

Sqwonk's Revised Fighter

BaB: Same

Saves: same

- 1 Fighting Discipline, Daily Training
- 2 Edge, Feature, Combat Stamina
- 3 Armor Training
- 4 Edge
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- 13 Weapon Training 3
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- 16 Edge
- 17 Weapon Training 4
- 18 Edge
- 19 Armor Mastery
- 20 Edge, Weapon Mastery

Hit Dice: d10

Alignment: Any

Class Skills

The class's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (Local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

**Fighters may select the Signature Skill feat.*

Class Features:

Weapon and Armor Proficiency:

The fighter is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Fighting Discipline: At first level, you adopt a particular style of fighting as your specialty. Please see the list of the Fighting Disciplines below

Daily Training: Fighters are a disparate lot, training with many weapons or just one, perfecting their uses of armor, learning new techniques, studying the art of combat and leadership, and strengthening their bodies and minds. Each day the fighter can concentrate his training. After 8 hours of rest and 1 hour of study and exercise the fighter can select one training bonus that lasts for 24 hours.

Body:	Gain a +1 bonus on all saves.
Heart:	Gain 1 temporary hit point per level. These temp HP last until used, or until the next daily training.
Mind:	Gain a +1 bonus on all skill checks with skills that have Int or Will as the key ability.
Weapon:	Gain a +1 bonus to attack rolls using a specific weapon. The weapon must be in his possession during the training.
Enemy:	Gain a +1 bonus on all damage rolls on one type of enemy. (Use Ranger's favored enemy list)
Armor:	Gain a +1 dodge bonus to AC.

At 5th level, the fighter can select two types of daily training bonuses. But each type can only be selected once.

Edges: At 2nd level, and at every even level thereafter, a fighter gains an Edge. (See list here.) Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn an edge in place of an edge he has already learned. In effect, the fighter loses the edge in exchange for the new one. The old edge cannot be one that was used as a prerequisite for another edge, feat, prestige class, or other ability. A fighter can only change one edge at any given level and must choose whether or not to swap the edge at the time he gains a new edge for the level.

Feature: Each fighter has unique characteristics. At 2nd level select one from the list.

*Note this counts as “Bravery” for archetype’s replacement.

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

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

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

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

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

Respected Veteran (Ex) Starting at 2nd level, the fighter gains a +1 circumstance bonus to all Diplomacy checks made with professional fighters (including guards, soldiers, mercenaries, and gladiators). This bonus increases by +1 for every 4 levels beyond 2nd.

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

Combat Stamina: The fighter gains the Combat Stamina feat. (see Unchained)

Weapon Training: A fighter can select one group of weapons, as noted below.

Whenever he

attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

At 5th level and every four levels thereafter (9th, 13th, and 17th), a fighter becomes

further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls

when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. Bonuses granted from overlapping groups do not stack. Take the

highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Starting at 9th level the fighter may select an Advanced Weapon Training option (Weapon Master's Handbook) instead.

Armor Training (Ex): Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a fighter can also move at his normal speed while wearing medium armor.

At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Battlefield Maneuvers (Ex): At 7th level the fighter gains a +1 bonus on all on all combat maneuvers. He does not provoke an AoO when performing a combat maneuver.

Advanced Daily Training (Ex): At 10th level, the fighter's experience allows for better daily training. These bonuses are in addition to and stack with daily training bonuses.

Body:	Once per day, re-roll a save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.
Heart:	Gain 1 temporary hit point per level. These temp HP last until used, or until the next daily training.
Mind:	Become immune to Fear effects.
Weapon:	Gain a +1 bonus to attack and damage rolls using a specific weapon. The weapon must be in his possession during the training.
Enemy:	×
A armor:	×

At 15th level, the fighter can select two types of advanced daily training bonuses. But each type can only be selected once.

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon group, such as Axes or Bows. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

***The fighter does not need to meet the prerequisites for any feats granted by a Discipline or Edge.*

Fighting Disciplines

Archer

1st level: The fighter gains the Point Blank Shot and Precise Shot feats

6th level: Gain a +2 bonus to damage when using a ranged weapon

Finesse

1st level: The fighter gains the Weapon Finesse feat. In addition, he may add his Dexterity to damage rolls in place of Strength with finesse-able weapons. This does not increase this damage when two-handing a weapon and does not decrease this damage for off-handing a weapon.

