

Wrestler

Some people like to grab hold of someone and pound the fight right out of them. Wrestlers can do standing locks or take people to the ground. In any case they try to render the people they fight helpless. Control is what their life is focused on. When things go awry a wrestler tends to try and get them back into order as fast as possible. Most people have never dealt with a wrestler and are surprised when they first encounter one, handing the wrestler a huge advantage in a fight.

The wrestler is an archetype of the black belt class.

Class Skills: A wrestler adds Perform (act, comedy, and oratory) (Cha) and Bluff (Cha) as class skills. This replaces Knowledge (dungeoneering) and Ride as class skills.

Limit Breaks (Su): At 1st level, the wrestler receives the Limit Breaks (Second Wind and Super Pile-Driver).

Second Wind (Su): This Limit Break grants the wrestler a burst of energy. For a duration of 1 round + 1 round per four black belt levels after 1st, the wrestler gains a +2 bonus on melee attack rolls and melee damage rolls plus an additional +2 bonus per four black belt levels after 1st. In addition, he gains 2 temporary hit points per black belt level. These temporary hit points are lost first when a wrestler takes damage and disappears when the Limit Break ends. This limit break requires only a swift action.

Super Pile-Driver (Su): This Limit Break causes the wrestler to charge at an enemy within his movement range and make a melee touch attack. If it hits, the wrestler grabs the enemy and perform a flying pile-driver, causing the enemy to take 2d6 points of damage + an additional 2d6 per four black belt levels after 1st and becomes stunned for 1 round. A successful Fortitude save (DC 10 + half of the black belt's level + his Strength modifier) halves the damage and negates the stunned effect.

These abilities replace the black belt's standard Limit Breaks.

Costume (Ex): A wrestler's very existence depends upon the whim of the crowd, and thus, he dons a custom-made costume to appeal to those patrons of their power. At 1st level, a wrestler creates his Costume, When unarmored and unencumbered, the wrestler adds his Charisma bonus (if any) to his AC and his CMD, so long as he wears his costume. In addition, a wrestler gains a +1 bonus to his AC and CMD at 5th level. This bonus increases by 1 for every five black belt levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the wrestler's force of will to please those watching and to give them a fight worth remembering. These bonuses to AC apply even against touch attacks or when the wrestler is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears armor, when he carries a shield, or when he carries a medium or heavy load. A wrestler out of costume only gains half of this bonus.

This ability replaces the black belt's light armor and shield proficiencies and AC bonus gained at 3rd level.

Reputation (Ex): A wrestler develops a reputation during his career, and the reputation can go up and down throughout that career. Reputation is used to determine the DC of the wrestler's Perform skill checks during combat. The higher the wrestler's reputation, the lower the DC, representing a well-loved wrestler's ability to easily get a crowd on his side. A 1st-level wrestler's reputation is 10 + 1d3. Reputation increases by 1 point each time the wrestler advances a level, each time he wins a fight, and sometimes at the GM's discretion (for acting in persona outside of the arena, for instance). Reputation decreases by 1 point for each fight the wrestler loses, for each time the wrestler acts out of persona (beginning at 3rd level), and sometimes at the GM's discretion (for refusing to meet adoring fans, for example). Reputation can also affect how others treat the wrestler outside of the arena. Shop owners may give a highly reputable wrestler a discount, while tavern owners might jack up the price of ale for a much despised wrestler.

Reputation Score	Perform DC	Gil Adjustment
-1 or lower	25+	+25%
0	23	+15%
1-6	21	+10%
7-9	19	+5%
10-12	17	0
13-15	15	0
16-19	13	0
20-23	11	-5%
24-27	10	-10%
28-29	9	-15%
30	8	-20%
31+	7	-25%

This ability replaces martial cunning.

Wrestler Training (Ex): At 1st level, the wrestler gains Improved Grapple as a bonus feat even if he does not meet the prerequisites for it.

At 6th level, the wrestler gains Grabbing Style as a bonus feat even if he does not meet the prerequisites for it.
At 10th level, the wrestler gains Grabbing Drag as a bonus feat even if he does not meet the prerequisites for it.
At 12th level, the wrestler gains Greater Grapple as a bonus feat even if he does not meet the prerequisites for it.
At 20th level, the wrestler gains Rapid Grappler as a bonus feat even if he does not meet the prerequisites for it.

If the wrestler already has these feats, he may pick another Combat feat for which he meets the prerequisites for.

This ability replaces martial flexibility.

Practiced Grappler (Ex): At 1st level, when a wrestler has the grappled condition, he does not take a –4 penalty to Dexterity. At 9th level, a grappling or grappled wrestler still threatens an area and is still able to make attacks of opportunity while grappling or grappled; when pinned, he is not denied his Dexterity bonus and does not take a –4 penalty to Armor Class.

This ability replaces martial training.

