

Warrior

On the northernmost edge of Abalathia's Spine exists a mountain tribe renowned for producing fearsome mercenaries. These men and women learn to harness their inner-beasts and translate that power to unbridled savagery on the battlefield. In former times which saw war waged ceaselessly in Eorzea, the warriors featured prominently on the frontlines of battle. With the arrival of peacetime, however, their art has descended into the shadows of obscurity, where it remains to this day.

The warrior is an archetype of the berserker class.

Armor Proficiency: The warrior gains heavy armor proficiency and can wear metal armor, even while raging without penalty.

This ability modifies the berserker's armor proficiencies and replaces fast movement.

Limit Breaks (Su): At 1st level, the warrior receives the Limit Breaks (The Unmovable Force and The Unstoppable Force).

Berserk (Su): This Limit Break allows the warrior to make powerful melee attacks. For a duration of 1 round + 1 round per four berserker levels after 1st, the warrior gains a +1 competence bonus to Reflex saves, attack and damage rolls with any melee weapon he is proficient in, plus an additional +1 competence bonus per four berserker levels after 1st. This limit break requires only a swift action.

Inner Release (Su): This Limit Break grants the warrior an additional attack at his highest base attack bonus when making a full-attack. Once the warrior is high enough level to use Fell Cleave or Inner Beast, he may use whichever one is appropriate to his current Inner Rage stance instead of an additional attack. This lasts for a duration of 1 round + 1 round per four berserker levels after 1st. This limit break requires only a swift action.

These abilities replace the berserker's standard Limit Breaks.

Inner Rage (Ex): At 1st level, the warrior learns to harness his inner beastly rage and adopts one of two combat styles that uses his rage for defense and survival or aggressive attacks. He may adopt either stance once per day and remains in the stance until he rests or is knocked unconscious. He receives an additional use of Inner Rage at 3rd level and every two berserker levels thereafter. Switching into a stance requires a swift action and cannot be used at the same time as the other stance.

- *Defiance (Ex):* The warrior in this stance receives a +6 morale bonus to Constitution and a -2 on damage rolls. The bonus from Defiance increases at 10th level to +8 and damage penalty increases to -4. At 20th level, it increases to +10 and -6.
- *Deliverance (Ex):* The warrior in this stance receives +2 bonus on all melee damage rolls. At 10th level, the bonus to melee damage rolls increases by +2 and critical threat range for all melee weapons increased by +1. At 20th level, it increases by another +2 and +1. Critical threat range bonus is applied after any ability that increases critical threat range such as Improved Critical feat or the keen weapon ability.

This ability replaces rage forms.

Inner Rage Techniques: At 2nd level and every two berserker levels thereafter, the warrior gains a rage power or an inner rage technique. He cannot select any Inner Rage Technique more than once unless otherwise noted. Any ability relying on the warrior's Constitution modifier is not altered when the warrior uses Defiance.

Butcher's Block (Ex): When using a full-attack action, the warrior can use this on his first successful melee attack in a round, as a swift action. The enemy takes damage as normal and an additional 1d6 damage per two berserker levels. This ability can be used a number of times per day equal to 3 + his Constitution modifier.

Decimate (Ex): As a full-round action, the warrior slams his weapon on the ground and send shock-waves against all creatures within 30 feet who take 1d8 damage per two berserker levels. Creatures affected by this may attempt a Reflex save for half damage (DC 10 + half of the berserker's level + his Strength modifier). He may use this once per day. This can only be used in Deliverance.

Equilibrium (Ex): Once per day, as a swift action, the warrior can center himself to prevent pain and rage from overcoming him. The warrior can only use this while under an Inner Rage stance. If he is in Defiance, he heals a number of hit points equal to his berserker level + his Constitution modifier. If he is in Deliverance, he restores all daily uses of one of the following abilities: Butcher's Block, Decimate, Maim, Steel Cyclone, Storm's Eye, or Vengeance.

