons that require the spending of a feat. However, reach is a very powerful weapon for the fighter who knows how to use it. By moving around with five-foot steps, a fighter can make use of his reach weapon with his full attack sequence and increase the chances he has for using attacks of opportunity. A particularly deadly combination is the spiked chain and the Combat Reflexes feat. Opponents will provoke attacks of opportunity more often and have restrictions while manoeuvring that they would not have if the character had a short reach weapon. With careful use of movement, a fighter can withdraw and set a weapon against a charge or wait for the opponent to close in and provoke an attack of opportunity. This way, a fighter can still get one attack per round (the attack of opportunity) and negate an opponent's full attack sequence by forcing him to take a move action if he wants to get close. Of course, this does not work against opponents with equally long or longer reach.

Special Occasions

Special attacks such as aiding another, bull rushing, disarming, tripping or grappling are reserved for equally special occasions. Since most of them are move or standard actions, they negate the fighter's full attack sequence, so he must gauge carefully when it is better to use it.

Aiding another should be reserved for other party members who only have one attack anyway, and the group profits more by giving the fighter a better chance to strike true. Bull rushing and overrunning are interesting attacks that should be used in conjunction with the terrain for tactical reasons. Tripping is a great manoeuvre if the fighter can pull it off, and the Improved Trip makes it even better.

Disarming is only effective against opponents who lack natural weapons, as taking a weapon away basically cancels the opponent's ability to deal damage until he can get a new one.

The Better Part of Valour

Knowing when a battle is lost is part of being a fighter and there is no dishonour in getting the hell away from a horde of kobolds when hit points are low and spells are spent. Dying in a blaze of glory by putting up a last stand is a deed worthy of the greatest epics, but a fighter should know when it is worth falling in glorious battle and when he just becomes a casualty. As fighters stare death in the face all the time, they have (or should have) a better grasp on when it is wiser to run and fight another day.

There are many factors that contribute to the assessment of an encounter. The character should keep an eye on what his companions are doing so that he can properly judge just how brilliantly the party is doing in general is doing in the current combat, and act accordingly. If the spellcasters start throwing ineffectual spells, it means that they have expended all the good ones; if the rogue is nowhere to be found and the druid's *wild shape* sprouts wings, it means they are ready to get out of the battlefield. All warrior types should recognise the signs of weakness in their companions and start moving towards covering their retreat, regardless of how well they are doing personally. It does not do any good to be the only party member standing when there are more than two opponents left, for they will gang up on the survivor and generally make short work of him.

Using the withdraw and five-foot step actions put fighters and other combatants in the most advantageous position to run away while still putting up a fight. It is when they start running low on hit points that they must



start to seriously consider retreating, especially if the opponent seems to be hitting them with ease, and the damage their own attacks are causing does not look like it will drop the opponent in time.

Terrain will dictate how a party can run away, but in general, fighters and other warriors should move into positions that will either block their enemies' way towards retreating allies or at least provoke attacks of opportunity while they are doing so. A very good ruse is to have a rogue run away past a fighter holding his ground; if the opponent pursues by overrunning or provoking attacks of opportunity, the fighter has a chance to catch up later and present the rogue with a flanked target.

Ground Tactics

Terrain is a very important part of any battle, and fighters above all should identify the best spots to conduct manoeuvres.

Columns and other similar structures offer cover and an obstacle for an opponent's movement. Using the five-foot step and Spring Attack options, a character can run around such structures enjoying protection from cover and hindering an opponent's movements as well.

Stairs, slopes, cliffs and other inclinations offer a great chance for a fighter to gain a +1 bonus to attack for being on higher ground. Trip attempts also have a good chance of making a victim slide down the slope.

Holes, pits, ravines and other sharp falls are just inviting a bull rush. A character should position himself in such a way that a bull rush will push a target off into certain death.

Unstable terrain is good for a fighter who either has good Dexterity or will stay put while his opponents will move around. Anything that will threaten opponents to suffer consequences for moving is good for the fighter.

