

Fighter

As long as wars are raged on distant lands, there will be men and women who fight those wars. The fighter is no mere sword-swinging; he is a skilled combatant, combining strength of arm, knowledge of weaponry, and practiced maneuvers to slice or bludgeon his foes into little red bits. Devoted to the perfection of a single group of weapons, the fighter's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill.

Role: Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 x 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The fighter's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+0	Chosen Weapon, Marital Flexibility, Sharp Reflexes (+1), Limit Breaks
2 nd	+2	+3	+0	+0	Fighter talent, Determination (+1)
3 rd	+3	+3	+1	+1	Overhand Chop, Dogged Obstinacy
4 th	+4	+4	+1	+1	Fighter talent, Physical Resilience
5 th	+5	+4	+1	+1	Reliable Strike, Weapon Guard
6 th	+6/+1	+5	+2	+2	Martial Flexibility (Swift), Fighter talent, Robust Physique
7 th	+7/+2	+5	+2	+2	Backswing, Sharp Reflexes (+2), Weapon Adaption
8 th	+8/+3	+6	+2	+2	Fighter talent, Secure Weaponry
9 th	+9/+4	+6	+3	+3	Rapid Attack, Tenacious Grip
10 th	+10/+5	+7	+3	+3	Martial Flexibility (Free), War Cry, Fighter talent, Determination (+2)
11 th	+11/+6/+1	+7	+3	+3	Retaliation, Autonomic Grasp
12 th	+12/+7/+2	+8	+4	+4	Martial Flexibility (Immediate), Fighter advanced talent
13 th	+13/+8/+3	+8	+4	+4	Piledriver, Sharp Reflexes (+3), Weapon Unity
14 th	+14/+9/+4	+9	+4	+4	Fighter advanced talent
15 th	+15/+10/+5	+9	+5	+5	Unstoppable Strike, Combat Composure
16 th	+16/+11/+6/+1	+10	+5	+5	Fighter advanced talent
17 th	+17/+12/+7/+2	+10	+5	+5	Devastating Strike, Flawless Technique
18 th	+18/+13/+8/+3	+11	+6	+6	Fighter advanced talent, Determination (+3)
19 th	+19/+14/+9/+4	+11	+6	+6	Doublestrike (1/day), Sharp Reflexes (+4), Assured Strike

20 th	+20/+15/+10/+5	+12	+6	+6	Martial Flexibility (any number), Fighter advanced talent, Weapon Mastery
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Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (light, medium, and heavy) and shields (except tower shields).

Limit Breaks (Su): At 1st level, the fighter receives the Limit Breaks (Critical Strikes and Omnistrike).

Critical Strikes (Su): This Limit Break causes the fighter to focus on the weakspots and deadly parts of an enemy to deal the most damage. For a duration of 1 round + 1 round per four fighter levels after 1st, the fighter counts his first successful attack as a confirmed critical hit, every attack thereafter gains a +4 competence bonus on confirmation checks. This limit break requires only a swift action.

Omnistrike (Su): This Limit Break hones the fighter's speed, increasing their number of attacks. For a duration of 1 round + 1 round per four fighter levels after 1st, during a full-attack with his chosen weapon, the fighter can make 1 additional attack at his highest BAB, another at -5 at 6th level, another at -10 at 11th level, and one last one at -15 at 16th level. These attacks are not doubled by any other effect but otherwise stack with haste and similar effects. This limit break requires only a swift action.

Chosen Weapon (Ex): At 1st level, a fighter chooses one of the following weapon groups as his chosen weapons. He gains a +1 bonus on attack and damage rolls with his chosen weapon group. The bonus improves by +1 for every four levels beyond 1st.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

