

Lanista

To hear most lanistas talk, battles are won by heart and grit, by sharp iron and mighty hews. Yet the lanista knows that the key to victory is the mind behind the mettle, the training that guides the blade, and the knowledge of when and where to strike.

The lanista is an archetype of the fighter class.

Class Skills: A lanista gains Perception to his list of class skills. This replaces Handle Animal as a class skill.

Know Your Enemy (Ex): Beginning of 1st level, by taking the time to study his foes, the lanista gains insight into their weaknesses. As a move action, he may study a foe he can see and make a Perception check (DC 10 + the target's HD). Success grants him a +1 insight bonus against his enemy. This insight bonus may be applied to one of the following stances, chosen when the check is made:

- *Martial stance:* Attack and damage rolls against the target. At 10th level, the lanista is treated as having the Critical Focus feat for the purpose of attacks against the studied foe.
- *Defensive stance:* Armor Class and saving throws against the target's attacks. At 10th level, the lanista is treated as having the Mobility feat when provoking attacks of opportunity from the studied foe.
- *Tactical stance:* CMB and CMD when initiating or defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers. At 10th level, the lanista no longer provokes attacks of opportunity from a studied foe when attempting to bull rush, disarm, grapple, overrun, or trip that target. This does not affect attacks of opportunity made by any creature other than the studied foe.

A lanista may change his stance as a move action. The bonus lasts for 1 minute per fighter level or until the lanista uses this ability on another target. The bonus increases by +1 at 6th, 10th, 12th, and 20th level. At 10th level, the lanista can use this ability as a swift action rather than a move action.

This ability replaces martial flexibility.

Martial Flexibility (Ex): At 5th level, the lanista can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The lanista must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 3 + half his fighter level.

The lanista 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 later levels, when he gains multiple feats through this ability, the lanista can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means 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 8th level, a lanista can use this ability to gain the benefit of two combat feats at the same time. He can select one feat as a swift action or two feats as a move action. At 11th level, a lanista can use this ability to gain the benefit of three combat feats at the same time. He can select one feat as a free action, two feats as a swift action, or three feats as a move action. At 14th level, a lanista can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. At 17th level, a lanista can use this ability to gain the benefit of any number of combat feats as a swift action.

This ability replaces reliable strike.

Leaping Attack (Ex): At 7th level, when a lanista moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 7th.

This ability replaces backswing.

Telling Blow (Ex): At 9th level, a lanista can aim his blows at the weakest point in a studied foe's defense, ignoring up to 3 points of damage reduction. This does not apply to damage reduction without a type (such as DR 10/—). This ability cannot be used against creatures that are immune to critical hits or otherwise lack discernible weak points. This ability stacks with the Penetrating Strike feat.

This ability replaces rapid attack.

Deadly Critical (Ex): At 13th level, when a lanista confirms a critical hit with a weapon from his chosen weapon group, he can increase the weapon's damage multiplier by +1 as an immediate action. He can use this ability once per day at 13th level, plus one additional time per day for every three levels above 13th.

This ability replaces piledriver.

Whirlwind Blitz (Ex): At 20th level, a lanista can make a full-attack action as a standard action. He may also use the Whirlwind Attack feat as a standard action.

This ability replaces weapon mastery.