Fighters with good mobility (such as on top of a horse) thrive in big, flat expanses. They can run in circles around slower opponents while firing off ranged attacks and have ample time to prepare while opponents close in.

Full cover and concealment not only confound ranged attacks, they also ruin magic's line of effect and line of sight.

Terrain can be used to one's advantage beyond these instances, such as darting from cover, bull-rushing on slippery ground, etc.

The Opposition

'Know thine enemy' is a hallowed proverb in barracks, command rooms and mercenary taverns throughout the world. Fighters who charge blindly at an opponent are better off taking barbarian levels. The fighter has many options for dealing damage and impairing foes, but knowing when and against whom to use them is part of what being a fighter is about.

When facing multiple opponents, a fighter should know where to position himself in order to avoid being flanked and make sure he can move about with relative freedom, either with five-foot steps or withdrawal actions. His movements will be limited once battle starts, and dominating the centre of the battlefield is a must so that he can move to help his friends or approach another target without wasting too much time.

Depending on his own combat style, a fighter can choose to go for the weaker opponents or the stronger one. If he can deal extensive amounts of damage with a single strike, going for the weak first will remove sources of attacks quickly so that the party can concentrate their efforts on the stronger ones. Getting rid of opponents that can attack with range is a priority, for they can target all members of the party without being threatened themselves, a tactic that ranged fighters know all too well.

If an opponent starts doing magic, then he becomes the primary target. Taking out an enemy spellcaster should be the fighter's priority, because it will remove a wild card from the encounter's tactical layout and deprive enemies of magical support. There is nothing as frustrating as having a fighter succumb to a fear effect, which means that opponents with magical abilities must be dealt with first if the party wants to conduct the rest of the combat with relative safety.

FRIENDS AND FAMILY

Like it or not, the fighter cannot survive on his own. He cannot locate traps or hidden structures, he knows no magic and few skills. Fighters can pride themselves on forming the foundation of a party they belong to, for their abilities do not have time limits and their durability ensures that they will be able to take more hits while they receive support from their allies.

Fighters are the indisputable leaders in combat situations, but that does not mean that they should go alone without regarding the abilities of their companions. Group tactics differ from group to group, and it is usually the fighter's duty to hammer it into their friend's heads about the importance of fighting as a group, not as a collection of adventurers.

With Spellcasters

Unless a party is well organised, a fighter should wait during the first round of combat for the spellcasters' actions. This way, he avoids getting in the way of a *stinking cloud* or ruining the chance for a *fireball* by standing right in the middle of the intended area of effect. During this time wizards and sorcerers unleash their destructive powers, and clerics, bards or other support casters boost the fighter's abilities. After the spellcasters have had their chance, the fighter takes to the field as quickly as he can.

Fighters should always keep an eye on how the spellcasters are doing and keep enemies from reaching them. 'Mage in melee!' is a cry that is as unwelcome as a fallen warrior's 'Cleric!' during combat. A fighter should not be afraid of shoving a friendly spellcaster if that would put him out of harm's way, even if he breaks the mage's concentration.

With Other Warriors

Collaborating with other warrior types is the best way a fighter can conduct group tactics, depending on the party members' preferred styles of engagement.

Barbarians are the ram's head to the fighter's spear-point. Canny fighters allow their more violent companions to go in first and take some of the hits. Meanwhile, the fighters get into position and finish off targets greatly softened by the barbarian's attacks.

Fighters and paladins make good pairings, for one's tactical superiority is well-complemented by the latter's divine powers, while both have similar success rates for their attacks. The fighter should herd evil creatures towards the paladin or at least stay close so that he can be protected by the paladin's aura of courage, not to mention being close to a ready source of healing.

When fighters work in tandem with rangers who practise the two-weapon style, they are hurricane of carnage. Rangers do tend to leave fighters behind because of their movement, but if they wait up and advance from enemy to enemy together, they can make mincemeat of the opposition. If the ranger instead chose the archery style, the fighter can count on an opponent suddenly suffering from acute arrow overdose, shot from a safe distance. Of course, if the fighter is also an archer, the fighter/ranger archery team becomes a force to be reckoned with, as both combatants can rain death upon their enemies.

