

Dirty Fighter

The dirty fighter laughs at concepts like honor and fair play. He cares only for victory, no matter how he achieves it, and spends as much time mastering sneaky combat maneuvers as he does drilling with weapons or learning how to wear armor.

The dirty fighter is an archetype of the fighter class, available only to seeq fighters.

Sidestep (Ex): At 2nd level, a dirty fighter learns how to evade his enemies when they react to his combat maneuvers. He gains a +1 dodge bonus to his AC against attacks of opportunity provoked by him while attempting a combat maneuver. This bonus increases by +1 for every four levels beyond 2nd level.

This ability replaces a fighter talent gained at 2nd level.

Maneuver Training (Ex): At 5th level, a dirty fighter becomes a master of dirty tricks. He gains a +2 bonus on dirty trick combat maneuver checks and +2 to his CMD when he is the target of a dirty trick combat maneuver.

This ability replaces reliable strike.

Speedy Tricks (Ex): At 9th level, a dirty fighter has perfected how to quickly perform dirty tricks. He can make a dirty trick combat maneuver as an attack instead of a standard action.

This ability replaces rapid attack.

Double Tricks (Ex): At 13th level, when a dirty fighter performs a combat maneuver, he may apply two different conditions to his target instead of one. Each penalty condition requires a separate action to remove. At 17th level, he may apply three different conditions.

This ability replaces piledriver.