- **Axes:** axe-gauntlet, dwarven heavy, axe-gauntlet, dwarven light, bardiche, battleaxe, boarding axe, butchering axe, collapsible kumade, dwarven waraxe, galkan war pick, gandasa, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, kumade, collapsible, light pick, mattock, orc double axe, pata, throwing axe, and tongi.
- **Blades, Heavy:** ankus, chakram, cutlass, double, double chicken saber, double walking stick katana, dueling sword, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje, greatsword, katana, khopesh, klar, knight sword, longsword, nine-ring broadsword, nodachi, rhoka sword, sawtooth sabre, scimitar, scythe, seven-branched sword, shotel, sickle-sword, split-blade sword, switchscythe, temple sword, terbutje, and two-bladed sword.
- **Blades, Light:** bayonet, broken-back seax, butterfly knife, butterfly sword, chakram, dagger, deer horn knife, dogslicer, dueling dagger, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manople, pata, quadrens, rapier, sanpkhang, sawtooth sabre, scizore, shortsword, sica, sickle, spiral rapier, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.
- **Close:** axe-gauntlet, dwarven heavy, axe-gauntlet, dwarven light, bayonet, brass knuckles, cestus, dan bong, dwarven war-shield, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, klar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, tri-bladed katar, unarmed strike, wooden stake, waveblade, and wushu dart.
- **Flails:** battle poi, bladed scarf, cat-o'-nine-tails, chain spear, dire flail, double chained kama, dwarven dorn-dergar, flail, flying talon, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.

- **Hammers:** aklys, battle aspergillum, chain-hammer, club, earth breaker, greatclub, heavy mace, lantern staff, light hammer, light mace, mere club, planson, ram hammer, dwarven, sphinx hammer, dwarven, taiaha, tetsubo, wahaika, and warhammer.
- **Natural:** unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.
- **Polearms:** bardiche, bec de corbin, bill, boarding gaff, crook, fauchard, giant-sticker, dwarven, glaive, glaive-guisarme, guisarme, halberd, hooked lance, horsechopper, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ogre hook, qu battle fork, ranseur, rhomphaia, tepoztopilli, and tiger fork.
- **Spears:** amentum, boar spear, chain spear, double spear, elven branched spear, harpoon, javelin, lance, longspear, orc skull ram, pilum, planson, shortspear, sibat, spear, stormshaft javelin, tiger fork, totem spear, trident, and weighted spear.
- **Tribal:** Club, dagger, greatclub, handaxe, heavy shield, light shield, shortspear, spear, throwing axe, and unarmed strike.

Martial Flexibility (Ex): A fighter can take a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The fighter must meet all the feat's prerequisites. He may use this ability a number of times per day equal to 3 + half his fighter level. The fighter can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a fighter can use this ability to gain the benefit of two combat feats at the same time. He may select one feat as a swift action or two feats as a move action. He may use one of these feats to meet a prerequisite of the second feat; doing so means that he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 10th level, a fighter can use this ability to gain the benefit of three combat feats at the same time. He may select one feat as a free action, two feats as a swift action, or three feats as a move action. He may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward his daily uses of this ability.

At 12th level, a fighter can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward his daily uses of this ability.

At 20th level, a fighter can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward his daily uses of this ability.

Sharp Reflexes (Ex): At 1st level, training and battle hone a fighter's reactions, he gains a +1 bonus on Reflex saves. At 7th level and every six fighter levels thereafter, this bonus increases by 1 (to a maximum of +4 at 19th level).

Determination (Ex): At 2nd level, a fighter gains a +1 bonus on Will saves. This bonus increases to +2 at 10th level and +3 at 18th level.

Fighter Talents: As a fighter gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, the fighter gains one fighter talent. He gains an additional fighter talent for every 2 levels of fighter attained after 2nd level. Unless specified otherwise, a fighter cannot select an individual talent more than once.

Abundant Tactics (Ex): The fighter adds his chosen weapon bonus to the number of times per day he can use a combat feat he has that allows a limited number of daily uses, such as the Stunning Fist feat.

Agility (Ex): The fighter can add his Dexterity modifier to his Attack and Damage rolls as well as CMB with his chosen weapon, instead of his Strength modifier. The fighter does not gain bonus damage from wielding his chosen weapon in two hands. Fighter abilities keyed off of Strength are now keyed off of Dexterity. The weapon in his chosen weapon group must be usable with the Weapon Finesse feat.

Prerequisites: Dexterity 13, Weapon Finesse

Athlete (Ex): A fighter adds half his fighter levels as a bonus to all Acrobatic skill checks. A fighter is considered always taking 10 on any Acrobatic skill checks. The fighter can also take 20 in half the time.

Combat Maneuver Defense (Ex): When the fighter is wielding a weapon from his chosen weapon group, his chosen weapon bonus applies to his CMD against all combat maneuvers attempted against him, instead of just against disarm and sunder combat maneuvers.

Dazzling Intimidation (Ex): The fighter applies his chosen weapon bonus to Intimidate checks and can attempt an Intimidate check to demoralize or antagonize an opponent as a move action instead of a standard action. If he has the Dazzling Display feat, he can use it as a standard action instead of a full-round action.

