

The Genius Guide to: MORE FIGHTER TALENTS



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The idea of fighter talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Fighter*, along with a large number of talents (many adopted from the abilities of fighter archetypes). The new talents presented here can be used with that book, or they can be added as new options for the traditional fighter class.

To use these talents with the core fighter class, simply allow a fighter to replace any of the following class features with a talent – bonus feats, bravery, armor training, weapon training, armor master, or weapon mastery. Advance talents require the fighter be at least 10th level, and grand talents are available only to 20th level fighters, and must be taken in place of weapon mastery.

A GM who doesn't wish to add talents to the fighter class may instead turn all these talents into fighter-only combat feats, in the same vein as Weapon Specialization. In this case, all talents require fighter 4 as a prerequisite, all advanced talents require fighter 14, and the grand talents require fighter 20.

FIGHTER TALENTS

Talents marked with an asterisk* allow the fighter to create special effects when he scores a critical hit, by forgoing the additional critical damage. A fighter may only apply one of these effects to an individual attack, but the choice to do so need not be made until the critical threat is confirmed.

Although these talents note that the fighter must “choose not to deal critical damage” to apply the talent's effect, this is only completely true if the fighter is using a weapon with a x2 critical multiplier. When using a weapon with a higher critical multiplier the fighter may still do critical damage, but the weapon's multiplier is reduced by one. In these cases, the attack is still treated as a critical hit for other purposes.

For example, Mya is a 9th level fighter with an 18 Str, the armor piercing talent and a +1 *flaming burst greataxe*. On a normal hit, she deals 1d12+7 plus 1d6 fire. When she scores a

critical hit on a foe she may deal her critical damage normally (dealing 3d12+21 plus 1d6+2d10 fire damage), or she may do reduced critical damage as if her weapon had a x2 critical multiplier (2d12+14 plus 1d6+1d10 fire) and deal her normal damage to the target's armor.

TALENT DESCRIPTIONS

Acolyte of War (Sp): Though fighters are often seen as brutes with no aptitude for magic, many soldiers and gladiators know it is better to have the gods on their side than opposing them. Many fighters are loyal followers of a martial god, but few are devoted enough to gain minor spellcasting ability. A fighter with this talent gains the ability to cast a 0-level spell from the cleric/oracle spell list. This spell can be cast three times a day as a spell-like ability.

The caster level for this ability is equal to the fighter's level. The save DC for this spell is 10 + the fighter's Wisdom modifier. The fighter must have a Wisdom of at least 10 to select this talent.

Armor Piercing (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and also deal his normal weapon damage against the target's armor.

Brute (Ex): The fighter is a master of getting the most out of unassuming weapons. When wielding a weapon he is proficient with, that normally has a threat range of 20 and a x2 critical damage multiplier, the fighter may choose at the beginning of the round to either increase the weapon's threat range to 19-20, or to increase its damage multiplier to x3. This talent works normally with weapons that have had their threat range or critical multiplier increased by some other ability or effect. For example, a

fighter with brute selects a sickle, allowing him to either have the sickle be 19-20/x2, or x3. If a keen edge spell is cast on the sickle, the fighter may choose between 18-20/x2, or 19-20/x3 for the spell's duration.

Cheap Shot (Ex):* The fighter is both willing and able to smash the tenderest parts of his targets, when they allow those areas to be exposed. When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 +1/2 fighter level + Str bonus) or be exhausted for 1d4 rounds. A creature already fatigued or exhausted is not knocked unconscious by this effect.

Combat Opportunist (Ex): The fighter gains a +2 bonus on attack rolls made as part of an attack of opportunity. Additionally, the maximum number of attacks of opportunity the fighter may make each round increases by +2.

Combat Positioning (Ex): The first time each round the fighter scores a critical hit against a foe, he gains a bonus to his AC against that foe equal to 1 + his weapon's critical multiplier. This bonus lasts until the beginning of the fighter's next turn.

Deacon of War (Sp): A fighter with this talent gains the ability to cast a 1st-level spell from the cleric/oracle spell list two times a day as a spell-like ability.

The caster level for this ability is equal to the fighter's level. The save DC for this spell is 11 + the fighter's Wisdom modifier. The fighter must have a Wisdom of at least 11 to select this talent. A fighter must have the acolyte of war talent before choosing this talent.

Duck and Weave (Ex): Once per round the fighter may attempt a reposition combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the fighter would have applied to the melee attack. A fighter must be fourth level to select this talent.

Fat Lip (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 + 1/2 fighter level + Str bonus) or gain a 20% chance to lose any spell with a verbal component.

This penalty lasts until all the damage dealt by the fat lip attack is healed, or when the creature receives a *lesser restoration* or similar spell.

Fight Dirty (Ex): Once per round, the fighter may attempt a dirty trick combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the fighter would have applied to the melee attack. A fighter must be fourth level to select this talent.

