

Swarm Fighter

Gnaths know there's strength in numbers, and they rarely send fewer than two gnaths out on patrol. This reliance on one another extends to combat tactics too—overwhelming numbers and tight quarters are the gnath fighter's friends. Scuttling between the legs of friend and foe alike, the swarm fighter is an unshakable combatant.

The swarm fighter is an archetype of the fighter class, available only to gnath fighters.

Prerequisite: The swarm fighter must have the swarming alternate racial trait to take this archetype.

Weapon and Armor Proficiency: A swarm fighter is proficient with all simple and martial weapons. He is proficient with light and medium armor, but not with shields.

This ability modifies the fighter's standard weapon and armor proficiencies.

Athletic Prowess (Ex): At 1st level, a swarm fighter gains a bonus on Acrobatics and Climb skill checks equal to half his fighter level (minimum 1).

This ability replaces sharp reflexes.

Mobility: At 2nd level, the swarm fighter gains Mobility as a bonus feat, even if he does not meet the prerequisites.

This ability replaces a fighter talent gained at 2nd level.

Swarming Attack (Ex): Also, at 2nd level, while using the swarming racial trait to share a space with an ally, a swarm fighter gains a bonus on damage rolls equal to the number of sneak attack (or similar precision-based attack) dice his ally has. For example, a swarm fighter would gain +3 damage if his ally has sneak attack 3d6.

This ability replaces determination.

Safety in Numbers (Ex): At 3rd level, a swarm fighter benefits greatly from the proximity of his allies. He gains a morale bonus on saves against fear effects equal to the number of allies within 20 feet of him. This bonus can't exceed half his fighter level.

This ability replaces overhand chop.

Teamwork Fighting (Ex): At 4th level and every four fighter levels thereafter, the swarm fighter gains a bonus Teamwork Feat. Any allies adjacent or sharing a space with the swarm fighter gains use of these teamwork feats.

This ability replaces a fighter talent gained at 4th level and every four fighter levels thereafter.

Share Space (Ex): At 5th level, the swarm fighter can move into the space of another creature at least one size category larger than he is. He may end his movement in, and make attacks from, that space. He must succeed at the Acrobatics check for moving through an occupied square to move into a space occupied by an enemy. While sharing the space of another creature, he gains a +2 shield bonus to AC and a +1 circumstance bonus on Reflex saves.

This ability replaces reliable strike.

Strike the Underbelly (Ex): At 7th level, creatures with which the swarm fighter shares a space are denied their Dexterity bonus to Armor Class against the swarm fighter's attacks.

This ability replaces backswing.

Always Underfoot (Ex): At 13th level, the swarm fighter gains Step Up as a bonus feat. A creature sharing a square with the swarm fighter is considered adjacent for the purposes of this feat. At 17th level, the swarm fighter gains Following Step as a bonus feat. If the swarm fighter already has these feats, he may take another Combat feat that he must meet the prerequisites for.

These abilities replace piledriver and devastating blow.

Soft Underbelly (Ex): At 20th level, any attacks made against creatures with which the swarm fighter shares a space automatically confirm all critical threats.

This ability replaces weapon mastery.