pathfinder raider class

raiders are warriors who choose strength and brute force over tact or diplomacy, often born on the battlefield they know little else besides how to cut down their enemies

raider is an alternate class for barbarian

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| level | bab | fort | reflex | will | special |
| 1 | 1 | +2 | +0 | +0 | power attack, war pool |
| 2 | 2 | +3 | +0 | +0 | war talent, overpower |
| 3 | 3 | +3 | +1 | +1 | desperate battler |
| 4 | 4 | +4 | +1 | +1 | war talent |
| 5 | 5 | +4 | +1 | +1 | bonus feat |
| 6 | 6/1 | +5 | +2 | +2 | war talent |
| 7 | 7/2 | +5 | +2 | +2 | bonus feat |
| 8 | 8/3 | +6 | +2 | +2 | war talent |
| 9 | 9/4 | +6 | +3 | +3 | giant's strength |
| 10 | 10/5 | +7 | +3 | +3 | war talent |
| 11 | 11/6/1 | +7 | +3 | +3 | bonus feat |
| 12 | 12/7/2 | +8 | +4 | +4 | war talent |
| 13 | 13/8/3 | +8 | +4 | +4 | bonus feat |
| 14 | 14/9/4 | +9 | +4 | +4 | war talent |
| 15 | 15/10/5 | +9 | +5 | +5 |  |
| 16 | 16/11/6/1 | +10 | +5 | +5 | war talent, bonus feat |
| 17 | 17/12/7/2 | +10 | +5 | +5 | berserk |
| 18 | 18/13/8/3 | +11 | +6 | +6 | war talent |
| 19 | 19/14/9/4 | +11 | +6 | +6 |  |
| 20 | 20/15/10/5 | +12 | +6 | +6 | war talent, true guts |

class skills: acrobatics, climb, handle animal, intimidate, ride, sense motive, survival, swim

skill points: 2+int

raiders are proficient with simple, and martial weapons, as well as light, medium, and heavy armor

at 1st level the raider receives power attack as a bonus feat

**war points**

starting at first level the raider gains a pool of war points max equal to level + constitution mod, the raider may spend a war point when dealing weapon damage to increase the damage by an amount equal to her strength mod. war points are spent to activate war talents, 1 war point is regained each time the raider reduces a target to 0 hit points or fewer or all are regained after 8 hours of rest, temporary constitution boosts (such as those from spells etc.) do not increase a raider's maximum war point pool. enemies that are reduced to 0 or fewer hit points must be at least half the raider's level to regain war points.

**war talents**

starting at second level, the raider selects a war talent off the list and an additional talent every 2 levels beyond second, war talents that cost 0 are active as long as the raider remains conscious, activating a war talent is a free action unless otherwise noted. additionally, unless stated otherwise within the war talent, each war talent may only be taken once. War talents list “tags”, these describe the ability properties and may be referenced with interactions with other war talents

**accurate strike**

cost:2

tags: melee, attacking, accuracy

increases total attack bonus by 50%(round down, min+1) until the start of the raider's next turn, must be activated before attack roll is made to effect it, if used on a full attack action, bonus is calculated off the raider's highest base attack bonus and applied to all attacks

**all or nothing**

cost: remaining war pool (min 5)

requires: great cleave feat, vital strike feat

full round action

tags: melee, cleave, attacking

by exerting their remaining war pool the raider may attempt to vital strike all targets in cleave range, they perform an attack roll at their highest attack bonus against the first target, if it hits all other valid great cleave targets are automatically hit and the raider may apply vital strike(or variant) to each one, damage is rolled separately for each target, however if the raider misses the initial attack, not only do they whiff the entire cleave, they provoke an extra attack of opportunity from each valid great cleave target

**army cleave**

cost: 20

not before level 15

requires: great cleave feat, 5+ war talents with the cleave tag

full round action

tags: melee, cleave, attacking, execution

the raider has become so adept at cutting people down in droves, they can assault entire armies in an instant, by activating army cleave, the raider performs a version of cleave she knows with the initial attack, however she may choose to take a 5 ft step before determining the target to continue the cleave, she may choose to take a 5 ft step after each successful hit in the cleave, however the steps may not be "saved up" to move more than 5ft between cleave attacks. army cleave may only be used once every 5 minutes

**back swing**

cost: 2

standard action

tags: flanking, melee

when being flanked, may spend 2 war points to attack both flanking individuals at the same base attack bonus, if being flanked by more than 2 individuals, must select a pair of flankers before attack is made, this does not allow the raider to attack targets outside her reach