6th level:

Pugilist: *(Have you seen the Monk and Brawler?)*

1st level: The fighter Improved Unarmed Strike as a bonus feat. In addition, he gains the unarmed damage of a monk of equal to his fighter level.

6th: The fighter gains the Iron Fist feat (see New Feats list). Or Improved Iron Fist if he already has Iron Fist.

Two-Hander

1st level: The fighter gains the Power Attack feat. In addition, when he rolls a 1 or 2 on a damage die for an attack with a melee weapon, he can reroll the die. He must use the new roll even if the new roll is a 1 or 2.

6th level: The fighter gains the Furious Focus feat.

Two-Weapon

1st level: The fighter gains the Two Weapon Fighting and Double Slice feats.

6th level: The fighter gains the Improved Two Weapon Fighting feat.

Weapon and Shield

1st level: The fighter gains the Shield Focus and Combat Expertise feats.

6th level:

Fighter Edges

The Edges listed below are typically more powerful than a standard feat or allow a fighter to take a feat without the prerequisites. Unless specified, each edge can only be selected once.

Armored Defense (Ex): The fighter gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the armor master is stunned, unconscious, or helpless.

Begrudging Respect (Ex): When mercenaries, men-at-arms, guards or other creatures of a soldierly persuasion witness a fighting man in combat they automatically have their attitude

towards the fighting man improved by 1 step. This is a mind affecting effect and can only impact a creature once in a 24 hour period and impacts the creature for 6 hours.

This also imparts a sense of respect or admiration for the fighting man's prowess, though this may influence different creatures in different ways. Some may see the fighting man as a worthy opponent and the creature affected by this may be compelled to seek him out on the battlefield. Others may be intimidated by him, but still respect his skill.

Carpe Punga (Ex): The fighter gains Improved Initiative as a bonus feat. In addition, he gains Uncanny Dodge as though he were a barbarian of equal level.

Combat Feat (Ex): A fighter may take a combat feat (that he qualifies for) in place of an edge. He may select this talent multiple times, each time he does he selects a new combat feat.

Combat Medic (Ex): The fighting man gains Heal as a class skill and does not take the -4 penalty

to attack rolls when dealing nonlethal damage. When the fighting man uses the Heal skill to successfully treat deadly wounds or provide that creature with long term care, the creature gains an additional amount of hit points equal to three times the fighting man's

level. For every 5 the fighting man beats the DC by he adds another multiple of his fighting man level to the amount of hit points restored.

Comin' at Ya' (Ex): The fighting man gains Step Up and Following Step as bonus feats. He may use those feats when an opponent takes a withdraw action while within his threatened area. In addition, when using these feats, he may expend an attack of opportunity to move an extra 5 feet per attack of opportunity expended.

Dodging Charge (Ex): When using a charge action, he does not draw attacks of opportunity as he passes through threatened areas. In addition, he does not suffer the standard Armor Class penalty when charging.

Graceful Fighter (Ex): The fighting man gains a +2 competence bonus on Reflex saves. This bonus increases by +1 for every 4 levels he has attained.

Hardy (Ex): The fighter gains the Toughness feat. In addition, whenever the fighter regains 1 or more points of ability damage or drain (be it from mundane or magic healing), he recovers 1 more point than normal. And whenever he receives magical healing, he heals an additional 1 point per die rolled.

Historian (Ex): The fighter gains Knowledge: Engineering, Geography, History and Nobility as class skills. In addition, he gets a +1 bonus on skill checks using these skills.

Iron Fist (Sp): The fighter's unarmed strikes do an additional 1d6 damage. Do not multiply this damage in the case of a critical hit. When he reaches 11th level, the bonus increases to +2d6. The attacks made must be with fists.

Prerequisites: Pugilist Discipline or Unarmed Strike feat

Know Thy Enemy (Ex): The fighting man gains Knowledge: Arcana, Dungeoneering, Nature, Planes and Religion as class skills. In addition, when using these skills to identify a monster, he gains a +2 bonus on the skill check.

Magical Inclination (Sp): Use magic device becomes a class skill. In addition, the fighter gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the fighter's level. The save DC for this spell is 10 + his Intelligence modifier.

Military Living (Ex):

Prerequisites: 3 ranks in Survival

The fighter gains the Endurance feat. But, may sleep in any sort of armor and not suffer any sort of fatigue. In addition, he may attempt a Survival check (DC 15) to locate weapons and armor suitable as being classified as non-improvised weapons and providing an AC bonus (respectively). These weapons and armor may be crude (possibly possessing the fragile quality) and may not necessarily hold value depending on the location they are found in- but they can always be found with at least 10 minutes of searching.

