

Versatile Fighter

Alignment: Any.

Hit Die: d10.

| Level | BAB | Fort | Ref | Will | Special |
|------------------|----------------|------|-----|------|-----------------------------------|
| 1 st | +1 | +2 | +2 | +0 | Warrior path, grit |
| 2 nd | +2 | +3 | +3 | +0 | Bonus feat |
| 3 rd | +3 | +3 | +3 | +1 | Fighter talent |
| 4 th | +4 | +4 | +4 | +1 | Bonus feat |
| 5 th | +5 | +4 | +4 | +1 | Weapon training 1, fighter talent |
| 6 th | +6/+1 | +5 | +5 | +2 | Bonus feat |
| 7 th | +7/+2 | +5 | +5 | +2 | Fighter talent |
| 8 th | +8/+3 | +6 | +6 | +2 | Bonus feat |
| 9 th | +9/+4 | +6 | +6 | +3 | Weapon training 2, fighter talent |
| 10 th | +10/+5 | +7 | +7 | +3 | Bonus feat |
| 11 th | +11/+6/+1 | +7 | +7 | +3 | Advanced fighter talent |
| 12 th | +12/+7/+2 | +8 | +8 | +4 | Bonus feat |
| 13 th | +13/+8/+3 | +8 | +8 | +4 | Weapon training 3, fighter talent |
| 14 th | +14/+9/+4 | +9 | +9 | +4 | Bonus feat |
| 15 th | +15/+10/+5 | +9 | +9 | +5 | Fighter talent |
| 16 th | +16/+11/+6/+1 | +10 | +10 | +5 | Bonus feat |
| 17 th | +17/+12/+7/+2 | +10 | +10 | +5 | Weapon training 4, fighter talent |
| 18 th | +18/+13/+8/+3 | +11 | +11 | +6 | Bonus feat |
| 19 th | +19/+14/+9/+4 | +11 | +11 | +6 | Fighter talent |
| 20 th | +20/+15/+10/+5 | +12 | +12 | +6 | Bonus feat, weapon mastery |

Class Skills

The fighter's class skills are Acrobatics, Climb, Craft, Handle Animal, Intimidate, Knowledge (dungeoneering), Knowledge (engineering), Perception, Profession, Ride, Survival, and Swim.

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiencies: Fighters are proficient with all simple weapons, martial weapons, and monk weapons. A fighter's armor proficiency is determined by his warrior path.

Warrior Path

At first level, a fighter chooses a warrior path. Once the choice has been made, it cannot be changed. Each path includes armor proficiency, a primary weapon group, and a bonus feat that the fighter receives at first level. A fighter receives a +1 bonus on all attack and damage rolls when using any weapons from his primary weapon group as well as a +1 bonus to his CMD to oppose disarm or sunder attempts made against weapons from his primary weapon group. At 5th, 9th, 13th, and 17th level, these bonuses increase

by +1 to a maximum of +5 at 17th level. Unlike the fighter's other bonus feats, the fighter does not have to meet the prerequisites for the 1st level bonus feat associated with his path.

Warrior Paths

Archer

Armor Proficiencies: An archer is proficient with light and medium armor.

Primary weapon group: Bows

1st Level Feat: Precise Shot

Armiger

Armor Proficiencies: The armiger is proficient with light, medium, and heavy armor as well as all shields, including tower shields.

Primary Weapon Group: Heavy Blades

1st Level Feat: Improved Shield Bash

Ascetic

Armor Proficiencies: Ascetics are proficient with light armor.

Primary Weapon Group: Monk

1st Level Feat: Dodge

Brawler

Armor Proficiencies: Brawlers are proficient with light and medium armor.

Primary Weapon Group: Close

1st Level Feat: Catch-Off Guard.

Corsair

Armor Proficiencies: Corsairs are proficient with light armor.

Primary Weapon Group: Pirate

1st Level Feat: Cleave

Crossbowman

Armor Proficiencies: a crossbowman is proficient with light, medium, and heavy armor and with bucklers.

Primary Weapon Group: Crossbows

1st Level Feat: Point Blank Shot

Double Weapon Master

Armor Proficiencies: Double Weapon Masters are proficient with light, medium, and heavy armor.