Persona (Ex): Starting at 2nd level, a wrestler develops a distinct persona in the arena, with signature moves, personality, and appearance. As such he must make a successful Perform (act) or Perform (oratory) check (and, if he has an elaborate costume, a Disguise check as well) before entering combat or suffer a -3 penalty to all combat rolls. The DC of all skill checks is based on the wrestler's reputation score. His persona must have a name, a developed appearance and style, even it's own alignment, all of which can be different than the wrestler's, and must be maintained to stay in character. If a wrestler violates his persona, he must make an immediate Charisma check (DC 25) or lose the audience's favor. Losing the audience's favor results in a -3

penalty to all rolls (including damage) for the duration of the combat. The wrestler's reputation also goes down by one point if the Charisma check fails. When the persona is first developed and every four levels afterwards (at 6th, 10th, 14th and 18th levels), the persona evolves, developing a new trait that is in effect only when the wrestler is successfully in character. The first trait chosen at 2nd level must be either Face (representing the good guy/hero) or Heel (representing the bad guy/villain).

- **Backstabber:** A backstabber is a wrestler who takes advantage of his opponents lack of readiness or his disadvantages, striking from behind or the side when his opponent least expects it. The backstabber trait gives the wrestler a +5 bonus to attack and damage versus any opponent that would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the wrestler flanks his target. The target also suffers a -2 penalty to Dexterity until healed because of the nature of the wound.
- **Berserker:** The berserker is a wrestler that is wild in combat, howls like a beast or grunts and growls, cuts his arms or forehead and displays the blood to the crowd, and generally acts in a barbaric fashion. The berserker trait gives a wrestler a +5 bonus to Intimidate and Perform (act) checks.
- **Braggart:** The braggart is a wrestler that makes loud boasts before, during and after a match. He claims no one can beat him, that he is the best there is. The braggart may even antagonize and challenge members of the viewing crowd. The braggart trait gives a wrestler a +5 bonus to Perform (oratory) and Bluff checks.
- **Daredevil:** The daredevil is a wrestler that makes dangerous moves, performs reckless stunts and takes unnecessary risks in combat, though always with extreme confidence. The daredevil trait gives a wrestler a +5 bonus to Acrobatics checks. Once per combat, the daredevil can make a charge attack without needing a straight line to the target, and can take a full attack at the end of the charge, though the wrestler suffers a -5 penalty to AC for one full round beginning when he starts his charge.
- **Face:** A face is a hero in the arena. A face never backstabs or cheats, and plays the role of the "good guy" for the crowd. The crowd loves a face and cheer for him to win time and time again. The face trait gives a wrestler a +2 bonus to Charisma. The face also receives a +2 bonus to his reputation score.
- **Heel:** A heel is the villain, the "bad guy". He is the one the crowd loves to hate, and they boo the heel loudly every time. The heel is often is a backstabber and/or a berserker. The heel trait gives a wrestler a +2 bonus to his Charisma, but suffers a -2 penalty to his reputation score.
- **Joker:** The joker is a wrestler who pulls practical jokes on his opponents and makes derisive or derogatory jokes about his opponent to the crowd. The joker trait causes the wrestler's opponent to make a Will save (DC equal to the joker's Perform (oratory) check) or suffer a -5 penalty to attack and armor class for 1d4 rounds as he fights in a wild and enraged manner. The effects of multiple jokes do not stack, but when the penalty wears off, the joker can make more jokes and cause the opponent to make a new Will save. Once the opponent makes a successful Will save, he is immune to the joker's jokes for the rest of the day.

This ability replaces master's flurry.

Adept Wrestler (Ex): At 3rd level, a wrestler gains a +1 bonus on grapple combat maneuver checks to perform a grapple and a +1 bonus to his CMD when defending against a grapple.

At 7th level and every 4 levels thereafter, the wrestler becomes further trained in grappling, gaining an additional +1 bonus to grappling combat maneuver checks and to CMD.

This ability replaces maneuver training.

Sleeper Hold (Ex): At 4th level, a wrestler can instantly render a pinned opponent unconscious. This works like the knockout ability, but requires a successful grapple combat maneuver check against the pinned opponent and does not have to damage the opponent. Creatures that do not need to breathe, are immune to critical hits, or

are immune to nonlethal damage are immune to this ability. At 10th level, a wrestler can use this ability twice per day. At 16th level, he can use it three times per day.

This ability modifies and replaces knockout.

Signature Move (Ex): At 5th level, a wrestler is able to perform a signature move. A signature move is a particular combination of moves that is used time and again by a wrestler, which the crowd comes to expect from the wrestler. The signature move is a combination of a move action (usually acrobatic in nature) greater than 5 ft. and but no more than double the wrestler's normal movement rate, a combat maneuver, and a single melee attack. The wrestler could also choose to make his signature move a move action followed by two combat maneuvers, or two combat maneuvers and a melee attack also. When the signature move trait is chosen, the wrestler picks the specific types of move actions, combat maneuvers and melee attacks that make up his signature move. The signature move combination cannot be changed once it is determined without taking the signature move trait a second time. The signature move trait allows the wrestler to take all three actions as a full round action (even though normally all three could not be taken in a round) once per combat. The wrestler receives no bonus to any attacks beyond normal bonuses from successful results of the signature move (for example, if the wrestler successfully trips his opponent, the opponent is treated as prone for any melee attacks that follow).

