

Lemmy's
Revised Fighter
 for Pathfinder RPG



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Hail, fellow geeks! How are you today? Great (or "Sorry to hear that.", depending on your answer)!

Anyway...

As you may or may not know, my opinion of the Fighter class is... Uh... Less than flattering. I think the class is too narrow-minded and too focused on numerical bonuses.

In my humble opinion, what the class needs is:

- A-** More out of combat utility
- B-** More in-combat versatility
- C-** More cool s@%\$! (I die a little bit inside every time I add Weapon Focus to a character's sheet... High-level characters should get awesome stuff, not yet another +1!)

Since I enjoy creating homebrew stuff and don't think that simply being a non-caster should be an excuse to have high level characters with the CR of high-ranking demon to be capable of little more than a really fit real-world athlete, I decided to revive my very first homebrew for Pathfinder RPG... And I like it!

This project also has the added benefit of giving cool options for all martial classes out there. Just take a look at the [New Feats](#) chapter.

[I appreciate all the feedback you guys and gals are willing to give.](#)

Be warned, though: If you don't like the idea of Fighters doing unrealistic stuff at high level, you might not like some of the high-level feats and abilities.

Also, don't drink and drive. :)

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Class Advancement Table

Level	BAB	Fort	Reflex	Will	Special
1	+1	+2	+2	+0	Broad Horizons , Fighting Style ; Practice Overcomes Talent ;
2	+2	+3	+3	+0	Combat Prowess (Basic); Tactical Movement +1
3	+3	+3	+3	+1	Armor Training I ; Bravery +1 ; Solo Tactics
4	+4	+4	+4	+1	Combat Prowess ; Tactical Movement +2
5	+5	+4	+4	+1	Man-at-Arms I ; Weapon Training I
6	+6/+1	+5	+5	+2	Bravery +2 ; Combat Prowess ; Tactical Movement +3
7	+7/+2	+5	+5	+2	Armor Training II ; Fearless ; Vigilance I
8	+8/+3	+6	+6	+2	Combat Prowess (Advanced); Tactical Movement +4
9	+9/+4	+6	+6	+3	Bravery +3 ; Martial Mastery ; Weapon Training II
10	+10/+5	+7	+7	+3	Combat Prowess ; Man-at-Arms II ; Tactical Movement +5
11	+11/+6/+1	+7	+7	+3	Armor Training III ; Unstoppable
12	+12/+7/+2	+8	+8	+4	Bravery +4 ; Combat Prowess ; Tactical Movement +6
13	+13/+8/+3	+8	+8	+4	Vigilance II ; Weapon Training III
14	+14/+9/+4	+9	+9	+4	Combat Prowess (Greater); Tactical Movement +7
15	+15/+10/+5	+9	+9	+5	Armor Training IV ; Bravery +5 ; Relentless
16	+16/+11/+6/+1	+10	+10	+5	Combat Prowess ; Tactical Movement +8
17	+17/+12/+7/+2	+10	+10	+5	Man-at-Arms III ; Vigilance III ; Weapon Training IV
18	+18/+13/+8/+3	+11	+11	+6	Armor Mastery ; Bravery +6 ; Combat Prowess ; Tactical Movement +9
19	+19/+14/+9/+4	+11	+11	+6	Weapon Mastery
20	+20/+15/+10/+5	+12	+12	+6	Combat Prowess (Legendary); Tactical Movement +10 ; Warbound

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Class Features

Alignment: Any

Hit Die: d10

Class Skills: The fighter's class skills are [Acrobatics](#) (Dex), [Appraise](#) (Int), [Climb](#) (Str), [Craft](#) (Int), [Handle Animals](#) (Cha), [Heal](#) (Wis), [Intimidate](#) (Cha), [Knowledge](#)(Dungeoneering) (Int), [Knowledge](#)(Engineering) (Int), [Knowledge](#)(History) (Int); [Knowledge](#)(Geography) (Int), [Knowledge](#)(Nobility) (Int), [Perception](#) (Wis), [Profession](#) (Wis), [Ride](#) (Dex), [Sense Motive](#) (Wis), [Survival](#) (Wis) and [Swim](#) (Str).

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: A Fighter is proficient with all simple and martial weapons, as well as all armor and shields (including tower shields).

Broad Horizons: The Fighter adds 2 skills of his choice to his list of class skills. Additionally, at every level he gains either 2 bonus skill points or 1 bonus skill point and 1 bonus hit point.

Fighting Style: At 1st level, the Fighter gets two bonus [combat](#) or [teamwork feats](#) whose prerequisites he fulfills, at least one of which must be one of the following feats:

[Bludgeoner](#), [Catch Off-Guard](#), [Combat Expertise](#), [Exotic Weapon Proficiency](#), [Force of Personality](#), [Improved Shield Bash](#), [Improved Unarmed Strike](#), [Mounted Combat](#), [Precise Shot](#), [Quick Draw](#), [Shadow Strike](#), [Throw Anything](#), [Two-Weapon Fighting](#), [War Rider](#), [Warrior Smith](#) or [Weapon Finesse](#).

Practice Overcomes Talent (Ex): All of the Fighter's ability scores are considered to be higher by an amount equal to half his level (minimum **+1**, maximum **+10**) for the purpose of fulfilling prerequisites for [Combat feats](#), [Teamwork feats](#) and [Prestige Classes](#) with full BAB progression.

Tactical Movement (Ex): Starting at 2nd level, the Fighter adds a bonus equal to half his level (up to **+10** at 20th level) to all [Acrobatics](#) checks and Reflex saves made to avoid attacks of opportunity, ignore difficult terrain, reduce or avoid fall damage, avoid falling prone or move through occupied squares.

Combat Prowess: At 2nd level and every two levels thereafter, the Fighter gains a new Combat Prowess.

Basic Combat Prowess: Initially, Fighters can only select basic Combat Prowesses.

Advanced Combat Prowess: At 8th level, Fighters gain the ability to select Advanced Combat Prowesses.

Greater Combat Prowess: At 14th level, Fighters gain the ability to select Greater Combat Prowesses.

Legendary Combat Prowess: At 20th level, Fighters can select a Legendary Combat Prowess.

Every odd-numbered level, the Fighter can choose to replace one of his known Combat Prowesses for a new one of the same type. Unless otherwise noted, no Combat Prowess may be selected more than once.

NOTE: Archetypes that replace bonus feats, instead replace Combat Prowess gained at the same level.

Armor Training (Ex): Starting at 3rd level, a Fighter learns to be more maneuverable while wearing armor. He is no longer slowed by medium armor and whenever he is wearing armor or wielding a shield, he gains DR 1/- and reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus to AC allowed by his armor by 1. These bonuses and damage reduction increases by **+1** at 7th level and every 4 levels thereafter (to a maximum of **+4** and DR **4/-** at 15th level). At 7th level Fighters with this ability are no longer slowed for wearing medium or heavy armor and can sleep in armor without penalty.

Bravery (Ex): Starting at 3rd level, a Fighter gains a **+1** bonus on all saves made to resist fatigue, fear, possession or mind-control effects. This bonus increases by **+1** at 6th level and every 3 fighter levels thereafter, to a maximum of **+6** at 18th level. Additionally, the DC to Intimidate or Demoralize the Fighter increases by an amount equal to double this bonus.

Obs.: "Mind control" here is defined as mind-affecting effects that allow their user to control the actions of their target (e.g.: [Command](#), [Dominate Person](#), etc). It does not apply to effects that only hamper or damage the target, even if they're mind-affecting (e.g.: [Confusion](#), [Feeblemind](#), etc).

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Solo Tactics (Ex): At 3rd level, the Fighter's allies are treated as if they possess the same [teamwork feats](#) as the Fighter for the purpose of determining if he receives a bonus from those [feats](#). His allies do not receive any bonus from these feats unless they actually possess the feats themselves. Their positioning and actions must still meet the conditions listed in the [teamwork feat](#) for the Fighter to receive the listed bonus.

Man-at-Arms (Ex): A Fighter is so well trained in combat and warfare that his discipline and devotion also affect his weapons, armor and shields. He can fight effectively even against supernatural threats.

- Starting at 5th level whenever a Fighter is wearing armor or wielding a weapon or shield, these items (and any projectiles they shoot) are considered [magic](#) for the purpose of bypassing [damage reduction](#) and affecting creatures and objects that can only be affected by magic. Additionally, the Fighter can wield fragile weapons without the risk of breaking them on a natural 1.
- Starting at 10th level, whenever the Fighter attacks with a weapon with which he's proficient, he can fully affect [incorporeal creatures](#) as if his weapon had the [Ghost Touch](#) enhancement.
- Finally, starting at 17th level whenever a fighter is wearing armor or wielding a weapon or shield, these items (and any projectiles they shoot) are treated as if they were made of [adamantine](#) for the purpose of calculating their own [hardness](#) and bypassing [damage reduction](#) and [hardness](#).

Weapon Training (Ex): At 5th level, the Fighter selects one [group of weapons](#). When wielding a weapon from this [group](#), he doubles their critical threat range (this doesn't stack with [Improved Critical](#) or similar effects) and adds his [Bravery](#) bonus to attack and damage rolls, as well as to his CMD vs disarm, dirty trick, steal and sunder attempts. Every four levels thereafter, these benefits apply to an additional [weapon group](#). Bonuses granted from overlapping groups do not stack.

Weapon Training counts as [Weapon Focus](#) and [Improved Critical](#) for the purpose of fulfilling prerequisites.

Fearless (Ex): At 7th level, the Fighter becomes immune to fear (magical or otherwise).

Vigilance (Ex): At 7th level, the Fighter gains the ability to draw a weapon as part of his [Initiative](#) roll and adds his [Bravery](#) bonus to all [Perception](#) and [Sense Motive](#) checks to detect traps or ambushes and to avoid being surprised or feinted by a foe. Starting at 13th level, whenever he rolls [Initiative](#), he can roll twice and pick the better result. At 17th level he can roll three times and pick the best result.

Martial Mastery (Ex): Starting at 9th level, the Fighter gains proficiency with all weapons that belong to a [weapon group](#) affected by his [Weapon Training](#) class feature. Furthermore, all [combat feats](#) the Fighter has that apply to a specific weapon (e.g.: [Weapon Focus](#)) apply to every weapon in the same [weapon group](#) to which they can be applied. At 13th level, those feats affect all weapons to which they are applicable.

Unstoppable (Ex): At 11th level, the Fighter becomes immune to the [Fatigued](#) condition and can act and fight until his negative hit points are greater than his Con score (he still loses 1 hp per round when doing so).

Relentless (Ex): At 15th level, the Fighter becomes immune to the [Exhausted](#) condition and to magical sleep effects. Also, any [bleed damage](#) he takes is reduced by an amount equal to his [Bravery](#) bonus.

Armor Mastery (Ex): At 18th level the Fighter can use armor without any difficulty, completely ignoring skill check and movement penalties caused by armor, as well as maximum Dexterity bonus to AC limitations. Additionally, he gains [DR 5/-](#) and a 50% chance to negate critical hits and precision damage whenever he's wearing armor or using a shield.

Weapon Mastery (Ex): At 19th level, any attacks made by the Fighter with a weapon of a [weapon group](#) he selected for his [Weapon Training](#) class feature automatically confirm all critical threats and have their damage multiplier increased by **+1** (e.g.: $\times 2$ becomes $\times 3$). In addition, he cannot be disarmed while wielding such a weapon. Lastly, if he has the [Martial Mastery](#) class feature, he gains proficiency with **all** weapons.

Warbound (Ex): At 20th level, the Fighter no longer provokes [attacks of opportunity](#) for leaving a square threatened by an enemy or moving through squares occupied by enemies. He also gains the ability to make a full attack or use [Whirlwind Attack](#) (if he has that feat) as a standard action and at the end of a charge.

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Archetypes

Battle Dynamo

Spirit Pool (Ex): At 2nd level, the Battle Dynamo gains a reservoir of extraordinary vigor named Spirit Pool. This pool can hold any number of Spirit Points up to equal half the Fighter's level. The Fighter starts the day with 0 spirit points in his pool, but he gains a Spirit Point at the end of every round he suffers damage from an enemy's attack or deals damage, successfully performs a combat maneuver or uses another similar physical attack to an enemy who has at least half as many HD as he has. Spirit Points only last for 1 minute per Fighter level, but this duration is renewed whenever the Fighter gains a Spirit Point. The Fighter gains a number of bonuses and abilities based on how much Spirit he has in his Spirit Pool. These bonuses are noted in the [Innate Spirit Abilities](#) table. This ability replaces [Weapon Training](#).

Inner Power (Ex): Starting at 2nd level, the Battle Dynamo gains a bonus equal to half the current number of spirit points in his [Spirit Pool](#) to all ability checks and skill checks based on Strength, Dexterity or Constitution, except [Disable Device](#) and [Stealth](#) checks. This ability replaces [Tactical Movement](#).

Fighting Spirit (Ex): Starting at 3rd level, the Battle Dynamo adds a bonus equal to the current number of spirit points he has in his [Spirit Pool](#) to all rolls and effects where a Fighter would normally be able to add his [Bravery](#) bonus. This ability replaces [Bravery](#), but counts as that ability for the purpose of fulfilling prerequisites, with an effective [Bravery](#) bonus equal to one third of your total Fighter level, rounded down.

Uncanny Durability (Ex): Starting at 2nd level, the Battle Dynamo gains a dodge bonus to AC equal to **X** and DR **X/-**, where **X** is half the number of spirit points the Battle Dynamo currently has in his [Spirit Pool](#). This ability replaces [Armor Training](#) and [Armor Mastery](#).

Battlelust (Ex): Starting at 7th level, whenever the Battle Dynamo rolls [Initiative](#), he gains 1 Spirit Point. Additionally, he gains all benefits granted by having at least 1 spirit point in his Spirit Pool at all times, even if his [Spirit Pool](#) is fully depleted. This value increases to 2 Spirit Points at 13th level and to 3 Spirit Points at 17th level. This ability replaces [Vigilance](#).

Spirit Surge (Ex): Starting at 19th level, the Battle Dynamo gains additional spirit every time he confirms a critical hit against an enemy who has at least half as many HD as him or suffers a critical hit himself. This additional spirit gain is equal to the attack's critical multiplier. This ability replaces [Weapon Mastery](#).

Innate Spirit Abilities								
Spirit	Attack Bonus	Damage Bonus	Extra Attacks	Dodge Bonus to AC	Base Speed Bonus	Damage Reduction	Fast Healing	Bravery Bonus
1	+0	+0	0	+0	+5 ft.	-	-	+1
2	+1	+1	0	+1	+5 ft.	DR 1/-	1	+2
3	+1	+1	0	+1	+10 ft.	DR 1/-	1	+3
4	+2	+2	1	+2	+10 ft.	DR 2/-	2	+4
5	+2	+2	1	+2	+20 ft.	DR 2/-	2	+5
6	+3	+3	1	+3	+20 ft.	DR 3/-	3	+6
7	+3	+3	2	+3	+40 ft.	DR 3/-	3	+7
8	+4	+4	2	+4	+40 ft.	DR 4/-	4	+8
9	+4	+4	2	+4	+60 ft.	DR 4/-	4	+9
10	+5	+5	3	+5	+60 ft.	DR 5/-	5	+10

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Cad

Scoundrel Style: At 1st level, a Cad gains a Combat Feat whose prerequisites he fulfills as a bonus feat, as well as the ability to use [Disable Device](#) to disarm magical traps. At 3rd level he gains the [Sneak Attack](#) class feature as a [Slayer](#) of equal level. This ability replaces [Fighting Style](#).

