

Aspect Warrior

"I am not left-handed!"

Alignment: No

Starting Age: Simple

Hit Die: d10

| Level | BAB | Fort | Ref | Will | Primary Aspect | Secondary Aspect | Tertiary Aspect | Universal |
|-------|---------------|------|-----|------|----------------|------------------|-----------------|-----------------|
| 1 | +1 | +2 | +2 | +0 | 1 | 0 | 0 | Duelist |
| 2 | +2 | +3 | +3 | +0 | 2 | 0 | 0 | Athlete |
| 3 | +3 | +3 | +3 | +1 | 3 | 1 | 0 | |
| 4 | +4 | +4 | +4 | +1 | 4 | 2 | 0 | War Craft |
| 5 | +5 | +4 | +4 | +1 | 5 | 3 | 0 | |
| 6 | +6/+1 | +5 | +5 | +2 | | 4 | 3 | Leadership |
| 7 | +7/+2 | +5 | +5 | +2 | 7 | 5 | | |
| 8 | +8/+3 | +6 | +6 | +2 | | | 4 | Split the Weave |
| 9 | +9/+4 | +6 | +6 | +3 | 9 | 7 | | |
| 10 | +10/+5 | +7 | +7 | +3 | | | 5 | Captain |
| 11 | +11/+6/+1 | +7 | +7 | +3 | | 9 | | |
| 12 | +12/+7/+2 | +8 | +8 | +4 | 12 | | | |
| 13 | +13/+8/+3 | +8 | +8 | +4 | | | | Warrior Spirit |
| 14 | +14/+9/+4 | +9 | +9 | +4 | | 12 | 7 | |
| 15 | +15/+10/+5 | +9 | +9 | +5 | 15 | | | |
| 16 | +16/+11/+6/+1 | +10 | +10 | +5 | | | | Warlord |
| 17 | +17/+12/+7/+2 | +10 | +10 | +5 | | 15 | | |
| 18 | +18/+13/+8/+3 | +11 | +11 | +6 | 18 | | 9 | |

| | | | | | | | | |
|----|----------------|-----|-----|----|--|----|--|-------------|
| 19 | +19/+14/+9/+4 | +11 | +11 | +6 | | | | Planar Rift |
| 20 | +20/+15/+10/+5 | +12 | +12 | +6 | | 18 | | |

Skill points at 1st level: $(4 + INT) * 4$

Skill points at each subsequent level: $4 + INT$

Class skills: I dunno, man, do whatever

Weapon and Armor Proficiency: Warriors are proficient with simple and martial weapons and all forms of armor and shields.

Duelist: The warrior gains the Combat Expertise, Power Attack, and Weapon Finesse feats for free. Additionally, when wielding weapons they are proficient in, they take no penalty for making an off-hand attack so long as the off-hand is wielding a light weapon.

Athlete: At second level, the warrior gains a +2 competence bonus to Climb, Jump, and Swim checks.

War Craft: At fourth level, the warrior gains a +2 competence bonus to one Craft skill of their choice, related in some way to their martial prowess and skill.

Leadership (Ex): At sixth level, the warrior can raise a small war band on the strength of their growing reputation and martial prowess. They can raise a force whose CR, when added together individually, totals no more than their warrior level, the highest CR of which is no more than three less than their warrior level. For example, a sixth level warrior could raise up to 2 CR 3 creatures, 12 CR ½ creatures, 1 CR 3 creature leading 6 CR ½ creatures, or any other combination of CR that adds up to 6 and has no individual creature with a CR higher than 3.