Effortless Dual-Wielding (Ex): If the fighter's chosen weapon is a one-handed weapon, he treats it as a light weapon when determining his penalties on attack rolls for fighting with two weapons. **Prerequisites:** Fighter Level 6th, Two-Weapon Fighting

Extreme Effort (Ex): A fighter that selects this talent may perform feats of extreme physical effort. When making a strength check, the fighter doubles his strength bonus. At 11th level, triple the strength bonus, and at 16th level, quadruple the strength bonus. The fighter may always take 10 on any Strength checks. **Prerequisite:** Strength 15

Fast Movement (Ex): A fighter that selects this talent increases his base speed by 10 ft.

Feat: A fighter may select any Combat feat instead of a talent. A fighter must still meet all prerequisites for this feat, including ability score and base attack bonus minimums. This talent may be selected multiple times choosing a new Combat feat each time.

Fighter's Reflexes (Ex): The fighter applies his chosen weapon bonus to Reflex saving throws. He loses this bonus when he is flat-footed or denied his Dexterity bonus to AC.

Hardened Fortitude (Ex): A fighter only requires half as much sleep or meditation as normal and can survive twice as long without food and water before needing to make checks. In addition, the fighter gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold his breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. And the fighter may sleep in medium or heavy armor without becoming fatigued.

Martial Arts Training: A fighter gains the ability to make an unarmed strike as per the feat Improved Unarmed Strike, his unarmed damage is equal to that of a first level black belt of his size.

Melee Defense (Ex): When wielding a melee weapon, a fighter gains a +1 shield bonus to his AC. This shield bonus stacks with that granted by any shield he wields. If fighting with two weapons, he gains a +2 shield bonus to his AC. At 11th level, this bonus increases to +2/+4.

Melee Power (Ex): A fighter with this talent adds +2 to damage with all weapons from his chosen weapon group. In addition, the fighter may reroll 1s for damage with all weapons from his chosen weapon group.

Parry (Ex): The fighter can negate a melee attack by rolling an opposed attack roll, DC = the opponent's attack roll. This uses one of the fighter's attacks of opportunity (if he has more with Combat Reflexes) for the round in which it is used. He receives a -5 penalty to his attack roll every time he uses this after the first. He must have a melee weapon in hand, and he must be aware of his foe and not flat-footed. **Prerequisites:** Fighter Level 4th, Melee Defense

Provoke (Ex): A fighter that selects this talent adds half his fighter levels as a bonus to all Intimidate checks to antagonize. This also reduces the DC check by 2.

Rain of Blows (Ex): When a fighter is wielding a melee weapon from his chosen weapon group, he may, as a full attack action, make an extra melee attack at his highest BAB, but all such attacks receive a -2 penalty. This does not stack with anything that grants additional attacks (such as *haste*). **Prerequisite:** Fighter Level 4th

Riposte (Ex): Once per encounter, as an immediate action, a fighter may make a melee attack against an opponent whose attack the fighter successfully parried this round. **Prerequisites:** Fighter Level 6th, Melee Defense, Parry

Steel Headbutt (Ex): While wearing medium or heavy armor, a fighter can deliver a headbutt with his helm as part of a full attack action. This headbutt is in addition to his normal attacks, and is made using the fighter's base attack bonus - 5. A helmet headbutt deals 1d3 points of damage if the fighter is wearing medium armor, or 1d4 points of damage if he is wearing heavy armor (1d2 and 1d3, respectively, for Small creatures), plus an amount of damage equal to half the fighter's Strength modifier. Treat this attack as a weapon attack made using the same special material (if any) as the armor. The armor's enhancement bonus does not modify the headbutt attack, but the helm can be enchanted as a separate weapon.

Strong Back (Ex): A fighter that selects this talent adds +4 to his Strength score to determine his carrying capacity. In addition, the fighter can wear medium armor without the reduced speed. At 11th level, a fighter can wear heavy armor without the reduced speed.