When a fighter teams up with a monk, the results are very varied. Monks are good for confusing targets with their martial arts, and collaboration between both styles depends greatly on the two warriors' individual choices. The best way that a fighter and monk team operate together is with the monk incapacitating the target, either by stunning, tripping, disarming or grappling with it. The fighter is then able to take greater risks, making more effective attacks thanks to the monk's tactics.

Rogues and fighters are a formidable team when they can co-ordinate properly, and that means mobility. With a combination of tumbling on the rogue's part and tactical movement from the fighter, they can regularly flank an opponent, giving the rogue a chance to sneak attack him, while the fighter takes pains to attract most of the retaliatory attacks. With the rogue's sneak attack and the fighter's Power Attack, few opponents can last more than a couple of rounds.



Father and daughter had to make a wide circle in their return trip to the prince's encampment, only to find that it had moved on. Quite understandably, as any army that stayed in the same place for more than a week was either laying siege to a castle or incapacitated to the point of annihilation. They had tracked the army's movement and learn that it was routing, having faced Princess Cieren's forces and lost badly. The Princess had apparently recruited a pair of ice wyverns who had turned the tide of battle at Gortburg.

Loris, in the meantime, had learned to truly appreciate the swords' balance and composition. After some examination, her father had ascertained that their magic was precisely to make them light, it had nothing to do with the exotic ore the prince had mentioned. The ore appeared to be responsible for the reddish cast of the blades. The old bard guessed it was some material from the Plane of Fire, as the blades always seemed to be fresh out of the forge.

'I was wondering...' The bard said as they walked. 'We could just skip all this. By now, General Colter is probably dead and the prince will be far too busy to deal with the likes of us.'

'Tempting, but no.' Loris looked ahead, judging the distance to the small village ahead of them. 'It's part of being a mercenary, dad. You fulfil your contract, or you get branded as untrustworthy and don't get any more jobs.'

'It is not as if the prince is in a position to accuse you of anything.'

'It's also a matter of pride.' Loris shot a reproachful look at him. 'So, humour me, okay?'

They saw the pitiful remnants of the prince's army the following day. It was a mere fraction of the force they had encountered earlier. They were stopped by a sentry and waited diligently for the guard to announce them to the prince, and then return for them.

Eventually, they reached the royal tent, which was not as lavish as before, and was lacking one very important item: the prince himself.

'Glad to see you two back.' General Colter smiled, standing at the centre of the rest of the generals. 'Now hand over the swords and be gone.'

'Ahem... *one* sword.' Loris knew what was going to happen. She did not want it to happen but there was an inevitability to this kind of scene, as if she were trapped in a bad saga. She swore that it was somehow her father's fault.

'Yes, I know what the prince offered, but he was a fool and did not realise the power of the swords, as he never witnessed his father commissioning them. Sadly, the prince is no more, and you will hand over the swords and be content to leave this encampment with your lives.'

'No, I'm not playing this game any more!' Loris had travelled too far and was far too tired. For once she became almost as verbose as her father in addressing the general. 'I have completed the quest, I've brought the blazing swords, and I've certainly had my fill of stupid duels and meaningless battles. If you betray me I can and I *will* kick your collective behinds, so take the bloody sword and let us walk away unmolested. Please?'

Her outburst left the assembled warriors speechless, although one of them guffawed. Loris decided she would try not to kill that one. General Colter was not seeing the humour in the situation. Loris heaved a great sigh from the depths of her soul. He wasn't going to honour the bargain.

'The words you are probably looking for are 'get her,' or something like that.' Loris offered helpfully, drawing the twin longswords and assuming a relaxed defensive stance.

'Bring me her head.' The general said between clenched teeth.

'Something like that.' The swordswoman counted the opponents, judged their capabilities and formulated an attack plan. One last pointless fight. Then a very, very long vacation in a kingdom without a war. Preferably without her father.

