

Lionheart Knight (Paladin)

While most paladins utilize the divine power of their patron as a source of magical power, a few set themselves apart by instead focusing their holy powers as a source of physical strength as well. Blessed with superior speed, strength, and willpower, lionheart knights charge into the heat of battle, never yielding to even the most imposing foe. These holy swords do not simply smite their foes, they do so with tact and precision.

Bonus Feats: Starting at third level and every three levels thereafter, a lionheart knight gains a bonus combat or teamwork feat of his choosing. The lionheart knight must qualify for the feat before selecting it. These feats replace mercy.

Maneuvers: At 1st level, the lionheart knight learns six martial maneuvers. The disciplines available to him are Golden Lion, Iron Tortoise, Scarlet Throne, and Silver Crane. Once you know a maneuver, you must ready it before you can use it (see maneuvers readied). A maneuver usable by a lionheart knight is considered an extraordinary ability unless the description notes otherwise. These maneuvers are unaffected by spell resistance, and do not provoke attacks of opportunity. The lionheart knight learns additional maneuvers at higher levels, as displayed on the table. The lionheart knight must meet the prerequisites of a maneuver to learn it.

At 6th level, and every even-numbered paladin level thereafter, the lionheart knight can choose to learn a new maneuver in place of one already known. In effect, the lionheart knight loses the old maneuver and can replace it with another of any level he like, as long as it does not exceed the restriction on the highest level maneuvers known. The lionheart knight can only swap one maneuver at any given level. The lionheart knight's key initiator modifier is Charisma. This ability replaces all spellcasting abilities of the paladin class as well as channel positive energy.

Maneuvers Readied: A lionheart knight can ready four of his six martial maneuvers, but as he progresses in level and learns more maneuvers, he must choose which ones to ready. A lionheart knight readies his maneuvers by praying for five minutes. The maneuvers he chooses remain readied until he chooses to repeat this again and change them. Lionheart knights do not need to sleep or rest for an extended period to regain their maneuvers; any time he spends five minutes in prayer, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins and encounter with all readied maneuvers unexpended, regardless of how many times they have been used since he selected them. When a lionheart knight initiates a maneuver, he expends it for the current encounter (or until they are recovered, see below). Once a maneuver is readied, a lionheart knight may use it only once until it has been recovered.

For a lionheart knight to recover expended maneuvers, he may spend a standard action in meditation to recover one expended maneuver of his choosing. He may also regain maneuvers from his Holy Bulwark class feature (see below).

Stances Known: At 1st level, a lionheart knight learns one stance from any discipline open to him. At indicated levels on the class table, the lionheart knight selects additional stances.

Stances are never expended and do not have to be readied. All stances that the lionheart knight knows are available to him at any time, and can be changed as a swift action. A stance is an extraordinary ability unless specified otherwise. Unlike maneuvers, a lionheart knight cannot trade out stances at higher levels.

Holy Bulwark: As a full round action, the Lionheart Knight can concentrate on a foe, regaining a number of maneuvers equal to his charisma modifier (minimum 2). In addition, if the Lionheart Knight is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect on a turn which he takes this action, he ignores the effect if he makes a successful saving throw.

Paladin 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	4
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	6

18	14	9	6
19	15	9	7
20	16	10	7

Technique Master (Fighter)

Few vocations are as open and varied as that of the warrior, as those among its ranks may devote themselves to techniques and strategies in ways no other attempts. The most ambitious of these fighters seek to advance their abilities not only through rigorous training, but also by gaining a better understanding of how the art of war functions. By devoting themselves to the study of the intricacies of combat, a certain set of fighters rises to achieve what was once thought impossible.

Class Skills: A Technique Master gains 4 skill ranks + a number of skill ranks equal to his Intelligence modifier at each level, instead of the normal 2 skill ranks + Intelligence modifier at each level. Furthermore, Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex) are all class skills for the Technique Master.

Maneuvers: A Technique Master begins his career with knowledge of five martial maneuvers. Every discipline is available to the Technique Master. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver useable by the Technique Master is either a extraordinary or supernatural ability, depending on the description. Regardless, his maneuvers are not affected by spell resistance, and he does not provoke an attack of opportunity for initiating them. He learns additional maneuvers at higher levels, as shown on the table below. The Technique Master must meet a maneuver prerequisites to learn it.

