

Foebreaker

These powerful defenders protect their allies from harm, standing strong against devastating blows with expert training and fierce determination. Enemies can't kill them and usually can't survive them.

The foebreaker is an archetype of the knight class.

Stamina Pool (Ex): At 2nd level, the foebreaker gains a reservoir of stamina that he can draw upon to fuel his talents that he gains below. This stamina pool has a number of points equal to 5 x his Constitution modifier (minimum 1) and this pool increases by 5 + his Constitution modifier per level thereafter. The pool refreshes once per day when the foebreaker rests for a full 8 hours. Sustained modes take up a static amount of stamina points from the foebreaker's current and maximum stamina pool and most sustained modes stack. If the character has a stamina pool from another class, he then only increases his stamina pool by 5 + his Constitution modifier per level instead.

Some talents are activated as a sustained mode. When activated, these talents both consume stamina and reduce the user's maximum stamina by the listed amount. While active, they provide their listed bonuses until the user deactivates them as a free action, falls unconscious, or dies, at which point the reduction to the user's maximum stamina is removed. Multiple sustained mode talents may be used at the same time as long as the user has enough stamina, though some talents may specify others that they cannot be used with.

By spending 5 stamina points, the foebreaker can do one of the following:

- Increase his speed by 10 feet for 1 round, or
- Delay and suppress his fatigue or exhaustion for 1 round, or
- Increase one saving throw by +1 for 1 round.

Each of these powers is activated as a swift action.

This ability replaces stand firm.

Talent Trees (Su): The foebreaker gets access to the champion and foeslasher talent trees from below. At 2nd level and every two levels thereafter, the foebreaker may choose to learn one talent from the talent trees below. The foebreaker may pick up Extra Knight Talent feats to select these talents. **Weapon Requirement:** Any melee weapons.

Champion Specialization Talent Tree

- **Line in the Sand:** As a swift action, the foebreaker may activate this talent as a sustained mode. While in this mode, the foebreaker gains the use of the Combat Reflexes feat and sets up a defensive perimeter around himself to defend his allies, increasing his threatened area by 5 ft. for every 5 knight levels he possesses. He may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. He may move as part of these attacks of opportunity, provided his total movement before his next turn does not exceed his speed (his movement provokes attacks of opportunity as normal). Additionally, while in this mode, the foebreaker adds his Charisma modifier plus his knight level to her CMD for the purposes of defending against enemies trying to use the Acrobatics skill to prevent him from getting attacks of opportunity against them. If the foebreaker is in Defensive Stance and have already moved half of his speed this round, he cannot take this movement. This mode uses up 20 stamina points of the foebreaker's current and maximum stamina pool.
- **And No Further:** Line in the Sand now causes the ground within his melee reach to be treated as if it were difficult terrain, hampering his foes' movement around him. If a foe tries to move through a space within his reach, the movement through those squares costs double (x2). Additionally, when making an

attack of opportunity, his movement does not provoke attacks of opportunity. *Prerequisite:* Line in the Sand

- **Bulwark:** At a cost of 10 stamina points, as a swift action, the foebreaker can boost himself with temporary hit points equal to his knight level + his Charisma modifier for a duration of 1 round per knight level.
- **Resilience:** At a cost of 10 stamina points, as a swift or immediate action, the foebreaker can cause successful attacks on himself to stagger enemies. Until the foebreaker's next turn, any successful melee attacks on the foebreaker causes the enemy to become staggered for one round unless they make a successful Fortitude save (DC 10 + half of the knight's level + his Charisma modifier). *Prerequisite:* Line in the Sand
- **Counterstrike:** At a cost of 10 stamina points, as a swift or immediate action, the foebreaker can counterattack against any foes that strike him. Until the foebreaker's next turn, any successful melee attacks on the foebreaker allows him to make attacks of opportunity. A helpless foebreaker (such as one who is unconscious or paralyzed) does not gain the benefit of this talent, nor can he use this ability when flat-footed. *Prerequisites:* Line in the Sand, Resilience
- **Adamant:** As long as the foebreaker has at least 1 stamina point in his stamina pool, he gains an enhancement bonus to saving throws equal to his Charisma modifier. *Prerequisites:* Line in the Sand, Resilience, Knight 6
- **Unyielding:** As long as the foebreaker has at least 1 stamina point in his stamina pool, once per round, if he would drop below 0 hit points, he is instead at 1 hit point, then healed for a number of hit points equal to half his knight level + his Charisma modifier. *Prerequisites:* Line in the Sand, Resilience, Adamant
- **Walking Fortress:** At a cost of 30 stamina points, as a swift or immediate action, the foebreaker becomes immune to damage. Until the foebreaker's next turn, he becomes immune to all damage, but is unable to take any actions. *Prerequisites:* Line in the Sand, Resilience, Adamant, Unyielding
- **To The Death:** At a cost of 10 stamina points, as a swift action, the foebreaker taunts his enemy into a rage. The foebreaker chooses an adjacent target, who must make a Will save (DC 10 + half of the knight's level + his Charisma modifier) or is inflicted with the berserk status effect and must attack the foebreaker for a number of rounds equal to the foebreaker's Charisma modifier. In addition, while the target has the berserk status, the target takes additional damage from any successful melee attacks on him equal to 1d6 + the foebreaker's Charisma modifier.
- **Who's Next?:** As long as the foebreaker has at least 1 stamina point in his stamina pool, if the target of To The Death falls unconscious or dies, he deals additional damage on any successful melee attacks equal to 1d6 + his Charisma modifier until the end of his next turn. *Prerequisite:* To The Death