Raising the army takes a full day, and once the warrior has mustered forces, they may not raise any more troops using this ability until they lose some of their existing troops either by disbanding them or losing them in action. The warrior may only raise an army from the available forces in the region - they cannot recruit orcs unless there are actually orcs around, for example. The warrior can only recruit creatures who can understand the warrior, and utterly desolate areas or areas inhabited solely by unintelligent or mindless creatures will prevent the warrior from raising an army so long as they remain in that location. If the locals are hostile, the warrior must succeed on a Bluff, Diplomacy, or Intimidate check with DC equal to $10 +$ the total CR of creatures they are attempting to recruit, however they may use their STR or CON instead of their CHA for this check. The warrior may make this check once per day and may take 10 on it, and thus raise an army of any size up to their limit from a hostile population provided they're willing to sink enough time into it.

Creatures whose CR is ordinarily less than one may have aspect warrior levels. Each creature who has aspect warrior levels in this way has CR equal to their aspect warrior level. They gain aspect warrior levels up to whatever CR the aspect warrior wishes (so long as it remains within the maximum allowed by this ability), with hit dice, BAB, skill ranks, and save progressions to match, however they have only one aspect and universal powers. The aspect warrior may pick any aspect of war they wish, however their aspect warrior underlings may only have aspect warrior levels equal to the commanding aspect warrior's aspect level in their relevant aspect. For example, a ninth-level aspect warrior with a tertiary Steel aspect could only train their troops up to level 4 aspect warriors if they have the Steel aspect, but could train minions with the Strategy or Strength aspects up to level 6.

And yes, warriors of level 9 and up *can* have underlings who also have Leadership. Warriors of level 12 and up can have underlings whose underlings have Leadership, and so on, and warriors of level 13 and up may have underlings who have Captain, and warriors of level 19 and up may have underlings who have Warlord. This is called "feudalism," and some players will construct org charts assigning all of their little cohorts to different officers and such, while others won't bother with tons of tiny men and will instead ignore all the nested Leadership mooks and instead focus on the high CR minions and leaving the swarms of CR ½ fodder cascading from them to sort themselves out, keeping in the back of their mind that starting at level 10 they have some not-precisely-known number of trash mooks ranging in the low hundreds which, starting from level 16, expands into the low thousands, which they can stuff into castles or whatever. Either way works. If using the second method, what matters for Captain and Warlord is not that the warrior has gained lots of new tiny men, but rather that Captain gives a hit squad of CR 5 creatures, which is then swapped out at Warlord for a hit squad of CR 10 creatures.

Leadership is the only way of raising an army in a hurry from an arbitrary population, but it is not the only way of raising an army period. Hiring mercenaries, levying lands you have established a long term government over, winning the loyalty of specific armies through your personal relationships with their leadership, etc. etc. can all provide other methods of raising armies. Leadership is simply the most flexible and reliable, allowing the raising of sizable forces (especially when combined with Captain and Warlord) from any land with a population to recruit from.

Split the Weave (Ex): Through a combination of incredible skill and unmatched strength, an eighth-level warrior may split reality itself with any magic weapon, creating a temporary, unstable gate leading to another plane of their choice as a standard action. A single creature may pass through the gate before it collapses. Otherwise, the gate will collapse at the start of the warrior's next turn. Though this ability is an extraordinary ability and thus is not thwarted by anti-magic fields and the like, it still requires a magic weapon, which usually *is* thwarted by anti-magic fields, and it counts as a teleportation effect, and is also thwarted by any spells that guard against such effects.

Captain (Ex): At tenth level, the warrior's reputation has grown such that they can now raise small armies. In addition to the relatively small honor guard granted by their Leadership ability, the warrior may raise a patrol for every two warrior levels, rounded down. Each patrol has a CR 5 leader, three CR 2-3 heavy troops, and four light troops of CR 1 or below. Put another way, the warrior may raise, in addition to the troops from their Leadership ability, CR 5 creatures equal to half their warrior level, rounded down, three times that number of CR 2-3 creatures, and four times that number of CR 1 or below creatures. All the same restrictions on raising troops from the region's available population apply.

Warrior Spirit (Su): At thirteenth level, the warrior's spirit is so powerful that it imbues any weapon they fight with. Any weapon wielded by the warrior counts as a magic weapon with an enhancement bonus equal to one-third of their warrior level, rounded down, for so long as they continue to wield it.