Evasion (Ex): At 3rd level, a Cad learns how to avoid even magical and unusual attacks with great agility. When not using heavy armor, if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. This ability replaces [Solo Tactics](#).

Cad Prowess: At 4th level and every 4 levels thereafter, a Cad can take a "Cad Prowess" in place of a normal Combat Prowess. Cad Prowesses give him all the effects and benefits of a [Rogue Talent](#) or [Ninja Trick](#) of his choice. Starting at 12th level, he can pick a Cad Prowess that mimics the effects of an [Advanced Rogue Talent](#) or [Ninja Master Trick](#) or his choice.

No matter what benefits and effects they provide, Cad Prowesses are considered Combat Prowesses, rather than [Rogue Talents](#) or [Ninja Tricks](#). If the Cad Prowess mimics a [Rogue Talent](#) or [Ninja Trick](#) that requires a minimum Rogue/Ninja level, then the Cad Prowess has the same requirement, but of Fighter levels.

The Cad gains an effective Trick Pool equal to [his Charisma or Intelligence modifier (whichever is higher) + half his level] for the purpose of using Cad Prowesses that require spending Tricks. This ability modifies [Combat Prowess](#).

Slayer Training (Ex): At 5th level, the Fighter selects one [group of weapons](#). Whenever he attacks with a weapon from this [group](#), he gains a +1 bonus on attack rolls. This bonus increases by +1 at 9th level and every 4 levels thereafter. The first successful attack the Cad makes on his turn with a weapon from that group deals [Sneak Attack](#) damage as if the target were flat-footed. This ability replaces [Weapon Training](#).

Danger Sense (Ex): Starting at 7th level, a Cad adds his [Bravery](#) bonus to Reflex saves to avoid traps, to his AC against attacks made by traps, to all [Perception](#) and [Sense Motive](#) checks to detect traps or ambushes or to avoid being surprised or feinted by a foe. Also, whenever he comes within 10 feet of a trap, he receives an immediate [Perception](#) skill check to notice the trap, even if he is not actively looking for traps. This check should be made in secret by the GM. This ability replaces [Vigilance](#).

Unerring Strike (Ex): At 9th level, the Cad gains the ability to deal precision damage even against targets benefitting from full concealment. This ability replaces [Martial Mastery](#).

Improved Evasion (Ex): At 11th level, the Cad gains Improved Evasion. This works like [Evasion](#), except that while the Cad still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A [helpless](#) Cad does not gain the benefit of Improved [Evasion](#). This ability replaces [Unstoppable](#).

Hide in Plain Sight (Ex): Starting at 18th level, when not using heavy armor, the Cad can use the [Stealth](#) skill even while being observed. As long as he is within 10 feet of an area of dim light or darkness, a Cad can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow. Additionally, the DC to track the Rogue increases by an amount equal to his level. This ability replaces [Relentless](#).

Poison Immunity (Ex): At 18th level, the Cad becomes immune to all types of poison. This ability replaces [Armor Mastery](#).

Infalible Strike (Ex): At 19th level, the Cad gains the ability to use a swift action to make it so that his next attack can ignore fortification (and similar effects) and even deal [Sneak Attack](#) damage to creatures who are normally immune to precision damage, except those who have the [Improved Uncanny Dodge](#) ability. This ability replaces [Weapon Mastery](#).

Slaymaster (Ex): At 20th level, the Cad gains the ability to use a single standard action to make 3 attacks at -2 penalty against a target of his choice, all of which deal [Sneak Attack](#) damage as if the target were flat-footed. Additionally, the Cad becomes able to deal [Sneak Attack](#) damage even to creatures who are normally immune to precision damage, except those who have the [Improved Uncanny Dodge](#) ability.

Also Check: [Lemmy's Revised Rogue for Pathfinder RPG](#)

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Crusader

Designer's Note: This archetype uses the version of Cleric Domains found in my [Revised Cleric](#) project.

Domains: At 1st level, the Crusader selects two domains from his deity's portfolios. At 1st level he gains the listed Base Domain Powers from both of his domains. At 4th level and every 4 levels thereafter, he gains 1 additional domain power from one of his domains (not both). The Crusader can select any domain power that requires a Cleric level equal or lower to his Fighter level. He uses his Fighter level as his Cleric level when calculating the effects of his domain powers. This ability replaces [Fighting Style](#), [Warbound](#) and the [Combat Prowesses](#) gained at 4th, 8th, 12th, 16th and 20th level.

Monastic Training (Ex): A Crusader gains [Knowledge](#)(Religion) as a class skill and adds half his level to all [Knowledge](#)(Religion) checks and to any Knowledge skill checks about events or beings of great importance to his faith. The Crusader can use the [Knowledge](#) (Religion) skill instead of [Linguistics](#) for deciphering religious writings and iconography. This ability replaces [Broad Horizons](#).

Tactical Healer (Ex): Starting at 2nd level, the Crusader adds a bonus equal to half his level (up to **+10** at 20th level) to all [Acrobatics](#) checks and Reflex saves made to avoid attacks of opportunity, ignore difficult terrain or move through occupied squares. Starting at 4th level, he adds his [Bravery](#) bonus to all [concentration checks](#) made to cast Cure or Inflict spells defensively. This ability replaces [Tactical Movement](#).

Channel Energy (Su): At 4th level, the Crusader gains the ability to [channel energy](#) like a Cleric of equivalent level, using his level as his effective cleric level. Unlike Clerics, a Crusader can channel both positive and negative energy. This is a Charisma-based ability and can be used a number of times per day equal to [2 + [Bravery](#) bonus].

This ability replaces the damage reduction granted by [Armor Training](#) and [Armor Mastery](#), as well as the latter's chance of negating critical hits and precision damage.

Divine Spellcasting: Starting at 4th level, the Crusader can prepare and cast divine spells as a Cleric, using his Fighter level as his caster level and Wisdom as his casting ability score. He prepares spells from the [Cleric spell list](#), but follows the spell casting progression of [Paladins](#). Unlike Clerics, a Crusader does not gain bonus domain spell slots from his domains, but can prepare domain spells using his normal spell slots. This ability replaces [Fearless](#), [Unstoppable](#), [Relentless](#), [Advanced Combat Prowess](#), [Greater Combat Prowess](#) and [Legendary Combat Prowess](#).

Spontaneous Casting (Su): The Crusader can spontaneously cast a Cure or an Inflict spell in place of a prepared Crusader spell of the same level. This ability replaces [Solo Tactics](#).

Fervor (Su): Starting at 5th level, the Crusader can surge with divine fury as a free action. When he does, he gains an aura matching his deity's alignment and the ability to roll twice and take the better result when making a saving throw against fear, fatigue or mind control. Also, he grants all weapons he wields one of the following properties for as long as he wields them: [holy](#), [unholy](#), [anarchic](#) or [axiomatic](#). This effect lasts 1 minute per Fighter level and can be used [2 + [Bravery](#) bonus] times per day. If the Crusader uses this ability again before the duration of [Fervor](#) expires, the effects do not stack. The previous activation of [Fervor](#) immediately ends and is replaced by the new one. This ability replaces [Weapon Training](#).

Holy Warrior (Su): Starting at 7th level, the Crusader can cast a prepared Crusader spell with a range of "personal" as a swift action whenever he activates his [Fervor](#) ability (he can use his [Spontaneous Casting](#) ability to instead cast a cure or inflict spell as a swift action). Starting at 13th level, when activating [Fervor](#), he can spend 1 additional use of that ability to cast [Blessing of Fervor](#) as a swift action in place of a prepared Crusader spell of 4th level or higher. This ability replaces [Vigilance](#).

Harmful Healer (Su): Starting at 9th level, while [Fervor](#) is active, the Crusader's cure and inflict spells heal (or cause) **+1d8** damage per spell level (disconsidering spell level increases caused by [metamagic feats](#)). Starting at 19th level, while [Fervor](#) is active, the Crusader automatically succeeds on all [concentration checks](#) caused by taking damage or for casting defensively or while [grappled](#) or [pinned](#). This ability replaces [Martial Mastery](#) and [Weapon Mastery](#).

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Dragoon

Dragoon Proficiency: Dragoons are proficient with all types of lances, polearms and firearms. This replaces their proficiency with tower shields..

True Horseman (Ex): Whenever a Dragoon assigns a rank to the [Ride](#) skill, he also gains a rank in both [Acrobatics](#) and [Handle Animals](#). He can make [Ride](#) checks in place of [Acrobatics](#) checks and vice versa. The Dragoon and his mount gain a bonus equal to [10 + his Fighter level] on all [Acrobatics](#) checks made to move through difficult terrain or to jump, and are always considered to have a running start when jumping. True Horseman counts as the [Mounted Combat](#) feat for the purpose of fulfilling prerequisites. This ability replaces [Broad Horizons](#) and [Tactical Movement](#).

Centaurus (Ex): Starting at 3rd level, the Dragoon is considered to always be mounted for the purpose of using Mounted-only feats and abilities (except wielding 2-handed weapons with just one hand), even if he has no mount. If the Dragoon *does* have a mount, it gains his [Bravery](#) bonus to saving throws as well as all [Teamwork feats](#) the Dragoon has. This ability replaces [Solo Tactics](#).

Crushing Charge (Ex): Starting at 5th level, the Dragoon adds his [Bravery](#) bonus to all attack rolls and his charge attacks deal **+1d6** damage. Additionally, he no longer suffers any penalty to AC for making a charge attack. The bonus damage rises to **+2d8** damage at 9th level, again to **+3d10** at 13th level and finally to **+4d12** at 17th level. This bonus damage only applies to his first attack on a charge attack and is not multiplied on a critical hit. This ability replaces [Weapon Training](#).

Indomitable Rider (Ex): At 7th level, both the Dragoon and his mount become immune to fear, magical or otherwise. At 11th level, both of them also become immune to the [Fatigued](#) condition. Finally, at 15th level, they become immune to the [Exhausted](#) condition and to all magical sleep effects. This ability replaces [Fearless](#), [Unstoppable](#) and [Relentless](#).

Drill Lance (Ex): Starting at 10th level, when the Dragoon misses his first attack on a charge attack, or if that attack is deflected or nullified, he can use a swift action to make another attack applying the same bonuses and penalties against the same target. Additionally, if the Dragoon is under an effect that allows him to make an extra attack during a full attack (such as the [Haste](#) spell), he can make that extra attack on charge attack. This ability replaces [Martial Mastery](#).

Legendary Lancer (Ex): Starting at 19th level, the Dragoon's charge attacks automatically confirm all critical threats. Additionally, on a successful charge attack, the Dragoon deals the bonus damage from his [Crushing Charge](#) ability not only to his target, but also to all enemies adjacent to himself or the target. This ability replaces [Weapon Mastery](#).

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Fist-Fighter

Monastic Legacy: The Fist-Fighter is proficient with all simple weapons and all [monk weapons](#), plus a single type of martial weapon of his choice, which he therefore treats as a monk weapon. The Fist-Fighter counts his Fighter levels as both Fighter and Monk levels for the purpose of fulfilling prerequisites and calculating how often he can use feats and abilities. This ability replaces the Fighter's proficiency with martial weapons.

Fist-Fighting (Ex): At 1st level, the Fist-Fighter gains the [Improved Unarmed Strike](#) feat and the [King of the Iron Fist](#) combat prowess. This ability replaces [Fighting Style](#).

Flurry of Blows (Ex): Starting at 5th level, once per turn, when the Fighter attacks an enemy with an unarmed strike, [monk weapon](#) or natural attack, he can spend a free action to make an additional attack. This attack uses his total attack bonus and must be made with a [monk weapon](#), unarmed strike or natural attack. Starting at 11th level, the Fist-Fighter can use this ability twice per turn.

Flurry of Blows cannot be used in conjunction with [Two-Weapon Fighting](#), but counts as that feat for the purpose of fulfilling prerequisites for feats and [prestige classes](#). The Fist-Fighter can't use Flurry of Blows while wearing armor or using a shield. This ability replaces [Weapon Training](#).

Evasive Maneuvers (Ex): While not wearing armor and not using a shield of any kind, the Fist-Fighter gains a **+6** Dodge bonus to AC and CMD. This bonus increases by **+1** at 5th level and every 3 levels thereafter, to a maximum of **+12** at 20th level. Evasive Maneuvers does not stack with a Monk's Wisdom bonus to AC or any other similar ability. This ability replaces the Fighter's proficiency with all armors and shields.

Fast Movement (Ex): At 3rd level, the fighter gains a **+5 ft** bonus to his land movement speed. This bonus increases by **+5 ft** at 7th level and every four levels thereafter, to a maximum of **+20 ft** at 15th level. This ability replaces [Armor Training](#).

Fuse Styles (Ex): Starting at 5th level, a Fist-Fighter can have up to two [style feat](#) stances active at once. When he switches to another style feat, he can choose one [style](#) whose stance is already active to persist. Switching combat styles is a swift action. This ability replaces [Vigilance](#).

Vigor (Ex): At 7th level, the Fist-Fighter gains a pool of vigor points. The number of points in a Fist-Fighter's vigor pool is equal to [half Fighter level + Con modifier]. As long as he has at least 1 point in his vigor pool, his unarmed strikes and natural attacks are also treated as magic, cold iron and silver for the purpose of overcoming [damage reduction](#). This ability replaces [Relentless](#). A Fist-Fighter's vigor pool is fully replenished each morning after 8 hours of rest. He can also recover a single vigor point by resting without interruption for 1 hour.

Vigor Burn (Ex): At 7th level the Fist-Fighter gains the ability to spend 1 point from his vigor pool as a free action once per turn to gain one of the following benefits:

- Make an additional attack using his highest attack bonus during a [Flurry of Blows](#), or
- Ignore difficult terrain and move without provoking [attacks of opportunity](#) for 1 round, or
- Add his [Bravery](#) bonus to his AC, CMD and Reflex saves for 1 round per Fighter level, or
- Gain a bonus equal to his Fighter level on his next Str- or Dex-based ability or skill check, or
- Double his [Fast Movement](#) speed bonus for 1 round, or
- Make a new saving throw against a fatigue, [disease](#) or [poison](#) effect currently affecting him.

Starting at 13th level, the Fist-Fighter can use [Vigor Burn](#) twice per turn. Starting at 19th level, he can do it three times per turn. However, he can't use the same effect of [Vigor Burn](#) more than once per turn. This ability replaces [Unstoppable](#).

Iron Body (Ex): At 18th level, the Fist-Fighter gains [DR](#) 5/- and becomes immune to the [Stunned](#) condition. This ability replaces [Armor Mastery](#).

Martial Arts Master (Ex): At 19th level, attacks made by the Fist-Fighter with unarmed strikes, natural attacks or [monk weapons](#) automatically confirm all critical threats. This ability replaces [Weapon Mastery](#).

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Paragon

Invulnerability (Ex): The paragon gains a **+4** armor bonus to AC. This bonus increases by **+1** at 5th level and every 3 levels thereafter. Starting at 6th level he's continuously protected from weather effects as if under constant effect of the [Endure Elements](#) spell. Invulnerability does not stack with a Monk's Wisdom bonus to AC or any similar ability. This ability replaces the Fighter's proficiency with all armor and shields.