Fell Cleave (Ex): As a standard action, the warrior makes a single melee attack that deals additional damage equal to his berserker level and his critical multiplier is increased by 1. This can be combined with Vital Strike, Improved Vital Strike, and Greater Vital Strike, but the extra damage from these feats is not multiplied on a critical hit. The warrior must be in Deliverance to use this ability.

Holmgang (Ex): The warrior roots himself in place and becomes unkillable. As a swift action, once per day, the warrior becomes immobile for 1 round and is immune to bull rush, trip, and any other effect that would move the warrior from his current position. In addition, any damage dealt to the warrior cannot reduce his health below 1 hit point. This ability can be used twice a day at 10th level and three times per day at 20th level.

Infuriate (Ex): The warrior receives an additional use of Inner Rage. This technique can be taken more than once.

Inner Beast (Ex): As a standard action, the warrior makes a single melee attack that deals additional damage equal to half his berserker level and ignores the penalty to damage rolls normally applied by Defiance. In addition, the warrior heals for the amount of damage dealt and reduces all damage taken by half for 1 round. The warrior must be in Defiance stance to use this ability and using it ends his Defiance stance.

Maim (Ex): The warrior make a single melee attack as a standard action. If the attack is successful, the enemy's damage reduction is reduced by half the berserker's level for 1 round. If the enemy has no damage reduction, all slashing attacks made against the enemy have their total damage increased by the same amount. This ability can be used a number of times per day equal to 3 + his Constitution modifier.

Overpower (Ex): The warrior makes a single melee attack as a standard action against all enemies in a 30-ft.-cone and it deals damage as normal plus an additional 1d6 per three berserker levels. The warrior can use this ability a number of times per day equal to 3 + his Constitution modifier.

Steel Cyclone (Ex): As a full-round action, the warrior spins in a whirlwind of steel and rage. All enemies within 30 feet take 1d6 damage per two berserker levels. Enemies affected by this may attempt a Reflex save for half damage (DC 10 + half of the berserker's level + his Strength modifier). The warrior heals for the amount of damage dealt. He may use this once per day. This can only be used in Defiance.

Storm's Eye (Ex): As a standard action, the warrior makes a single melee attack. If it successfully deals damage, the warrior's melee damage is increased by half his berserker level for a number of rounds equal to half his berserker level. He may use this a number of times per day equal to 3 + his Constitution modifier. This can only be used while in Deliverance.

Storm's Path (Ex): As a standard action, the warrior makes a single melee attack. If it successfully deals damage, the warrior heals a number of hit points equal to his berserker level + his Constitution modifier. He may use this a number of times per day equal to 3 + his Constitution modifier. This can only be used while using Defiance.

Thrill of Battle (Ex): As a swift action, the warrior receives a second wind of energy. He heals a number of hit points equal to his berserker level plus twice his Constitution modifier. He may use this once per Inner Rage stance, and may use it again upon switching between Deliverance and Defiance.

Vengeance (Ex): As a swift action, the warrior prepares to retaliate against all attacks. For a number of rounds equal to his Constitution modifier, he may make an attack of opportunity against any enemy who strikes him in melee and is also in the warrior's reach. The warrior's attack of opportunity precedes the triggering attack. He may use this once per day.

This abilities may replace rage powers.

Shake It Off (Ex): At 4th level, as a swift action, once per day, the warrior shields himself and all allies within 30 feet from damage. All allies receive temporary hit points equal to twice the warrior's level plus his Constitution modifier. The warrior can increase these temporary hit points by 10 if he ends his current Inner Rage stance. These temporary hit points last 1 minute.

This ability replaces destructive.

Inner Rage Mastery (Ex): At 19th level, the warrior has mastered his inner rage. While in any stance, the warrior gains 50 additional temporary hit points and if he critically hits with any weapon, it is automatically confirmed. Switching to a new stance renews the temporary hit points, not stacks them.

This ability replaces unstoppable.