Upon reaching 4th level, and at every even numbered fighter level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the Technique Master loses the old maneuver in exchange for the new one. The Technique Master need not replace the old maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The Technique Master can swap only a single maneuver at any given level. A Technique Master's primary initiator attribute is Intelligence, and each Technique Master level is counted as a full initiator level.

This replaces the bonus feats gained at 1st, 4th, 8th, 12th, 16th, and 20th levels.

Maneuvers Readied: A Technique Master can ready three of his five starting maneuvers, as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He

readies his maneuvers by meditating or performing weapon drills for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Technique Masters do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the Technique Master initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

A Technique Master can recover maneuvers in one of two ways. As a standard action, a Technique Master may center his awareness of combat and regain the use of a single maneuver. Alternatively, whenever the Technique Master performs a total defense action or fights defensively while making a full attack, he regains a number of maneuvers equal to his intelligence modifier (minimum 2).

Stances Known: Technique Masters begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see class table), the Technique Master selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuver, the pathwalker cannot learn a new stance at higher levels in place of one he already knows.

Fighter 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	4
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	6
18	14	9	6
19	15	9	7
20	16	10	7

Ferocious Warmaster (Barbarian)

Though the path of war is most often tread by noble and disciplined warriors, there are some who achieve martial enlightenment by channeling their inner animalistic fury. Fueled by anger and fury, these bestial men push their bodies to the limits, developing a twisted finesse in their unbridled rage. Few face their mad power and survive, and those who do are awed by the horrific destruction laid by the hand of these ferocious warmasters.

Maneuvers: A Ferocious Warmaster begins his career with knowledge of three martial maneuvers. The disciplines available to him are Broken Blade, Golden Lion, Primal Fury, and Thrashing Dragon. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by Ferocious Warmasters is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he do not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown above. The Ferocious Warmaster must meet a maneuver's prerequisite to learn it. See Systems and Use chapter. Upon reaching 4th level, and at every even numbered Barbarian level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the Ferocious Warmaster loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows, the Ferocious Warmaster need not replace the old maneuver with a maneuver of the same level. The Ferocious Warmaster can swap only a single maneuver at any given levell. A Ferocious Warmaster's primary initiator attribute is Wisdom. This ability replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th levels.

Maneuvers Readied: A Ferocious Warmaster can ready all three of his starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by going through weapon drills for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Ferocious Warmasters do not need to sleep or rest for any long period of time to ready their maneuvers; any time he spends 10 minutes in practice, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the Ferocious Warmaster initiates a maneuver, he expends it for the current encounter, so each of his readied maneuver can be used once per encounter (until they are recovered, see below). Once a maneuver is readied, he may only use it once it until has been recovered by a gambit or recovered through some other means (see below).

For a Ferocious Warmaster to recover expended maneuvers, he must perform one of two types of actions. He may spend a standard action to regain one maneuver, or use his unfettered fury ability (see below).

Stances Known: Ferocious Warmasters begin play with knowledge of one stance from any discipline open to Ferocious Warmasters. At the indicated levels (see class table), the Ferocious Warmaster selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the Ferocious Warmaster cannot learn a new stance at higher levels in place of one he already knows.

Unfettered Fury (Ex): Starting at 3rd level, a Ferocious Warmaster gains the ability to lower his defenses to increase his destructive ability. As a swift action, a Ferocious Warmaster may cause himself to take extra damage from all attacks equal to up to half his barbarian level until the start of his next turn. If he does, he gains a bonus to any damage rolls he makes as part of his next attack equal to the amount of extra damage he chose to take. If he is wielding a weapon in two hands, the bonus to damage is instead 1.5 times the amount of extra damage the Ferocious Warmaster has chosen to take. If the attack hits, the Ferocious Warmaster regains a number of expended maneuvers equal to his Wisdom Modifier (minimum 2). If the attack misses, he still regains one expended maneuver. This ability replaces trap sense..

Class Skills: The Ferocious Warmaster adds Diplomacy to his class skills.