**berserker armor training**

cost: special (See text)

not before level 10

requires: 3+ war talents with the armor tag

tags: armor, rage

the raider can dawn a special suit of armor to further enhance their fighting abilities to the absolute limit. the armor in question has identical properties to hell knight plate. The raider gains a number of advantages while wearing it provided by this war talent. The first obvious advantage is that the raider cannot feel pain while fighting in this armor, the practical application is they become immune to non-lethal damage, however this also tends to make them loose track of their wellbeing, as such, when they take damage, the GM no longer tells them how much damage they take and simply describe what happens to the other party members, keeping the raider's max hit points in mind. The second obvious benefit is the armor stirs up any latent rage in the wearer, this surge of adrenaline focuses the raider's mind and makes her immune to fear effects, effects that bypass fear immunity (such as an anti-paladin's aura of cowardice) can still bypass this immunity however the raider receives a bonus to the save equal to their level. The 3rd obvious benefit is the raider doesn’t feel tired while wearing the armor, and as such can act and use abilities as if they are not fatigued or exhausted even when they are. The final benefit of this armor is a double edged sword, in a literal sense, the armor can correct certain injuries(such as broken bones or dislocated joint, etc.) however it does this by stabbing the raider with tiny blades and forcibly adjusting things back into place, of course the raider doesn’t feel it, but they are injured each time this happens, this can correct paralysis, ability damage to strength, dexterity, or constitution, or other crippling effects, each time a status effect is removed in this way the raider takes 5 points of lethal damage, each point of ability damage corrected also inflicts 5 points of damage, these corrections are automatic and the raider generally isn’t even aware when it occurs, if a raider is reduced to 0 hp while wearing berserker armor there is a chance the armor will try and consume her, and she must make a will save equal to 10 + the number of rounds she has worn the armor, success allows the raider to stay in control, failure forces her into a rage(as the barbarian class feature) as well as gives her the confused status until she successfully makes the save, a new save may be attempted at the beginning of each turn, however the DC continues to increase the longer she wears the armor. As a final note, wearing the suit is not free, every minute worn in combat, the raider loses a war point to fuel these bonus effects

**bite blade**

cost: 3

tags: defense

when an enemy swings at the raider, she may catch the weapon with her teeth, this provides a deflection bonus equal to her constitution modifier against a single attack, bite blade may not be used against bludgeoning weapons

**blood soaked weapon**

cost: 0

tags: bleed, melee

when you inflict bleed damage with your weapon, it gains a +1 circumstance bonus to attack and damage as well as 5 temporary hp against sunder attempts for 2 rounds

**bloody mess**

cost: 0

tags: bleed, melee

you are particularly adept at spilling blood, your attacks deal 1d6 bleed damage in addition to its normal damage, this bonus damage is multiplied on a critical hit, bleed damage you cause from other effects is increased by 1d6. This bleed damage increases by 1d6 for each other war talent with the bleed tag the raider has

**branded mortal**

cost: special (see text)

not before level 8

tags: supernatural

the raider has been branded, marked or otherwise touched by a supernatural being, this brand makes other supernatural beings crave their flesh, as a result all outsiders within 1 mile of the raider must make a will save equal to the CR of the raider, failure results in the outsider turning toward the raider's direction and pursuing them, upon catching up to them they must try to consume the raider, successful save lets the outsider go about their business, however they become aware of the raider's presence if they want to act on it of their own will, saves must be made every hour while in proximity to the raider, while this typically puts undue strain on the raider and her comrades this brand does come with 1 beneficial effect, the raider reduces the CR adjustment of any templates or other similar effects applied to her by 1 to a minimum of 0, as a final note, the brand is permanent and is not subject to the retrain optional rule and may not be removed by wish or miracle or similar effects

**cape swipe**

cost: 2

requires: cape or mantle

tags: defense, equipment based

the raider can grab her cape or mantle and swipe it thru the air to knock away arrows, this ability functions as the deflect arrows feat

**cavalry cleave**

cost: 0

requires: cleave feat

tags: melee, cleave

the raider can cut down a rider, mount and all, with this war talent, as long as the raider has at least 1 war point, when she attacks a rider or mount they get a free attack against the other, this ability may be used in conjunction with cleave, vital strike or one of their variants, both the mount and rider must be within the raider's reach

**chain cleave**

cost:2

requires: cleave feat

tags: melee, cleave

when performing cleave, great cleave, cleaving finish, or other form of cleave, the damage gains a +1 circumstance bonus that increases for each successive attack (+1 on second attack, +2 on third, etc.), activating chain cleave on the initial strike will cause the effect to last the entire cleave