Uncanny Dodge (Ex): The fighter can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A fighter with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a fighter already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. **Prerequisite:** Fighter Level 6th

Warrior Spirit (Su): The fighter can forge a spiritual bond with his chosen weapon, allowing him to unlock the weapon's potential. Each day, he designates his chosen weapon group and gains a number of points of spiritual energy equal to 1 + his chosen weapon bonus. While wielding a weapon from his chosen weapon group, as a swift action, he can spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to his chosen weapon bonus. Enhancement bonuses gained by this talent ability stack with those of the weapon, to a maximum of +5. The fighter can also imbue the weapon with any one weapon special ability with an equivalent enhancement bonus less than or equal to his maximum bonus by reducing the granted enhancement bonus by the amount of the equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 (from the item itself or from warrior spirit) to gain a weapon special ability. In either case, these bonuses last for 1 minute. **Prerequisite:** Fighter Level 6th

Weapon Aptitude (Ex): The fighter can spend an hour in practice to change his chosen weapon group. He must have the newly designated weapon available during his practice session to make this change. For

example, if he wishes to change his Chosen Weapon from heavy blades to light blades, he must have a light blade weapon available to practice with during his practice session.

Weapon Sacrifice (Ex): When damage would cause the fighter or an adjacent ally to be knocked unconscious or killed, as a swift or immediate action the fighter can instead direct the damage to his chosen weapon that he is wielding. The original target takes no damage, but the weapon receives only half its normal hardness. The fighter can use this talent a number of times per day equal to the fighter's chosen weapon bonus. He cannot use this option with unarmed attacks.

Overhand Chop (Ex): At 3rd level, when a fighter makes a single attack (with the attack action or a charge) with a weapon from his chosen weapon group, he adds double his Strength bonus on damage rolls instead. This ability doesn't stack with any other ability that applies a different stat to damage.

Dogged Obstinacy (Ex): At 3rd level, the fighter gains a +1 morale bonus when repeating an attack roll, ability check, skill check, or saving throw he performed in the previous round. This bonus increases by +1 for every five fighter levels beyond 3rd. This bonus applies to the following rolls made in the current round, starting from the start of the fighter's turn, if the fighter attempted the same type of roll in the previous round, as listed below:

- Saving throws made against the same effect and saving throws of the same type (Fort, Reflex, or Will) against the same creature or situation. For example, a fighter who had to make a Reflex save against a black mage's lightning bolt in the previous round would gain the bonus when making a Reflex save against the same black mage's burning hands spell in this round.
- Attack rolls (except combat maneuver checks) made against the same creature with the same type of weapon (longsword etc.)
- Combat maneuver checks of the same type (trip, sunder, etc.) made against the same creature.
- Skill or ability checks of the same type (Acrobatics, Strength, etc.) that require at least a move action to perform. Opposed checks only gain the bonus if performed against the same creature.

This morale bonus also increases by an additional +1 for the first time it applies in the current round if the fighter failed the same attack roll, check, or saving throw in the previous round. The fighter can also apply his dogged obstinacy bonus to an activity that takes place over a longer period of time that requires checks or saves and involves the continually doing the same thing, even though the fighter may not be making rolls each round. These include Swim checks to swim for hours, Fortitude saves made against the effects of a forced march, and so on.

Physical Resilience (Ex): At 4th level, if the fighter takes ability damage, ability drain, or a temporary penalty to an ability score, this damage, drain, or penalty is reduced by 1 point. This reduction improves by 1 at 8th level and for every four fighter levels beyond that (to a maximum reduction of 5 at 20th level).

Reliable Strike (Ex): At 5th level, a fighter may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. The fighter can use this ability a number of times per day equal to 3 + his Constitution modifier.

Weapon Guard (Ex): At 5th level, a fighter adds his chosen weapon bonus on saves against any effect that target his held weapons.

Robust Physique (Ex): At 6th level, whenever the fighter takes lethal damage, 1 point of this damage may be converted to nonlethal damage, fighter's choice. The amount of damage that may be converted increases to 2 points of damage at 10th level, 3 points of damage at 14th level, and 4 points of damage at 18th level. This damage conversion has no effect on bleed damage or damage that is already nonlethal.

Backswing (Ex): At 7th level, when a fighter makes a full-attack with a weapon from his chosen weapon group, he adds double his Strength bonus on damage rolls for all attacks after the first with a two-handed weapon, 1 1/2 times his Strength bonus with a one-handed weapon, and full Strength bonus on all off-handed attacks. This ability doesn't stack with any other ability that applies a different stat to damage.

Weapon Adaption (Ex): At 7th level, when a fighter wields a weapon he isn't proficient with, he reduces the non-proficiency penalty by 2 (to a minimum of 0). At 15th level, he instead reduces the penalty by 4. Even if this reduces the penalty to 0, the fighter doesn't count as being proficient with these weapons.