Table: Maneuvers for Ferocious Warmaster

Level	Known	Readied	Stances	Max Level
1	3	3	1	1
2	4	3	1	1

3	5	3	1	1
4	5	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	2	3
8	7	4	2	3
9	8	4	2	4
10	8	5	3	4
11	9	5	3	5
12	9	5	3	5
13	10	5	3	6
14	10	5	3	6
15	11	6	4	6
16	11	6	4	6
17	12	6	4	6
18	12	6	4	6
19	13	6	4	6
20	13	7	4	6

Trickshot Gunman (Gunslinger)

Firearms take a great level of care and training to utilize properly, and reckless gunman are few and far between for a variety of reasons. Rarer still are gunslingers that truly innovate with their weapon of choice, mastering the intricacies of bullets and gunpowder to perform acts of daring that most would balk at. As a result, Trickshot Gunmen are a highly unpredictable foe.

Maneuvers: A Trickshot Gunman begins his career with knowledge of three martial maneuvers. The disciplines available to him are Broken Blade, Solar Wind, Steel Serpent, and Thrashing Dragon. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by Trickshot Gunman is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he do not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown above. The Trickshot Gunman must meet a maneuver prerequisite to learn it. See Systems and Use chapter. Upon reaching 4th level, and at every even numbered Gunslinger level after that, he can choose to learn a new maneuver in

place of one he already knows. In effect, the Trickshot Gunman loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows, the Trickshot Gunman need not replace the old maneuver with a maneuver of the same level. The Trickshot Gunman can swap only a single maneuver at any given level. A Trickshot Gunman's primary initiator attribute is Wisdom. This ability replaces the bonus feats gained at 8th and 16th level as well as the following deeds: Deadeye, Gunslinger's Dodge, Dead Shot, Targeting, Bleeding Wound, Expert Loading, Slinger's Luck, and Cheat Death.

Maneuvers Readied: A Trickshot Gunman can ready all three of his starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by going through weapon drills for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Trickshot Gunmen do not need to sleep or rest for any long period of time to ready their maneuvers; any time he spends 10 minutes in practice, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the Trickshot Gunman initiates a maneuver, he expends it for the current encounter, so each of his readied maneuver can be used once per encounter (until they are recovered, see below). Once a maneuver is readied, he may only use it once it has been recovered by some means.

For a Trickshot Gunman to recover expended maneuvers, he must perform one of two types of actions. He may spend a standard action to regain one maneuver, or regain them through Tactical Grit (see below).

Stances Known: Trickshot Gunmen begin play with knowledge of one stance from any discipline open to Trickshot Gunmen. At the indicated levels (see class table), the Trickshot Gunman selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the Trickshot Gunman cannot learn a new stance at higher levels in place of one he already knows.

Gunsmith: This ability functions as the normal gunslinger class feature, save that you do not receive gunsmithing as a bonus feat. You are still allowed to take the feat as a normal feat.

Tactical Grit: Whenever the Trickshot Gunman would regain a grit point (such as when he delivers a killing blow with a firearm), he regains one grit point and one expended maneuver. Alternatively, the Trickshot Gunman may instead choose to regain no grit points and a number of expended maneuvers equal to his wisdom modifier (minimum 2). In addition, the gunslinger treats firearms as being discipline weapons for the Solar Wind and Steel Serpent disciplines.

Any maneuver that can be used with a thrown weapon or ranged weapon can be performed with a firearm.

Close-Quarters Gunfighter: At 3rd level, a Trickshot Gunman learns to use his gun as a melee weapon as well as a firearm. He is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the gun in melee is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the Trickshot Gunman's size, the critical multiplier of this attack is 20/x2. When used as a melee weapon, the gun is considered to be a weapon of the close weapons group for the purpose of determining what maneuvers can be performed with it. This ability replaces the pistol whip deed and the stop bleeding effect of the utility shot deed.

Table: Maneuvers for Trickshot Gunman

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

Foereaver (ranger)

The true masters of the wild need no magical power to sustain them, relying solely on their wits and physical ability to survive. They have trained with their weapons to a great degree, and their myriad skills are perfectly adapted to the world around them. Armed with these abilities, little stands in the way of a foereaver when they are pursuing their targets. They are lords of the hunt and deadly foes on the battlefield, harnessing their tactical and martial knowledge to overcome any obstacle.

Maneuvers: A Foereaver begins his career with knowledge of five martial maneuvers. The disciplines available to him are Primal Fury, Steel Serpent, and Veiled Moon, plus an additional discipline base upon his chosen combat style. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by A Foereaver is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he do not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown above. The Foereaver must meet a maneuver's prerequisite to learn it. See Systems and Use chapter. Upon reaching 4th level, and at every even numbered Ranger level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the Foereaver loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows, the Foereaver need not replace the old maneuver with a maneuver of the same level. The Foereaver can swap only a single maneuver at any given level. A Foereaver's primary initiator attribute is Wisdom. This ability replaces all spellcasting abilities of the Ranger class.