**combat initiative**

cost: 0

tags: initiative

as long as you have at least 1 war point, increase initiative by +1, this bonus increases by an additional +1 per war talent with the initiative tag

**conviction**  
cost: 0

not before level 7

tags: social, execution

the raider is extremely loyal and protective of her friends and allies (even if she may not always act like it), when an ally suffers a critical hit, extreme damage, or falls unconscious, the raider's instinct is to rush to their aid, if they do, and successfully deal with their attacker (either by killing them or making them retreat) the raider's war pool gets refilled by an amount equal to her total hit dice. if the ally actually dies, the raider will be compelled to attack the killer as rapidly and ferociously as possible, even if that action isn’t particularly sound

**cooperative patient**  
cost: 0

requires: wisdom 13+

tags: healing, social

the raider has been cut up and stitched back together enough times to know that her allies are better at fixing them up than they are, any heal check made against the raider gains a +2 bonus, additionally, spells or abilities that heal a number of dice in hit points, heal the raider for 1 additional hit point per die, if the raider has 2+ war talents with the healing tag, heal checks to treat deadly wounds may be performed on her twice as much per day as normal, additionally, when such a check is made on her, if the healer exceeds the DC by 10, the raider recovers an additional +1 hit points, and an additional +1 hit points for every additional 5 beyond that the DC is beat

**cut loose**  
cost: half max war pool

not before level 5

standard action

tags: melee, attacking

the raider may spend half her max war points to really unleash their power into a swing, doubling the normal strength bonus to damage(if using one hand, this attack adds 2 times strength to damage instead of 1 times, if using 2 hands, 3 times strength is added to damage instead of the normal 1 1/2 times), additionally, if power attack is used, it is treated at being twice it's normal increment(1h:-1 +2 becomes -2 +4, -5 +10 becomes -10 +20, 2h:-1 +3 becomes -2 +6, -5 +15 becomes -10 +30, etc.) cleave, vital strike or one of their variants may be applied to this attack for 5 extra war points apiece, cut loose may only be used a number of times per day equal to the raider's constitution modifier, even if she has the war points to use it more. using this ability more than once within a minute will cause the raider to become fatigued afterward, using this ability back to back will cause the raider to become exhausted instead, in either case the effect remains until the raider gets 8 hours of rest

**death by a thousand cuts**  
cost: 1

tags: melee, bleed

by spending a war point, the raider may treat her weapon as if it has the wounding weapon enhancement, this may be used even on non-masterwork weapons. this effect lasts a number of rounds equal to 5 times the raider's constitution modifier (if positive, 5 minus con mod if less than 1)

**death's sweet embrace**  
cost: 7

immediate action

tags: melee, attacking, execution

when the raider is reduced to below 0 hit points, they may spend an immediate action to attack a target in reach at their full base attack bonus, if this attack hits, it automatically critical threats, this is NOT an attack of opportunity and does not provoke an attack of opportunity, if the attack that hit the raider would cause the raider to die or fall unconscious, this attack is made immediately before they do so, if the damage would kill the raider, the critical damage multiplier on her weapon for this attack is doubled(x2 becomes x4, x6 becomes x12, etc.), if death's sweet embrace kills its target, the raider's hp is set to 1. If the raider has 3+ other war talents with the execution tag, they may move up to their full base movement before making this attack

**decimating swing**  
cost: 12

requires: paper armor, rapid swing

swift action

tags: melee, accuracy

your next attack roll is against your target's flat-footed touch AC

**Dismember**  
cost: 0

requires: 4+ war talents with the bleed tag

Tags: melee, bleed

you tear your foes to pieces, sometimes literally. when you deal damage with a single attack in excess of 20% of its target's max hp, they lose a limb (chosen randomly by the gm) and take bleed damage equal to half their total hit dice (a creature with 8d10 hit dice would take 4d10 bleed, etc.) creatures with a single hit die take their full hit die in bleed damage. creatures immune to bleed damage are not affected by this bleed, but still lose a limb, creatures without limbs are unaffected by this ability. severed limbs may be reattached by a heal check DC 40, reattaching a limb also stops the associated bleed damage

**DR sunder**  
cost: 15

requires: strength 22+, improved sunder feat

tags: melee, attacking, DR bypass, status effect

upon successfully attacking a target, the raider may spend 15 war points to change their damage from what it normally is to 1/4 as much damage against any damage reduction the target may have, DR damage recovers at a rate of 1 point per 8 hours of rest, effects that restore ability damage may restore half as much DR, DR damage in excess of the target's DR is treated as normal lethal damage. DR sunder may only effect DR/epic if the raider has at least 1 mythic tier. if a target has multiple DRs, DR sunder starts damaging the one of the highest tier it can first