Strength Beyond Strength (Ex): Paragons are naturally more powerful than their peers, although this innate power manifests differently in each individual. At 1st level, the Paragon gains a **+2** enhancement bonus to one physical ability score of his choice. This bonus increases by **+2** at 4th level and every 4 levels thereafter. This ability replaces [Fighting Style](#).

Paragon Powers: At 2nd level and every 2 levels thereafter, the Paragon gains a new [Paragon Power](#) of his choice. He can choose to instead gain a bonus [combat](#) or [teamwork](#) feat whose prerequisites he fulfills. Unless otherwise stated, any spell-like ability or supernatural ability granted by a Paragon Power has a caster level equal to the Paragon's Fighter level. The Paragon can pick the following [Combat Prowesses](#) as Paragon Powers: [Impose Will](#), [Peace Keeper](#), [Maneuver Mastery](#) and [Trick Shot](#). When obtained this way, these abilities do not count as Combat Prowesses. This ability replaces [Combat Prowess](#).

Power Pool (Ex): Some Paragon powers require the expenditure of Power Points ("PP"). A Paragon has a total pool of Power Points equal to [Con bonus + [Bravery](#) bonus] (minimum 1). A Paragon's Power Pool is fully replenished after 8 hours of rest. He can also recover a single power point by resting without interruption for 1 hour.

Man of Steel (Ex): At 2nd level, the Paragon gains [DR](#) 1/magic. This [damage reduction](#) increases by **+1** at 4th level and every 2 levels thereafter (up to [DR](#) 10 at 20th level). At 10th level, this [damage reduction](#) is no longer bypassed by magic attacks. This ability replaces [Armor Training](#) and [Armor Mastery](#).

Inspiring Presence (Ex): Starting at 3rd level, the Paragon grants the bonus against fear provided by his [Bravery](#) class feature to all allies within 60 ft who can see or hear him. This effect is negated if the Paragon is [unconscious](#), [petrified](#) or [dead](#). This ability replaces [Martial Mastery](#).

Sharp Senses (Ex): Starting at 3rd level, the Paragon adds his [Bravery](#) bonus to all [Perception](#) checks. This ability replaces [Tactical Movement](#).

Mightier Than a Titan (Ex): Starting at 5th level, the Paragon is considered to be 1 size category larger when calculating his base damage die for unarmed strikes and natural attacks, CMB, CMD, penalties for wielding oversized weapons, carrying capacity and size limitations for combat maneuvers. At 9th level and every 4 levels thereafter, he is considered to be **+1** additional size category larger for the listed effects, to a maximum of **+4** size categories larger at 17th level. This ability replaces [Weapon Training](#).

Awesome Blow (Ex): At 7th level, the Paragon gains [Awesome Blow](#) as a bonus feat. At 11th level, he gains [Improved Awesome Blow](#) as well. Finally, at 15th level, he also gains the [Awesome Charge](#) feat. The Paragon doesn't need to fulfill the prerequisites for these feats. This ability replaces [Vigilance](#).

Faster Than a Speeding Arrow (Ex): At 15th level, the Paragon gains a +10 ft bonus to his land movement speed. Additionally, he can spend **2 PP** as a swift action to gain all benefits provided by the [Haste](#) spell (effective CL equal to his Fighter level). This ability replaces [Relentless](#).

Man of Tomorrow (Su): Starting at 19th level, the Paragon can move so fast that time flows differently for him. He can spend **3 PP** as a standard action to cast [Time Stop](#) (CL 20) as a supernatural ability. Additionally, once per day, he can spend **6 PP** as a swift action to move back 6 seconds (1 round) in time. When used this way, this ability makes it so everything (except his [Power Pool](#)) returns to the same position and condition they were 6 seconds (1 round) earlier. The Paragon is the only one to retain knowledge of the 6 seconds (1 round) that were reset. This ability replaces [Weapon Mastery](#).

Power in Another League (Ex): At 20th level, the Paragon can use the [Awesome Blow](#) ability as an attack rather than as a standard action. He may use it on creatures of any size. If the maneuver roll is a natural 20, the attack deals double damage, and the damage from hitting an obstacle (if any) is also doubled. Additionally, his [Man of Tomorrow](#) class feature and all supernatural abilities granted by [Paragon Powers](#) become extraordinary abilities instead. This ability replaces [Warbound](#).

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Paragon Powers

Adaptive (Ex): You can spend 1 [PP](#) as an immediate action to gain an additional [Paragon Power](#) or [combat](#) or [teamwork](#) feat whose prerequisites you fulfill for 1 minute per level. You're considered to have *half* your total Fighter level and [Bravery](#) bonus for the purpose of calculating the effects of abilities gained this way.

Aligned With Nature (Su): You gain the [Woodland Stride](#) ability. At 6th level, you become able to communicate with animals as if under constant effect of [Speak With Animals](#). Starting at 9th level, you can also communicate with plants, as if under the constant effect of [Speak With Plants](#). Starting at 12th level you can cast [Commune With Nature](#) as a supernatural ability at will, but with a total range of 300 ft (100 ft when in natural underground settings). You can spend 2 [PP](#) to use the spell's normal range.

Arcane Sight (Su): You can detect magical auras and decipher magical inscriptions as if under constant effect of [Detect Magic](#) and [Read Magic](#) (you can suppress or resume this ability as a free action at will). Starting at 8th level, you can spend 1 PP to cast [See Invisibility](#) on yourself as a spell-like ability. Starting at 16th level, you can spend 3 PP to instead cast [True Seeing](#) on yourself as a spell-like ability.

Animalistic (Ex): You gain 2 claw attacks (1d4 base damage die) and low-light vision. If you already have that special sense, you become able to see three times as far as normal humans in conditions of dim light. At 4th level, you gain a prehensile tail. This tail cannot be used to wield weapons, but can be used to retrieve small objects carried on your person as a swift action. At 7th level you gain a bite attack (1d6 base damage die). At 10th level you gain the [scent](#) special sense. This Power may be accompanied by animalistic changes to the Paragon's appearance, such as fur, scales, animal ears or eyes, etc.

Capture (Su): You can spend 1 [PP](#) to cause every creature in an area of any size up to 5 ft radius that is no farther than 90 ft away from you to be [entangled](#) and anchored for 1 round per 2 Fighter levels. Alternatively, you can create a trap that is activated as soon as anyone other than yourself moves through the affected area. Either way, creatures in the area of effect can make a Reflex saving throw [DC: 11 + ½ your level + your Con modifier] to avoid being affected. Each following round, creatures who failed their saves can make a new Reflex saving throw using the same DC or a Strength check [DC: 11 + your Con modifier] as a move action to escape the trapping and lose the [entangled](#) condition. It's also possible to destroy the trapping to end its effect (It has [Hardness](#) equal to your [Bravery](#) bonus and 5 hit points per Fighter level you have).

Elemental Affinity (Ex): Choose one element (acid, cold, electricity, fire or sonic), once made this choice cannot be changed. You gain [Energy Resistance](#) equal to your level against that element. Starting at 9th level, you can spend 2 [PP](#) to engulf yourself in energy for up to 1 min per level. This causes all your attacks to deal +1d6 additional damage of that type of energy and automatically 2d4 damage of the same type to all creatures who start their turn within 5 ft of you. At 18th level you gain immunity to that element.

Special: This power may be selected multiple times, but you must choose a different element each time.

Elemental Breath (Su): Choose one element (acid, cold, electricity or fire), once this choice is made, it cannot be changed. As a standard action, you can deal [1d6 + 1.5x your Con modifier] damage of the element you selected to all creatures in a 60 ft cone in front of you. This damage increases by +1d6 for every 3 levels you have. Creatures in the area of effect can make a Reflex saving throw to reduce this damage by half (DC: 11 + ½ your level + your Con modifier).

Special: This power may be selected multiple times, but you must choose a different element each time.

Elemental Ray (Su): Choose one type of energy (acid, cold, electricity or fire), once made this choice cannot be changed. As a standard action, you can make a ranged touch attack against a target that is no farther than 120 ft away from you. If you hit, you deal damage of the type of energy you chose equal to your Fighter level + 1d6 per two fighter levels (e.g.: at 12th level, it deals 6d6 + 12 damage).

Special: This power may be selected multiple times, but you must choose a different element each time.

Eternal Warrior (Ex): You add your [Bravery](#) bonus on all saving throws against diseases, nausea, poison and aging effects. At 7th level, you become immune to all diseases, even supernatural ones. At 11th level, you become immune to nausea. At 15th level, you become immune to poison. Finally, at 19th level, you stop aging and become immune to magical aging effects. Penalties accrued from aging do not disappear, but stop increasing. Bonuses from aging continue to increase as normal.

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Fast Healer (Ex): You automatically become [stable](#) when you reach negative hit points. Starting at 3rd level, whenever you are affected by a non-continuous healing effect, you heal an additional number of hp equal to your [Bravery](#) bonus. At 12th level, you gain [Fast Healing](#) 1. Starting at 16th level, you can regenerate lost limbs, organs and other body parts as per the [Regenerate](#) spell. At 20th level you can return to life once per week as if affected by the [True Resurrection](#) spell. The resurrection generally occurs 1 round after your death, although you can choose to delay it to up to 1 hour after your death. If you die before 1 week has passed since you were last resurrected by this ability, its resurrection effect stops working until you're returned to life through other means.

Flight (Su): You can fall any distance without taking damage, as if under constant effect of the [Feather Fall](#) spell. At 6th level, you gain the ability to fly with a flight speed of 60 ft and good maneuverability for 1 minute per level (these minutes need not be consecutive, but must be used in 1 min. increments). Starting at 9th level, this ability instead allows you to fly for 10 minutes per level (these minutes need not be consecutive, but must be used in 10 min. increments). Finally, at 12th level you become able to fly at will.

Healing Hands (Su): You can spend 1 PP to heal a living creature by touching it as a standard action. The creature immediately regains [1d6 + your [Bravery](#) bonus] hit points. At 4th level and every 2 levels thereafter, the amount of hit points healed increases by +1d6. Starting at 6th level, you can instead use 1 pp to cast [Lesser Restoration](#) as a supernatural ability, using your Fighter level as your effective caster level.

Heavy Lifting (Ex): You gain [Throw Anything](#) as a bonus feat. At 5th level you get the [Rock Throwing](#) special ability. If you don't have a Slam attack, use your unarmed strike to calculate this ability's damage. Abilities and effects that apply to thrown weapons also apply to [Rock Throwing](#), except [Quick Draw](#).

Iconic Weapon (Su): Choose one weapon or shield you possess, it becomes your Iconic Weapon. When wielding your Iconic Weapon, you add your [Bravery](#) bonus to your CMD vs Disarm, Steal and Sunder. Your iconic weapon counts as part of your body for delivering and sustaining Paragon Power effects. Starting at 15th level, you can teleport your Iconic Weapon to your hand with a standard action (or a swift action if you spend 1 PP). Turning something into your Iconic Weapon requires 1 hour of meditation and can only be done once per day. You can only have one Iconic Weapon at a time.

Invulnerability, Greater (Ex): You gain [Toughness](#) as a bonus feat and the armor bonus granted by your [Invulnerability](#) class feature increases by an amount equal to half your [Bravery](#) bonus.

Keen Sight (Ex): You gain [darkvision](#) (60 ft). If you already have [darkvision](#), its range increases by +60 ft. At 6th level, you gain the [See In Darkness](#) ability. Finally, at 10th level, you become able to see through opaque matter as if it were transparent glass, up to 5 ft per Fighter level minus [material's Hardness x 5] ft.

Mastermind (Ex): [Bluff](#), [Disable Device](#), [Disguise](#), [Intimidate](#), [Stealth](#) and all [Knowledge](#) skills become class skills to you, and you can add your [Bravery](#) bonus to all Intelligence-based skill checks.

Mind Over Matter (Su): You can cast [Mage Hand](#), [Open/Close](#) and [Telekinetic Projectile](#) as supernatural abilities at will. Starting at 6th level, you can spend 1 PP to cast [Force Punch](#) or [Telekinetic Charge](#) as a supernatural ability. Starting at 12th level you can spend 2 PP to cast [Telekinesis](#) as a supernatural ability. The save DCs of these abilities are based on a mental ability score of your choice (Wisdom, Intelligence or Charisma). Once made, this choice cannot be changed.

Shape Self (Su): You add your [Bravery](#) bonus to all [Disguise](#) skill checks. At 4th level, you can spend 1 PP to cast [Disguise Self](#) on yourself as a supernatural ability. At 6th level, you gain the ability to use 1 PP to cast [Alter Self](#) on yourself as a supernatural ability. Starting at 10th level, you can spend 3 PP to cast [Long Arm](#), [Enlarge Person](#) or [Reduce Person](#) on yourself as supernatural abilities and can cast [Disguise Self](#) without spending PP. Unlike the actual spells, this ability affects you even if you're not a humanoid creature.

Speedster (Ex): You gain [Run](#) as a bonus feat. At 6th level, you gain a +10 ft bonus to your land movement speed. This bonus increases by +5 ft for every 3 levels you have above 6th (up to +30 ft at 18th level). Starting at 12th level, you gain all the benefits of the [Blur](#) spell for 1 round whenever you move at least 10 ft.

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Spell Resistance (Ex): You gain [Spell Resistance](#) [8 + your level]. Starting at 6th level, you can allow certain creatures to completely bypass your spell resistance. The maximum number of creatures is equal to half your [Bravery](#) bonus. This effect lasts for as long as you wish it. Switching one of the selected creatures takes a move action and can only be done once per minute. Starting at 10th level, you can spend 3 pp to attempt sundering an ongoing spell effect as if you had the [spell sunder](#) rage power.

Spider Agility (Ex): You gain a Climb speed equal to your land movement speed and no longer need a free hand to climb. At 7th level you get the [Uncanny Dodge](#) ability and add your [Bravery](#) bonus to all [Acrobatics](#), [Climb](#), [Fly](#) and [Escape Artist](#) checks. At 10th level you gain [Improved Uncanny Dodge](#). Your effective Rogue level for this ability is equal to your Fighter level.

Storm Walker (Su): You can accurately predict the weather as if under constant effect of [Read Weather](#). At 9th level, you gain a cloak of protective wind as per the [Cloak of Winds](#) spell (you can dismiss or resume this effect as a free action at will). Starting at 12th level, you can see through fog, mist and snow. Fog, hail, mist, rain, wind and snow no longer impose any penalty to your [Perception](#) checks or attack rolls. Finally, starting at 16th level, you can spend 2 PP to cast [Control Weather](#) as a supernatural ability.

Submariner (Ex): You gain a Swim speed equal to your land movement speed (if you already have a Swim speed, it increases by that amount). At 5th level you gain the ability to breathe underwater. Starting at 8th level, you suffer no penalties for [fighting underwater](#) and any and all fire-based abilities you possess work underwater just as effectively as they do on dry land.

Telepathy (Su): You can mentally communicate with any creature within 100 ft that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Starting at 6th level, you can spend 1 PP to detect surface thoughts as per the [Detect Thoughts](#) spell. This effect lasts 1 minute per Fighter level. At 10th level, you gain protection from mental intrusion as if under constant effect of the [Enshroud Thoughts](#) spell.

Touch of Truth (Su): You can compel any creature you touch to tell the truth, as if it were under the effect of [Zone of Truth](#). The save DC for this effect is equal to [11 + ½ your level + your Wis or Cha modifier (whichever is higher)]. This effect lasts for as long as you retain physical contact with the target creature, but if the target succeeds on their saving throw, it becomes immune to this ability for 24 hours.

