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 | die hard |
| 6 | 6/1 | +5 | +2 | +2 | war talent |
| 7 | 7/2 | +5 | +2 | +2 | death or glory, steadfast slayer |
| 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 |  |
| 12 | 12/7/2 | +8 | +4 | +4 | war talent |
| 13 | 13/8/3 | +8 | +4 | +4 |  |
| 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, 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

**accurate strike**

cost:2

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

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 that effect cleaves

full round action

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

**assassination cleave**

cost: 5

not before level 11

requires: cleave feat

upon successfully reducing a target to negative hit points from stealth, and spotted, the raider may move up to her full base move toward the one that spotted her and make an attack of opportunity against them if this attack reduces the target to negative hit points the raider is still considered stealthed, if they are spotted during this attack, they may spend an additional 5 war points to attack that target, the raider may continue to assassination cleave targets that spot them, as long as they have enough war points to spend

**back swing**

cost: 2

standard action

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: hero armor, mobile armor, special (See text)

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 for those without this war talent, those with it gain a number of advantages. 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, the raider loses a war point to fuel these bonus effects

**bite blade**

cost: 4

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

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 1 round

**bloody mess**

cost: 0

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

**branded mortal**

cost: special (see text)

not before level 8

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

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

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

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

as long as you have at least 1 war point, increase initiative by +1, combat initiative may be taken additional times, each providing an additional +1 initiative, to a max of +5 after being taken 5 times

**conviction**  
cost: 0

not before level 7

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+

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

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

not before level 5

standard action

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

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

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

**decapitating horseman**  
cost: 8

requires: mount, slashing weapon

while mounted, you may spend 8 war points to add the vorpal property to your weapon for 3 rounds

**decimating swing**  
cost: 12

requires: paper armor, rapid swing

swift action

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

**demon slayer**  
cost: 0

requires: monster slayer

the raider is particularly adept at fighting devils and creatures of magic, as a result, when fighting someone with the outsider subtype, keep track of the number of rounds of combat you fight them, each round results in an additional +1 to attack, damage, CMB, sense motive, and intimidate against that target, to a maximum of the CR of the target

**Dismember**  
cost: 0

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

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

**dragon slayer**  
cost: 0

requires: monster slayer

when fighting enemies that are dragons, or are of the dragon sub type, you automatically bypass all forms of damage reduction they may have

**extended swing**  
cost: 3

requires: great cleave feat

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

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

**feinting counter**  
cost: 0

when an attack that provokes an attack of opportunity misses the raider, they are considered to be feinting the attacker during the attack of opportunity

**ferocious stamina**  
cost: varies

requires: stamina pool

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

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

**focused practice**  
cost: 0

select a war talent with a level requirement (says "not before level x" where x is a number), you may learn that war talent one level earlier than normal. focused practice may be taken multiple times, you may choose the same war talent to further reduce the required level to learn it by 1, or you may select a different war talent

**force of experience**cost: 0

not before level 4

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

**From hells heart I stab at thee**  
cost: special (see text)

not before level 10

the raider burns up part of their life to kill their target, the raider pays half their current hit points(min 1) and chooses a number of years to permanently age(these years count toward reaching the next age category), the damage of their next attack deals extra damage equal to the amount of hp spent times the number of years spent, this bonus damage is treated as bonus strength damage, and is multiplied on a critical hit, if this ability is used at 0 or negative hit points, the raider's max hit points is permanently reduced by 1, if this ability reduces the raider's hit points by enough to kill them, they may make one final attack before dying the next opportunity they can make a standard action, they may not take any other action before making this attack except to move in range of their target

**gambit**  
cost: 7

not before level: 3

when the raider readies an action, she may spend 7 war points, if she does, when she performs the readied action she gains a +3 luck bonus to all rolls related to that action, this bonus increases by an additional +1 for every 5 levels the raider has, however if the action fails even with the luck bonus, all related rolls are treated as a natural 1 and a botch, regardless of the actual value rolled

**greater bite blade**  
cost: 1

requires: improved blade bite

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

**greater bloody mess**  
cost: 0

requires: bloody mess, improved bloody mess

the bleed damage on your attacks and the bonus bleed to other effects is increased to 3d6

**greater combat initiative**  
cost: 0

requires: combat initiative x2

increase the initiative gained from combat initiative to +2 per purchase, to a max of +10 with 5 purchases of combat initiative

**greater death or glory**  
cost: 5

requires: death or glory feat, improved death or glory

by spending 5 war points, the raider may perform death or glory against an opponent of any size as long as they are of equal or higher level than the raider (creatures without levels compare total hit dice instead), may be combined with improved death or glory for an additional 2 war points (10 points total)

**greater hemorrhage**  
cost: 0

requires: improved hemorrhage, greatest bloody mess

you may now stack 4 separate bleed effects on targets

**greater hero armor**  
cost: 0

requires: improved hero 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, not wearing armor negates this bonus

**greater tides of blood**  
cost: 4

requires: improved bloody mess, tides of blood, improved tides of blood

when you inflict bleed damage on someone, you can force 3 enemies adjacent to that target to provoke an attack of opportunity