Warlord (Ex): At sixteenth level, the warrior can raise proper armies. In addition to the honor guard of their Leadership ability and the personal retinue of their Captain ability, the Warlord may raise an army consisting of as many CR 10 officers as they have warrior levels, each officer having the Captain ability if they do not get it from their own warrior levels already.

Planar Rift (Ex): At nineteenth level, the warrior can cut stable rifts in the weave, allowing up to six creatures to pass through before the gate collapses.

Aspects of War: The warrior must prioritize their three aspects: Steel, Strength, and Strategy. Their primary aspect is available at first level and has aspect level equal to their warrior level. Their secondary aspect is available at third level and has aspect level equal to two less than their warrior level. Their tertiary aspect is available at sixth level and has aspect level equal to half their warrior level, rounded down. The DC for any saves for aspect powers is always 10 + half the warrior's aspect level for that aspect, rounded down + the warrior's STR bonus.

Aspect of Steel: A warrior who learns the aspect of steel has the powers listed below.

| Steel aspect level | Aspect powers |
|--------------------|---|
| 1 | Combat Reflexes, Combat Stances |
| 2 | Armor Master, Combat Maneuvers |
| 3 | Called Shots, Combat School, Parry |
| 4 | Riposte |
| 5 | Combat Expert, Eye Shot, Flat Strike, Yomi |
| 7 | Artery Shot, Combat Master, Dispelling Strike |

| | |
|----|--|
| 9 | Critical Master, Jugular Shot, Spell Parry |
| 12 | Terrifying Skill, Weapon Master |
| 15 | Lightning Strike |
| 18 | Master Strike |

Combat Reflexes: The warrior learns the Combat Reflexes feat.

Combat Stances (Ex): The warrior's expert footwork allows them to adopt one of several stances. They know one stance per Steel aspect level and may enter or change stances as a swift action.

-Aggressive stance: The warrior's speed increases by 30 ft. and their melee attacks have a +4 bonus.

-Defensive stance: The warrior gains a +4 dodge bonus to AC and saving throws.

-Fluid stance: The warrior may move through occupied spaces as though they were not occupied, never provokes attacks of opportunity due to movement, and has a +4 dodge bonus to AC.

-Sentinel stance: The warrior may make an attack of opportunity on anyone who enters their threatened space or who attacks anyone else but the warrior.

-Shield stance: The warrior has concealment and enemies struck by their shield bash must make a Fortitude save or else be stunned for one round. This stance requires a shield.

Armor Master (Ex): The warrior reduces the armor check penalty of any armor they wear by one point for every Steel aspect level.

Combat Maneuvers: The warrior gains one of the Improved Bull Rush, Improved Disarm, Improved Feint, Improved Overrun, Improved Sunder, or Improved Trip feats for every two Steel aspect levels, rounded down.

Called Shots (Ex): The warrior can make precision attacks. These take the place of a normal attack and can be made on their own as a standard action or as part of a full attack. The warrior takes a -2 penalty to the attack, but if they hit, they get a special effect picked from the list below, which lasts until the target receives at least one point of healing:

-Ankle shot. The target's movement speed is reduced by half.

-Wrist shot. The target takes a -2 penalty to attack and damage for all attacks made with the targeted hand (including those made with two-handed weapons).

Combat School: The warrior is well-trained in one of the combat schools from the list below for every three Steel aspect levels, rounded down.

-Archer: This combat school emphasizes fighting at range. When first learning this combat school, the warrior gains Weapon Focus with all bows and crossbows.

-Cavalier: This combat school emphasizes fighting from horseback. When first learning this combat school, the warrior gains Weapon Focus with all pole weapons (i.e. halberds, lances, etc.).