Uncanny Movement (Ex): You can move unimpeded by difficult terrain. Starting at 9th level, you can tread on liquid surfaces as per the [Water Walk](#) spell. Starting at 12th level, you can spend 1 PP as a move action to teleport up to 5 ft per Fighter level (this teleport is a supernatural ability). You must have line of sight of your destination. You can bring willing creatures with, but with the exception of familiars, animal companions and creatures with similar mystical bonds to you, each additional creatures increases the PP cost by +1.

Vanish (Su): You can spend 1 PP to disappear as per the [Invisibility](#) spell for a number of rounds equal to your Fighter level. Starting at 12th level, you can spend 3 PP to make the invisibility provided by this ability works like the one provided by the [Greater Invisibility](#) spell.

Venomous (Ex): You gain the [Poison Use](#) ability. Starting at 3rd level, you add double your [Bravery](#) bonus on all saves against poison. Starting at 6th level, you can use your saliva (or blood, if you're injured) to poison one of your weapons as a swift action (see specifics below). You can use this ability a number of times per day equal to [Fighter level + your Con modifier]. At 14th level, you gain immunity to poison.

Venom: Injury **Save Fort DC:** 11 + half Fighter level + your Con bonus **Frequency** 1/round for 1 minute **Effect:** 1d2 Dex **Cure:** 1 save.

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Runemaster

Arcane Apprentice: The Runemaster adds [Spellcraft](#), [Knowledge](#)(Arcana) and [Knowledge](#)(Planes) to his list of class skills. This ability replaces [Broad Horizons](#).

Runeblade: Starting at 1st level, the Runemaster can summon a [sentient magical weapon](#) called a Runeblade. Despite their name, Runeblades can be any type of weapon (including shields).

The Runemaster can summon a new Runeblade once every 6 hours as a full-round action. If the previous Runeblade still exists, it's annihilated and its mind and magical properties are transferred to the new one. The Runemaster can make his Runeblade a different type of weapon each time he summons it. The Runemaster can choose "Runeblade" when taking a [combat feat](#) that applies to a specific type of weapon (e.g.: [Weapon Focus](#)). He benefits from the feat as long as the Runeblade is a type of weapon for which the feat is applicable (e.g.: [Point Blank Master](#) (Runeblade) has no effect if the Runeblade isn't a ranged weapon). This ability replaces [Martial Mastery](#).

More information about the Runeblade is presented in the [Runeblades](#) section

Runic Embers (Su): The Runeblade gains a number of magical runes called Runic Embers. These runes can be spent by the Runemaster in order to activate a number of abilities (see [Runic Prowess](#) below). The Runeblade has a number of runic embers equal to [(half the Runemaster's level) + his Int modifier]. Once spent, a runic ember loses its glow and cannot be used until reignited, which happens whenever the Runemaster regains his Runemaster spell slots for the day. This ability replaces [Tactical Movement](#).

Arcane Initiate (Su): The Runemaster can detect magical auras and decipher magical inscriptions as if under constant effect of [Detect Magic](#) and [Read Magic](#) (he can suppress or resume this ability as a free action at will). At 4th level, he gains [Eschew Materials](#) as a bonus feat. This ability replaces [Fighting Style](#).

Bladebound (Su): As long as they are in the same plane of existence, the Runemaster can always tell the general direction towards his Runeblade, no matter the distance between them. Starting at 3rd level the Runemaster can teleport his Runeblade to his hand as a move action, as long as they are both in the same plane of existence and within 10 miles of each other. Starting at 9th level, he can do it as a swift action. Starting at 15th level, he can do it as a free action and can teleport his Runeblade from any distance and across planes of existence. This ability replaces [Solo Tactics](#) and [Vigilance](#).

Rune Magic: Starting at 4th level, the Runemaster can learn and spontaneously cast arcane spells drawn from the [Magus spell list](#), following the [Bloodrager progression of spells known](#) and [spells per day](#), but using Intelligence as his casting ability score and his Fighter level as his caster level. He gains an extra spell known at 6th level and every 3 levels thereafter. These spells must be of a spell level the Runemaster is able to cast. The Runemaster must be within 90 ft of his Runeblade in order to use Rune Magic. Additionally, once per turn, he can cast a spell with a casting time of 1 standard action or swift action in place of one of his attacks. The Runemaster can use Rune Magic in light or medium armor and when using a shield without incurring any chance of arcane spell failure. This ability replaces [Fearless](#), [Unstoppable](#), [Relentless](#), [Advanced Combat Prowess](#), [Greater Combat Prowess](#), and [Legendary Combat Prowess](#).

Runeblade Training (Ex): Starting at 5th level, the Runemaster can use his Runeblade to deliver spells as per the [Spellstrike](#) class feature and gains a +1 bonus to attack rolls made with his [Runeblade](#) as well as to his AC and CMD against attacks and combat maneuvers targeting his [Runeblade](#) or the Runemaster's grip on it (such as called shots, disarm attempts, etc). This bonus increases by +1 at 9th level and every 4 levels thereafter. This ability replaces [Weapon Training](#).

Warmage (Ex): Starting at 7th level, the Runemaster can use Rune Magic in heavy armor without incurring arcane spell failure, and adds his [Bravery](#) bonus to all [concentration checks](#). This ability replaces the damage reduction granted by [Armor Training](#) and [Armor Mastery](#), as well as the latter's chance of negating critical hits and precision damage.

Runic Soul (Su): At 19th level, as a move action, the Runemaster can create a copy of his Runeblade made of pure arcane energy. The copy acts as a Runeblade with the [dancing](#) property, and benefits from all effects and abilities that target or affect the original, unless the Runemaster wishes otherwise. The Runemaster can sustain this effect indefinitely, but only one copy may exist at a time. At 20th level, he automatically succeeds on all [concentration checks](#) caused by taking damage or for casting defensively or while [grappled](#) or [pinned](#). This ability replaces [Weapon Mastery](#) and [Warbound](#).

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Runeblades

Following is a more detailed list and description of the Runeblade's characteristics.

Mind: The Runeblade starts with an Intelligence score of 10, and Wisdom and Charisma scores of 6. These scores increase by +1 for every two Fighter levels of its creator (up to 20 and 16 at 20th level).

Ego: A Runeblade has a total ego of [4 + the Runemaster's level] (up to ego 24). If it comes into conflict with its wielder, the Runeblade can attempt to exert its dominance like any other [intelligent item](#).

Alignment: The Runeblade always has the same alignment as its Runemaster.

Personality: While individual Runeblades' personalities can vary widely, every single one of them is fiercely loyal to its Runemaster, and will almost always refuse to harm or sabotage him, or reveal any information that could lead to his detriment.

The only real exception to this is when such actions would help advance the Runeblade's Purpose (see below), and even then, it will most likely try other alternatives first.

Enhancement: The Runeblade gains a total magical enhancement bonus to attack and damage equal to the Runemaster's [Bravery](#) bonus. It can be enchanted like any other magical weapon.

Languages and Skills: A Runeblade comprehends all languages known by the Runemaster who created it. The Runeblade gains [2 + its Int modifier] skill points per level of the Runemaster, all of which must be spent on purely mental skills, such as [Perception](#), [Sense Motive](#) or Int-based skills, unless it becomes able to move by itself (such as through the [Phantom Body](#) combat prowess). A [Runeblade](#) can communicate telepathically with its creator, as long as both of them are in the same plane of existence.

Senses: A Runeblade is aware of its surroundings like a creature who can see and hear. It can be [blinded](#) and [deafened](#) as if it were a creature. It has [darkvision](#) (30 ft).

Saving Throws: A Runeblade uses the saving throws of its creator and gains a +4 bonus to saving throws against effects that would separate it from its creator or force it to harm him. Runeblades are immune to charm, compulsion and morale effects.

Hit Points and Hardness: A Runeblade has 10 hit points per level of the Runemaster who created it and Hardness equal to [10 + his Fighter level]. If damaged, it recovers 1 hp per minute until fully restored.

HD & BAB: A Runeblade is considered to have a number of HD and total BAB equal to that of an Animal Companion of a Druid of equal level to the Runemaster's Fighter level.

The Runeblade's Purpose

While most [Runeblade](#) are satisfied to simply support their Runemaster, many have their own purposes and agenda. How much it chooses to reveal about this purpose to the Runemaster or anyone else varies from [Runeblade](#) to [Runeblade](#). Many [Runeblades](#) constantly try to nudge their Runemaster towards serving their purpose. Often by giving him extra aid when doing it and punishing or even attempting to dominate him when he acts against it.

The Runeblade's purpose, if any, as well as how forceful the Runeblade is about it and what benefits and limitations it entails, should always be discussed and decided together by player and GM.

Check the rules for [intelligent items](#) for common examples of purposes and related dedicated powers.

Runic Prowess

The following Combat Prowesses can only be taken by a Runemaster of 4th level or higher.

(Runemasters can still take standard Combat Prowesses as normal, the following are extra options).

Unless otherwise noted, all supernatural abilities granted by these Combat Prowesses use the Runemaster's Fighter level as their effective caster level and have their saving throw DCs based on his Int modifier.

Animate Object (Su): The Runemaster can spend 2 runic embers to grant a semblance of life to inanimate objects, as per the [Animate Object](#) spell. **Prerequisite:** Fighter level 12, [Spellcraft](#) 12 ranks

Arcana: The Runemaster gains a [Magus Arcana](#), using his Fighter level as his effective Magus level. If the Arcana requires using points from a Magus' arcane pool to activate, the Runemaster instead uses an equal amount of runic embers to do it. This Combat Prowess can be taken once per 4 Fighter levels.

Arcane Training: The Runemaster gains [Combat Casting](#), a [metamagic feat](#) or an [item creation feat](#) for which he qualifies. This combat prowess can be selected multiple times.

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Arcane Master (Su): You can spend 2 runic embers to cast [Arcane Sight](#) as a supernatural ability. Starting at 15th level, you can spend 3 runic embers to cast [True Seeing](#) on yourself.

Prerequisite: [Spellcraft](#) 9 ranks, [Arcane Initiate](#) class feature, [Runic Embers](#) class feature.

Arcane Warrior (Su): You gain [Arcane Strike](#) as a bonus feat. You can spend 1 runic ember from your arcane pool as a swift action to make it so that for a number of minutes equal to your [Bravery](#) bonus, you can activate [Arcane Strike](#) as a free action.

Expanded Telepathy (Su): You expand your telepathic bond with your Runeblade to include other creatures. You can mentally communicate with any creature that has a language, as long as they are within 100 ft of both you and your Runeblade. It's possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Starting at 11th level, you gain protection from mental intrusion as if under the constant effect of the [Enshroud Thoughts](#) spell.

Forceful Magic (Ex): You gain [Spell Penetration](#) as a bonus feat. You and your [Runeblade](#) add your [Bravery](#) bonus to all saving throws against [Dispel Magic](#), [Mage's Disjunction](#) and similar effects. Starting at 10th level, your Runeblade retains its enhancement bonus to attack rolls, as well as its telepathic bond to you even inside antimagic fields. Starting at 14th level you can also use your [Bladebound](#) class feature in that same situation, but other magical abilities and effects are still negated as normal.

Gateway Blade (Su): As long as you and your Runeblade are in the same plane of existence and within 1 mile of each other, you can spend 1 runic ember to teleport yourself to your Runeblade's location as a standard action. You can spend 2 additional runic embers in order to bring along with you any number of creatures (and anything they're currently carrying) up to your [Bravery](#) bonus. All transported creatures must be within 30 ft of you. For the purpose of this effect, familiars, animal companions and similarly mystically bonded creatures count as part of their masters' bodies.

Prerequisite: Fighter level 9, Knowledge(planes) 9

Gemini Blade (Su): As a standard action, you give another weapon a bit of your Runeblade's magic. The affected weapon gains the same enhancement bonus as your [Runeblade](#). Additionally, you benefit from [Runeblade Training](#) when using that weapon and can even use your [Bladebound](#) class feature on it. This effect lasts until dismissed, until you use it on another weapon or until your [Runeblade](#) is destroyed.

Greater Runecraft: The [Runeblade](#) can hold an amount of Runes created by the Runemaster through the [Runecraft](#) combat prowess equal to [1 + half his [Bravery](#) bonus], up to a maximum of 4 runes at [Bravery](#) +6. These runes do not count against the total number of Runes the Runemaster can sustain. The Runemaster can use [Runeblade Training](#) to deliver the effects of runes contained in his [Runeblade](#) as per [Spellstrike](#).

Prerequisite: Fighter level 6, [Spellcraft](#) 6 ranks, [Runecraft](#) combat prowess.

Phantom Body (Su): The Runemaster can turn his [Runeblade](#) into a quasi-real creature as a standard action. The [Runeblade](#) takes the form of a small or medium humanoid or animal creature, as per [Alter Self](#) or [Beast Shape I](#), respectively, but without the bonus to physical attributes. The [Runeblade](#) retains its mental ability scores and total hp, and gains Strength and Dexterity scores of [12 + Runemaster's [Bravery](#) bonus]. Despite its appearance, it's still a construct, and as such, has no Constitution score.

While the [Runeblade](#) is in this form, the Runemaster can still cast spells, but cannot use any supernatural abilities that require the [Runeblade](#), except for their telepathic bond and [Bladebound](#), which causes the [Runeblade](#) to instantly turn back into a weapon before being transported to the Runemaster's hands.

Prerequisite: Fighter level 6, [Spellcraft](#) 6 ranks

Rune Smith: Whenever you summon your Runeblade, it gains an extra weapon modification as if it had been forged by you using the [Extraordinary Smith](#) feat. **Prerequisite:** [Extraordinary Smith](#).

Runeblade Barrier (Su): You can spend 1 runic ember to cast [Blade Barrier](#) as a supernatural ability. However, instead of whirling blades, you summon copies of your [Runeblade](#). If your [Runeblade](#) is a melee or thrown weapon, the [Blade Barrier](#) deals the same type of damage as it, otherwise, it deals bludgeoning damage. **Prerequisite:** Fighter level 16, [Spellcraft](#) 16.

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Runeshield: When your Runeblade takes the form of a shield, you can choose to apply its enhancement bonus to its shield bonus to AC instead of to attack and damage rolls.

Special: If you have the [Gemini Blade](#) prowess, you can use this effect on either your Runeblade or on a shield affected by Gemini Blade.

Runic Javelin (Su): The Runemaster can use a standard action to propel his [Runeblade](#) against a target within 90 ft of him as a ranged attack, dealing the [Runeblade](#)'s normal damage, but adding the Runemaster's Int modifier to damage rolls instead of his Str modifier. If the [Runeblade](#) is a melee or thrown weapon, this attack deals the same type of damage dealt by the [Runeblade](#). Otherwise, it deals bludgeoning damage instead. When a spell grants the Runemaster a free melee attack to deliver its effects, the Runemaster can instead use this ability to do it from distance.

Runic Sacrifice (Su): You overcharge your Runeblade with arcane energy, making it explode, dealing 1d6 force damage per Fighter level to all enemies within 60 ft of it. Affected creatures can make a Reflex save to half this damage (DC: 12 + half your Fighter level + your Int modifier). Although your Runeblade is destroyed in the process, you can still summon a new one (but the once per 6 hour limit still applies).

Runic Shot: When the [Runeblade](#) is in the form of a ranged weapon, you can use it to deliver spells that call for a ranged attack. Instead of the free ranged attack normally allowed to deliver the spell, you can make a free ranged attack with the Runeblade (at your highest base attack bonus) as part of casting the spell.