Primary Weapon Group: Double

1st Level Feat: Two Weapon Fighting

gladiator

Armor Proficiencies: Gladiators are proficient with light, medium, and heavy armor, as well as all shields, including tower shields.

Primary Weapon Group: Heavy Blades

1st Level Feat: Exotic Weapon Proficiency (any)

Gunfighter

Armor Proficiencies: Gunfighters are proficient with light armor.

Primary Weapon Group: Firearms

1st Level Feat: Amateur Gunslinger**

Knife Thrower

Despite the name, knife throwers can specialize in any throwing weapon. Knives are the most popular, due to their small size making them easily concealable and the knife thrower can carry several of them at a time.

Armor Proficiencies: Knife throwers are proficient with light and medium armor and with shields, except for tower shields.

Primary Weapon Group: Thrown

1st Level Feat: Throw Anything

Knight

Armor Proficiencies: Knights are proficient with light, medium, and heavy armor, as well as all shields, except tower shields.

Primary Weapon Group: Spears

1st Level Feat: Mounted Combat

Martial Artist

Armor Proficiencies: Martial artists are not proficient with armor or shields.

Primary Weapon Group: Natural

1st Level Feat: Improved Unarmed Strike

Master of Chains

A master of chains specializes in flexible weapons like chains and whips.

Armor Proficiencies: A master of chains is proficient in light or medium armor and with shields, except for tower shields.

Primary Weapon Group: Flail

1st Level Feat: Improved Disarm

Pikeman

Armor Proficiencies: Pikemen are proficient with light, heavy, and medium armor and with all shields, including tower shields.

Primary Weapon Group: Polearms

1st Level Feat: Improved Trip

Swashbuckler

Armor Proficiencies: Swashbucklers are proficient with light armor only.

Primary Weapon Group: Light blades

1st Level Feat: Weapon Finesse

Tactician

The battle field is a huge chessboard to the tactician. He moves his allies around to trap his enemies into a corner or outflank them.

Armor Proficiencies: Tacticians are proficient with light and medium armor

Primary Weapon Group: Heavy Blades

1st Level Feat: Improved Reposition**

Thunderer

Thunderers are practiced in the use of bludgeoning weapons.

Armor Proficiencies: Thunderers are proficient with light, medium, and heavy armor and with all shields, including tower shields.

Primary Weapon Group: Hammers

1st Level Feat: Improved Sunder

Viking

Armor Proficiencies: Vikings are proficient with light, medium, and heavy armor and with shields, including tower shields.

Primary Weapon Group: Axes.

1st Level Feat: Power Attack

Wrestler

Some fighters prefer to cut or bludgeon their enemies into submission. Wrestlers, on the other hand, aren't afraid to grapple their foes to the ground until they beg for mercy!

Armor Proficiencies: Wrestlers are proficient with light armor.

Primary Weapon Group: Close

1st Level Feat: Improved Grapple

Grit (Ex)

At the start of each day, a fighter gains a number of grit points equal to his Constitution modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than his Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. This qualifies a fighter to take any grit feat.

Bonus Feats

At every even numbered level, a fighter may select a combat feat or a grit feat as a bonus feat. He must meet all the prerequisites for the feat.

Fighter talents (ex)

At 3rd level and every odd-numbered level thereafter, a fighter may select a fighter talent. Unless noted, each talent may only be selected once.

Acrobatic Charge: A fighter may charge over difficult terrain that normally slows movement. She may still need to make appropriate checks to successfully move over the terrain. A fighter cannot use this ability when wearing medium or heavy armor or when encumbered.

Active Defense: A fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This talent may be chosen more than once. Each time a fighter chooses it, the bonus stacks.

Armor Training: A fighter becomes 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. A fighter may select this talent more than once. Each time he selects it; he reduces his armor check penalty and increases his maximum Dexterity bonus allowed by his armor by 1.

Armored Charger: A fighter no longer suffers armor check penalties on Ride skill checks. His mount's

speed is not reduced when carrying a medium load or wearing medium barding.

Armored Defense: A fighter gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. This damage reduction does not apply if the fighter is stunned, unconscious, or helpless. A fighter must be proficient with the armor type in order to gain the benefit of this talent.