Secure Weaponry (Ex): At 8th level, a fighter defensively counters when an opponent uses an effect which would harm his held weapon or cause him to drop it. If the effect is a spell, spell-like ability, or supernatural ability which doesn't grant the fighter or his weapon a saving throw, the fighter gains a Reflex save to negate the effect, calculating the DC as if the effect did allow a save. Otherwise, if the effect is an extraordinary or non-magical ability that doesn't require the opponent to succeed at a check against the fighter's CMD (such as the fencer's precise strike ability) then the opponent must succeed at a combat maneuver check against the fighter as if attempting a disarm, steal, or sunder combat maneuver, as appropriate for the effect, or the effect is negated.

Rapid Attack (Ex): At 9th level, a fighter can combine a full attack with a single move. He must forgo an attack at his highest bonus but may take the remaining attacks at any point during his movement. In addition, a fighter that dual-wields or uses a double weapon also must forgo the first off-hand attack he can make. This movement provokes attacks of opportunity as normal.

Tenacious Grip (Ex): At 9th level, a fighter doesn't drop held weapons when panicked or stunned. If the fighter gains the ability to retain his weapons when panicked or stunned from another source, then he also gains the autonomic grasp class feature (see below) and gains the weapon unity class feature at 11th level (instead of 13th).

War Cry (Ex): At 10th level, as a swift action, a fighter can give a war cry to his allies, inspiring them to fight better. His allies (the fighter is unaffected) that can hear him gains a +2 competence bonus on attack rolls, +2 morale bonus on saving throws, and a +2 dodge bonus to AC. The effect lasts for 1 round per two fighter class levels. A fighter can use War Cry a number of times per day equal to 3 + his Constitution modifier.

Retaliation (Ex): At 11th level, once per round, a fighter can make a melee attack as an immediate action against an opponent who hits the fighter with a melee attack, so long as the attacking creature is within the fighter's reach.

Autonomic Grasp (Ex): At 11th level, a fighter clings to his weaponry even when on the brink of death. A fighter can choose to retain his hold on his wielded weapons when he is knocked unconscious or succumbs to a sleep effect. While the fighter is asleep or unconscious, attackers must succeed at combat maneuver checks to disarm him, but they gain relevant bonuses for attacking a helpless target, including treating the fighter's Dexterity as 0 when determining his CMD.

Fighter Advanced Talents: At 12th level, and every two levels thereafter, a fighter can choose one of the following fighter advanced talents in place of a fighter talent.

Adaptable Training (Ex): The fighter can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Climb, Disguise, Escape Artist, Intimidate, Knowledge (engineering), Profession (soldier), Ride, or Swim. The fighter need not be wearing armor or using a shield to use this option. When using adaptable training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Once a skill has been

selected, it cannot be changed and the fighter can immediately retrain all of his ranks in the selected skill at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to four times.

Armed Maneuver (Ex): The fighter chooses one of the following combat maneuvers: bull rush, dirty trick, grapple, overrun, or steal. He adds his chosen weapon bonus on all combat maneuver checks he makes with that maneuver. In addition, if the fighter has the Improved maneuver feat associated with that combat maneuver, he can make use of certain weapons to aid him when attempting such a maneuver. When wielding such a weapon he adds the weapon's enhancement bonus to attack rolls on the maneuver check. The maneuvers and weapon types are listed in the table below:

- **Bull rush or overrun:** Any shield the fighter can shield bash with, two-handed weapons, or one-handed weapons wielded in two hands
- **Dirty trick:** Light weapons, weapons the fighter can use with Weapon Finesse, or weapons with the distracting special feature
- **Grapple:** Weapons with the grapple special feature
- **Steal:** Weapons with the disarm special feature

The fighter can choose this option more than once, each time it applies to a new maneuver.

Armor Specialization (Ex): The fighter selects one specific type of armor with which he is proficient, such as chain shirts or scale mail. While wearing the selected type of armor, the fighter adds one-quarter of his fighter level to the armor's armor bonus, up to a maximum bonus of +3 for light armor, +4 for medium armor, or +5 for heavy armor. This increase to the armor bonus doesn't increase the benefit that the fighter gains from feats, class abilities, or other effects that are determined by his armor's base armor bonus. A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor.

