

Foehammer

While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarves' heritage as forgemasters and warriors alike.

The foehammer is an archetype of the fighter class, available only to dwarf fighters.

Chosen Weapon (Ex): At 1st level, a foehammer must choose hammers or flails weapon group as his chosen weapon group.

This ability modifies chosen weapon.

Sledgehammer (Ex): At 3rd level, a foehammer wielding a hammer gains a +2 circumstance bonus on combat maneuver checks made to bull rush, overrun, sunder, or trip.

This ability replaces overhand chop.

Hammer to the Ground (Ex): At 7th level, when a foehammer succeeds at a bull rush combat maneuver, he can make a trip combat maneuver at the end of the bull rush. If he does not move with the target, the force of his blow may still trip his foe, but he takes a –5 penalty on the combat maneuver check to trip.

At 15th level, any creature a foehammer successfully bull rushes is automatically knocked prone at the end of the bull rush.

This ability replaces backswing and unstoppable strike.

Rhythmic Blows (Ex): At 9th level, each time that a foehammer hits a target, he gains a +1 bonus on attack rolls against that target. This bonus stacks with each hit against that target, but lasts only until the end of the foehammer's turn.

This ability replaces rapid attack.

Ground Breaker (Ex): At 11th level, as a full-round action, a foehammer may strike the ground with his hammer. If the attack deals more damage than the floor's hardness, the space he occupies and all adjacent squares become difficult terrain. Creatures in those squares, except for the foehammer, are knocked prone (DC 15 Reflex negates).

This ability replaces retaliation.