Runic Wings (Su): The [Runeblade](#) gains the ability to slowly float and hover. It gains a flight speed of 15 ft with good maneuverability. It also becomes able to use [Mage Hand](#) at will as a supernatural ability. Starting at 6th level, the Runeblade has its flight speed raised to 30 ft and the Runemaster gains the ability to spend 1 runic ember to cast [Levitate](#) as a supernatural ability. Starting at 6th level, he can spend 2 runic embers to cast [Fly](#) on both himself and his [Runeblade](#) as a supernatural ability.

Sacred Blade (Su): You can use a swift action to make all your attacks made with your [Runeblade](#) count as having alignment until the start of your next turn. It must be an alignment shared by you and your [Runeblade](#). Also, you add to your list of spells known either all cure or all inflict spells of all spell levels you can cast via Runic Magic. When casting one such spell, you can spend 1 runic ember to cast its *mass* version instead. If you choose *cure* spells, you can also spend 1 runic ember to cast [Bless Water](#) as a supernatural ability. If you choose *inflict* spells, this ability instead casts [Curse Water](#) as a supernatural ability.

Shared Sight (Su): The Runemaster becomes able to see what his [Runeblade](#) sees and vice-versa, as long as they are in the same plane of existence. Additionally, starting at 10th level, they learn to better cover each other's blind spots. Whenever the Runemaster is within 5 ft of his [Runeblade](#), unless one of them is [blinded](#) or otherwise unable to see, flanking bonuses on attacks against either of them are reduced by -1. At 16th level, said bonuses are reduced by -2. This does not negate other consequences of being flanked, such as being a valid target to Sneak Attack.

Spell Breaker (Su): When attacking with your Runeblade, you can spend 1 runic ember to target and attempt to sunder an ongoing spell effect as if you had the [spell sunder](#) rage power. If you have at least 11 ranks in Spellcraft, you gain [Dispel Magic](#) as a bonus 3rd level spell known.

Prerequisite: Bravery +2, Spellcraft 6.

Subtle Shape (Su): You can reshape your Runeblade at will, turning it either into a new type of weapon or into another object of similar shape and size (e.g.: turn a sword into a cane). In the latter case, the [Runeblade](#) will typically have the stats of a common club, although that may vary at the GM's discretion. The extent of the change is up to you. You could add or obscure minor features or make the item look like it's composed of different materials (stone, wood, etc). These changes do not actually affect the [Runeblade](#)'s composition or magic properties. You can also disguise your Runeblade's magical aura as per the spell [Magic Aura](#) at will. If you have at least 9 ranks in Spellcraft you can do it as per the spell [Greater Magic Aura](#).

Voice of the Runes: The [Runeblade](#) gains a magically created voice, allowing it to communicate through sound. At 7th level, the Runemaster becomes able to cast [Ghost Sound](#), [Message](#) and [Ventriloquism](#) at will as supernatural abilities. At 10th level, he gains [Silence](#) and [Disrupt Silence](#) as bonus 2nd level spells known. Finally at 14th level, he gains [Zone of Silence](#) as a bonus 4th level spell known.

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Strider

Designer's Note: This archetype uses rules from the [Path of War](#) books by [Dreamscarred Press](#). It should only be allowed in games that use that material. Keep in mind that Martial Maneuver classes can be quite stronger than “normal” martial classes.

Warrior's Path: The Strider can choose which disciplines to learn. He must choose 5 disciplines of the following list to be available to him:

[Broken Blade](#), [Eternal Guardian](#), [Golden Lion](#), [Iron Tortoise](#), [Mithral Current](#), [Piercing Thunder](#), [Primal Fury](#), [Scarlet Throne](#), [Shattered Mirror](#), [Solar Wind](#), [Tempest Gale](#) and [Thrashing Dragon](#).

He must also choose a mental ability score as his Initiator modifier (Intelligence, Wisdom or Charisma).

This ability replaces [Fighting Style](#).

Martial Skill: Skills associated with any of the Strider's chosen disciplines become class skills to him. This ability replaces the Fighter's choice of two extra class skills at 1st level.

Way of War: The Strider has the same Initiator level, number of maneuvers known and readied, as well as stances known as a [Warder](#) of the same level, and prepares his readied maneuvers in the same way.

Once he knows a maneuver, the Strider must ready it before he can use it. A maneuver usable by a Strider is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by [spell resistance](#), and he does not provoke attacks of opportunity when he initiates one. The Strider must meet a maneuver's prerequisites to learn it.

The Strider can use a standard action to gain tactical control over the area around him. When he does, he regains a single readied maneuver and increases his reach for the purpose of making attacks of opportunity by **+5 ft** until the start of his next turn. Alternatively, the Strider can use this ability as a full-round action, in which case he regains a number of readied maneuvers equal to his Initiator modifier (minimum 2).

This ability replaces [Combat Prowess](#).

Martial Adaptation: At 5th level, the Strider gains [Weapon Group Adaptation](#) as a bonus feat. If he already has that feat, he instead gains a different [combat feat](#) whose prerequisites he fulfills. This ability replaces [Man-at-Arms](#).

Strider - Maneuver Progression			
Level	Maneuvers Known	Maneuvers Readied	Stances
1	5	3	1
2	6	4	2
3	7	4	2
4	7	4	2
5	8	5	3
6	8	5	3
7	9	5	3
8	9	6	3
9	10	6	4
10	10	6	4
11	11	7	5
12	11	7	5
13	12	7	5
14	12	8	5
15	13	8	6
16	13	8	6
17	14	9	7
18	14	9	7
19	15	9	7
20	16	10	7

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Warlord

Command Voice (Ex): At 1st level, the Warlord gains the ability to instruct his allies in combat, getting them to better perform on the battlefield. All of the Warlord's allies who can see or hear him get a **+1** competence bonus on attack and weapon damage rolls. At 5th level, and every six Fighter levels thereafter, this bonus increases by **+1**, to a maximum of **+4** at 17th level. Starting at 3rd level, this ability also grants the Warlord's allies all bonuses to saving throws granted by his [Bravery](#) class feature. A Warlord can use this ability for a number of rounds per day equal to his Cha modifier plus 2 additional rounds per Fighter level. Initiating this ability requires a standard action, but maintaining it is a free action. Starting at 5th level, the Warlord can initiate Command Voice as a move action. Starting at 9th level, he can do it as a swift action.

Command Voice is affected by all feats, abilities and effects that apply to a Bard's [bardic performance](#) and counts as that ability for the purpose of fulfilling prerequisites. This ability replaces [Weapon Training](#).

Take Command (Ex): At 3rd level, the Warlord gains either [Impose Will](#) or [Battle Commander](#) as a bonus combat prowess. He can use it as a free action when activating [Command Voice](#) and can affect any number of targets up to equal his [Bravery](#) bonus. This ability replaces [Solo Tactics](#).

Unity (Ex): Starting at 4th level, whenever the Warlord is within 30 ft of an ally, both him and his ally get a **+2** bonus to all Reflex saving throws and to their AC against [attacks of opportunity](#). Starting at 7th level Unity also applies to [Initiative](#) and to all [Perception](#) and [Sense Motive](#) checks made to detect traps and ambushes or avoid being feinted or surprised by a foe. This bonus increases by **+2** at 10th level and again at 13th. This ability replaces [Tactical Movement](#).

Lead by Example (Ex): Starting at 7th level, whenever the Warlord succeeds on a saving throw, confirms a critical hit or succeeds on a skill check or ability check, until the start of his next turn, all allies who could see him performing the deed gain a morale bonus equal to the Warlord's Cha bonus to do the same deed: succeed a saving throw, use a skill or ability check related to the same task, or confirm a critical hit (if that's what they saw him do). This ability replaces [Vigilance](#).

Strike as One (Ex): At 9th level, the Warlord gains the ability to use a standard action to give himself and all his allies who can clearly see or hear him the ability to immediately make an attack against a target of the Warlord's choice. The Warlord may select a different target for each ally to attack. This attack uses their highest attack bonus. The chosen target must still be within range of the Warlord's allies in order for them to make this attack. This ability replaces [Martial Mastery](#).

Unbending (Ex): At 11th level, the Warlord becomes immune to [charm](#) and his Bravery class feature therefore applies on all saves against [charm](#) and fatigue effects. This ability replaces [Unstoppable](#).

Unbreakable (Ex): At 15th level, the Warlord becomes immune to [compulsion](#) effects and his Bravery class feature therefore applies on all saves against [compulsion](#) effects. This ability replaces [Relentless](#).

Veteran Commander (Ex): Starting at 19th level, whenever the Warlord and one or more of his allies threaten the same enemy, that enemy is considered to be flanked, even if the positioning of the Warlord and his allies don't match the conditions for flanking. Additionally, every time the Warlord confirms a critical hit or reduces an enemy to 0 hp or lower, he can immediately use his [Strike as One](#) ability as a free action. This ability replaces [Weapon Mastery](#).

Advanced War Tactics (Ex): At 20th level, the Warlord gains the ability to use a standard action to grant an additional move action to one of his allies who can clearly see or hear him. Alternatively, he can use this ability as a full round action to grant its benefit to all his allies who can clearly see or hear him. Last but not least, all of the Warlord's allies under effect of his [Command Voice](#) ability become immune to fear and can make one additional attack at their highest bonus during a full attack as well as an additional number of [attacks of opportunity](#) per round equal to the Warlord's Charisma bonus. This ability replaces [Warbound](#).

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New Feats

This is a list of new feats meant to expand the range of viable and effective character concepts as well as allowing the more martially-inclined classes to do cool and effective combat stunts.

Blademerang (Combat)

You can throw your weapon, damage your enemy and still have your weapon return to your hands.

Prerequisites: BAB +4; Dex 15; [Throw Anything](#)

Benefit: You can make a ranged attack with any light weapon you are proficient with, as if it were a thrown weapon with a range of 30 ft. Whether or not you hit your target, your weapon returns to your square after the attack. Catching the returning weapon requires a swift action (or a free action, if you have [Quick Draw](#)).

Spinning Blademerang

When you throw a weapon, you hit multiple targets.

Prerequisites: BAB +7; Dex 17; [Throw Anything](#); [Blademerang](#)

Benefit: As a standard action, you can make a ranged attack with a thrown weapon, if you hit your target, the weapon bounces and strikes one other target who is no farther than 30 ft from the first one. This process can be repeated until you miss or have hit a number of targets equal to your Dex modifier (maximum 5). You must roll a separate attack roll for each target.

Block The Sun (Combat)

You shoot so fast that you cause a verifiable rain of death over a small area

Prerequisites: BAB +9; Dex 20; [Manyslot](#) or [Rapid Reload](#); [Rapid Shot](#).

Benefit: As a full round action that provokes an [attack of opportunity](#), you can use a ranged weapon to rapidly shoot multiple projectiles on a small area (10 ft radius) within the first range increment of the ranged weapon used, dealing damage of the same type caused by your weapon equal to your Dex modifier + 1d6 for every +2 in your BAB (eg: Dex modifier + 10d6 at BAB +20) to all creatures in the affected area. Creatures in the area of effect can make a reflex save (DC = 11 + half your BAB + your Dex modifier) to reduce this damage by half. This ability only spends 1 projectile from the shooter's ammo reserves.

Brutal Thrower (Combat)

You use brute force, rather than precision, to make thrown weapons bypass your target's defenses.

Prerequisites: Str 15; BAB +1; [Throw Anything](#).

Benefit: You can add your Strength modifier in place of your Dexterity modifier to all ranged attack rolls made with thrown weapons.

Bullseye

Your aim is accurate and deadly.

Prerequisites: BAB +1; Dex 17; [Point-Blank Shot](#); [Precise Shot](#).

By spending a move action to aim properly at a target of your choice, you gain a **+1** bonus to the attack and damage rolls of the next ranged attack you make against the chosen target before the end of your turn. This bonus increases by **+1** for every **+4** in your BAB. Additionally, if you have the Sneak Attack class feature, it applies to the affected attack as if the target were flat-footed. This feat has no effect on ranged touch attacks.

Tactical Reposition

You can move while aiming at your target.

Prerequisites: BAB +1; Dex 17; [Point-Blank Shot](#); [Precise Shot](#); [Bullseye](#).

When you use the Bullseye feat, you can move normally with the same move action used to aim at your target. However, you must be able to see your target at the start and at the end of your movement.

Second Chance

Your shots aren't easily avoided.

Prerequisites: BAB +5; Dex 17; [Point-Blank Shot](#); [Precise Shot](#); [Bullseye](#).

Once per turn, when using the Bullseye feat to aim at a target, if you miss the aimed shot due to a miss chance caused by concealment or a magical effect (such as [blink](#)), or if your projectile is blocked or deflected by [Deflect Arrows](#) or similar abilities, you can use a free action to make an additional attack against the same target, using the same bonus as your aimed attack.

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Burning Blade (Combat)

You swing your weapon with such force that the friction with the atmosphere causes it to superheat.

Prerequisites: BAB +9 or Monk level 9; Str 20 or Dex 20

Benefit: When you use a charge or standard action to make a single melee attack against your target, the weapon used in such attack superheats, causing it to glow bright red and/or be enveloped in flames, dealing **+5d6** fire damage in addition to the damage it would normally cause. Following that, for a number of rounds equal to half your BAB (rounded down), your weapon deals **+2d6** fire damage per hit in addition to its normal damage. No harm or damage is dealt to the weapon or limb used. The initial damage increases by +1d6 once you reach BAB +12 and every +2 BAB thereafter, up to +10d6 at BAB +20.

Celestial Fist (Combat)

Through insight and discipline, you learned to harm your opponents by attacking them with precise strikes and superior martial techniques rather than brute strength.

Prerequisites: BAB +1 or [Monk](#) level 1; Dex 15; Wis 15; [Improved Unarmed Strike](#); [Weapon Finesse](#).

Benefit: When attacking with unarmed strikes, natural attacks, monk weapons or your deity's favored weapon, you can apply your Wisdom modifier to damage rolls instead of your Strength modifier. This bonus is not increased by any condition or ability that would allow you to add 1.5x your Strength modifier to damage rolls (such as wielding a weapon 2-handed or using the [Dragon Style](#) feat), nor is it reduced for off-hand attacks.

Duck Hunter (Combat)

You can bring airborne enemies to the ground!

Prerequisites: BAB +5; Dex 15; [Point-Blank Shot](#); [Precise Shot](#).

Benefit: Every airborne enemy you damage during your turn must succeed on a Reflex saving throw [DC: 11 + half your BAB + your Dex Modifier] at the end of your turn or fall 20 ft. If this ability causes them to reach the ground, they must make a [Fly](#) skill check [DC: 11 + your BAB] or fall prone.

Earth-Shattering Strike (Combat)

You strike the ground with enough force to cause a localized earthquake.

Prerequisites: BAB +8; Str 22; [Power Attack](#); [Improved Sunder](#).

Benefit: As a standard action, you can hammer a solid surface with incredible force, causing it to shake violently. Every creature other than yourself within a 10 ft radius who is standing on the affected surface must succeed on a Reflex save (DC: 11 + half your BAB + your Str modifier) or fall prone. The affected surface area is therefore treated as difficult terrain.

Force of Personality

You use your ego and confidence, rather than discipline and clarity to shield your mind from harm.

Benefit: You replace your Wisdom modifier with your Charisma modifier on all Will saving throws.

Fighting Prodigy (Combat)

You have an unusual talent for warfare.

Prerequisite: BAB +2; at least two other [Combat feats](#).