Bravery: A fighter gains a +1 bonus to Will saves against any fear effect. A fighter may select this talent more than once. Each time he selects it, the bonus stacks.

Canny Defense: A fighter may add her Intelligence modifier to her AC, to a maximum of her level. This bonus is counted as part of her dexterity bonus. A fighter cannot use this ability when wearing medium or heavy armor or when encumbered.

Clever Wrestler: A fighter takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The fighter can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability.

Cunning Initiative: A fighter can add his Intelligence bonus to his Initiative check, in addition to his Dexterity modifier.

Dodge: A fighter gains a +1 Dodge bonus to his AC. For every 4 levels above 1st the fighter has, this bonus increases by +1. However, a fighter loses this bonus whenever encumbered or wearing medium or heavy armor.

Deed: A fighter who selects this talent learns one deed. See the Gunfighter class description for information on Deeds.

Defensive Flurry: When a fighter makes a full attack with two weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd.

Deflective Shield: When using a shield, a fighter gains a +1 bonus to his touch AC, and this bonus increases for every four levels he has above beyond 3rd (to a maximum of +6 at 20th level); however, this bonus cannot exceed the sum of the armor and enhancement bonus to AC provided by the shield that the armor master is currently carrying. A fighter must be proficient with shields to select this talent.

Endurance: The fighter gains Endurance as a bonus feat.

Evasion: As the Rogue Class Feature.

Fast Climb: A corsair gains a climb speed equal to his base movement speed. He can always take 10 on Climb checks and never loses his Dexterity bonus to his AC while Climbing. Prerequisite: *acrobatic charge*.

Fast Movement: A fighter's land speed is faster than the norm for his race by +10 feet. This benefit

applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Fend: When wielding a weapon with reach, a fighter can make a Combat Maneuver check against a foe that is two squares away. If successful, the foe cannot move closer to the fighter.

Flurry of Blows: When making a full attack action with a monk weapon, a fighter can use flurry of blows, using his fighter level as his effective monk level.

Fortification: Any armor worn by the armiger is treated as if it had the *light fortification* quality.

Got'cha!: If an enemy attempts to tumble through a square the fighter threatens, he may make a CMB check against the enemy's CMD. If he succeeds, the fighter is able to make an Attack of Opportunity against the enemy.

Grace: A fighter gains a +2 competence bonus on all Reflex saving throws. A fighter loses this bonus when wearing medium or heavy armor or when encumbered.

Harsh Training: A fighter gains a +1 bonus on saving throws against effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level).

Hawkeye: A fighter gains a +1 bonus on Perception checks and increases the range increment of any ranged weapon by 5 feet. A fighter may take this talent more than once. Each time he selects it, the bonuses stack.

Improved Flanking: When flanking an opponent, a fighter gains a +4 bonus on his attack rolls instead of the normal +2 bonus.

Insightful Strike: A fighter becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus to damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier. Targets immune to sneak attacks or critical hits are immune to the fighter's insightful strike, and this extra damage is counted as precision damage.

Ki Pool: A fighter hones his mind as well as his body. He gains a number of ki points equal to ½ his level + his Wisdom modifier (Minimum of 1). These *ki* points replenish at the start of each day. By expending 1 ki point, he can make an additional attack at his highest BAB in any round in which he makes a full attack action.

Leaping Attack: At 5th level, when a fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. A fighter must be at least 5th level to select this talent.

Mount: A fighter gains the service of a loyal mount, usually a warhorse or pony, depending on his size. Other more exotic mounts are subject to GM approval. This counts as an animal companion with his effective druid level equal to his fighter level -3. A fighter must have the Mounted Combat feat in order

to take select this talent

Overhand Chop: When a fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls.

Ready Pike: A fighter can, once per day, ready a weapon with the brace property as an immediate action, gaining a +1 bonus on attack and damage rolls. For every four levels beyond 5th, this bonus increases by +1, and he can use the ability one additional time per day. He cannot use this ability when flat-footed. A fighter must be at least 5th level to select this talent.