DESIGNER'S NOTES

This book could not have fallen on my desk at a better time. For years, my choice in characters have been the conniving, brainy types, usually scholars and investigators adapted to various genres. However, as of late, I've been making more combat-oriented characters because, well... they are *fun*. I've had the chance to create three warrior-type characters for different games that I play semi-regularly, and I took a different approach with each of them; one is a honourable samurai, another is a canny martial artist and the last is just plain nuts, but they all showed me how combat in a role-playing game need not be only an exercise in dice-rolling.

Also, I feel a huge responsibility in spear-heading the second series of Quintessential books; I will admit to being cowed into admiration when I received the first *Quintessential Fighter* as part of my first staff writer package. It was my first month with Mongoose, and seeing the high quality of the book and its options shook my self-confidence a little and made me wonder if I was capable of matching that level of quality. Then I wrote *The Quintessential Elf* and I no longer had the time to foster such doubts so, when I was assigned to fill the shoes of the book that fired up the Collector's Series line, I saw it as a fun challenge rather than as a ring of doom.

Having a number-crunching rules-lawyer as one of the players in a campaign I run helped me greatly in the planning and writing of this book. A wargamer at heart, that player has vexed me for months, but I owe him a debt of gratitude for forcing me to learn every nook and cranny of the combat rules just so my monsters could get a decent hit in.

With such a growing interest in tactics and combinations, having to write a book on fighters ran straight down my alley. As usual, there are many ideas I had to leave out because of space considerations, some of which may end up as articles in *Signs & Portents*. What did end up between these covers is also the fruit of exchanging ideas with other fellow Mongoose authors, with credit going their way as well.

Career Paths opens the book as a replacement of Character Concepts. The second series of Quintessential book is intended for characters that already have some adventures under their belts, and having choices they can take after character creation seemed like the perfect idea. Multiclassing is another obvious choice for the advanced character, who has had some time to look at

his companions and wish he could do the things they do. I had a little conflict with my rules-lawyer player on whether the sorcerer or the wizard was a better multiclass option for the fighter, and we ended up agreeing to disagree.

My favourite chapters by far are the Tricks of the Trade and Special Techniques. Tricks of the Trade covers many ideas I've had about combat that do not merit a whole chapter for themselves, such as fighting unarmed. With the arrival of the 3.5 version of the game, the gap between the monk's and fighter's combat style narrowed, and I began looking at how a fighter could shine in unarmed combat. The Advanced Combat Feats section is a way of being done with all the 'Improved' and 'Greater' feats that adorn several d20 products. It is not that hard to come up with them given the basic abilities and feats, and putting their creation in the hands of players and Games Masters ensures that they can create the feat that best suits their own campaigns, and hopefully will prevent us authors from 'cheating' in our own books by creating feats that are way too obvious. Talk about shooting myself in the foot...

Special Techniques was originally two chapters called 'Weapon Mastery' and 'The Mystic Warrior' but, as I started jotting down their respective outlines, I realised they were really just part of the same concept, that of fighters excelling so much in their martial art that they develop special techniques exclusive to them; with page count crunching down on me, I merged them together. There are still many options for weapon mastery that I had to leave out because they did not fit the framework, and many mystical attack that did not affect combat directly, but I leave the system fairly open so that players and Games Masters can create their own moves for a fighter to learn.

I wrote this book as a tool for myself as well as for other players who knew well before I did that straight combat is not the sole domain of munchkins and power gamers, but also an integral part of a nice role-playing experience.

Alejandro Melchor



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The Advanced Quintessential Fighter



CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DIETY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

ARMOUR CLASS = 10 +

ARMOUR WORN	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAY DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2)