Benefit: You get a Combat Prowess from the Fighter's list of [basic](#) Combat Prowess'.

Special: This feat can be taken one additional time for every 4 levels you have in the Fighter class.

- If you have no levels in the Fighter class, your effective Fighter level for abilities obtained through this feat is 1.
- If you have the Advanced Combat Prowess class feature, you can pick an [advanced combat prowess](#) when you take this feat.
- If you have the Greater Combat Prowess class feature, you can pick a [greater combat prowess](#) when you take this feat.

Heavy Strike (Combat)

Your attacks are so powerful that they even affect nearby creatures

Prerequisites: Str 19; BAB +6 or Monk level 6; [Power Attack](#).

Benefit: Once per round, when you successfully deal damage to an enemy while using [Power Attack](#), every enemy adjacent to you or to your target suffers damage equal to your weapon's base damage die plus half the bonus damage from [Power Attack](#). This damage is not multiplied on critical hits. Once you reach BAB +11 or Monk level 11, this damage is dealt to all enemies who are within 10 ft from you or your target.

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Heroic Dive (Combat)

You can heroically push your allies out of harm's way.

Benefit: When an ally who is no farther than 10 ft from you fails on a Reflex saving throw, you can use an immediate action to move in your ally's direction and make a Reflex saving throw as well (using the same DC as the effect that targeted your ally). If you succeed on this saving throw, your ally is considered to have succeeded on their saving throw even if they fail, but you suffer the full effect of the effect that targeted them. If you succeed on your saving throw by 5 or more or due to a natural 20, both you and your ally are considered to have succeeded on your Reflex saving throw.

Impaling Shot (Combat)

You can hit multiple targets with a single arrow.

Prerequisite: BAB +6; [Deadly Aim](#); [Point-Blank Shot](#); [Precise Shot](#)

Benefit: As a standard action, you can make a single attack with a ranged weapon. This attack deals damage to all enemies in a 60 ft line. Use the same attack roll for all targets. Creatures hit must succeed on a Reflex save (DC: 11 + half your BAB + your Dex modifier) or suffer [bleed](#) damage equal to your weapon's base damage die every turn.

Juggernaut Charge (Combat)

You charge into battle with extraordinary ferocity and strength.

Prerequisites: BAB +11; Con 18

Benefit: When you charge, you can ignore difficult terrain and even tread on liquid surfaces (as if under the effect of the [Water Walk](#) spell) as well as move through enemy squares. During your charge you gain a dodge bonus to AC equal to half your BAB (up to +10 AC for BAB +20) against [attacks of opportunity](#). All enemies you run through, as well as the target of your charge, suffer damage equal to double the base damage die of your weapon (e.g.: 2d8 for a longsword, 4d6 for a greatsword, etc) in addition to any other damage they would suffer. This damage is of the same type caused by your weapon and bypass any [damage reduction](#) or [energy resistance](#) you would be capable of bypassing when attacking with your weapon. If you have the [Mounted Combat](#) feat, your mount also gains the benefits of Juggernaut Charge when you make a mounted charge, but deals no additional damage.

Knife In The Back (Combat)

You are adept at stabbing enemies in their weak spots.

Prerequisite: BAB +3; Dex 17; [Shadow Strike](#)

Benefit: You gain the [Sneak Attack](#) ability, except it only deals 1d4 damage. This damage increases by +1d4 when you reach BAB +9 and again when you reach BAB +15. If you have the [Sneak Attack](#) class feature, you instead raise one of its damage dice by 1 category (d6 -> d8 -> d10 -> d12), to a maximum of d12. If you have at least 9 levels in the class that grants the [Sneak Attack](#) class feature, you increase the damage of two of its damage dice. If you have at least 15 levels in it, you increase the damage of three damage dice.

Misdirection (Combat)

You can trick opponents into attacking thin air.

Prerequisites: BAB +1 or [Sneak Attack](#) class feature; [Combat Reflexes](#) or [Improved Feint](#); [Bluff](#) 5 ranks

Benefit: When hit by a critical hit or by an attack that deals precision damage, you can use an immediate action to make a [Bluff](#) check. If your check is higher than the attack result, the attack's critical hit multiplier is reduced by -1 (to a minimum of 1) and it doesn't deal precision damage. You must be aware of the attack and not-flat-footed in order to use this ability. This ability cannot be used against a Natural 20.

One With The Elements

Through mental discipline or raw physical toughness, you learned to resist the power of the elements.

Prerequisites: Con 15; Wis 15; [Endurance](#) feat or [Purity of Body](#) class feature.

Benefit: Choose one type of elemental damage: acid, cold, electricity, fire or sonic. You gain [energy resistance](#) 5 against that element. If you have 10 HD or more, this [resistance](#) increases to 10. If you already have [energy resistance](#) against the chosen element, it increases by these amounts.

Special: This feat can be taken multiple times. Its effects do not stack, you must select a different type of [energy resistance](#) each time you take it.

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Opening Volley (Combat)

You can cover your approach with ranged attacks.

Prerequisite: BAB +6; [Combat Reflexes](#); [Point-Blank Shot](#); [Precise Shot](#)

Benefit: As a full-round action, you can make a single ranged attack followed by a [charge](#) against a target of your choice. If your ranged attack hits, your target is considered flat-footed against your charge attack. The target must be within your charge range for you to be able to use this ability.

Piledriver (Combat)

When you grapple your opponent, you can take them to Suplex City!

Prerequisites: BAB +3 or Monk level 3; [Improved Unarmed Strike](#); [Improved Grapple](#).

Benefit: When you succeed at grappling an opponent, you automatically deal your unarmed strike damage to your target (this damage is doubled if you roll a natural 20 on your grappling attempt). After this damage is dealt, you can choose to release the grapple and cause your opponent to fall prone (airborne targets are brought 30 ft down instead, and only fall prone if they reach the ground). If you have the [Stunning Fist](#) feat you can choose to use it on your opponent when you release your grapple instead of causing it to fall prone.

Shockwave (Combat)

You strike the ground with such force that rippling waves damage everything in front of you.

Prerequisites: BAB +8; Str 22; [Power Attack](#); [Improved Sunder](#).

Benefit: As a standard action, you can strike a solid or liquid mass or surface next to you (usually the ground) to cause a shockwave that causes 1d6 + your Str bonus of bludgeoning/slashing damage to every creature in a 30 ft cone in front of you. This damage increases by +1d6 for every +2 in your BAB (up to 15d6 + your Str bonus at BAB +30). Surfaces made of particularly harmful substances (such as molten lava or acid) cause an equal number of damage dice of the appropriate type of damage in addition to the normal bludgeoning/slashing damage (**e.g.:** A character with BAB +12 using this ability on a surface of molten lava would cause 6d6 + Str bonus bludgeoning/slashing damage + 6d6 fire damage).

Targets in the affected area can make a Reflex save (DC: 11 + half your BAB + your Str modifier) to reduce the damage by half.

Shove and Shoot (Combat)

You push enemies away from you before striking them.

Prerequisites: BAB +6; [Power Attack](#); [Improved Bull Rush](#) or [Awesome Blow](#); [Combat Reflexes](#).

Benefit: As a standard action, you make a [bull rush](#) or awesome blow attempt against a target of your choice. If successful, the target is pushed back as normal and you can then spend one of your attacks of opportunity to make a follow-up attack against your target. If you can make a [bull rush](#) attempt as part of an attack (**e.g.:** if you have the [Shield Slam](#) feat), you can make an attack instead of a simple [bull rush](#) attempt.

Slashing Cyclone (Combat)

You move with incredible speed, striking multiple enemies on your path.

Prerequisites: BAB +5, Dex 15; [Combat Reflexes](#)

Benefit: You move up to your base movement speed as a full-round action. You can make a single [attack of opportunity](#) against every creature you threaten at any point during your movement (you can use all your [attacks of opportunity](#) this way, but you can only make 1 of them per target). This movement provokes [attacks of opportunity](#) as normal and can't be used on difficult terrain. If you have BAB +11 or higher, you can move up to double your movement speed when using this feat and this movement is unimpeded by difficult terrain and no longer provokes [attacks of opportunity](#).

Steadfast Determination

You draw mental resilience from your physical might.

Prerequisites: Wis 10; [Endurance](#)

You can add your Constitution modifier instead of your Wisdom modifier on Will saving throws.

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Song Blade (Combat)

You can use sound as a weapon.

Prerequisites: [Perform](#) (any sound-based) 3 ranks; Cha 18

Benefit: As a standard action, you can release a sharp sonic attack against a target no farther than 60 ft. You must make a ranged touch attack against your target, using your Cha modifier instead of your Dex modifier. If successful, you deal sonic damage equal to [1d6 + your Cha modifier] to your target. You can make one additional sonic attack for every 8 ranks you have in the selected Perform skill, up to a maximum of three attacks at 16 ranks. This is a supernatural ability.

In order to use this ability, you must use the type of instrument necessary for your performance skill (e.g.: a flute for [Perform](#) (wind instruments)) or your voice (in the case of [Perform](#) (Oratory) and [Perform](#) (Sing)). Song Blade does not work in areas where sound can't exist (such as the area of effect of a [Silence](#) spell) and can't deal precision damage.

Song Blade Virtuoso (Combat)

You use musical instruments to sharpen your song blade.

Prerequisites: [Perform](#) (any sound-based) 3 ranks; Cha 18, [Song Blade](#)

Benefit: When you use a musical instrument appropriate to the [Perform](#) skill used to activate your Song Blade ability, you increase the sonic attacks' range to 90 ft and their critical threat range to [19-20]. You must play the instrument with both hands in order to benefit from this ability.

Banshee's Blade (Combat)

Your song evokes an eerie feeling of dread.

Prerequisites: [Perform](#) (any sound-based) 6 ranks; Cha 20, [Song Blade](#)

Benefit: Creatures damaged by your Song Blade must succeed on a Will saving throw (DC: 11 + half your ranks in the Perform skill used + your Cha modifier) or be [shaken](#) for 1 minute. Creatures who succeed on their saving throw become immune to this effect for 1 round.

Phantom Song (Combat)

Your song blade is more magic than sound.

Prerequisites: [Perform](#) (any sound-based) 10 ranks; Cha 20, [Song Blade](#), [Banshee's Blade](#)

Benefit: Your song blade fully affects incorporeal creatures and can function normally even in areas where sound can't exist (such as the area of effect of a [Silence](#) spell). Creatures who are [shaken](#), [frightened](#), [panicked](#) or [cowering](#) take +2 damage from your Song Blade attacks.

Sonic Slash (Combat)

You strike so fast, you can slice your enemies from far away!

Prerequisite: BAB +8 or 8 levels in a class that grants Flurry of Blows.

Benefit: As a standard action, you can cause sonic damage equal to [1d6 + your BAB] to all creatures in a 60 ft line in front of you. This damage increases by +1d6 for every +2 in your BAB (e.g.: 4d6+8 at BAB +8). Creatures in the affected area can make a Reflex saving throw (DC: 11 + your BAB) to reduce the damage taken by half.

Special: If you have the Flurry of Blows class feature, you can replace the BAB gained from levels in the class that grants Flurry of Blows with your levels in that class for the purpose of calculating the damage dealt by Sonic Slash. BAB from other classes is still added normally.

Supreme Grasp (Combat)

You can stop the unstoppable.

Prerequisites: BAB +11 or Monk level 11; [Improved Unarmed Strike](#); [Improved Grapple](#); [Greater Grapple](#).

Benefit: Freedom of Movement and similar effects no longer make creatures immune to your grapples, instead only granting the affected creature a +8 to CMD vs your grapple attempts and to [Escape Artists](#) check made to escape your grasp.

Swift Maneuvers (Combat)

When you strike an opponent, you can also attempt a maneuver against them.

Prerequisites: BAB +8; any <Improved Maneuver> feat

Benefit: Once per turn, you can attempt a combat maneuver (awesome blow, bull rush, grapple, etc) for which you have the appropriate <Improved Maneuver> feat in place of one of your attacks, even if the maneuver generally requires a standard action to attempt. The BAB used for the maneuver is the same as the attack it replaces (e.g.: a maneuver replacing your first iterative attack will use your full BAB -5).

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Tactical Training (Combat)

You can use your positioning to greater effectiveness.

Prerequisite: BAB +4; Int 10 or Wis 10

Benefit: Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground or cover, you gain an additional **+1** insight bonus to your attack roll for every +4 BAB (up to **+5** at BAB +20).

Talented

You learn new skills faster than most people.

Prerequisites: Int 10

Benefit: You gain **1** additional skill rank per level in any class that gains up to 4 skill points per level and **2** additional skill ranks per level in any class that gains 6 or more skill points per level. This feat retroactively applies to all class levels you have.

War Rider (Combat)

You trained or acquired a loyal mount to accompany you in battle.

Prerequisite: [Handle Animals](#) 1 rank; [Ride](#) 1 rank

Benefit: You get a war-trained [boar](#), [bull](#), [camel](#), [dog](#), [horse](#), [elk](#), [orca](#), [ostrich](#), [pony](#), [small cat](#) or [wolf](#) (other options may be allowed at the GM's discretion). This ability functions exactly like the [Druid's Animal Companion](#) ability, except that your effective [Druid](#) level is equal to your ranks in the [Ride](#) skill. You get a **+4** insight bonus to all [Handle Animals](#) and [Ride](#) checks related to this mount. It takes 72 hours to replace a mount that is dismissed, lost or dead.

Blessed War Rider (Combat)

Your mount has somehow obtained new fantastic abilities.

Prerequisite: [Animal Companion](#) or [Mount](#) class feature or [War Rider](#) feat; [Handle Animals](#) 9 ranks; [Ride](#) 9 ranks

Benefit: Your mount or animal companion gains [darkvision](#) (60 ft) (if it already has [darkvision](#), its range increases by 60 ft), [Spell Resistance](#) equal to [10 + your ranks in [Ride](#)] (which doesn't apply to *harmless* spells) and the ability to make 5 ft-steps, charge, run and withdraw even on difficult terrain.

- If you have at least 11 ranks in both [Handle Animals](#) and [Ride](#), your mount becomes able to freely tread on liquid surfaces as if under constant effect of the [Water Walk](#) spell. This is a [supernatural ability](#).
- If you have at least 15 ranks in both [Handle Animals](#) and [Ride](#), your mount gains a pair of wings, which grants it a [Flight speed of 60 ft with good maneuverability](#) or a [Swim speed](#) of 90 ft and the ability to breathe underwater (your choice). While these wings may have been acquired through magic, they are not magical in nature and your mount's flight/swim speed is considered a [natural](#) ability.

Weapon Finesse, Greater

You use speed and accuracy rather than brute strength to damage your opponent.

Prerequisites: BAB +1 or [Sneak Attack](#) class feature; Dex 15; [Weapon Finesse](#).

Benefit: When you make a melee attack using the [Weapon Finesse](#) feat, you can apply your Dexterity modifier to CMB and to damage rolls instead of your Strength modifier. This bonus is not increased by any condition or ability that would allow you to add 1.5x your Strength modifier to damage rolls (such as wielding a weapon 2-handed or using the [Dragon Style](#) feat), nor is it reduced for off-hand attacks.

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Feats for Custom Weapons

These feats were originally designed to be used in conjunction with my [Custom Weapon Generation System](#).

Creative Swordmaster (Combat)

You can use your weapons in unexpected ways.

Prerequisites: BAB +3 or Monk level 3.