-Skirmisher: This combat school emphasizes mobility and speed, concentrating on making powerful, savage attacks and slipping away before concentrated enemy forces can arrive to retaliate. When first learning this combat school, the warrior gains Weapon Focus with all hafted weapons (i.e. battleaxes, warhammers, etc.).

-Vanguard: This combat school emphasizes raw power and fighting in and against densely packed formations. When first learning this combat school, the warrior gains Weapon Focus with all hilted weapons (i.e. daggers, longswords, etc.).

Parry (Ex): When an enemy you threaten attacks you, you may use an attack of opportunity to add your BAB to your AC for that attack only.

Riposte (Ex): Whenever an enemy you threaten misses you with an attack, they provoke an attack of opportunity from you.

Combat Expert: The warrior's knowledge of combat gets both deeper and wider. The warrior learns a second combat school, and the combat school they already know gains new benefits, listed below. If they already know any of the feats granted, they instead get a combat feat of their choice.

-Archer: The warrior learns the Point-Blank Shot and either Precise Shot or Rapid Shot feats, and gains Weapon Specialization with bow weapons.

-Cavalier: The warrior learns the Mounted Combat and Ride-By Attack feats, and gains Weapon Specialization with pole weapons.

-Skirmisher: The warrior learns the Dodge and Mobility feats and gains Weapon Specialization with hafted weapons.

-Vanguard: The warrior learns the Cleave feat, gains a +2 Dodge bonus to AC while adjacent to an ally, and gains Weapon Specialization with hilted weapons.

Eye Shot: When making a called shot, the warrior may target the eyes. If the attack is successful, the target is blinded until they receive at least one point of healing.

Flat Strike: When making a called shot, the warrior may smack the target on the side of the head with the flat of their blade to stun them. If the attack is successful, it deals bludgeoning damage and the target is stunned for one round for every three BAB, rounded down. A point of healing does *not* end this effect early.

Yomi (Ex): The warrior may use their BAB in place of their ranks in Sense Motive whenever they are making a Sense Motive check against someone they are fighting or have fought within one day per Steel aspect level.

Artery Shot: When making a called shot, the warrior may target a major artery, usually in the thigh or armpit. If the attack is successful, it deals 1d6 precision damage for every point of BAB and the target begins bleeding and takes one damage for every three BAB of the warrior at the start of their turn every turn until they receive at least one point of healing. Creatures who are immune to critical hits are also immune to the precision damage and bleeding.

Combat Master: The warrior has a thorough mastery of all weapons and styles of fighting. They learn a third combat school, a second combat expertise, and the combat expertise they already knew gains new benefits, listed below. If they already know any of the feats granted, they instead get a combat feat of their choice.

-Archer: The warrior learns either Rapid Shot or Precise Shot, and either Manyshot or Sharp-Shooting, and gains Greater Weapon Focus with bow weapons.

-Cavalier: The warrior learns the Spirited Charge and Trample feats, and gains Greater Weapon Focus with pole weapons.

-Skirmisher: The warrior learns the Spring Attack and Whirlwind Attack feats and gains Greater Weapon Focus with hafted weapons.

-Vanguard: The warrior learns the Great Cleave feat, can flank any enemy who is adjacent to at least two allies regardless of the positioning of those allies, and gains Greater Weapon Focus with hilted weapons.

Dispelling Strike (Ex): With long experience dealing with enemy war mages, the warrior knows exactly where to strike to disrupt a spell. By succeeding on an attack roll against a DC of 10 + the caster's caster level + their casting stat, the warrior can end any spell effect. The warrior must either threaten the caster or be within the spell's area of effect to do this.

Critical Master (Ex): The critical range for all of the warrior's attacks is expanded by one.

Jugular Shot: When making a called shot, the warrior may target the jugular (or equivalent most critical artery on non-humanoid creatures). If the attack is successful, it is automatically a

confirmed critical and deals 1d6 precision damage for every point of BAB. Creatures who are immune to critical hits are also immune to the precision damage.