Resiliency: Once per day, a fighter with this ability can gain a number of temporary hit points equal to the fighter's level. Activating this ability is an immediate action that can only be performed when he is brought below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the fighter's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Safe Shot: A fighter does not provoke attacks of opportunity when making ranged attacks with a bow or crossbow.

Shake it off: A fighter of at least 2nd level gains a +2 bonus to save versus any condition transmitted by an attack. This ability has no effect on afflictions, spell-like abilities, or supernatural abilities.

Shattering Strike: At 2nd level, a fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd.

Solo Tactics: Any time a fighter uses a teamwork feat, he treats his allies as if they have the same feat for the purpose of determining whether or not he gains the bonus associated with it. His allies do not gain the bonus associated with that feat unless they too have it.

Sniper: A fighter with this talent adds his class level to reduce the penalty to Stealth checks made while sniping. For example, a 10th level fighter with this talent takes a -10 penalty on Stealth checks while sniping instead of the usual -20 penalty.

Stand Your Ground: A fighter with this ability gains a +5 bonus to his CMD when defending against bull rush, overrun, or trip maneuvers.

Steadfast Mount: After a fighter has spent 1 hour practicing with a mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the fighter is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd.

Submission Hold: Once engaged in a grapple, a fighter can use a Move Action to try to break his enemy. If he makes a successful CMB grapple check, the enemy is given the Dazed condition. If the enemy is already dazed, he is instead rendered unconscious. Due to differing anatomies, this talent can only be used against creatures of the humanoid type.

Tactical Acumen: As a standard action, the fighter can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels

the tactician possesses. The fighter can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter

Tactical Awareness: A fighter gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level).

Tactician: At 5th level, a fighter gains this ability as the cavalier class feature (*Advanced Player's Guide* 33). He may use this ability once per day at 5th level, plus one additional time for every five levels after 5th (to a maximum of four times at 20th level). If the fighter also has cavalier levels, these levels stack for determining the number of uses per day, and he can take the better progression.

Take One for the Team: If an enemy attacks an adjacent ally, the fighter can, as an immediate action, make a CMB check against the enemy. If successful, the fighter forces the enemy to attack him instead. If the fighter is not already in a threatened square, he also immediately moves into the nearest threatened square prior to resolving the enemy's attack roll.

Takedown: If a fighter succeeds on a drag maneuver or grapple check, he can attempt a trip maneuver against the same target as a swift action that does not provoke attacks of opportunity.

Tough Guy: A fighter gains DR/— equal to half his fighter level against nonlethal damage or damage taken while he is grappled.

Trick Shot: A fighter can choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a ranged attack against any target within 30 feet, with a –4 penalty to his CMB.

Volley: As a full-round action, the archer can unleash a hail of arrows, making multiple attacks at a number of creatures equal to $1 + 1/3$ his class level. Each attack is resolved separately using his highest attack bonus and a separate damage roll. Each target must be within close range of his bow. This talent may be chosen more than once. Each time he picks it, he must choose a different combat maneuver.

Trick Throw: When a fighter successfully trips an opponent with an unarmed attack, he can attempt a dirty trick combat maneuver against that creature (before the opponent becomes prone) as an immediate action that does not provoke attacks of opportunity.

Team Player: A fighter who selects this talent gains a teamwork feat as a bonus feat. He must meet all the prerequisites for the feat.

Uncanny Dodge: As the Rogue class feature. However, a fighter loses this benefit when wearing medium or heavy armor or when encumbered. A fighter must be at least 7th level before he can take this talent.

Unhorse: A fighter can make a trip attempt against a mounted foe. If successful, the foe is knocked off their mount.

Watch My Back: A fighter is trained in fighting in closed quarters with comrades on his flanks. Whenever a fighter is fighting adjacent to an ally, he gains a dodge bonus to his AC equal to $\frac{1}{4}$ his class level. He

loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Advanced Fighter Talents (Ex):

Starting at 11th level, a fighter may select an advanced fighter talent for his fighter talent.

Acrobatic Mastery: A fighter may always take 10 on Acrobatics and Climb checks and never loses his dexterity bonus to AC for Balancing, Climbing, Running or performing other precarious stunts. A fighter must first have *acrobatic charge* before selecting this talent.