Mobile Combatant (Ex): The fighting man gains Mobility as a bonus feat. In addition, he may move an additional 5 feet whenever he takes a 5-foot step.

Night Sentry (Ex):

Prerequisites: 3 ranks in Perception

The fighting man gains darkvision 30 feet or his darkvision improves by 30 feet if he already has it. In addition, he gains a +5 bonus on opposed Perception / Stealth checks.

Stalwart (Ex): The fighter gains a +2 competence bonus on Fort saves. This bonus increases by +1 for every 4 levels he has attained.

Stay the Line (Ex): As a standard action, the fighting man can quell any fear in his heart as well as

that of his allies a number of times per day equal to 3 + his Charisma bonus. All allied creatures who can see and hear him gain an immediate save against any ongoing fear effects at a +2 morale bonus and they all gain a morale bonus against any new fear equal to 1/3rd the fighting man's level (minimum +1) effects for 3 rounds.

Storm of Blades (Ex): The fighting man gains the Cleave and Cleaving Finish feats.

Strong Willed (Ex): The fighter gains a +2 competence bonus on Will saves. This bonus increases by +1 for every 4 levels he has attained.

Spin Attack (Ex)

Prerequisites: BAB +5

When the fighter uses the full-attack action, he can give up regular attacks and instead make one melee attack at his highest base attack bonus against each opponent within reach.

Unavoidable Assault (Ex): When not mounted, the fighter's charge is not blocked by friendly creatures or difficult terrain. In addition, he can make one turn during the charge rather than moving only in a straight line.

Unarmored Dodge (Ex):

Prerequisites: Dex 13,

You have found through experience that you seem to do a lot better at dodging while not wearing armor. As long as you are neither wearing armor, nor using any item, spell, or other effect that grants an Armor Bonus to AC, you receive a +4 Dodge Bonus to AC. For every five levels you possess, this bonus increases by an additional +1.

Special: This Feat may be used instead of the Dodge feat as a prerequisite for any and all Feats, abilities, and Prestige Classes that require Dodge.

Vital Striker (Ex):

Prerequisites: Bab+6

The fighter gains Vital Strike as a bonus feat and may also use that feat on one attack granted at the end of a charge. At 12th level he gains Improved Vital Strike. At 16th level he gains Greater Vital Strike. The fighting man must be at least 6th level to select this talent.

War College: The fighter gains 5 additional skill points, which must be spent on class skills.

This does not allow the fighter to exceed the normal maximum number of ranks in a skill.

This is a one-time bonus, not an increase to the number of skill points the fighter gains at each

level (though the talent may be taken more than once, granting +5 skill points each time it is taken).

Advanced Fighter Edges

Armor Defense Mastery (Ex):

Prerequisites: Armored Defense edge

The DR from the Armored Defense Edge talent increases by 2.

So; DR 3/— when wearing light armor, DR 4/— when wearing medium armor, and DR 5/— when wearing heavy armor. This DR does stack with the Armor Mastery class feature.

Determined (Ex):

Prerequisites: Strong Willed edge

Once per day the TF can re-roll a Will save. In addition, whenever he makes a Will save against an ability that has a partial effect on a successful save, he takes no effect from that ability on a successful save. He is still harmed by the effects that do not allow a saving throw.

Evasion (Ex):

Prerequisites: Graceful Fighter edge

The fighter gains evasion, as the rogue class feature, when in light or no armor.

Guerrilla Soldier (Ex): The fighter gains one rogue talent (but not advanced talent). The fighter treats his fighter level as his rogue level to determine if he can take the talent, but must meet all other prerequisites.

Hard to Kill (Ex): Whenever the fighter is below 0 hit points, he automatically stabilizes without needing to attempt a Constitution check. If he has an ability that allows him to act while below 0 hit points, he still loses hit points for taking actions, as specified by that ability. Bleed damage still causes him to lose hit points when below 0 hit points. In addition, he won't die until his total number of negative hit points is equal to or greater than double his Constitution score.

Mettle (Ex):

Prerequisites: Stalwart edge

Once per day, the fighter can re-roll a Whenever the fighter succeeds on a Fortitude save that would normally have a lesser effect on a successful save, he instead completely negates the effect. He is still harmed by the effects that do not allow a saving throw.