Armored Sprint (Ex): The fighter gains Run as a bonus feat. If the fighter is proficient with heavy armor, he treats heavy armor as if it were one category lighter for the purpose of determining how fast he can move while running in armor.

Arsenal (Ex): The fighter gains proficiency in all exotic melee weapons. In addition, the fighter may change his chosen weapon group as a full-round action. **Prerequisites:** Weapon Aptitude, Exotic Weapon Proficiency

Combat Maneuver Defender (Ex): A fighter's chosen weapon bonus applies to his CMD against all combat maneuvers attempted against him, instead of just against disarm, steal, and sunder combat maneuvers.

Critical Specialist (Ex): When the fighter deals a critical hit with a weapon he has selected with the Weapon Focus feat or that belong to a weapon group he possesses, the save DCs of any effects caused by the critical hit increase by the fighter's chosen weapon bonus.

Critical Strike (Ex): The fighter can choose to take a cumulative -2 penalty on all melee attack rolls and combat maneuver checks to gain a +1 bonus onto his critical threat range on all attacks with a weapon from his chosen weapon group for to a maximum of +5. This bonus is applied after doubling the critical threat range of the weapon from the Improved Critical Feat. **Prerequisite:** Improved Critical feat with chosen weapon

Defensive Weapon Training (Ex): While wielding a weapon with which he is proficient, the fighter gains a +1 shield bonus to his Armor Class and adds half his weapon's enhancement bonus (if any) to this shield bonus. When his chosen weapon bonus reaches +4, this shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

Devastating Melee Smash (Ex): Once per encounter, before making the fighter's attack roll, he may choose to add his fighter levels to damage with a melee weapon. If he misses, this attempt is wasted. This talent may be selected multiple times, each time granting one additional attempt per encounter. **Prerequisite:** Melee Power

Expert Weapon Qualities (Ex): A fighter that selects this talent chooses a specific weapon from his chosen weapon group, such as the longsword, lance, or greatsword. One of the following weapon qualities may be added to the weapon:

- *Disarm:* With this weapon, the fighter gets a +2 bonus on combat maneuvers made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
- *Light:* The fighter may choose this option only for a one-handed weapon. The weapon is now considered light for him. He may use the weapon in his off-hand without penalty, and he may use the Weapon Finesse feat with the weapon.
- *Mounted:* The weapon deals double damage when used from the back of a charging mount. If the weapon is two-handed, the fighter may use it one-handed while mounted. This does not double the double damage while using a lance.
- *Set:* The fighter may choose this option with a one- or two-handed weapon (but not a light weapon). If he uses a ready action to set his weapon against a charge, he deals double damage on a successful hit against a charging opponent. This does not double the double damage while using a lance.
- *Thrown:* The fighter may throw the weapon. It gains a range increment of 10. If the weapon does piercing damage, it gains a range increment of 20.
- *Trip:* The fighter can use the weapon to make trip combat maneuvers. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped.

This talent may be taken multiple times.

Expert Weapon Reach (Ex): A fighter that selects this talent chooses a specific two-handed weapon from his chosen weapon group, such as the greatsword, greataxe, or long spear. The fighter gains reach with the weapon. (Typically, this doubles his natural reach.) If the weapon already has reach, this talent allows him to attack adjacent foes. **Prerequisite:** Chosen Weapon [two-handed weapon]

Feint Training (Ex): The fighter adds his chosen weapon bonus on Bluff checks to feint and to the DCs of feint checks made against him. The fighter can use his base attack bonus in place of his ranks in Bluff on Bluff checks to feint, and if he does then for this purpose he counts as being trained in the Bluff skill and it being a class skill. In addition, if the fighter has the Improved Feint feat, he can feint in place of his first attack during a full attack.

Ferocity (Ex): A fighter that selects this talent may continue fighting without penalty until his hit points reach $-10 +$ his Constitution score. **Prerequisite:** Diehard feat

Fighter's Tactics (Ex): All of the fighter's allies are treated as if they had the same teamwork feats as the fighter for the purpose of determining whether the fighter receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually have the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the fighter to receive the listed bonus.

Hustle (Ex): Whenever the fighter would be allowed to take a '5 ft. step' he may take a '10 ft. step' instead. Any ability, effect, feat, or rule that applies to a '5 ft. step' now applies when he takes a '10 ft. step'. **Prerequisite:** Fast Movement

Improved Fast Movement (Ex): A fighter that selects this talent increases his base speed by 10 ft.