**extended swing**  
cost: 3

requires: great cleave feat

tags: melee, cleave

when performing great cleave, if there are enemies beyond your reach but still in line for great cleave, you may spend 3 war points at the beginning of the cleave to generate a vacuum behind your blade that will carry the force of the swing thru the air, this will continue the cleave in a straight line past your normal reach, up to 15 extra feet worth of great cleave targets may be struck in this way, cleaves beyond normal reach use the same attack bonus as normal, however damage is only half normal(chain cleave may still increase damage beyond normal reach but it is added before the halving)

**extra counter**  
cost: 1 or 2

tags: melee, attack of opportunity

when an enemy provokes an attack of opportunity, the raider may spend a war point to gain a second attack of opportunity against that target, this extra attack of opportunity does count toward the raider's total attack of opportunity per turn limit unless the raider activates it with 2 war points, must be activated before the initial attack of opportunity is made. Additionally for every war talent with the attack of opportunity tag, increase your maximum attack of opportunity per round by 1

**ferocious stamina**  
cost: varies

requires: stamina pool

tags: stamina

may pay war points in place of stamina points, 2 war points per 1 stamina point that would be spent

**finishing blow**  
cost: remaining war pool (min 7)

swift action

tags: melee, attacking, execution

the raider may spend her remaining war points and a swift action to increase the damage of an attack by an amount equal to the total damage the raider has dealt to the target this combat, finishing blow may only be used on a given target once per 24 hours

**force of experience**cost: 0

requires: 4+ war talents with the melee tag

tags: melee, attacking

as long as you have at least 1 war point, add half your level (round down) to melee damage dealt

**greater bite blade**  
cost: 1

requires: improved blade bite

tags: defense

upon using bite blade, the raider may spend an extra war point to make a disarm or sunder attempt

**greater combat initiative**  
cost: 0

requires: 2+ war talents with the initiative tag

tags: initiative

when you successfully hit an enemy that is ahead of you in initiative order, you gain +2 initiative. additionally, you may act during surprise rounds even if you would normally be caught flatfooted

**greater hero armor**  
cost: 0

requires: improved hero armor

tags: defense, armor

further increases the armor bonus of worn armor, light armor gains a +7 total, medium armor gains a +6 total, and heavy armor gains a +5 total, additionally, the raider gains a +1 to their touch AC for each war talent they have with the armor tag, not wearing armor negates these bonuses

**greatest bite blade**  
cost: 3

requires: greater bite blade

not before level 6

tags: defense, attack of opportunity, accuracy

upon using bite blade, the raider may spend 3 war points to make an attack of opportunity against their attacker, this attack of opportunity ignores any deflection bonus the target may have to their AC, as well as any bonus the weapon they bite may provide, this attack of opportunity does not count toward the raiders normal limit per round

**greatest combat initiative**cost: 0, 1, or 3

requires: 3+ war talents with the initiative tag

tags: initiative

bonuses to your initiative are twice as effective, if you would roll less than your total initiative bonus, you may spend a war point to act as if you rolled your initiative bonus (this costs 3 war points if your total initiative bonus is over 20)

**greatest hero armor**  
cost: 0

requires: greater hero armor

tags: defense, armor

further increase the AC bonus of armor worn, all armors have a total of +8 to their AC, additionally, they gain +1 DR/- that stacks with DR from other sources for each war talent they have with the armor tag, not wearing armor negates these bonuses

**gunshow**cost: 1

requires: strength 16+

tags: social, attribute substitution

raiders may not be the most apt socially, but sometimes to impress all you need is to look awesome, by spending a war point, the raider may use her strength in place of charisma for a skill check to charm or otherwise impress someone

**heft backswing**  
cost: 4

requires: back swing

standard action

tags: melee, flanking, attacking

when being flanked, may attack each flanker once at your highest base attack bonus, this does not allow the raider to attack targets outside her reach

**Hemorrhage**  
cost: 0

requires: 4+ war talents with the bleed tag

tags: bleed, melee, attacking

you may stack bleed damage on targets, you can inflict up to a number of separate bleed effects on a single target equal to the total number of war talents with the bleed tag the raider has, if you would inflict more bleed, the strongest bleed effects overrides the lowest bleed effects

**hero armor**  
cost: 0

tags: defense, armor

increase the armor AC bonus of armor worn, light armor gains a +3 bonus, medium a +2 and heavy a +1, additionally, the raider gains an additional +1 deflection bonus for each war talent with the armor tag they have, not wearing armor negates these bonuses