Filthy Blows (Ex): The fighter maintains his weapons in a state of constant filth, never cleaning them, and allowing them to sit in the festering blood and tissue of previous foes. The first successful weapon attack the fighter makes in each combat, and all critical weapon attacks, exposes the target to a specific form of filth fever. This affliction has an onset of 1 hour, is cured by a single save, and the save DC is 10 +1/2 fighter level.



Follow Through (Ex): The first time each round the fighter scores a critical hit against a foe, he gains a bonus to attack rolls equal to his weapon's critical multiplier. This bonus lasts until the beginning of the fighter's next turn.

Gaping Wound (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and for the next minute, all critical threats against the target gain a +4 bonus to confirm.

Greater Aid (Ex): When taking the aid another action to help a friend attack or defend by distracting or interfering with an opponent, the bonus the fighter grants is equal to his total attack roll divided by 5.

For example, Khurva is a 9th level fighter with a +15 attack bonus with her bastard sword. She is adjacent to Brevic (an oracle) and a barbarian the oracle is fighting. Seeing Brevic is badly injured, Khurva uses the aid another action to give him a bonus to his AC, in the hopes he'll heal himself. She attacks the barbarian as a standard action and rolls a 10, for a total attack bonus of 25. This gives Brevic a +5 bonus to AC for 1 round against attacks from the barbarian.

Intercept (Ex): The fighter gains a bonus equal to 1/2 his class level on combat maneuver checks when using the Stand Still feat, and gains the same bonus to his CMD when an opponent attempts an Acrobatics check to move through a square he threatens.

A fighter must have the Stand Still feat to select this talent.

Kick-Up (Ex): As a swift action, the fighter may kick an item on the ground into his hands. The item is readied for use, and this does not provoke an attack of opportunity. Only unattended items the fighter could hold in one hand may be picked up in this way.

*Knock Off Balance** (Ex): When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and cause the target to provoke an attack of opportunity from all creatures threatening it other than the fighter himself.

Longevity (Ex): The fighter's body is unusually hale and hearty, resulting in an extended lifespan and increased recovery from injuries and ailments. Whenever the fighter regains 1 or more hit points or 1 or more points of ability damage or drain (be it from mundane or magic healing), he recovers 1 more point than normal.

Additionally the upper limit of the fighter's Middle Age, Old, Venerable, and Maximum Age are doubled, and he does not suffer any loss of Str, Dex, or Con when going from Old to Venerable (he has the same -2 to those ability scores at Venerable as he had at Old).

Pack Master (Ex): The fighter is a master of stowing gear so it is less encumbering. When the fighter takes 5 or more minutes to load equipment onto a creature (potentially including himself, allies, or pack animals), the equipment is treated as weighing only 80% its true weight for purposes of determining that creature's encumbrance. Armor worn on the body cannot be stowed in this way. Anything packed away in this manner takes a full round action, and provokes an attack of opportunity, to retrieve.

Push Them Back (Ex): Once per round, the fighter may attempt a bull rush combat maneuver in place of a melee attack (instead of as a standard action, as normal). The CMB check takes any penalties the fighter would have applied to the melee attack. A fighter must be fourth level to select this talent.

Siege Soldier (Ex): The fighter is trained to act as an expert member of a siege crew. If the fighter acts as a spotter for a siege crew, they take only a -2 penalty to attack rolls against targets they cannot see

(instead of the normal -6), and gain bonuses from success shots as if they could see their target. Additionally the fighter counts as 2 crewmen when operating a siege engine. If the siege engine's attacks allow a saving throw, the DC of that save is increased by 1. And if the fighter directs the assembly or disassembly of a siege engine, the time and number of workers required to do so are calculated as if the siege engine was one size smaller.

A fighter with the siege soldier talent qualifies to take the Siege Engineer feat, even if he does not normally meet its prerequisites. For more information on siege engines, see *Ultimate Combat*.

Situational Awareness (Ex): The fighter can track the chaos of combat, and make flexible plans that adjust to changing situations. When the fighter takes the ready action, rather than specify a single action he will take, and the conditions under which he will take it, the fighter may specify a number of possible actions equal to 1 + his Int bonus (each with its own triggering condition). The fighter can still only take a single readied action, he just has a broader range of possible options.

Threaten (Ex): As a swift action the fighter can make it clear he intends to harm a foe that is able to see and hear him. If that foe does not respond to this threat (see below) by the beginning of the fighter's next turn, the fighter may make an Intimidate check to demoralize that foe as a swift action.

A foe can respond to the fighter's threat by attacking him, including him in an attack (using the definition of attack in the *invisibility* spell), taking at least a move action worth of movement directly away from the fighter, getting out of the fighter's line of sight, or taking the total defense action.

