

Grudge Holder

Few things can strike fear into an adventurer's heart more than the glint of a tonberry's knife. It's slow, unrelenting approach has earned a reputation of doom among those who would venture forth into dark ruins. Each slash of the knife carries with it the anguish and torment of thousands of tonberries who have perished at the hands of their adversaries. With this dark power, the knife's grudge will be fulfilled.

The grudge holder is an archetype of the dark knight class, available only to tonkin dark knights.

Archetype Main Ability Scores: The grudge holder mainly focuses on STR or DEX for martial combat and WIS for their class features.

Archetype Feature Replacements: 1st - [Darkside](#), [Harm Touch](#). 2nd - [Abyssal Arts](#), First Into Battle. 3rd - [Defile](#), [Shared Offense](#). 4th - [Spells](#). 7th - [Dark Resilience](#). 9th - [Last Resort](#). 15th - [Shadow Wall](#).

Ancestral Grudges (Ex): The grudge holder doesn't need force of will to guide his dark power, he knows it, his Ancestors knew it. He prowled the dark, laying low many adventurers since time immemorial. All dark knight abilities that key off Charisma now key off Wisdom instead.

Knife from the Dark (Su): At 1st level, while wielding a knife or dagger, the grudge holder gains a +2 bonus to damage rolls and Intimidate checks. This bonus increases by +1 at 5th level and every four dark knight levels thereafter (to a maximum of +6).

This ability replaces darkside.

Hateful Grudge (Su): At 1st level, a grudge holder gains [Antagonize](#) as a bonus feat and can deal shadow damage equal to 1d6 + an additional 1d6 per four dark knight levels after 1st whenever he succeeds on an Intimidate check to antagonize a creature. If the grudge holder exceeds the DC by at least 5, he heals for a quarter of the damage dealt, and if he exceeds by at least 10, he heals for half the damage dealt.

This ability replaces harm touch and first into battle.

Murderous Glare (Ex): At 2nd level, the grudge holder learns new ways to provoke. When using the Intimidate skill, for every 5 the grudge holder beats the DC, he antagonizes the target for an additional round. The antagonize condition does not end after 1 attack, it only ends when the duration ends.

In addition, he may add his Wisdom modifier as a bonus to Intimidate checks to antagonize creatures. At 6th level, this bonus extends to demoralizing creatures. Starting at 10th level, the grudge holder may instead apply one and a half times his Wisdom modifier to checks to antagonize creatures. At 14th level, this same bonus extends to demoralizing creatures.

At 4th level, once per day, a grudge holder may attempt to Antagonize any creatures within 30-ft of himself. He may use this an additional time per day at 8th, 12th, 16th and 20th levels.

This ability replaces abyssal arts and shared offense.

Armor Training (Ex): Starting at 3rd level, a grudge holder learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, 15th and 19th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a grudge holder can also move at his normal speed while wearing medium armor. At 7th level, a grudge holder can move at his normal speed while wearing heavy armor.

This ability replaces defile.

Grim Knifeworks (Su): This ability functions the same as the sword saint's swordplay ability, except a grudge holder gains less sword skills (see below) and may only choose sword skills from Dark Sword, Destroy Sword, and Universal forms. In addition, he may use any sword skill he knows without needing to ready them. Each sword skill can still only be used once per encounter.

| Level | Swordskills Known |
|------------------|-------------------|
| 4 th | 1 |
| 5 th | 2 |
| 6 th | 2 |
| 7 th | 2 |
| 8 th | 3 |
| 9 th | 3 |
| 10 th | 3 |
| 11 th | 4 |
| 12 th | 4 |
| 13 th | 4 |
| 14 th | 5 |
| 15 th | 5 |
| 16 th | 5 |
| 17 th | 6 |
| 18 th | 6 |
| 19 th | 6 |
| 20 th | 7 |

This ability replaces spellcasting gained at 4th level.

Practiced Skill (Ex): When a grudge holder reaches 7th level, he has become so proficient in the basic skills that he can further his skill with that particular skill unlocking its true power, truly mastering his skills. He may select one basic sword skill that he has learned and choose to gain its Practiced effect. The grudge holder may choose an additional sword skill at 12th level and 17th level.

This ability replaces dark resilience.

Grudging Strikes (Ex): At 9th level, when damaging an opponent while wielding a knife or dagger while in Grit stance, the grudge holder may make an Intimidate check to antagonize as a free action.

This ability replaces last resort.

Perfected Skill (Ex): When a grudge holder reaches 15th level, he has become so extraordinarily adept in the basic skills and has perfected his power. He may choose a single sword skill that he has chosen to have practiced and now gain its Perfected effect. The grudge holder may choose an additional sword skill at 20th level.

This ability replaces shadow wall.

Everlasting Grudge (Ex): At 20th level, on successful Antagonize or Demoralize, the grudge holder applies the Damage/Healing from Hateful Grudge, which is increased by 50% and repeats for a number of rounds equal to his Wisdom modifier at the beginning of the target's turn, repeated uses of this ability do not stack, but will refresh the duration. In addition, while wielding a knife or dagger, the grudge holder deals weapon damage as if his weapon was two sizes larger.