

Breaker

Within all creatures lies the desire to break things. From an early age, one of the most common forms of expression is destruction. Some people lean into that primal desire. They are known as Breakers, and woe to anyone who stands in their way.

The breaker is an archetype of the fighter class.

Weapon Proficiencies: The breaker's highly specialized fighting style requires only the most brutal instruments. The breaker is proficient with all bludgeoning Simple and Martial weapons, as well as one Exotic weapon whose primary damage type is bludgeoning.

This ability modifies the fighter's starting weapon proficiencies.

Chosen Weapon (Ex): The breaker's chosen weapons must be either the Hammer or the Flail group.

This ability modifies chosen weapon.

Shattering Slam (Ex): At 1st level, a breaker's training has allowed him to perfect the use of a brutal martial technique. Whenever the breaker takes the attack action to perform a single attack with a bludgeoning weapon, he may treat that attack as a Shattering Slam. Before the attack is rolled, the breaker must pick a body part to target: Head, Chest, Arm or Wing, or Leg. At 6th level, Shattering Slams gain additional effects on critical hits, and at 12th level, a Critical Shattering Slam that deals more than one-third of a creature's maximum health is considered a Debilitating Shattering Slam. Shattering Slams are considered Pain effects. The effects for each attack are detailed below:

- **Head:** The breaker targeting the head imposes a -5 penalty on his attack roll, but a successful attack causes the target to become Sickened for 1d4 rounds.
 - Performing a Critical Shattering Slam on a target's head deals 1d4 Intelligence, Wisdom or Charisma damage, and additionally inflicts Sickened for 1d4 minutes unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made.
 - Performing a Debilitating Shattering Slam on a target's head inflicts 1d8 Intelligence, Wisdom, or Charisma damage, and additionally knocks the target unconscious unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made. If the target succeeds on the save, they are Staggered for 1d4 rounds, instead.
- **Chest:** The breaker targeting the chest is as simple as making a regular attack, and thus imposes no penalty on the attack roll. A successful Shattering Slam to the chest knocks the wind out of the target, causing them to take a -2 penalty on Attack Rolls, Skill Checks, Ability Checks, and Saving Throws for 1d4 rounds unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made.
 - Performing a Critical Shattering Slam on a target's chest further debilitates them, causing them to become Fatigued for 1d4 rounds unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made. Regardless if they pass the save or not, they suffer the effects of a Shattering Slam to the chest (no save is made).
 - Performing a Debilitating Shattering Slam on a target's chest causes them to vomit, inflicting them with the Nauseated condition for 2d4 rounds and rendering them incapable of speech until the condition is cured.
- **Arm:** The breaker performing a Shattering Slam on a target's arm or wing imposes a -2 penalty on his attack, but a successful attack causes the target to drop whatever they are holding in that arm's hand unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made, and any attacks made with that arm for the next 1d4 rounds suffer a -2 penalty.

- Performing a Critical Shattering Slam on a target's arm or wing deals 1d4 points of Strength and Dexterity damage unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made, which halves the ability damage (minimum 1 of each). Failing the save by 5 or more renders the hand unusable for 1d10 rounds.
- Performing a Debilitating Shattering Slam on a target's arm or wing has a chance of shattering every single bone in it. The breaker makes a special Sunder attempt with a DC equal to 10 + the target's hit die + their Constitution modifier. A successful attempt shatters the target's arm or wing, rendering it completely useless until serious medical attention is received. A creature that is immune to Pain effects is not immune to this attack, but the DC to break their arm is increased by +2, and a creature with Natural Armor adds half of their Natural Armor bonus to the DC to break their arm. A creature who has lost their arm takes a -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks; a -8 penalty on grapple checks; Must make a caster level check at a -5 penalty to cast spells with somatic components; and is unable to wield weapons two-handed or make two-weapon attacks unless they still have two or more usable arms, and have any Shield bonuses to AC reduced by 1 if the shield is on the affected arm. A creature who has lost all of its arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics or magic. For wings, a character who has had its wing shattered takes a -10 to fly checks, and a character who has had both of its wings shattered is rendered completely incapable of flight.
- **Leg:** The breaker performing a Shattering Slam on a target's leg imposes a -2 penalty on his attack, but he can attempt to trip his opponent as a free action without provoking an attack of opportunity on a successful hit. If the attempt fails, he is not tripped in return.
 - Performing a Critical Shattering Slam on a target's leg deals 1d4 points of Dexterity damage, and immobilizes the target for 1d4 rounds unless a successful Fortitude save (DC 10 + half of the fighter's level + his Strength modifier) is made. If the target succeeds on the save, their speed is reduced by 10 feet if they have two legs, or 5 feet if they have more, instead.
 - Performing a Debilitating Shattering Slam has a chance to shatter all of the bones in the target's leg, rendering it unusable. The breaker makes a special Sunder attempt with a DC equal to 10 + the target's hit die + their Constitution modifier. A successful attempt shatters the target's leg, rendering it completely useless until serious medical attention is received. A creature that is immune to Pain effects is not immune to this attack, but receives a +2 bonus on the save to negate it, and a creature with Natural Armor adds half of their Natural Armor bonus, rounded up, to the Fortitude Save. A creature with two legs who has lost a leg incurs the following penalties: -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion); Cannot run or charge; Cannot bull rush or overrun and takes a -12 penalty to resist these combat maneuvers; Speed is reduced to 5 feet, and can no longer make a 5-foot step. A creature with more than two legs incurs only a fraction of the penalties. A four legged creature only takes half of the penalties for losing a leg, and a creature with more than four legs takes no penalty for losing one besides losing 5 feet of movement speed.

The breaker can only perform Shattering Slams on creatures that have discernible body parts (a creature without arms can not have its arms targeted). A creature without a discernible "chest" area can still have its chest targeted by Shattering Slam, but the attack is made at a -5 penalty.

This ability replaces martial flexibility.

Break it Down (Ex): At 3rd level, as a swift action, a breaker can observe a creature or object to find its weak point by succeeding at a Perception check, against a DC of 10 + the object's hardness or the target's CR. If it succeeds, the breaker gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore an amount of the creature or object's DR or hardness up to half his fighter level, rounded down.

A breaker can instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saving throws, as well as a dodge bonus to AC against that opponent equal to half his fighter level until the start of his next turn

This ability replaces dogged obstinacy.

Drop the Hammer (Ex): At 7th level, the breaker increases the critical threat range of all Bludgeoning weapons by 1. This increases by 1 at 13th and 19th level, and does not stack with any effects or abilities that increase critical threat range except for Weapon Mastery.

This ability replaces backswing and rapid attack.

Battering Ram (Ex): At 7th level, the breaker perfects the ability to shatter not just bones, but solid walls and objects as well. He gains the Improved Sunder feat and ignores half of the hardness of any unattended object when Sundering it. Additionally, every three fighter levels thereafter, the breaker gains an additional +2 bonus to Sunder combat maneuvers. If the breaker already has this feat, he may take another Combat feat that he meets the prerequisites for.

This ability replaces weapon adaptation.

Anything Can Be Broken (Ex): At 19th level, the breaker's affinity with destruction has reached such a peak that even incorporeal creatures and magic effects can be broken. Incorporeal objects and creatures may be affected by Sunder maneuvers, though any such attempts take a -5 penalty. Additionally, the breaker can shatter magic effects. Against any magical or enchanted object, a breaker may make a special Sunder attempt with a DC equal to 10 + the object or the caster's caster level + the object's Enhancement bonus. On a success, any temporary magic effect is dispelled, as per the spell, and the object's Enchantments are destroyed.

This ability replaces doublestrike.