ADVANCED FIGHTER TALENTS

Advanced fighter talents are only available to fighters who are 10th level.

Bladework (Ex): If a foe attempts a disarm, grapple, or sunder maneuver against the fighter, and the maneuver fails, the foe provokes an attack of opportunity from the fighter. This is separate from any attack of opportunity that might be provoked from attempting the maneuver, and is not avoided by foes with Improved Disarm, Improved Grapple, or Improved Sunder.

Boomstick (Ex): The first time in each combat the fighter fires a firearm, he may make an Intimidate check as a swift action to demoralize all foes within 60 feet that are able to see and hear him.

*Disabling Blow** (Ex): When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 + 1/2 fighter level + Str bonus) or one limb of the fighter's choice is disabled. If an arm is disabled, the arm cannot be used to hold items or make attacks. If a wing is disabled, the creature cannot fly (though it can land without falling). If a leg is disabled, the creature's movement rate is reduced by 5 feet (if all a creature's legs on one side of its body are disabled, its move rate is reduced to 5 feet total). The disabled limb is restored when all the damage dealt by the disabling blow is healed, or when the creature receives a *lesser restoration* or similar spell.

Evasion (Ex): The fighter gains evasion, as the rogue class feature, when in light armor or no armor.

Guerrilla Soldier (Ex): The fighter gains one rogue talent (but not advanced talent). The fighter treats his fighter level as his rogue level to determine if he can take the talent, but must meet all other prerequisites.

Improved Devastation (Ex): The fighter selects one weapon with a normal threat range of 20 (it only threatens critical hits when the attack roll is a 20). When dealing critical damage with this weapon, its critical multiplier is increased by one. Thus a battleaxe used with improved devastation has a critical multiplier of x4. If the fighter uses a weapon that has gained a greater threat range, such as with Improved Critical or the *keen edge* spell, the extra damage from improved devastation only applies if the initial attack roll is a 20. For critical hits resulting from other die rolls within the weapon's threat range, the weapon deals only its normal critical damage.

Knock Off Guard (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and force the target to make a Reflex save (DC 10 + 1/2 fighter level + Str bonus) or be flat-footed for 1 round.

On the Board (Ex): If wielding a shield, once per round, when the fighter is the target of an attack of opportunity, he may make his shield the target of the attack. The attack must hit his AC, but on a successful hit, the shield takes the damage instead. If the damage is enough to give his shield the broken condition or destroy it, the fighter also takes half the damage.

Over the Top (Ex): The fighter may use the Climb skill with just one hand, allowing him to carry and wield a weapon in his other hand. Additionally the fighter adds half his fighter level to climb checks made to keep from falling if damaged while climbing.

Relentless Assault (Ex): Once per round, when a foe performs an action that would normally provoke an attack of opportunity, and the foe manages not to provoke (by making an Acrobatics check, or having a feat or special ability that prevents it, such as Improved Disarm or Spring Attack), the fighter may make a special opposed check to take an attack of opportunity anyway. The fighter rolls 1d20 + his total attack bonus, opposed by the foe's Acrobatics check or attack roll (whichever is higher). If the fighter's result is higher, he may make an attack of opportunity against the foe.

Running Parry (Ex): The fighter may make an attack roll with a weapon he is wielding, rather than an acrobatics check, to move through threatened spaces without provoking an attack of opportunity. He may do this even when his speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor.

Siege Master (Ex): The fighter adds half his level to all skill checks regarding siege engines, and attack rolls made as the leader of a siege engine crew. A fighter must be proficient with at least 1 siege engine to select this talent.

Throat Punch (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and cause the target to be unable to speak for 1 round. (The target cannot fulfill verbal components of spells, invoke command words, or make any intelligible noises.)

GRAND FIGHTER TALENTS

Grand fighter talents are only available to fighters who are 20th level.

Guerrilla Leader (Ex): The fighter gains one advanced rogue talent. The fighter treats his fighter level as his rogue level to determine if he can take the talent, but must meet all other prerequisites.

Hard Maneuvers (Ex): Whenever the fighter successfully performs a combat maneuver against a foe, he may also deal weapon damage with any weapon he is wielding.

Severing Blow (Ex):* When the fighter scores a critical hit against a foe, he may choose to not deal critical damage (instead dealing damage as a normal successful attack), and force the target to make a Fortitude save (DC 10 + 1/2 fighter level + Str bonus) or one limb of the fighter's choice is severed. If an arm is severed, it cannot be used to hold items or make attacks. If a wing is severed, the creature cannot fly (and falls if currently flying). If a leg is severed, the creature's movement rate is reduced by 5 feet (if all a creature's legs on one side of its body are severed, its move rate is reduced to 5 feet total). The severed limb is only restored by a *miracle*, *regenerate*, *wish*, or similar spell or ability.

A fighter must have disabling blow to select this talent.

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