Benefit: Choose one weapon modification that costs **1** craft point or two modifications that cost **0** points, except [Attached](#), [Double](#), [Energy Conduit](#), [Endless Charge](#), [Refilling](#) and modifications from the [\[Edge\]](#), [\[Handle\]](#) or [\[Propulsion\]](#) categories. [Minor Utility](#) and [Major Utility](#) modifications may or may not be allowed on a case-by-case basis, at the GM's discretion.

Every weapon you're proficient with that fulfills all prerequisites for that modification benefits from all its effects for as long as you wield them.

Special: This feat can be selected once again at BAB +10 and every +5 BAB above that, to a maximum of 4 times at BAB +20. You may use your Monk level in place of the BAB gained from levels in the Monk class for the purpose of qualifying for this feat.

Extraordinary Smith

You can craft particularly effective weapons.

Prerequisites: Craft (Weapons) 5 ranks.

Benefit: When you craft a weapon, you can give it one additional weapon modification. This modification doesn't count against that weapon's limit of craft points, but it can't cost more than **1** craft point. If you have at least 10 ranks in Craft (Weapons), the additional weapon modification may cost up to **2** craft points.

Fortified Defense (Combat)

You leave no openings for your enemy to exploit.

Prerequisites: BAB +6.

Benefit: When wielding a [blocking](#) weapon or using a shield, you do not provoke attacks of opportunity for attacking with unarmed strikes, reloading a ranged weapon, sheathing a weapon or standing up from [prone](#).

Get Over Here! (Combat)

You can use your weapons to bring enemies closer to you.

Prerequisites: BAB +5 or Monk level 5.

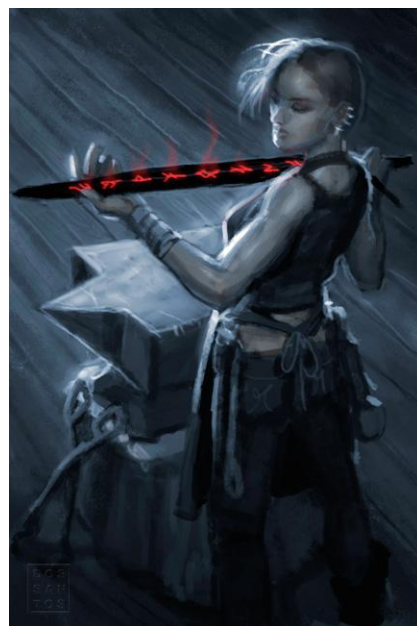
Benefit: When wielding a weapon with the [Whip-like](#) or [Reach](#) modification, you can make a Bull [Rush](#), [Drag](#) or [Reposition](#) attempt against your target in place of one of your attacks. If you succeed, the opponent is moved up to 10 ft directly towards you. This distance increases by +5 ft for every +5 by which you surpass the target's CMD.

Warrior Smith (Combat)

You master your weapons as a warrior, scholar and blacksmith.

Prerequisites: BAB +1.

Benefit: Your BAB counts as ranks in [Profession](#) (blacksmith) and in the following [Craft](#) skills: (armor), (bows), (weapons), (firearms) and (siege engines). If your Intelligence score is equal or greater than 10, your BAB also counts as ranks in [Spellcraft](#) and as your caster level for the purposes of identifying, modifying and crafting magical weapons and armor, as well as for qualifying for the [Craft Magic Arms and Armor](#) feat. **Special:** This ability cannot raise your skill ranks and caster level beyond your total character level.



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Weapon Groups

Axes: [bardiche](#), [battleaxe](#), collapsible kumade, [dwarven waraxe](#), gandasas, [greataxe](#), [handaxe](#), [heavy pick](#), [hooked axe](#), [knuckle axe](#), kumade, [light pick](#), [mattock](#), [orc double axe](#), [pata](#), [throwing axe](#) and tongi.

Blades, Heavy: [ankus](#), [dueling sword](#), [bastard sword](#), [chakram](#), [double chicken saber](#), [double walking stick katana](#), [elven curve blade](#), [estoc](#), [falcata](#), [falchion](#), [flambard](#), [greatsword](#), [great terbutje](#), [katana](#), [khopesh](#), [klar](#), [longsword](#), [nine-ring broadsword](#), [nodachi](#), [scimitar](#), [scythe](#), [seven-branched sword](#), [shotel](#), [temple sword](#), [terbutje](#) and [two-bladed sword](#).

Blades, Light: [bayonet](#), [butterfly knife](#), [butterfly sword](#), [chakram](#), [dagger](#), deer horn knife, [gladius](#), [hunga munga](#), [kama](#), [katar](#), [kerambit](#), [kukri](#), machete, [madu](#), manople, [pata](#), [quadrens](#), [rapier](#), [sawtooth sabre](#), [scizore](#), [shortsword](#), [sica](#), [sickle](#), [starknife](#), [swordbreaker dagger](#), [sword cane](#), [wakizashi](#) and [war razor](#).

Bows: [composite longbow](#), [composite shortbow](#), [longbow](#) and [shortbow](#).

Close: [bayonet](#), [brass knuckles](#), [cestus](#), [dan bong](#), [emei piercer](#), [fighting fan](#), [gauntlet](#), [heavy shield](#), [iron brush](#), [katar](#), light shield, [madu](#), [mere club](#), [punching dagger](#), [rope gauntlet](#), [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](#), [launching crossbow](#), light crossbow, heavy repeating crossbow, [light repeating crossbow](#) and [tube arrow shooter](#).

Double: [bo staff](#), chain spear, [dire flail](#), [double walking stick katana](#), double-chained kama, [dwarven urgrosh](#), [gnome hooked hammer](#), [kusarigama](#), [orc double axe](#), [quarterstaff](#), [two-bladed sword](#) and weighted spear.

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

Flails: [battle poi](#), [bladed scarf](#), chain spear, [dire flail](#), [double chained kama](#), [flail](#), [flying blade](#), gnome pincher, halfling rope-shot, [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](#), [earth breaker](#), [greatclub](#), [heavy mace](#), [light hammer](#), [light mace](#), [mere club](#), planson, [taiaha](#), [tetsubo](#), [wahaika](#) and [warhammer](#).

Monk: [bo staff](#), [brass knuckles](#), [butterfly sword](#), [cestus](#), [dan bong](#), deer horn knife, [double chained kama](#), [double chicken saber](#), [emei piercer](#), [fighting fan](#), [hanbo](#), [jutte](#), [kama](#), [kusarigama](#), [kyoketsu shoge](#), lungchuan tamo, [monk's spade](#), [nine-ring broadsword](#), [nine-section whip](#), [nunchaku](#), [quarterstaff](#), [rope dart](#), [sai](#), [sansetsukon](#), [seven-branched sword](#), [shang gou](#), [shuriken](#), [siangham](#), [temple sword](#), [tiger fork](#), [tonfa](#), [tri-point double-edged sword](#), [unarmed strike](#), [urumi](#) and [wushu dart](#).

Natural: [unarmed strike](#) and all [natural weapons](#), such as bite, claw, gore, tail, and wing.

Polearms: [bardiche](#), [bec de corbin](#), [bill](#), crook, [glaive](#), [glaive-guisarme](#), [guisarme](#), [halberd](#), [hooked lance](#), [lucerne hammer](#), [mancatcher](#), [monk's spade](#), [naginata](#), [nodachi](#), [ranseur](#), [rhomphaia](#), [tepoztotilli](#) and [tiger fork](#).

Siege engines: All other siege engines.

Spears: [amentum](#), [boar spear](#), chain spear, elven branched spear, [javelin](#), [harpoon](#), [lance](#), [longspear](#), orc skull ram, [pilum](#), planson, [shortspear](#), [sibat](#), [spear](#), [tiger fork](#), [trident](#) and weighted spear.

Thrown: [aklys](#), [amentum](#), [atlatl](#), [blowgun](#), bolas, [boomerang](#), [brutal bolas](#), [chakram](#), [club](#), [dagger](#), [dart](#), deer horn knife, [halfling sling staff](#), [harpoon](#), [hunga munga](#), [javelin](#), [lasso](#), [kestros](#), light hammer, [net](#), [poisoned sand tube](#), [rope dart](#), [shortspear](#), [shuriken](#), [sling](#), [sling glove](#), [spear](#), [starknife](#), [throwing axe](#), throwing shield, [trident](#) and [wushu dart](#).

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Sample Fighter Builds

Ferro The Strong

Human Fighter 10

LN Medium humanoid (human)

Init +4; **Senses** Perception +18 (+3 to avoid being surprised)

Defense

AC 26, **touch** 13, **flat-footed** 24 (+12 armor, +1 deflection, +2 Dex, +1 natural)

HP 102 (10d10+40) **DR** 2 / -

Fort +13, **Ref** +8, **Will** +9, (+3 vs. fear, mind control and possession) **Immune** fear **Speed** 30 ft.

Melee

large +2 silversheen greatsword +21/+16 (3d6+14/17-20) or
large mwk cold iron greatsword +20/+15 (3d6+12/17-20) or
large silversheen cestus +17/+12 (1d6+6/19-20)

Ranged

+1 adaptive composite longbow +16/+11 (1d8+10/19-20/x3)

Special Attacks

Earth-Shattering Strike (DC 21), Engage,

Shockwave (5d6+6 damage; DC 21)

Statistics

Str 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +10; **CMB** +16 (+18 sunder); **CMD** 29 (31 vs. sunder)

Feats Awesome Blow, Earth-Shattering Strike, Combat Reflexes, Cornugon Smash, Improved Sunder, Intimidating Prowess, Power Attack, Quick Draw

Combat Prowess Awesome Blow, Bonus Feat (Earth-Shattering Strike), Engage, Oversized Grip, Runecraft

Traits auspicious tattoo (shoanti), reactionary

Skills Acrobatics +15, Intimidate +18, Knowledge (dungeoneering) +13, Perception +18 (+3 to avoid being surprised), Sense Motive +15 (+3 to avoid being surprised)

Languages Common

Spell-Like Abilities (CL 10th; concentration +10)

2/day—Enlarge Person, Long Arm, Vanish

SQ armor training 2

Other Gear +3 full plate, +1 adaptive pauei composite longbow (+4 Str), +2 silversheen greatsword, mwk cold iron greatsword, silversheen cestus, amulet of natural armor +1, belt of physical might +2 (Str, Con), bracers of falcon's aim, cloak of resistance +3, feather step slippers, headband of inspired wisdom +2, ring of protection +1 **Money** 3,800 gp

Special Abilities

Awesome Blow As standard action, damage and move foe 10 ft. +1d6 dam if collide with something.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Cornugon Smash When you damage an opponent with a Power Attack, you may make an immediate

Earth-Shattering Strike (DC 21) Make all creatures within 10 ft fall prone on a failed Reflex save.

Engage Strike enemies who attack your allies or leave your threatened area.

Intimidate check as a free action to attempt to demoralize your opponent.

Improved Sunder You don't provoke attacks of opportunity when sundering.

Juggernaut Charge Charge through and damage enemies.

Oversized Grip Wield weapons made for creatures 1 size category bigger than you with no penalty.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Runecraft (Enlarge Person; Long Arm; Vanish) Add magical runes to your weapons and armor.

Shockwave (5d6+6 damage; DC 21) Deal 5d6 bludgeoning/slashing damage to creatures in a 30 ft cone.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Vigilance (Ex) Roll Initiative twice and take the better result.

Weapon Training (Blades, Heavy) +3 (Ex) +3 Attack, Damage, CMB, CMD with Heavy Blades

Weapon Training (Bows) +3 (Ex) +3 Attack, Damage, CMB, CMD with Bows



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Arqera The Silent

Female elf Fighter 10

CG Medium humanoid (elf)

Init +8; **Senses** low-light vision; **Perception** +18

Defense

AC 24, **touch** 16, **flat-footed** 19 (+8 armor, +1 deflection,

+5 Dex) **hp** 79 (10d10+20)

Fort +12, **Ref** +12, **Will** +9, (+3 vs. fear, mind-control and possession); +2 vs. enchantments

Immune fear, sleep **Speed** 30 ft.

Melee

silversheen cestus +16/+11 (1d4+5/19-20)

Ranged

+3 adaptive composite longbow +24/+19

(1d8+10/19-20/×3) or

paueliel composite longbow +12/+17
(1d8+6/19-20/×3)

Special Attacks

Celerity, Trickshot

Statistics

Str 16, **Dex** 22, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +10; **CMB** +13; **CMD** 30

Feats Manyshot, Point Blank Master, Point-blank Shot, Precise Shot, Rapid Shot, Run, Snap Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Combat Prowess Celerity, Evasion, Runecraft, Trick Shot

Traits classically schooled, indomitable faith

Skills Acrobatics +18 (+22 to jump with a running start), Climb +7, Knowledge (dungeoneering) +13, Knowledge (nature) +13, Perception +18, Sense Motive +15, Spellcraft +6, Stealth +18, Survival +6, Swim +7; Racial Modifiers silent hunter

Languages Common, Elven, Sylvan

Spell-like Abilities Gravity Bow (2/day) (CL 10), Reduce Person (2/day) (CL 10), Vanish (2/day) (CL 10)

SQ armor training 2

Other Gear +2 breastplate, +3 adaptive paueliel composite longbow (+2 Str), paueliel composite longbow (+2 Str), silversheen cestus, belt of physical perfection +2, bracers of falcon's aim, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +1 **Money** 1,650 gp

Special Abilities

Celerity (22 rounds) Gain all the benefits of Haste, but become Staggered once the effect ends.

Elven Immunities - Sleep You are immune to magic sleep effects.

Evasion If you succeed on a Reflex save for half damage, you take none instead.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Manyshot You can shoot two arrows as the first attack of a full attack action.

Point-Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Runecraft (Gravity Bow/ Reduce Person; Vanish) Add magical runes to your weapons and armor.

Silent Hunter Reduce Stealth penalty for moving by -5, can make Stealth checks while running

Snap Shot Threaten squares within 5 feet of you when wielding a ranged weapon

Trickshot (Ex) Use bull rush, disarm, grapple, sunder or trip with ranged attacks.

Weapon Training (Bows) +3 (Ex) +3 Attack, Damage, CMB, CMD with Bows.

Weapon Training (Monk) +3 (Ex) +3 Attack, Damage, CMB, CMD with Monk weapons



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Sokko Nakara

Male Half-orc Fighter ([Fist-Fighter](#)) 10

NE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

Defense

AC 22, **touch** 22, **flat-footed** 11 (+1 deflection, +6 Dex, +5 dodge)

hp 84 (10d10+20) **DR** 3/—

Fort +13, **Ref** +13, **Will** +12, (+3 vs. fear, mind-control and possession)

Offense

Speed 40 ft.

Melee unarmed strike +20/+20/+15 (1d10+6) or bite +20 (1d4+2)

Ranged shuriken +18/+18/+13 (1d2+4)

Statistics

Str 10, **Dex** 22, **Con** 14, **Int** 12, **Wis** 18, **Cha** 7

Base Atk +10; **CMB** +10; **CMD** 32

Feats Celestial Fist, Combat Reflexes, Endurance, Improved Unarmed Strike, Piranha Strike, Slashing Wind, Snake Style, Weapon Finesse

Combat Prowess Bonus Feat (Slashing Wind), Damage Reduction, Engage, Evasion, Juggernaut, King of the Iron Fist.