Prerequisite: Fast Movement

Improved Uncanny Dodge (Ex): The fighter can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking him, unless the attacker has at least four more thief levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

Prerequisite: Uncanny Dodge

Indomitable (Ex): This talent allows a fighter to add his Constitution modifier to his Will saving throws instead of his Wisdom. **Prerequisite:** Hardened Fortitude

Inspiring Confidence (Ex): A number of times per day equal to his highest chosen weapon bonus as a swift action, the fighter can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends.

Item Mastery: The fighter gains an item mastery feat as a bonus feat, which functions with any magic weapon he wields, even if the magic weapon does not meet the feat's normal requirements. He must meet all of the feat's prerequisites.

Knockout Training (Ex): The fighter takes no penalties on attack rolls when attempting to deal nonlethal damage with a weapon he is proficient with that normally deals lethal damage. In addition, whenever the fighter deals nonlethal weapon damage, he doubles his chosen weapon bonus on the damage roll.

Martial Arts Master (Ex): The fighter gains the unarmed strike damage of a black belt whose level equals his fighter levels. Additionally, he adds half his fighter levels in nonlethal damage to the damage dealt by his unarmed strike. **Prerequisites:** Improved Unarmed Strike feat, Chosen Weapon Group that has Unarmed Strike

Mettle (Ex): If a fighter makes a Will save or Fortitude save that has an effect on a successful save, he takes no effect on a successful save (i.e., 'Will half' & 'Fortitude partial' become 'Will negate' and 'Fortitude' negate).

Reactionary (Ex): This talent allows a fighter to add his Constitution modifier to his Reflex saving throws instead of his Dexterity. **Prerequisite:** Hardened Fortitude

Responsive Training (Ex): When the fighter makes an attack of opportunity, he doubles his chosen weapon bonus on the attack roll. In addition, the fighter adds his chosen weapon bonus to the DC of Acrobatics checks made by opponents to move through a square that he threatens without provoking an attack of opportunity. The fighter can also make an additional number of attacks of opportunity per round equal to half his chosen weapon bonus (minimum 1 additional attack). If the fighter has the Stand Still feat, when he hits an adjacent foe with an attack of opportunity provoked by the foe attempting to move through a square the fighter threatens, he can also use Stand Still to make a combat maneuver check to prevent the foe from moving. In addition, the fighter adds double his chosen weapon bonus on all combat maneuver checks made with the Stand Still feat.

Riposte Mastery (Ex): As per riposte, however, the fighter may make an additional riposte for each attack he has successfully parried, however, all ripoistes after the first receive a -5 penalty to his attack roll for each time used after the first one. **Prerequisites:** Fighter Level 14th, Melee Defense, Parry, Riposte

Second Wind (Ex): Once per encounter, as a standard action, the fighter may regain a number of hit points equal to twice his fighter level plus his Constitution modifier. Any hit points he would gain from this ability over his maximum total are lost.

Solid Frame (Ex): A fighter that selects this talent lets him function in many ways as if he was one size category larger. Whenever he is subject to combat maneuvers, he is treated as one size larger if doing so is advantageous to him. The fighter is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. This talent doesn't stack with the effects of powers, abilities, and spells that change the subject's size category. **Prerequisites:** Strong Back, Strength 17

Spell Parry (Su): As an immediate action while wielding a weapon, the fighter can expend a use of an attack of opportunity to add his chosen weapon bonus to his saving throw against a spell, spell-like ability, or supernatural ability that allows a Reflex save or that targets him. The fighter cannot use this option against ongoing magical effects he is already affected by, only on the initial saving throw against such an effect. **Prerequisite:** Disruptive feat

Spell Smash (Su): The fighter can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the fighter must make a sunder combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the fighter must succeed at the check listed above or a sunder combat maneuver against the creature's CMD +5 if this is higher, ignoring any miss chance caused by a spell or spell-like ability. If successful, the fighter suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If he exceeds the CMD by 10 or more, the effect is dispelled. The fighter can only use this ability once per minute. **Prerequisite:** Spellbreaker feat.