Spell Parry (Ex): So long as they are wielding a magic weapon, the warrior may use their Parry ability against ranged spell attacks, even if the caster is not threatened by the warrior.

Terrifying Skill (Ex): Every time the warrior strikes an enemy with a weapon attack, they may make an Intimidate check against them.

Weapon Master: The warrior gains Weapon Focus, Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization with all weapons.

Lightning Strike (Ex): The warrior may make a full attack as a standard action.

Master Strike (Ex): The warrior may make a master strike as a full round action. The attack receives a +20 insight bonus. If it hits, it is automatically a confirmed critical. If the weapon's critical range is 19-20 or better, increase the crit multiplier by 1.

Aspect of Strategy: A warrior who learns the aspect of strategy has the powers listed below.

| Strategy aspect level | Aspect powers |
|-----------------------|---|
| 1 | Command |
| 2 | Combat Medic, Rallying Cry |
| 3 | Inspiring Figure |
| 4 | Lead From The Front, Tactical Positioning |
| 5 | Resourceful Command, Tactical Insight |
| 7 | Brilliant Commands |
| 9 | Formation Commands |
| 12 | Heroic Figure |
| 15 | Opportunistic Strike |
| 18 | Legendary Commander, Legendary Figure |

Command (Ex): The warrior can shout a command as a standard action, granting benefits to creatures within Close range (25 ft. + 5 ft. per Strategy aspect level) other than themselves. The warrior knows one command per Strategy aspect level, and after using a command, may not use that same command again until they have taken a full-round action to reorient themselves.

The warrior themselves can never benefit from any of their own commands. The command may be any of the following:

-“Focus fire!” All creatures of the warrior’s choice within range have a +1 precision bonus for every three Strategy aspect levels, rounded down, on attacks and damage against a specific enemy creature for one round.

-“Destroy them!” One creature within range may make a full attack as an attack of opportunity.

-“Hit ‘em now!” A single creature within range provokes an attack of opportunity from everyone who threatens them.

-“Make haste!” All creatures of the warrior’s choice within range may move up to their speed immediately, without taking an action.

-“Never give up!” All creatures of the warrior’s choice within range gain temporary HP equal to the warrior’s Strategy aspect level.

-“Never surrender!” All creatures of the warrior’s choice within range have a +1 morale bonus to all saves for every three Strategy aspect levels, rounded down, for one round.

-“No loafing!” One creature within range removes the dazed, nauseated, panicked, paralyzed, stunned, or unconscious condition. If their HP was less than 1, they now have 1 HP.

-“Retreat!” All creatures of the warrior’s choice within range have an extra 10 ft. of movement on their next turn so long as they are moving away from the enemy.

-“Watch yourself!” All creatures of the warrior’s choice within range have a +1 morale bonus for every three Strategy aspect levels, rounded down, to their AC for one round.

Combat Medic (Ex): You may treat an injured character’s wounds. When you make a DC 15 heal check for first aid, a character recovers damage equal to your Strategy aspect level, +1 for each point past 15 on the check. A character may only receive this healing once before taking an 8-hour rest.

Rallying Cry (Ex): The warrior can shout a rallying cry to their allies as a standard action. All creatures of the warrior’s choice within Close range (25 ft. +5 ft. per Strategy aspect level) other than themselves get a morale bonus to attacks and saves equal to half their Strategy aspect level, rounded down, for one round. The warrior may sustain an ongoing rallying cry with a swift action.

Inspiring Figure (Ex): The warrior’s very presence inspires his allies to battle. All creatures of the warrior’s choice within Close range (25 ft. + 5 ft. for every two Strategy aspect levels, rounded down) other than themselves get a +1 morale bonus to Will saves for every three Strategy aspect levels, rounded down. This effect is passive.

Lead From The Front (Ex): Whenever the warrior takes damage from a melee attack, they may give a command as an attack of opportunity.

Tactical Positioning (Ex): The warrior deals bonus damage equal to their Strategy aspect level to any creature they are flanking, and their allies gain the same amount of bonus damage against any creature flanked by the warrior.