This ability replaces close weapon mastery.

Bloodsport Showman (Ex): Wrestlers do not just fight, they fight to entertain, and as such, during combat they may add either their Strength or Dexterity bonus (not both) to any Charisma-based skill check. The wrestler receives an additional +1 bonus to these skill checks at 5th, 10th, 15th, and 20th levels. In addition, combat maneuvers such as trip, disarm, feint, and sunder — maneuvers that provide a distinct edge in battle but do not directly hurt one's opponent - all get a +1 bonus at the same levels, as they add more variety than just hammering one another with blows. Such techniques draw out the spectacle and showcases the wrestler's skill and prowess more fully than a quick kill would, and give the audience a better show for their entrance fee. Likewise, a wrestler will often extend a fight by resorting to grappling if possible. A wrestler may add his Charisma bonus to his CMB if he makes a successful Perform (act) skill check (DC based on the wrestler's reputation). The Perform check is made each round of combat as a free action on the wrestler's turn. The character then fights dramatically, including feigning injuries or fatigue, making flashy moves, brandishing weapons, taunting their opponent, and other impractical but entertaining techniques. In addition, the wrestler may make a Bluff roll against their opponent as a standard action. The Bluff is opposed by the opponents Sense Motive. If successful, the Bluff provokes an immediate attack of opportunity from the opponent, which must be taken and which counts towards the number of attacks of opportunity the opponent gets in a round.

This ability replaces master's strike.

Menacing Stance (Ex): At 7th level, a wrestler constantly harries and distracts his enemies. While adjacent to the wrestler, enemies take a –1 penalty on attack rolls and a –4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of –4 on attack rolls and –7 on concentration checks at 19th level). Creatures do not take these penalties if the wrestler is dazed, helpless, staggered, stunned, or unconscious.

This ability replaces focus.

No Escape (Ex): At 11th level, taking a 5-foot step out of the area of a wrestler's menacing stance or moving out of the area of a wrestler's menacing stance with a withdraw action provokes an attack of opportunity from the wrestler.

This ability replaces opportunist.

Hinder (Ex): Starting at 13th level the wrestler's restraint on a foe wears them out fast. At the end of the third consecutive round that a foe is grappled and every round after that, he must make a Fortitude save (DC = 10 + half the black belt's level + his Constitution modifier) or become fatigued. If the target is fatigued or fails a second save it then becomes exhausted.

This ability replaces awesome blow.

Neckbreaker (Ex): At 18th level, a wrestler can attempt to instantly kill a pinned opponent as a standard action. This works like the sleeper hold ability, but imposes a –5 penalty on his grapple combat maneuver check. If the opponent succeeds at its Fortitude save, the wrestler deals damage as if he had attempted the grapple check to damage his opponent; if the opponent fails its Fortitude save, it dies. Creatures that are immune to critical hits are immune to this ability.

This ability replaces five point palm exploding heart technique.

Champion of the Ring (Su): At 20th level, the wrestler is essentially a living battle-god. His fame is such that he is practically worshiped by fans. So strong is the devotion, that in fact, the wrestler actually draws strength from his cheering spectators. When the wrestler first enters the arena, the roar of the crowd is so overwhelming and filled with such power that he benefits from two of the following powers for the duration of the combat (roll randomly or choose):

- **Awe:** The wrestler seems to grow and swell with power as he receives the adoration of the crowd, which gives a +10 circumstance bonus to the wrestler's Intimidate checks.
- **Bear's Endurance:** The wrestler is filled with the energy of the crowd, and he receives a +4 circumstance bonus to Constitution.
- **Black and Blue:** Each blow from a bludgeoning weapon — including hands and fists — deals an extra 1d6 non-lethal damage to the target.
- **Bull's Strength:** The roar of the crowd gives the wrestler the adrenaline to perform amazing feats of strength and deal mighty damage, and he receives a +4 circumstance bonus to Strength.
- **Cat's Grace:** The roar of the crowd sparks the wrestler's ability to perform nimble maneuvers, and he receives a +4 circumstance bonus to Dexterity.
- **Eagle's Splendor:** The wrestler is filled with self-confidence by the adoring crowd, and he receives a +4 circumstance bonus to Charisma.
- **Good Fortune:** The crowd's adoration brings the wrestler good luck, and their reactions and noise cues him to his opponent's intentions. As a result, the wrestler may reroll any three attack rolls (including combat maneuver attempts), ability checks, skill checks, and/or saving throws over the course of the combat, and can choose which of the two rolls to use.
- **Lizard Skin:** The crowd's roaring adoration toughens the wrestler to his opponent's blows, and he receives a +2 natural armor bonus.

This ability replaces improved awesome blow.