	CROSS CLASS	KEY ABILITY	MODIFIERS
			TOTAL ABILITY RANKS
APPRAISE ✓	Y / N	INT	[]
BALANCE ✓★	Y / N	DEX	[]
BLUFF ✓	Y / N	CHA	[]
CLIMB ✓★	Y / N	STR	[]
CONCENTRATION ✓	Y / N	CON	[]
CRAFT ✓ ()	Y / N	INT	[]
CRAFT ✓ ()	Y / N	INT	[]
CRAFT ✓ ()	Y / N	INT	[]
DECIPHER SCRIPT	Y / N	INT	[]
DIPLOMACY ✓	Y / N	CHA	[]
DISABLE DEVICE	Y / N	INT	[]
DISGUISE ✓ Y / N	CHA		[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]
FORGERY ✓ Y / N	INT		[]
GATHER INFORMATION ✓	Y / N	CHA	[]
HANDLE ANIMAL	Y / N	CHA	[]
HEAL ✓	Y / N	WIS	[]
HIDE ✓★	Y / N	DEX	[]
INTIMIDATE ✓	Y / N	CHA	[]
JUMP ✓★	Y / N	STR	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
LISTEN ✓	Y / N	WIS	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]
OPEN LOCK Y / N	DEX		[]
PERFORM ✓ ()	Y / N	CHA	[]
PERFORM ✓ ()	Y / N	CHA	[]
PICK POCKET	Y / N	DEX	[]
PROFESSION ()	Y / N	WIS	[]
PROFESSION ()	Y / N	WIS	[]
RIDE ✓	Y / N	DEX	[]
SEARCH ✓	Y / N	INT	[]
SENSE MOTIVE ✓	Y / N	WIS	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]
SPEAK LANGUAGE	Y / N	NONE	[]
SPELLCRAFT	Y / N	INT	[]
SPOT ✓	Y / N	WIS	[]
SURVIVAL ✓ Y / N	WIS		[]
SWIM ✓★★	Y / N	STR	[]
TUMBLE ★	Y / N	DEX	[]
USE MAGIC DEVICE	Y / N	CHA	[]
USE ROPE ✓ Y / N	DEX		[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD		TOTAL WEIGHT CARRIED			

FEATS

NAME	EFFECT

MOVEMENT / LIFTING

Movement		Rate	Movement		Rate
Walk (= Base)			Hour Walk		
Hustle			Hour Hustle		
Run (x 3)			Day Walk		
Run (x4)			Special		
Load	Weight Carried	Max Dex	Chk Pen	Run	
Light		-	-	-	
Medium		+3	-3	x4	
Heavy		+1	-6	x3	

MONEY & GEMS

CP -
 SP -
 GP -
 pp -
 GEMS -

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

HEAL RATE PER DAY

LANGUAGES

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

SPECIAL TECHNIQUES / COMBAT ABILITIES

CHARACTER CONCEPT
BONUSES & PENALTIES

CAREER PATH
BONUSES & PENALTIES

SCARS, MUTILATIONS &
PROSTHETICS

MAGIC ITEMS

HENCHMEN / COHORTS / MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES

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THE QUINTESSENTIAL FIGHTER II

Advanced Tactics

Once the dust clears after a battle, the fighter can stand proud, wipe the sweat from his brow and be grateful for the skill and training that allowed him to keep himself alive and vanquish his foes. The field of battle is the home of the fighter, the class that is best suited for combat, showing depths of training that outshines a barbarian's power and rage, the paladin's righteousness, the monk's discipline and the ranger's instincts. Fighters have a wide range of options, with more paths and choices open to them than any other character class, for it is they who can decide how they will approach combat, and what abilities they will learn.

With the help of this sourcebook, any character choosing the fighter class will find many alternatives and options for expanding his range of abilities. With career paths, fighters can customise their advancement and gain special benefits from their chosen branch of training. Legendary classes offer a subset and expansion of their combat prowess that may take them to epic levels and beyond. Multiclassing offers a fighter a complement to his abilities, while superior tools can enhance his performance. Tricks of the Trade expands the range of tactics a fighter can use in the field, while weapon mastery and attack moves describe a series of advanced techniques that a fighter can master for even more devastating effects.

Inside You Will Find:

Career Paths

New Feats

Multiclassing Variants

Magical Items

Prestige Classes

Tricks of the Trade

Special Fighting Techniques

New Weapons and Armour

Requires the use of the *Dungeons & Dragons®*
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