

Iron Brute

To many, a knight is the epitome of chivalry and honor. Towers of metal, bastions on the battlefield. In this manner, the iron brute is not that different. But make no mistake, there is neither honor nor chivalry in their methods. They are vicious street fighters first, pillars of unmovable steel second.

The iron brute is an archetype of the knight class.

Alignment: An iron brute may be any alignment, rather than any lawful.

Shield Striker (Ex): At 1st level, an iron brute gains Improved Shield Bash as a bonus feat. In addition, an iron brute deals more damage with a shield bash, increasing the damage dealt by one step. At 7th, 13th, and 19th level, this damage increases by an additional step. Shield spikes or similar effects increase the damage by one size category as per normal.

This ability replaces defend ally.

Iron Force (Ex): At 4th level, as a standard action, an iron brute can make a special shield bash attack. If it hits, the iron brute may make a free trip combat maneuver, without provoking an attack of opportunity, adding the shield bash damage (not including his Strength modifier nor critical hit damage) dealt to his CMB.

At 10th level, this attack can be used in place of any attacks during a full attack.

This ability replaces active defense.

Steel Bull (Ex): At 4th level, an iron brute gains Improved Bull Rush as a bonus feat. An iron brute adds his shield's AC bonus to his CMB on a bull rush. At the end of the bull rush, as a free action, he may make a shield bash attack against the target provided he is still adjacent to the target. He must still make the attack roll as normal. This free attack only applies if he actually performs a bull rush combat maneuver, not merely whenever he successfully bull rushes an opponent. If the iron brute already has this feat, he may take another Combat feat that he must meet the prerequisites for.

If the bull rush forces the opponent to crash into a wall or other solid object, the shield bash deals double damage.

At 8th level, the shield bash gains the benefits of his iron force ability.

This ability replaces a knight talent gained at 4th level.

Tower Bash (Ex): At 7th level, the iron brute learns to make shield bash attacks with tower shields by using it as a two-handed weapon. This attack is made a -2 penalty. This is in addition to the standard penalty for attacks for using a tower shield. If he has an ability that would require a heavy shield, he may use a tower shield with that ability instead, with the exception of the Oversized Shield Wielder talent, which allows him to treat Tower Shields as one-handed weapons.

When using a tower shield to shield bash, the iron brute deals damage as though he were using a heavy shield one size category larger, which stacks with using shield spikes or similar. (While tower shields cannot normally have shield spikes or weapon enchantments, this is only because the iron brute cannot normally bash with them.). Additionally, he is treated as one size category larger for the purposes of determining the size of creatures against which the iron brute can attempt to Bull Rush, Overrun and Trip combat maneuvers. (Which stacks with the Poised and Imposing Bearing armor mastery feats.)

This ability replaces shield ally.

Awesome Blow (Ex): At 14th level, the iron brute can, as a standard action, perform an awesome blow combat maneuver against a corporeal creature of his size or smaller. If he uses this ability with a tower shield, he may use this on creatures one size larger than himself. If the combat maneuver check succeeds, the opponent takes damage as if the iron brute hit it with a shield bash, it is knocked flying 10 feet in a direction of the iron brute's choice, and it falls prone. The iron brute can only push the opponent in a straight line, and the opponent can't move closer to the iron brute than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the iron brute can be of any size to use this ability.)

This ability replaces improved shield ally.

Improved Awesome Blow (Ex): At 20th level, the iron brute can use his awesome blow ability as an attack rather than as a standard action. He may use it on creatures of one size larger than himself. If he uses this ability with a tower shield, he may use this on creatures two sizes larger than himself. If the maneuver roll is a natural 20, the iron brute can immediately attempt to confirm the critical by rolling another combat maneuver check with all the same modifiers as the one just rolled; if the confirmation roll is successful, the attack deals double damage, and the damage from hitting an obstacle (if any) is also doubled.

This ability replaces indestructible.