Traits indomitable faith, tusked

Skills Acrobatics +19 (+23 to jump), Climb +4, Knowledge (dungeoneering) +12, Knowledge (engineering) +5, Knowledge (history) +5, Knowledge (religion) +12, Perception +17 (+3 to avoid being surprised), Sense Motive +19 (+3 to avoid being surprised), Stealth +19, Swim +4

Languages Common, Orc, Undercommon

SQ evasive maneuvers (+6), orc blood

Other Gear shuriken (50), amulet of mighty fists +2, belt of physical might +2 (Dex, Con), boots of speed, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +1 **Money** 8,990 gp

Special Abilities

Boots of speed (10 rounds/day) Affected by Haste

Celestial Fist Use Wis modifier on damage rolls for unarmed strikes, natural attacks and monk weapons.

Combat Reflexes (7 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Fast Movement (10 ft). Increase your land movement speed by 10 ft.

Flurry of Blows Make one additional attack per turn with an unarmed strike, natural attack or monk weapon.

Damage Reduction (3/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasive Maneuvers (+6) Get a Dodge bonus to AC and CMD when not wearing armor or using shields.

Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Orc Blood Half-orcs count as both humans and orcs for any effect related to race.

Piranha Strike -3/+6 You can subtract from your attack roll to add to your damage with light weapons.

Snake Style Gain +2 on Sense Motive checks, and deal piercing damage with unarmed attacks

Vigilance Roll Initiative twice and take the better result.

Vigor (7 points) Can use Vigor points for a variety of effects.



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Mark Cent

Male Human Fighter ([Paragon](#)) 10

LG Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +19

Defense

AC 21, **touch** 15, **flat-footed** 18 (+6 armor, +3 Dex, +2 deflection)

hp 104 (10d10+40)

Fort +13, **Ref** +9, **Will** +10, (+3 vs. fear, possession and mind control)

DR 5/— **Immune** possession and mind control by evil creatures

Offense

Speed 30 ft. **Fly** (60 ft) (100 minutes/day)

Melee

+1 silversheen cestus +17/+12 (1d4+7/19-20) or unarmed strike +19/+14 (1d6+9)

Ranged

+1 adaptive composite longbow +14/+9 (1d8+7/×3)

Special Attacks

Elemental Breath (cold) (3d6+3), Elemental Ray (fire) (5d6+10)

Statistics

Str 22, **Dex** 16, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +18 (+20 grapple); **CMD** 31

Feats Awesome Blow, Combat Reflexes, Heroic Dive, Fighting Prodigy [Maneuver Mastery - Disarm], Improved Awesome Blow, Improved Unarmed Strike, Iron Will, Power Attack, Toughness

Power Pool 6 PP

Paragon Power Elemental Breath, Elemental Ray, Greater Invulnerability, Keen Sight, Peace Keeper, Flight

Traits indomitable faith, reactionary

Skills Acrobatics +16, Bluff +10, Diplomacy +10 (+3 vs creatures to whom you didn't deal lethal damage in the last 24 hours), Disguise +10, Fly +16, Perception +19, Survival +1 (+3 to avoid becoming lost)

Languages Common

SQ Mightier than a Titan (considered 2 size categories larger for unarmed damage, carrying capacity and maneuver size limitations)

Other Gear +1 brawling haramaki, +1 adaptive composite longbow (+4 Str), +1 silversheen cestus, clear spindle ioun stone, amulet of mighty fists +1, belt of physical perfection +2, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +2, wayfinder **Money** 1,792 gp

Special Abilities

Awesome Blow As standard action, damage and move foe 10 ft. +1d6 dam if collide with something.

Combat Reflexes (4 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dragon Style +2 vs sleep, paralysis, and stun, first unarmed strike in a rd deals 1.5x Str, and can ignore difficult terrain/allies when charging.

Flight (60 ft; Good Maneuverability) (100 min/day) You can fly 100 minutes per day.

Heroic Dive You can sacrifice yourself to protect your allies from harm.

Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Inspiring Presence You grant the bonus against fear from your Bravery class feature to all allies within 30 ft.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Peace Keeper You can deal nonlethal damage with any weapon without any penalty.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Wayfinder (clear spindle ioun stone) A small magical device patterned off ancient relics of the Azlant. With a command word, you can use a wayfinder to shine (as the light spell). The wayfinder also acts as a non magical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All wayfinders include a small indentation designed to hold a single ioun stone.

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Zia

Female Angelkin Aasimar Fighter 10 ([Warlord](#))

NG Medium outsider (human, native)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12 (+14 to detect traps or ambushes and avoid being surprised by a foe)

Defense

AC 25, **touch** 13, **flat-footed** 23 (+11 armor, +1 deflection, +2 Dex, +1 natural)

HP 84 (10d10+20) **Fort** +11, **Ref** +11 (+2 when no farther than 30 ft from an ally), **Will** +11, (+3 vs. fear, possession and mind control)

Resist acid 5, cold 5, electricity 5 **Immune** fear **Speed** 30 ft.

Offense

Melee +2 silversheen glaive +19/+14 (1d10+11/19-20/×3) or
mwk cold iron glaive +18/+13 (1d10+10/19-20/×3) or
silversheen armor spikes +17/+12 (1d6+6)

Ranged +1 adaptive composite longbow +13/+9 (1d8+7/×3)

Spell-Like Abilities (CL 10th; concentration +15)

1/day—alter self

Special Attacks Awe-Inspiring Strike, Command Voice (25 rounds/day)

Impose Will (DC 20), Lead by Example, Slashing Cyclone

Statistics

Str 22, **Dex** 14, **Con** 15, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +10; **CMB** +16; **CMD** 29

Feats Combat Reflexes, Force of Personality, Slashing Cyclone, Improved Critical (glaive), Improved Initiative, Lunge, Power Attack, Spear Dancer, Weapon Focus (glaive)

Traits indomitable faith, reactionary

Combat Prowesses Awaken Weapon Potential, Awe-Inspiring Strike, Impose Will (DC 20)

Skills Acrobatics +15, Diplomacy +18, Intimidate +18, Linguistics +9, Perception +12 (+14 to detect traps and avoid being surprised by a foe), Perform (dance) +9, Sense Motive +14 (+16 to detect traps and avoid being surprised by a foe), Survival -1 (+1 to avoid becoming lost)

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Elven, Giant, Ignan, Infernal, Sylvan, Terran, Undercommon

SQ armor training 2, scion of humanity, truespeaker

Other Gear +2 armor spikes full plate, +1 adaptive composite longbow (+4 Str), +2 silversheen glaive, mwk cold iron glaive, amulet of natural armor +1, belt of physical perfection +2, cloak of resistance +2, headband of alluring charisma +4, ring of protection +1, traveler's any-tool, wayfinder **gold** 1,926 gp

Special Abilities

Awe-Inspiring Strike (11 rounds) Whenever you use a melee weapon to confirm a critical hit or reduce an enemy to 0 hp or lower, you and your allies get a +2 morale bonus to attack and damage rolls and to all saving throws vs fear effects for 11 rounds.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Command Voice (25 rounds/day) You can use a swift action to activate this ability and grant a +2 competence bonus to attack and damage rolls as well as all benefits of your Bravery class feature to all allies who can see or hear you.

Impose Will (Su) (DC 20) You can cast [Command](#) as a supernatural ability.

Lead by Example (+5) Give a morale bonus to allies who saw you succeed at your task.

Power Attack (-3/+6) You can subtract from your attack roll to add to your damage.

Scion of Humanity Count as a human for any effect related to race. Pass as human without using Disguise.

Slashing Cyclone You can attack multiple targets while moving up to your normal speed.

Spear Dancer When you hit a creature with your two-handed reach weapon, you make your target dazzled.

Traveler's Any-Tool Acts as masterwork tools for most Craft or Profession skills.

Truespeaker Learn two languages for each rank you put in Linguistics.

Wayfinder With a command word, you can use a wayfinder to shine (as the light spell). The wayfinder also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All wayfinders include a small indentation designed to hold a single ioun stone.

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Krios

Male Ratfolk Fighter 10 (Runemaster)

NE Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; **Perception** +16

Defense

AC 29, touch 18, flat-footed 23 (+6 armor, +1 deflection, +6

Dex, +1 natural, +4 shield, +1 size)

HP 94 (10d10+30)

Fort +13, **Ref** +12, **Will** +9; (+3 vs. fear, possession and mind control)

Defensive Abilities uncanny dodge

Offense

Speed 30 ft.

Melee Krueger (+2 Runeblade rapier) +21/+16 (1d3+8/15-20)

+1 tailblade +18/+13 (1d2+7) or

heavy shield bash +10/+5 (1d3-1) or

Ranged +1 light crossbow +18 (1d6+1/19-20)

Special Attacks swarming

Spell-Like Abilities (CL 10th; concentration +19)

constant—detect magic, read magic

2/day—liberating command, long arm, unseen servant

Runemaster Spells Known (CL 10th; concentration +19)

3rd (2/day)—force hook charge, haste

2nd (2/day)—bladed dash, false life, frigid touch, glitterdust (DC 16), mirror image

1st (3/day)—grease, long arm, shocking grasp, silent image (DC 15), true strike, vanish (DC 15)

Statistics

Str 8 **Dex** 22 **Con** 16 **Int** 18 **Wis** 12 **Cha** 10

BAB +10; **CMB** +15; **CMD** 25 (29 vs. bull rush, 29 vs. trip)

Feats Eschew Materials, Greater Weapon Finesse, Improved Critical (Runeblade), Iron Will, Piranha Strike, Weapon Finesse,

Traits desperate focus, reactionary

Combat Prowess Awaken Weapon Potential, Bloodlust, Follow-Up Strike, Runecraft, Slasher

Skills Acrobatics +19, Bluff +10, Climb +3, Fly +18, Intimidate +13, Knowledge (arcana) +17, Knowledge (dungeoneering) +12, Perception +16, Spellcraft +17, Stealth +20, Swim +3

Languages Abyssal, Aklo, Common, Infernal, Undercommon

SQ arcane initiate, rodent empathy

Combat Gear potion of cure moderate wounds (3); **Other Gear** +2 mithral chain shirt, +2 adamantine heavy steel shield, +1 light crossbow, +1 tailblade, krueger, amulet of natural armor +1, belt of physical might +2 (Dex, Con), cloak of resistance +3, headband of mental prowess +2 (Int, Wis), ioun torch ioun stone, ring of protection +1, ring of sustenance, stagger-proof boots, traveler's any-tool **gold** 1,201 gp

Special Abilities

Bladebound (Su) Teleport your Runeblade to your hand

Greater Weapon Finesse Use Dex for damage with light and finesse weapons

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

Piranha Strike (-3/+6) You can subtract from your attack roll to add to your damage with light weapons.

Rodent Empathy Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Rune Magic Cast a spell in place of an attack once per turn, but suffer a -2 penalty to attack rolls for 1 turn.

Runeblade Training +2 (Ex) +2 bonus to attack rolls made with your Runeblade. Deliver spells through it.

Warmage (Ex) Add Bravery bonus to concentration checks. Negate ASF even in heavy armor.

Swarming (Ex) Can share a square with another with swarming, if both threaten the same foe, he is flanked.

Krueger

NE +2 Runeblade (rapier)

Senses darkvision 60 ft.; **Perception** +16

Ego 14 **Current Form** rapier

HP 100 **Hardness** 20

Str - **Dex** - **Con** - **Int** 15 **Wis** 11 **Cha** 11

Skills Perception +13, Knowledge (arcana) +15, Knowledge (planes) +15, Knowledge (religion) +15

Languages Abyssal, Aklo, Common, Infernal, Undercommon

SQ telepathy (Krios only)

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FAQ!

1- Why create a new Fighter? The Fighter is good enough as he is!

No, he isn't. At least not according to my gaming experience... Wait! I already answered this in the disclaimer!
[It's literally in the first page of this document!](#) You skipped it, didn't you?

2- Yeah... Sorry...

Don't worry. It's no big deal. :) **starts plotting revenge**

3- Isn't [class feature or feat] too strong?

I *probably* don't think so, since I added it. Remember: Before assuming something is too powerful (or too weak), check at what level it comes into play and what options other classes and CR-appropriate enemies will have by then. Then take a moment to ponder if the ability in question is indeed too good or merely level-appropriate. That said, if you still think there is something wrong with it, [I strongly encourage you to share your thoughts on the matter](#). I promise to take it in consideration.

4- But it's so much better than most other feats!

Well, that's most likely because... And this is a big one, so pay attention... **Most feats in 3.X and Pathfinder SUCK!**
 Seriously, for every good feat, we have four or five that are nearly unusable or require a crapton of crappy prerequisites!

5- But it sounds so cool! There should be a requirement for doing something that cool!

No, it really shouldn't. [Players should never have to choose between effectiveness and style!](#)

We should be allowed to have effective characters that are also capable of doing cool stuff! That's the philosophy I have in mind when designing all of my homebrew!

6- Isn't this Fighter too front-loaded?

Maybe a little. But players should be able to play their character concept from level 1. And the Revised Fighter greatly rewards investing levels in the class, so it's at no danger of becoming a "dip class"... Besides, taking a "dip" in Fighter *should* make the character a better fighter.

7- Some of these high-level abilities don't seem like something a non-caster should be able to do...

You really did skip the disclaimer, didn't you? **sigh** Look... Pathfinder is a **level-based system**. That means that **a character's power level is measured by their level** (or CR, to be more precise). Not their classes, **their level!**
 Therefore, characters of similar level (or CR, whatever) should be similarly powerful. So if a Cleric can do awesome stuff at Nth level, a Fighter of Nth level should be capable of doing stuff with similar levels of awesomeness!

Besides, this is a fantasy game. Characters are supposed to be fantastic. Always keep in mind that "mundane" (i.e.: "non-magical") is not the same as "ordinary" (i.e.: "common/mediocre"). Any character higher than 6th level should be able to do stuff that is impossible to people in the real world! It doesn't matter if they do it by mastering arcane secrets, channeling the will of the gods, unleashing their inner rage... Or simply being very, very badass!

8- What about the Weapon Master Handbook?

That book is a god-send to vanilla Fighters... But some of its content *can* be a bit much when combined with this homebrew (mostly because this project predates the WMH by 3 whole years). Still, it's unlikely to really break anything... But I do suggest avoiding the "pure numerical bonus" options, such as Armed Bravery and Fighter Reflexes.

9- What kind of power scale are you using here?

There is no exact answer... But it's probably close to something like this:

- **1~5 level: Most normal people**, ranging from "stupid" to "one in a generation genius in their field".
- **6~10th level: Impossibly blessed/skilled/lucky people**, ranging from Batman to Hercules.
- **11~15th level: Those capable of putting the mythological Hercules to shame**. I'd say Wonder Woman and Dante (from Devil May Cry) are around here.
- **16th~20th level: Those so powerful, they could be considered deities or demigods by most mortals**. People like modern Superman or Goku during most of the Freeza saga are around here (though their level might come from racial HD instead of actual class level... I'm looking at you, Clark Kent!).
- **21st level and beyond: Creatures who are only a few steps short of becoming actual deities and demigods!** Whole worlds and pantheons start to take notice of their existence. A few more levels, and they might actually be able to present a very real threat to said worlds and pantheons.... Imagine Asura from Asura's wrath, or post-Freeza saga Goku. (Yes, I disagree with Death Battle, why do you ask?)

10 - Can I use this in my games/homebrew?

Of course! Go ahead! That's why I shared it in the first place. I'd appreciate it if you mentioned me and my work, however. :)

11- Anything else?

Only... Thank you all for the attention and wonderful feedback. I hope you can all enjoy my humble homebrew.

Cheers!Lemmy

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