Maneuvers Readied: A Foereaver can ready three of his five martial maneuvers, but as he progresses in level and learns more maneuvers, he must choose which ones to ready. A lionheart knight readies his maneuvers by undergoing weapon drills for 10 minutes. The maneuvers he chooses remain readied until he chooses to repeat this again and change them. Foereavers do not need to sleep or rest for an extended period to regain their maneuvers; any time he spends five minutes in prayer, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins and encounter with all readied maneuvers unexpended, regardless of how many times they have been used since he selected them. When a foereaver initiates a maneuver, he expends it for the current encounter (or until they are recovered, see below). Once a maneuver is readied, a foereaver may use it only once until it has been recovered.

For a foereaver to recover expended maneuvers, he may spend a standard action in meditation to recover one expended maneuver of his choosing. He may also regain maneuvers from his Reaver's Gambit class feature (see below).

Stances: Foereavers begin play with knowledge of one stance from any discipline open to them. At the indicated levels (see class table), the Foereaver selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the foereaver cannot learn a new stance at higher levels in place of one he already knows.

Reaver's Gambit(Ex): A Foereaver specializes in utilizing his martial talent to subdue his foes, often gambling on extreme tactics in order to prevail. At 1st level, a foereaver selects two gambits as methods by which the foereaver can recover expended maneuvers. Each gambit possesses three aspects: a risk, a rake, and a reward.

Each gambit's risk describes an action that the foereaver must undertake in order to attempt to recover an expended maneuver. The foereaver begins a gambit as a swift action, effectively diving recklessly into the act he is attempting. The foereaver then performs the action described in the gambit, and if he is successful, he regains maneuvers (see below). If he is not, he suffers the rake of the gambit and only regains a single maneuver of his choosing. While performing a gambit, the foereaver may add his Wisdom modifier to the d20 check(s) to aid in accomplishing the gambit as a luck bonus. A foereaver may attempt the actions of a gambit, but without declaring the attempt a gambit attempt by spending a swift action to do so, the character does not regain any maneuvers nor does he suffer a rake for failure. The character may initiate a maneuver while performing a gambit (if the maneuver helps him accomplish it) but he may not recover the maneuver used to achieve the gambit as part of the reward.

A gambit's rake is the penalty that the foereaver suffers if he attempts his gambit and fails, such as failing a trip attempt or failing to strike an opponent with a charge attack. Each gambit possesses a unique reward that the foereaver enjoys for succeeding at that gambit. All gambits possess the same rake; the foereaver only regains a single expended maneuver and suffers a -2 penalty on all d20 rolls for one round. A foereaver who succeeds at fulfilling his gambit immediately recovers a number of expended maneuvers equal to his Wisdom modifier (minimum 2) and enjoys the unique reward for each gambit. Allies who would receive benefits from a foereaver's successful gambit must be within 60-ft. of the foereaver and must be able to see him perform the action. Finally, gambits may not be initiated outside of combat due to their reliance upon the stresses of battle to bring out the best of the foereaver.

At 5th level and every five levels thereafter, the foereaver selects an additional gambit.

This ability replaces Wild Empathy and Hunter's Bond.

-Warlord Gambits: The following warlord gambits may be selected by the foereaver: Acrobatic Gambit, Brave Gambit, Cavalry Gambit, Deadeye Gambit, Outrider's Gambit, Pinhole Gambit, Unbreakable Gambit, Victory Gambit. Any effect that would add the Foereaver's Charisma modifier instead adds its wisdom modifier.

-Penetrator Gambit

Risk: The Foereaver attempts a full attack against a target. At least two attacks must hit in order for this gambit to be considered successful.

Reward: The Foereaver tears through the foe's superhuman resilience. You and your allies ignore any damage reduction the target possess until the start of your next turn.

-Escape Gambit

Risk: The Foereaver attempts to escape a grapple

Reward: The Foereaver braces himself for a continued assault, and as a result gains a bonus to AC and CMB (for the purpose of grapple checks only) equal to his wisdom modifier against the target whom he escaped until the start of his next turn.