Staredown (Ex): The fighter may attempt the Demoralize action on all opponents within 30 ft. as a movement action. **Prerequisite:** Provoke

Storm of Blows (Ex): When wielding a melee weapon from his chosen weapon group, he may, as a full attack action, make two extra melee attacks at his highest BAB, but all such attacks receive a -4 penalty. This does not stack with anything that grants additional attacks (such as Haste) nor the Rain of Blows ability. **Prerequisite:** Rain of Blows

Trained Flanking (Ex): When flanking a creature, the fighter and any of his allies also flanking this creature gain a circumstance bonus on their attack rolls against the flanked creature equal to half the fighter's chosen weapon bonus (minimum +1). When the fighter hits a creature he flanks, he deals additional precision damage equal to his chosen weapon bonus. This additional damage is precision damage, and isn't multiplied on a critical hit. Any creature that is immune to sneak attacks is immune to this additional damage and any item or ability that protects a creature from critical hits also protects a creature from this additional damage. The fighter cannot deal this additional damage when attacking a creature that has total concealment relative to him. The fighter has an effective thief level equal to his fighter level plus his chosen weapon bonus for the purpose of whether he can flank a character with improved uncanny dodge. For this purpose, these levels stack with any thief levels the fighter has. If the fighter has the Gang Up feat and flanks a creature, then all allies who threaten this creature also count as flanking it, regardless of their positioning.

Trained Grace (Ex): When the fighter makes a melee attack with a weapon he is proficient with using his Dexterity modifier on the attack roll in the place of his Strength modifier (such as using Weapon Finesse) and uses his Strength modifier on the damage roll, he doubles his chosen weapon bonus on the damage roll.

Trained Initiative (Ex): The fighter applies his chosen weapon bonus to initiative checks. In addition, if the fighter has the Quick Draw feat, he can draw a weapon he could normally draw as free action with Quick Draw as part of making an initiative check.

Trained Interference (Ex): The fighter adds his chosen weapon bonus to the DC of concentration checks made by enemies that he threatens and could execute an attack of opportunity against, even if the fighter has already used all of his available attacks of opportunity for this round. For example, a fighter who couldn't make an attack of opportunity against a foe with cover or total concealment wouldn't apply this DC increase. If the fighter has the Disruptive feat, the feat's DC increase stacks with this option and now applies even if the fighter has used all of his available attacks of opportunity for this round.

Trained Thrower (Ex): When the fighter makes a ranged attack with a thrown weapon he is proficient with and applies his Dexterity modifier on attack rolls and his Strength modifier on the damage roll, he doubles his chosen weapon bonus on the damage roll.

Piledriver (Ex): At 13th level, as a standard action, a fighter can make a single melee attack with a weapon from his chosen weapon group. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Weapon Unity (Ex): At 13th level, a fighter's preferred weapons become almost an extension of his body. A fighter is immune to steal and sunder combat maneuvers made against a weapon he is wielding, provided the fighter has Weapon Focus with the weapon or the weapon belongs to weapon group which he possesses. A helpless fighter does not gain the benefits of this ability.

Unstoppable Strike (Ex): At 15th level, a fighter can take a standard action to make one attack with a weapon from his chosen weapon group as a touch attack that ignores damage reduction (or hardness, if attacking an object).

Combat Composure (Ex): At 15th level, a fighter can take 10 on skill checks during combat even if the situation or immediate danger wouldn't normally allow him to do so, provided the skill is a class skill, he is trained in the skill, and he could take 10 on the check outside of combat. The fighter cannot use this ability if he currently has any of the following conditions: confused, cowering, dazed, disabled, exhausted, fascinated, fatigued, flat-footed, frightened, helpless, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned.

Devastating Blow (Ex): At 17th level, as a standard action, a fighter may make a single melee attack with a weapon from his chosen weapon group at a -5 penalty. If the attack hits, it is treated as a critical hit and deals double damage.

Flawless Technique (Ex): At 17th level a fighter doesn't automatically miss an attack roll when he rolls a natural 1.

Assured Strike (Ex): At 19th level, once per round before making an attack roll, a fighter can choose to treat the d20 result as a 10.

Doublestrike (Ex): At 19th level, once per day, a fighter can spend a full-round action to make a full attack with double his normal number of attacks. He must declare his opponent beforehand and cannot switch targets while he executes his Doublestrike ability. Doublestrike doesn't double extra attacks gain through *haste* or any other similar effects that grants additional attacks nor does it stack with any other class feature that doubles a number of attacks.

Weapon Mastery (Ex): At 20th level, attacks made by the fighter with weapons he has selected with the Weapon Focus feat, or that belong to a weapon group he possesses, automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example).