**Heroism**  
cost: 0

requires: leadership feat

tags: social

you are reliable, your allies know they can count on you and your very presence bolsters morale, while on the battlefield any ally within 30 ft (including yourself) doubles the value of any morale bonus they may have affecting them

**high strung**  
cost: 0

requires: combat reflexes feat

tags: attack of opportunity, attribute substitution

combat reflexes bases the number of extra attacks of opportunity on strength instead of dexterity

**hopeless strife**  
cost: 1

not before level 3

tags: defense

the raider uses past experience to overcome despair when fighting a losing battle, the raider adds half her level (round down) to a save to resist a fear effect

**hundred-man battler**  
cost: 0

requires: desperate battler feat

tags: accuracy, melee

standing alone against hordes of enemies is something you excel at, this ability enhances the bonus from desperate battler, it changes desperate battler's bonus from a +1 to attack and damage to a +1 to attack and damage per enemy within 30 ft.

**immunity**  
cost: 6

full round action

tags: defense

the raider is particularly good at adapting to status effects, the raider may spend a full round action and 6 war points to select 1 non-permanent status effect effecting them, this status is obliterated and no longer effects them, additionally, the status effect(or similar effects) cannot effect the raider again for 24 hours(for example the raider could annihilate a specific sickness effecting them, or even the fatigued status, however the raider could not use this ability to remove stun, paralyze, stagger or the like as those effects would prevent the raider from using this ability to begin with), war points spent on this ability may not be recovered until the 24 hour period expires

**improved bite blade**  
cost: 0

requires: bite blade

tags: defense

when using bite blade, if the enemy still hits, half the damage is treated as non-lethal

**improved combat initiative**  
cost: 0

requires: 1+ war talents with the initiative tag

tags: initiative, defense, accuracy

as long as you have at least 1 war point, your initiative increases by +1 each round in combat, as a free action once per round you may spend an amount of your initiative (max equal to your bonus to initiative from combat initiative) to increase your attack or AC by the same amount until the start of your next turn

**improved extended swing**  
cost: varies

requires: extended swing, great cleave feat

tags: melee, cleave

this ability functions as extended swing, however every point spent on it extends the range an additional 5 feet

**improved hero armor**  
cost: 0

requires: hero armor

tags: defense, armor

double armor AC bonus provided by hero armor (light armor gains +6 total, medium +4 total and heavy +2 total), additionally, the raider gains a +1 bonus to saving throws for each war talent she has with the armor tag, not wearing armor negates these bonuses

**In the plums**  
cost: varies

not before level 5

tags: melee, DR bypass

for each war point spent on this ability, the raider's next attack ignores 1 point of damage reduction

**lethality**cost: 1

not before level 3

swift action

tags, melee, bleed

when performing an attack, the raider may change the attack's damage type to bleed damage, must be activated before the attack is rolled. the bloody mess war talent may only increase the bleed damage of this attack once

**lopsided slash**  
cost: 1

tags: melee, DR bypass

your next attack counts as slashing, piercing, ballistic, and bludgeoning for the purpose of overcoming damage reduction, if you have 2+ war talents with DR bypass tag, your next attack also counts as cold iron, silver and magic for the purpose of overcoming damage reduction, if you have 3+ war talents with DR bypass tag, your next attack also counts as adaman for the purpose of bypassing damage reduction

**mobile armor**  
cost: 0

requires: 1+ war talent with the armor tag

tags: defense, armor, movement speed

the raider is used to moving with the extra weight of armor, as such, as long as she has at least 1 war point, she gains +5ft move for each war talent she has with the armor tag while wearing armor

**momentum**  
cost: 0

not before level 3

tags: melee, execution

as long as you have at least 1 war point, when reducing an enemy to negative hit points, the raider gains a +1 competence bonus to attack and damage on her next attack, if that attack reduces an enemy to negative hit points, the bonus increases to +2, with each successive attack that reduces an enemy to negative hit points, the bonus increases by +1 until the raider makes an attack that doesn’t reduce an enemy to negative hit points, attacks lose their momentum bonus if they are made more than 2 rounds apart(at the GM's option, they may have momentum cause the raider's weapon to slowly gain an aura that scales in intensity with the bonus so that onlookers have some indication as to the strength of the raider's next attack)

**morale boosting strike**  
cost: 2

standard action

tags: social, attacking

the raider makes a flashy and flamboyant strike against an opponent, for the next 5 rounds, all allies that saw the flamboyant strike gain a +2 morale bonus to attack, damage, AC, and saving throws, this bonus increases by +1 for each war talent with the social tag the raider has