-Sniper Gambit

Risk: The Foereaver makes a ranged attack against a foe with cover or superior cover

Reward: The target is caught of guard, thus becoming more vulnerable to attack. his allies gain a morale bonus to damage equal to the foereaver's Wisdom modifier on the next attack they make or until the warlord's next turn.

Discipline Combat Training: At 2nd level, a Foereaver gains access to a new discipline of maneuvers depending on his chosen combat style. Upon gaining this bonus for the first time, he may immediately trade out any maneuvers he possess for maneuvers of equal level that belong to this new discipline. The disciplines are as follows. This ability replaces the combat style bonus feat gained at 2nd level.

Archery: Solar Wind

Crossbow: Solar Wind

Mounted Combat: [Piercing Lance](#)

Natural Weapon: Broken Blade

Thrown Weapon: Solar Wind

Two-Handed Weapon: Scarlet Throne

Two-Weapon Combat: Thrashing Dragon

Weapon and Shield: Iron Tortoise

Ranger Level	Maneuvers Known	Maneuvers Readied	Stances
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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	4
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	6
18	14	9	6
19	15	9	7
20	16	10	7

Doombringer (Antipaladin)

Embodying raw chaos and destruction, antipaladins exist to sow the seeds of agony and mayhem wherever they go. Some draw their power directly from their god, invoking fiendish power to lay waste to their foes. Some others, however, dedicate themselves to the more physical aspects of carnage, harnessing the powers of their demonic patron to become masters of the battlefield. Armed with inhuman martial skill, they crush into oblivion any who dare to raise steel against evil.

Bonus Feats: Starting at third level and every three levels thereafter, a doombringer gains a bonus combat or teamwork feat of his choosing. The doombringer must qualify for the feat before selecting it. These feats replace cruelty.

Maneuvers: At 1st level, the doombringer learns five martial maneuvers. The disciplines available to him are Black Seraph, Golden Lion, Iron Tortoise, Scarlet Throne. Once you know a maneuver, you must ready it before you can use it (see maneuvers readied). A maneuver usable by a doombringer is considered an extraordinary ability unless the description notes otherwise. These maneuvers are unaffected by spell resistance, and do not provoke attacks of opportunity. The doombringer learns additional maneuvers at higher levels, as displayed on the table. The doombringer must meet the prerequisites of a maneuver to learn it.

At 6th level, and every even-numbered paladin level thereafter, the doombringer can choose to learn a new maneuver in place of one already known. In effect, the doombringer loses the old maneuver and can replace it with another of any level he like, as long as it does not exceed the restriction on the highest level maneuvers known. The doombringer can only swap one maneuver at any given level. The doombringer's key initiator modifier is Charisma. This ability replaces all spellcasting abilities of the antipaladin class.

Maneuvers Readied: A doombringer can ready three of his five martial maneuvers, but as he progresses in level and learns more maneuvers, he must choose which ones to ready. A doombringer readies his maneuvers by praying for five minutes. The maneuvers he chooses remain readied until he chooses to repeat this again and change them. Doombringers do not need to sleep or rest for an extended period to regain their maneuvers; any time he spends five minutes in prayer, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins an encounter with all readied maneuvers unexpended, regardless of how many times they have been used since he selected them. When a doombringer initiates a maneuver, he expends it for the current encounter (or until they are recovered, see below). Once a maneuver is readied, a doombringer may use it only once until it has been recovered.

For a doombringer to recover expended maneuvers, he may spend a standard action in meditation to recover one expended maneuver of his choosing. He may also regain maneuvers from his Demonic Reckoning class feature (see below).

Stances Known: At 1st level, a doombringer learns one stance from any discipline open to him. At indicated levels on the class table, the doombringer selects additional stances. Stances are never expended and do not have to be readied. All stances that the doombringer knows are available to him at any time, and can be changed as a swift action. A stance is an extraordinary ability unless specified otherwise. Unlike maneuvers, a doombringer cannot trade out stances at higher levels.

Demonic Reckoning: As a full-round action, the Doombringer can call upon demonic power to weaken his foes. All creatures within 30 feet of the doombringer take a -2 penalty to attack rolls

until the end of the doombringer's next turn. When the doombringer uses this ability, he regains a number of expended maneuvers equal to his Charisma modifier (minimum 2). This ability replaces Channel Negative Energy

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