Advanced Armored Defense: A fighter gains DR 4/— when wearing light armor, DR 8/— when wearing medium armor, and DR 12/— when wearing heavy armor. This damage reduction does not apply if the fighter is stunned, unconscious, or helpless. A fighter must have selected *armored defense* before selecting this talent. A fighter must be proficient with the armor type in order to gain the benefit of this talent.

Backswing: When a fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. A fighter must have selected *Overhand Chop* before selecting this talent.

Battle Insight: As a swift action, a fighter can grant his Intelligence modifier as an insight bonus on the attack rolls made by a single ally within line of sight that can both see and hear the tactician. That ally gains the bonus until the end of the fighter's next turn. The tactician can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Cooperative Combatant: When a fighter uses the aid another special attack (*Core Rulebook* 197), he may affect one additional ally per point of Intelligence bonus. For each ally that a fighter aids, he can pick whether to grant that ally the +2 bonus on its next attack against the opponent or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses.

Deft Doublestrike: When a fighter wielding two weapons hits an opponent with both weapons, he can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity.

Equal Opportunity: When a fighter wielding two weapons makes an attack of opportunity, he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally.

Eye Gouge: If fighter confirms a critical hit with his unarmed strike or begins his turn grappled, he may attempt a dirty trick maneuver to blind his target as a swift action that does not provoke attacks of opportunity. A target more than one size category larger is unaffected.

Greater Power Attack: When using Power Attack with a two-handed melee weapon, the bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%).

Improved Evasion: As the rogue class ability. A fighter must have already selected *evasion* before he may

select this talent.

Improved Fortification: Any armor worn by the fighter is treated as if it had the *moderate fortification* quality. An armiger must have the Fortification talent before selecting this talent.

Improved Trick Shot: A fighter may also choose from the following combat maneuvers: bull rush, grapple, trip and perform them with a ranged attack. A target grappled by ranged weapon can break free by breaking the weapon or with an Escape Artist or CMB check (against the fighter's CMD -4). This talent may be chosen more than once. Each time he picks it, he must chose a different combat maneuver. A fighter must have selected trick shot before he can select this talent.

Improved uncanny dodge: A fighter can no longer be flanked. This defense denies a rogue the ability to sneak attack the fighter by flanking him, unless the attacker has at least four more rogue levels than the target has fighter levels. A fighter must already have *uncanny dodge* before he can select this talent.

Irresistible Advance: A fighter gains a bonus on bull rush and overrun CMB checks. This bonus depends on the type of shield used: +1 with a buckler, +2 with a light shield, +3 with a heavy shield, or +4 with a tower shield.

Leap from the Saddle: After a figher's mount takes a single move, he may attempt a fast dismount (DC 20 Ride check). If he succeeds, he can take a full attack action.

Piledriver: As a standard action, a fighter can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Relentless Steed: A fighter's mount does not reduce its speed when wearing heavy barding or carrying a heavy load. The fighter may also reroll a Ride skill check or a saving throw made by the mount once per day, but must use the second roll even if it is worse. This ability may be used one additional time per day for every four levels beyond 11th.

Ride Them Down: A fighter can spur his mount on while readying an attack. If a fighter's mount takes a single move, the fighter can make a full attack, taking his attacks at any point during his mount's movement. If he has the Trample feat, he may substitute an overrun combat maneuver for each of his attacks. This movement provokes attacks of opportunity against the fighter but not his mount.

Shield Ally: When a fighter is using a heavy or tower shield, he can, as a move action, provide partial cover (+2 cover bonus to AC, +1 bonus on Reflex saves) to himself and all adjacent allies until the beginning of his next turn. At 13th level, he can instead provide cover (+4 cover bonus to AC, +2 bonus on Reflex saves) and evasion (as a rogue) to one adjacent ally until the beginning of his next turn. This cover does not allow Stealth checks. At 17th level, he can provide cover to himself and all adjacent allies, or he can provide improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, improved evasion) to a single adjacent ally.

Shield Buffet: As a move action, a fighter may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a -2 penalty on its attack rolls against the

fighter and a –2 penalty to AC on attacks made by the fighter until the beginning of his next turn. At 13th level, a fighter may use this ability as a swift action.