Resourceful Command (Ex): The warrior gains a wild command, which can be used as any other command, even if that command has already been given since the last time the warrior took a full round action to reorient themselves. This is in addition to the commands they learn automatically for increasing their Strategy aspect level.

Tactical Insight (Ex): As a swift action you may predict one creature will attack another creature. If, before the start of your next turn, that creature takes the action you predicted, they take a penalty equal to your Strategy aspect level to the attack roll, or the target of their attack gets a morale bonus to their save equal to your Strategy aspect level, whichever is applicable.

Brilliant Commands (Ex): The warrior may learn the commands listed below. This counts as one of the commands they know based on their Strategy aspect level.

-“Go for the eyes!” The warrior designates a target within range. If any of the warrior’s allies within range hits the target, that target is blinded until they receive at least one point of healing.

-“Go for the legs!” The warrior designates a target within range. If any of the warrior’s allies within range hits the target, that target’s movement speed is reduced by 10 ft. until they receive at least one point of healing.

-“Go for the throat!” One creature within range may make an attack on a creature the warrior can see or hear, without taking an action. If the attack hits, it is automatically a confirmed critical.

-“Push them back!” All creatures of the warrior’s choice within range except the warrior themselves may make a single attack as a free action.

-“Regroup!” Any creatures of the warrior’s choice within range *including* the warrior themselves may take a 5-ft. step in any direction as a free action. As part of the same action, the warrior may issue a second command.

Formation Commands (Ex): The warrior may command a formation. They may reissue commands that are already expended to the creatures in the formation, and the effects of their rallying cry persist on creatures in formation for ten rounds after they stop sustaining the cry. The formation may comprise any number of creatures, but must be in a contiguous line of adjacent creatures with the warrior in order to count as part of the formation, and creatures in the formation can still only benefit from commands if they are within range. Creatures who, at any point on their turn, are not in the formation do not count as part of the formation until they then spend a full round as part of the formation.

Heroic Figure (Ex): The warrior’s Inspiring Figure ability works out to Medium range (100 ft. + 10 ft. per Strategy aspect level).

Opportunistic Strike (Ex): Whenever the warrior strikes a creature, that creature provokes an attack of opportunity.

Legendary Commander (Ex): The warrior gains an additional swift action every round.

Legendary Figure (Ex): Creatures who benefit from the warrior's Inspiring Figure ability are completely immune to fear and compulsion effects.

Aspect of Strength: A warrior who learns the aspect of strength has the powers listed below.

| Strength aspect level | Aspect powers |
|-----------------------|--|
| 1 | Fast Movement, Fearsome Warcry, Indomitable, Unarmored Defense |
| 2 | Bloodlust, Rage, Uncanny Dodge |
| 3 | Heavy Blow, Stunning Blow |
| 4 | Damage Resistance |
| 5 | Powerful Blows, Toughness |
| 7 | Goliath, Mettle, Rock Catching, Rock Tossing |
| 9 | Savage Warcry, Spell Resistance |
| 12 | Herculean Athletics, Herculean Blows |
| 15 | Barbaric Yawp |
| 18 | Demi-God |

Fast Movement (Ex): The warrior's land movement speed is increased by 10 ft.

Fearsome Warcry (Ex): The warrior can use a standard action to give out a barbaric war cry. All enemies within close range (25 ft. + 5 ft. for every two Strength aspect levels, rounded down) must make a Will save or else be *shaken*.

Indomitable (Ex): When they are below half their HP, the warrior may grant themselves temporary HP equal to double their Strength aspect level as a full round action.

Unarmored Defense (Ex): The warrior has an armor bonus to their AC equal to their CON bonus, regardless of what they're wearing. Note that as an armor bonus, this does not stack with other armor bonuses.

Bloodlust (Ex): The warrior gains temporary HP equal to half their Strength aspect level every time they deal HP damage to another creature with a melee attack. This temporary HP does not stack with any other temporary HP, including itself.