**more than mortal**  
cost: 0

requires: 2+ war talents with the supernatural tag

tags: supernatural

the raider gains the benefit of the mighty template

**mounted synergy**  
cost: 0

requires: mount

tags: mount

as long as you have at least 1 war point, while on a mount, the raider adds the strength modifier of her mount to her strength score for the purpose of damage on her melee attacks

**muscle memory**  
cost: 0

tags: defense, initiative, attribute substitution

may use strength in place of dexterity for initiative and AC, does not stack with stoic

**overt aggression**

cost: 0

tags: defense, attacking

when the raider would take non-lethal damage, she may instead take half as much lethal damage. Additionally, when she takes damage she gains a +2 bonus to attack and damage for 3 rounds, this bonus stacks with itself up to a number of times equal to the number of war talents the raider has with the attacking tag

**paper armor**  
cost: 2

not before level 6

swift action

tags: melee, attacking, accuracy

upon making an attack, the raider may spend 2 war points to have the attack ignore the targets armor and shield bonuses to AC, this ability must be activated before the attack roll is made

**rage power**  
cost: 0

tags: rage

select 1 rage power you qualify for(raider levels count as barbarian levels for the purpose of rage powers), may be taken multiple times, rage powers that may only be activated a number of times per rage are treated as number of times per day, effects that cost rounds of rage cost an equal amount of war points, the raider must spend 1 war point each round to use rage powers that are passively active while raging for the round, rage powers stop working if you have 0 war points

**rapid swing**  
cost: 5

not before level 10

swift action

tags: melee, attacking

next melee attack is against the target's flat-footed AC

**reactive block**  
cost: 2

requires: masterwork or magic weapon

immediate action

tags: defense, equipment dependent

the raider may force their weapon between them and an attacking foe, this provides a deflection bonus to their AC equal to either the enhancement bonus of the weapon, or +1 if the weapon is masterwork

**rear guard**  
cost: 1

tags: melee, attack of opportunity

when an ally is attacked by an enemy, and the enemy is in a square threatened by the raider, the raider may make an attack of opportunity against the enemy before they execute their attack, even if the enemy's action normally would not provoke an attack of opportunity, this counts toward the raider's normal limit of attack of opportunity per round

**second wind**  
cost:0 or 3

requires: stamina pool

tags: stamina, execution, healing

when killing an enemy, instead of recovering a war point you may instead recover 1 stamina point. Additionally, whenever the you gain a war point or stamina point, you recover hp equal to your con mod. Alternatively you may spend 3 war points to recover hp equal to your con mod at any point

**sense of urgency**  
cost: 0

tags: defense

the raider has learned to tell when certain attacks are especially bad to be hit by, and they put forth extra effort to avoid them, this provides a +2 competence bonus to the raider's touch AC, this bonus does not increase her normal AC, CMD, or other ACs, sense of urgency may be taken multiple times, each additional time increases the bonus to touch AC by +2

**sink or swim**  
cost: 0

tags: defense, armor, movement speed

as long as you have at least 1 war point, reduce armor check penalty for swimming by half (round down), may not reduce penalty below 1, with 3+ war talents with the armor tag, penalty is halved again, and can reduce penalty below 1

**split the difference**  
cost: 0

requires: 5+ war talents with the bleed tag

tags: bleed, melee, execution, healing, attacking

striking when an enemy is bleeding out to finish them off is a basic tactic, you take this to a whole new level, if an enemy has multiple bleed effects, you may target them with coup de grace, killing them in this way fully restores your war point pool and heals you for 1d4 per hit die you have

**stoic**cost: 0

tags: defense, initiative, attribute replacement

may use constitution in place of dexterity for initiative and AC, does not stack with muscle memory

**surprise!**cost: 10

immediate action

tags: accuracy, attacking

the raider reveals a concealed weapon and makes an attack with it as an immediate action, this attack is at the raider's full base attack and is against the target's flatfooted AC

**swarm slayer**  
cost: 2

tags: specific target, attacking

the raider shifts angles to the widest side of her weapon with an attack, using this ability allows the raider's next attack to be able to target swarms, however the swarm only takes half normal damage

**tides of blood**  
cost: 2

requires: 2+ war talents with the bleed tag

tags: bleed, attack of opportunity, status effect

when you inflict bleed damage on someone, you can splatter that blood in the eyes of a nearby enemy, this forces the enemy adjacent to the target of the bleed damage to make a dex saving throw, DC 10 + strength mod + raider level or be blinded for 1 round and provoke an attack of opportunity, the raider can force this save on a number of adjacent enemies up to the number of war talents the raider has with the bleed tag