Stalwart (Ex): When a fighter succeeds on a Fortitude or Will save against a spell or spell-like ability that has a partial effect even on a successful save, he is completely unaffected by it.

Sucker Punch: When a fighter strikes a creature that is denied its Dexterity bonus to AC with an unarmed strike, or that he has successfully pinned with a grapple check, he can attempt a dirty trick or trip combat maneuver against that target as a swift action. A fighter must have already selected Eye Gauge before taking this talent.

Unavoidable Onslaught: A fighter's mounted charge is not blocked by friendly creatures or difficult terrain.

Feats with an asterisk are from the Advanced Players Guide. Feats with two asterisks are from Ultimate Combat. Feats marked with a dagger (†) are from Ultimate Magic.

Weapon Training

Weapon Training (Ex): Starting at 5th level, a fighter can select another 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. 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. For example, when a fighter reaches 9th level, he receives a +1 Bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Weapon Mastery

Weapon Mastery (Ex): At 20th level, any attacks made with weapons in the fighter's primary weapon group 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 weapons from his primary weapon group.

Weapon Groups

Axes: bardiche*, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe**, knuckle axe**, light pick, mattock**, orc double axe, pata**, and throwing axe

Blades, Heavy: bastard sword, chakram*, double chicken saber**, double walking stick katana**, elven curve blade, falcata*, falchion, greatsword, great terbutje**, katana**, khopesh*, longsword, nine-ring broadsword**, nodachi**, scimitar, scythe, seven-branched sword**, shotel**, temple sword*, terbutje**, and two-bladed sword

Blades, Light: bayonet*, butterfly sword**, dagger, gladius**, kama, kerambit**, kukri, pata**, quadrens**, rapier, short sword, sica**, sickle, starknife, swordbreaker dagger*, sword cane*, and

wakizashi**

Bows: composite longbow, composite shortbow, longbow, and shortbow

Close: bayonet*, brass knuckles*, cestus**, dan bong**, emei piercer**, fighting fan**, gauntlet, heavy shield, iron brush**, light shield, madu**, mere club**, punching dagger, sap, scizore**, spiked armor, spiked gauntlet, spiked shield, tekko-kagi**, tonfa**, unarmed strike, wooden stake*, and wushu dart**

Crossbows: double crossbow*, hand crossbow, heavy crossbow, heavy repeating crossbow, light crossbow, light repeating crossbow, and tube arrow shooter**

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword

Firearms: all one-handed**, two-handed**, and siege firearms**

Flails: chain spear*, dire flail, double chained kama**, flail, flying blade**, heavy flail, kusarigama**, kyoketsu shoge**, meteor hammer**, morningstar, nine-section whip**, nunchaku, sansetsukon**, scorpion whip**, spiked chain, urumi**, and whip

Hammers: aklys**, battle aspergillum*, club, greatclub, heavy mace, light hammer, light mace, mere club**, taiaha**, tetsubo**, wahaika**, and warhammer

Monk: bo staff**, brass knuckles**, butterfly sword**, cestus*, dan bong**, double chained kama**, double chicken saber**, emei piercer**, fighting fan**, jutte**, kama, kusarigama**, kyoketsu shoge**, lungshuan tamo**, monk's spade**, nine-ring broadsword**, nine-section whip**, nunchaku, quarterstaff, rope dart**, sai, sansetsukon**, seven-branched sword**, shang gou**, shuriken, siangham, tiger fork**, tonfa**, tri-point double-edged sword**, unarmed strike, urumi**, wushu dart**

Pirate: crossbow, cutlass, dagger, hook hand, pistol, rapier, and short sword.

Modified Feats

The following feats are altered from their appearance in the Pathfinder Core Rulebook.

Improved Unarmed Strike [Combat]

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice. The damage your unarmed strikes is determined by the following table:

| Creature Size | Unarmed Strike Damage |
|---------------|-----------------------|
| Small | 1d4 |
| Medium | 1d6 |
| Large | 1d8 |

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you

can deal only nonlethal damage with such an attack.

Weapon Focus (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack and damage rolls you make using the selected weapon.

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

Weapon Specialization (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: Your from weapon focus on attack and damage rolls with your chosen weapon increases to +2.

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