Rage (Ex): The warrior may enter into a rage once per day for every two Strength aspect levels, rounded down. While raging, the warrior has a bonus to their STR and CON equal to half their Strength aspect level, rounded down, a bonus to Will saves equal to one third their Strength aspect level, rounded down, and a -2 penalty to AC. While raging, the warrior automatically fails any skill or ability check that requires patience or concentration and cannot use any magic items that require a command word, spell trigger, or spell completion. The rage lasts until the warrior goes a full round without dealing or receiving damage, or until the warrior ends the rage as a full round action.

Uncanny Dodge (Ex): The warrior retains their DEX bonus to AC even if caught flat-footed. They still lose their DEX bonus if immobilized.

Heavy Blow (Ex): As a standard action, the warrior can hit an enemy with a single, powerful melee attack with a two-handed weapon in an effort to knock them over. The attack takes a -5 penalty to hit, but if it hits, it is automatically a confirmed critical and the target must make a Reflex save or else be knocked prone by the sheer force of the blow.

Stunning Blow (Ex): As a standard action, the warrior can hit an enemy with a single, stunning melee attack with a two-handed weapon in an effort to daze them. If the attack hits, the target must make a Fortitude save or else be stunned for one round for every three Strength aspect levels, rounded down.

Damage Resistance (Ex): The warrior gains damage resistance equal to half their Strength aspect level, rounded down.

Powerful Blows (Ex): The warrior deals extra damage on each attack equal to their Strength aspect level. This damage is doubled if they are wielding a two-handed weapon.

Toughness: The warrior gains the Toughness feat.

Goliath (Ex): The warrior's size category increases by one for purposes of determining their carrying capacity.

Mettle (Ex): When the warrior saves for partial effect on any Fortitude or Will save, they are instead completely immune to the effect.

Rock Catching (Ex): The warrior can catch thrown weapons hurled at them so long as the weapon is lighter than their maximum load. When targeted by such an attack, the warrior makes

a Reflex save against DC 15 for small objects, DC 20 for medium objects, and DC 25 for large objects. If they succeed, they are able to catch the incoming object and toss it aside.

Rock Tossing (Ex): The warrior can pick up and hurl nearby objects at enemies out to Close range (25 ft. + 5 ft. for every two Strength aspect levels, rounded down). Any object whose weight is equal to or less than their maximum load may be hurled as a thrown weapon as a standard action. Small objects deal 1d4+STR damage, Medium objects deal 1d6+STR, and each size category larger deals an additional d6.

Savage Warcry (Ex): When the warrior uses their standard action for their warcry, foes who fail their save are *frightened* instead of *shaken*. Any foes who are already *frightened* become *panicked*.

Spell Resistance (Ex): The warrior's spite for magic gives them resilience against it. They gain spell resistance equal to 5 + their Strength aspect level.

Herculean Athletics (Ex): The warrior's jump distances are dectupled, they may hold their breath for a number of hours equal to their CON score before they begin to suffocate, and they gain a climb and swim speed equal to their regular movement speed.

Herculean Blows (Ex): The warrior's attacks ignore all object hardness.

Barbaric Yawp (Ex): When the warrior uses their action for their warcry, the range extends out to medium (100 ft. + 10 ft. per Strength aspect level). Any creatures whose CR is 5 or more below the warrior's Strength aspect level are immediately *panicked* if they fail the Will save. If the warrior kills a creature with CR equal to or greater than their own, they may use their warcry as a swift action in the same round.

Demi-God (Ex): The warrior is no longer quite mortal. They are immune to non-lethal damage, death effects, critical hits, stunning, and ability damage (but not ability drain). If killed, the warrior appears on the ethereal plane, and if they defeat the psychopomp assigned to shepherd them to an appropriate outer plane, they are then able to punch their way back into their body, whereupon they revive at 1 HP.