Foesmasher Specialization Talent Tree

- **Wither:** At the cost of 5 stamina points, as a standard action, the foebreaker can make an attack roll to lower a creature's physical stature. Should he hit, he deals normal weapon damage and the target must make a Fortitude save (DC 10 + half the knight's level + his Charisma modifier) or suffer 1 point of either Strength, Dexterity, or Constitution damage (foebreaker's choice) for a number of rounds equal to his Charisma modifier. A successful save negates this effect. This ability damage does not stack with other forms of ability damage other than itself. If there is a different source of ability damage, simply take the highest unless the ability damage wither deals is higher.
- **Expose:** Wither now deals 1d4 points of ability damage on a failed save. In addition, the targeted creature must make an additional Fortitude saving throw or have any damage reduction reduced by 2 for a number of rounds equal to the foebreaker's Charisma modifier. A successful save negates this effect. *Prerequisite:* Wither
- **Wallop:** At the cost of 10 stamina points, as a full round action, the foebreaker readies a hammering blow to a vital spot. The foebreaker makes an attack roll at a -2 penalty. Should he hit, he deals double weapon damage. In addition, if the foebreaker's target is suffering from ability damage to any of its physical ability scores, it must make a Fortitude saving throw or be knocked back by 10 feet and knocked prone. Creatures one size category larger than the foebreaker get a +2 bonus to the save.

Creatures two or more sizes larger than the foebreaker are immune to the knockback and prone effect.

Prerequisites: Wither, Expose

- **Escalate:** As the foebreaker gets more desperate, his attacks escalate in hindering his foes. As long as he has 1 point of stamina in his stamina pool, he deals double his Strength modifier on damage rolls if his health is at or below 50%. *Prerequisite:* Adrenaline
- **Addle:** At the cost of 5 stamina points, as a standard action, the foebreaker can make an attack roll at a creature's mental fortitude. Should he hit, he deals normal weapon damage and the target must make a Will save (DC 10 + half his knight's level + his Charisma modifier) or suffer 1 point of either Intelligence, Wisdom, or Charisma damage (foebreaker's choice) for a number of rounds equal to his Charisma modifier. This ability damage does not stack with other forms of ability damage other than itself. If there is a different source of ability damage, simply take the highest unless the ability damage wither deals is higher.
- **Shear:** Addle now deal 1d4 points of points of ability damage on a failed save, In addition, the targeted creature must make an additional Will save or have their effective caster level for spells, spell-like, and supernatural abilities reduced by 1 for a number of rounds equal to his Charisma modifier. A successful save negates this effect. *Prerequisite:* Addle
- **Achilles:** At the cost of 10 Stamina points, as a full round action, the foebreaker renders his foe's magical defenses. The foebreaker makes an attack roll at -2 penalty. Should he hit, he deals double weapon damage and the target must make a Will save (DC 10 + half his knight's level + his Charisma modifier) or have any Elemental Resistance or Spell Resistance (foebreaker's choice) reduced to 0 for 1 round. *Prerequisites:* Addle, Shear
- **Focus:** At the cost of 15 stamina points, as a swift action, the foebreaker can designate one creature as his focus. The foebreaker gains a +2 insight bonus to AC and treats the DCs of Wither and Addle's effects as 2 higher against his focus. This lasts for 1 minute, until his focus is unconscious, the foebreaker is unconscious or rendered helpless, or if he breaks line of sight with his focus. *Prerequisites:* Expose, Addle,
- **Adrenaline:** As the foebreaker takes punishment, his physical prowess spikes! As a swift action, the foebreaker can activate this talent as a sustained mode. While in this sustained mode, he gains a +2 morale bonus to attack rolls while his health is at or below 75%. This bonus doubles if his health is in Limit Break range (50%). This bonus increases by 1 for every four knight levels after 1st. This mode takes up 20 points of your maximum and current stamina pool.
- **Rattle and Writhe:** The foebreaker begins to live up to his namesake. If the foebreaker hits a creature that is suffering from ability damage, stagger, stun, disable, paralyzation, or has any numeric defenses reduced (such as damage reduction and elemental resistance). He can spend 30 stamina points as an immediate action to force the creature to make a Fortitude save. On a failure, the target suffers the effects of *Enervation*, as per spell. For the purposes of this effect, treat the foebreaker's knight level as his caster level for the duration of this ability. A successful save negates this effect. *Prerequisites:* Wither, Expose, Wallop, Addle, Shear, Achilles.

These abilities replace knight talents.