**titan slayer**  
cost: 10

not before level 12

requires: 1+ war talents with the supernatural tag

swift action

tags: melee, attacking, DR bypass, supernatural

your next attack counts as epic for the purpose of overcoming damage reduction (using raider level in place of mythic tier)

**Trademark weapon**  
cost: special (see text)

requires: masterwork or magic weapon

tags: execution, equipment dependent, supernatural

the raider has put in so much effort to use a particular weapon, it has absorbed the essence of their fighting style, the weapon in question must deal the killing blow to 100 enemies(if the raider has already dealt with 100 enemies with the weapon upon taking this war talent the benefit is immediately applied, otherwise any previous kills count toward the total) upon which the weapon gains a +1 enhancement bonus, if the weapon already has an enhancement bonus, this bonus is increased by +1, from that point on, each time the raider slays an additional 100 enemies with the weapon, it gains an additional +1 to its enhancement bonus. it is worth noting, that if anyone other than the raider uses the weapon, the enhancement bonus is only half as effective as normal (round down). smiths with high enough skill may modify the weapon to add additional enhancement bonus or consume the enhancement bonus to add effects, however the DC to do so is twice as high as normal unless they crafted the original weapon

**unintended greatness**  
cost: 0

requires: branded mortal

tags: execution, supernatural

as you fight the outsiders drawn to you by your brand, you slowly absorb the energy of those you kill, for every 100 outsiders your brand draws to you that you kill, you gain 1 greatness point, enemies of higher level count as 2 kills, mythic enemies count as 10 kills if you are not mythic and 5 if you are mythic. if your greatness points meet or exceed your attribute score in strength, dexterity or constitution, you may spend that many greatness points to raise that attribute score permanently by 1

**weapon master**  
cost: remaining war pool (min 1 per weapon used, see text)

not before level 4

full attack action

tags: melee, ranged, attacking, multi attack

the raider is skilled in a wide variety of weapons and frequently carries several different weapons around, as a result she has become very proficient with using them together to make different combinations of effects. when making a full attack action, the raider may spend her remaining war points, if they do, they may treat each weapon they have on their person to be a unique natural weapon and may make an extra attack with it in addition to her normal iterative attacks, the raider must have proficiency in the weapon for it to be valid for this effect, ranged weapons must be loaded to be used, additionally, each weapon must be different, (a katana and a long sword are fine) weapons that need to be drawn are drawn, used and put away for this action, the raider may not use this ability to make more extra attacks than 1 for every 4 levels she has (5 at 20th level). the cost of this ability is paid up front and the raider gains war points as normal if she reduces targets to 0 or fewer hit points during this round

**weapon redirect**  
cost: 1

immediate action

tags: defense, reaction, melee, ranged

make a melee attack roll against a thrown weapon that ether is targeting you or passes thru your reach, if your attack roll exceeds the attack roll of the person that made the throw, you send the thrown weapon back at its thrower, using your better attack roll against their AC, if the thrown weapon has any special properties (such as alchemist bombs) these properties are based on the stats of the original thrower. If the raider has 2+ war talents with the defense tag, you may choose to send the thrown weapon at a different target within the range of the thrown weapon (using your position as the point of origin). If the raider has 4+ war talents with the defense tag, you may use this ability as a free action

the following section includes war talents designed with the unchained rule set in mind, it also includes rewrites of a few war talents above that just would not work as intended if translated over

**create opening**  
cost: 9

1 act

Tags: act

the raider may make a combat maneuver check against a target, if successful, the raider grants her remaining acts for that round to an ally within 10 ft, these bonus acts must be used against the target the raider succeeded their combat maneuver check against and they must be used before the start of the next turn or they are lost. only one instance of create opening may be active on a given target per round

**death's sweet embrace**  
cost: 7

tags: execution,

when the raider is reduced to below 0 hit points, they may, as a free action, attack a target in reach at their full base attack bonus, if this attack hits, it automatically critical threats, this is NOT an attack of opportunity and does not provoke an attack of opportunity, if the attack that hit the raider would cause the raider to die or fall unconscious, this attack is made immediately before they do so, if the damage would kill the raider, the critical damage multiplier on her weapon for this attack is doubled(x2 becomes x4, x6 becomes x12, etc.), if death's sweet embrace kills its target, the raider's hp is set to 1

**Lockdown**  
cost: 5

1, 2, or 3 acts

Tags: act

the raider makes a combat maneuver check against a target, choosing to spend 1-3 acts in doing so when activated, if the check is successful, the raider deprives the target of a number of acts on their next turn equal to how many she spent on the maneuver

