

Elemental Warrior

Elemental warriors manifest their heritage in ways more suited to strength of arms and skill with steel than arcane energies.

The elemental warrior is an archetype of the fighter class.

Eldritch Strikes (Su): At 1st level, an elemental warrior picks an element type: earth, fire, ice, lightning, water, or wind and he gains Arcane Strike as a bonus feat. She does not need to meet its prerequisites. The bonus damage is of the element type chosen.

This ability replaces sharp reflexes.

Fearful Might (Ex): At 2nd level, an elemental warrior gains a +1 bonus on Intimidate checks to demoralize/antagonize a foe. This bonus increases to +2 at 6th level and by an additional 1 every four fighter levels thereafter to a maximum of +5 at 18th level.

This ability replaces determination.

Elemental Strike (Su): At 4th level, whenever the elemental warrior damages a target with an attack augmented by Arcane Strike, the attack deals an additional 1d4 points of damage of the elemental warrior's element type chosen. At 10th and 16th level, this damage increases by another 1d4.

This ability replaces physical resilience.