**rapid swing**  
cost: 6

not before level 10

tags: accuracy, melee

next melee attack is against the target's flat-footed AC

**reactive block**  
cost: 2

requires: masterwork or magic weapon

tags: defense, equipment dependent

the raider may force their weapon between them and an attacking foe, this provides a deflection bonus to their AC equal to either the enhancement bonus of the weapon, or +1 if the weapon is masterwork. reactive block may be used only once per round

**surprise!**  
cost: 10

tags: accuracy, attacking

the raider reveals a concealed weapon and makes an attack with it as a free action, this attack is at the raider's full base attack and is against the target's flatfooted AC, surprise! may only be activated once per round, surprise! may be activated out of regular initiative order

**ultimate action**  
cost: special (see text)

requires: greatest combat initiative

tags: act, initiative

once per round, as a free action, you may sacrifice half your initiative to gain an additional act, this act must be used before the beginning of your next turn and is lost if not used, sacrificing initiative in this way changes your turn order when activated, the raider's initiative must be at least as high as her total hit dice to use this ability

**weapon master**  
cost: remaining war pool (min 1 per weapon used, see text)

not before level 4

tags: attacking, multi attack, melee, ranged

the raider is skilled in a wide variety of weapons and frequently carries several different weapons around, as a result she has become very proficient with using them together to make different combinations of effects. when making a full attack action, the raider may spend her remaining war points, if they do, they may treat each weapon they have on their person to be a unique natural weapon and may make an extra attack with it in addition to her normal attacks, the raider must have proficiency in the weapon for it to be valid for this effect, ranged weapons must be loaded to be used, additionally, each weapon must be different, (a katana and a long sword are fine) weapons that need to be drawn are drawn, used and put away for this action, the raider may not use this ability to make more extra attacks than 1 for every 4 levels she has (5 at 20th level). the attacks gained from this ability are considered primary natural attacks and do not count toward the normal cap on natural attacks per round. the cost of this ability is paid up front and the raider gains war points as normal if she reduces targets to 0 or fewer hit points during this round

**overpower**

at second level, when the raider attacks a target with fewer hit dice than themselves, the raider gains an additional 1d12 damage per hit die they have above the target, if the GM wishes to keep the hit dice of an enemy secret, they may roll the additional damage when applicable

at 3rd level the raider gains desperate battler as a bonus feat

at 5th, 7th, 11th, 13th, and 16th level the raider selects a bonus feat off the following list

endurance

die hard

cleave

toughness

extra war talent

extra war

raider strength

raider endurance

**extra war talent**

requires: war talent class feature

gain 1 additional war talent you qualify for, may be taken multiple times

**extra war**

requires: war pool class feature

increase max war pool by 2, may be taken multiple times, effects stack

**raider strength**

requires: giant's strength class feature

the raider's strength modifier is considered 1 higher for the purpose of determining melee damage, may be taken multiple times, effects stack

**raider endurance**

requires: giant's strength class feature

the raider's constitution modifier is considered 1 higher for the purpose of determining max hit points, may be taken multiple times, effects stack

**giant's strength**

at 9th level the raider becomes so strong she can use weapons 1 size category larger than normal without penalty and her carrying capacity is treated as if she was 1 size category larger than normal, these benefits increase to 2 size categories larger than normal at level 15 and 3 at 20th level.

**berserk**

when the raider is attacked, the attacker always provokes an attack of opportunity, this attack of opportunity is resolved before the actual attack, this does not allow the raider to make attacks of opportunity against targets outside her reach, nor allow more attacks of opportunity per round than she would normally be able to perform

**true guts**

once per day, the raider may double his total attack on a single attack, and triple the total damage (all damage that would be multiplied on a critical hit, plus any precision damage), if a critical hit is confirmed, the critical damage is also tripled. This ability may be activated after an attack roll is made but before the result is known

race class bonuses

human +1/6 war talent

half elf +1/6 attack of opportunity per round

half orc +1/6 war points

half ogre +1/3 weapon damage

dwarf +1/4 critical confirmation

orc +1/4 war talent

adamantoise +1/6 war point gained on a killing blow

elcor +1/8 war points

krogan +1/6 fast healing

**new rage power**

**war talent**

select a war talent you qualify for (barbarian levels count as raider levels for the purpose of war talents) war talents that cost war points cost an equal amount of rage rounds, war talents that have a per day limit on use treat the limit as per rage instead, passive war talents are only active while raging. may be taken multiple times