**greater weapon redirect**  
cost: 3

requires: improved weapon redirect, weapon redirect

this ability functions as weapon redirect, however is a free action to activate

**greatest bite blade**  
cost: 3

requires: greater bite blade

not before level 6

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 bloody mess**cost: 0

requires: bloody mess, improved bloody mess, greater bloody mess

the bleed damage on your attacks and the bonus bleed to other effects is increased to 4d6, additionally, when an enemy you afflicted bleed to, takes bleed damage at the start of their turn, they provoke an attack of opportunity

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

requires: combat initiative x5, improved combat initiative, greater combat initiative

you may act during surprise rounds, even if you would normally be caught flatfooted, when you successfully hit an enemy that is ahead of you in initiative order, you gain +2 initiative. additionally, when rolling initiative, 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 death or glory**  
cost: 10

not before level 18

requires: death or glory feat, improved death or glory, greater death or glory

by spending 10 war points, the raider may double the normal bonuses from death or glory, however if the opponent is still alive the bonuses are also doubled for the free attack they receive, may be combined with either improved death or glory or greater death or glory for 2 extra war points (15 total for improved, 17 total for greater), or both for 6 extra war points (24 points total)

**greatest hemorrhage**  
cost: 0

requires: greater hemorrhage, greatest tides of blood

all of your bleed effects now stack with each other, additionally, when attacking an enemy, the critical damage multiplier of your weapon increases by 1 for each bleed effect on them

**greatest hero armor**  
cost: 0

requires: greater hero armor

further increase the AC bonus of armor worn, all armors have a total of +8 to their AC, not wearing armor negates this bonus

**greatest tides of blood**  
cost: 5

requires: improved bloody mess, tides of blood, improved tides of blood, greater tides of blood

when you inflict bleed damage on someone, you can force 4 enemies adjacent to that target provokes an attack of opportunity, you can take a free 5ft step to reposition yourself to make an attack of opportunity as a free action until the start of your next turn

**greatest weapon redirect**cost: 4

requires: improved weapon redirect, weapon redirect, greater weapon redirect

this ability functions as improved weapon redirect, however is a free action to activate

**gunshow**cost: 1

requires: strength 16+

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 of the opposite gender

**heavy weapon**  
cost: 0

as long as you have at least 1 war point, increase the die size of weapon damage used by 1(to a max of d12) at level 4 may be taken a second time to increase weapon damage die size by an additional 1, may be taken an additional time for every 4 levels beyond 4th, if die size is already d12, increase number of dice by 1 and reduce die size by the total number of weapon dice instead (1d12 becomes 2d10, 2d12 becomes 3d8, 3d12 becomes 4d6, etc.)

**heft backswing**  
cost: 4

requires: back swing

standard action

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: greater bloody mess, greater tides of blood

you may stack bleed damage on targets, you can inflict up to 2 separate bleed effects on a single target, if you would inflict more bleed, the strongest bleed effects overrides the lowest bleed effects

**hero armor**  
cost: 0

increase the armor AC bonus of armor worn, light armor gains a +3 bonus, medium a +2 and heavy a +1, not wearing armor negates this bonus

**heroic charge**  
cost: 1

when making a charge, may spend a war point to double bonus to attack and also add the bonus to damage

**Heroism**  
cost: 0

requires: leadership feat

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

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

**hopeless strife**  
cost: 1

not before level 3

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: 1, 2, or 3

requires: desperate battler feat

standing alone against hordes of enemies is something you excel at, by spending a war point, this ability enhances the bonus from desperate battler, when activated, until the start of the raider's next turn it changes desperate battler's bonus from a +1 to attack and damage to a +1 to attack and damage per enemy within 10 ft. if 2 war points are spent, the range that no allies to be is increased to 20ft, but the range for number of enemies is also increased to 20ft, if 3 war points are spent, as if 2 were spent, however a 30 ft range instead of 20 ft range

**immunity**  
cost: 6

full round action

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

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

**improved bloody mess**  
cost: 0

requires: bloody mess

the bleed damage on your attacks and the bonus bleed to other effects is increased to 2d6

**improved combat initiative**  
cost: 0

requires: combat initiative x3

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 death or glory**  
cost: 3

requires: death or glory feat

by spending 3 war points, the raider can perform death or glory as a standard action instead of a full round action, death or glory cannot be made as part of a multi attack action

**improved extended swing**  
cost: varies

requires: extended swing, great cleave feat

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

**improved extra counter**  
cost: 1

requires: extra counter

when using extra counter, if the first attack of opportunity reduces the target to negative hit points, the raider may spend an extra war point to have the second attack of opportunity target another enemy within reach

**improved hemorrhage**  
cost:0

requires: hemorrhage

you may now stack 3 separate bleed effects on targets

**improved hero armor**  
cost: 0

requires: hero armor

double armor AC bonus provided by hero armor (light armor gains +6 total, medium +4 total and heavy +2 total), not wearing armor negates this bonus

**improved mounted synergy**  
cost: 0

requires: mounted synergy

not before level 5

as long as you have at least 1 war point, while on a mount, the raider adds the strength score of her mount to hers for the purpose of damage on her melee attacks, this bonus replaces the bonus from mounted synergy

**improved pant soiling terror**  
cost: 0

requires: pant soiling terror, strength 22+

with this war talent, there becomes a point to actually 2handing her weapon again, normally when 2handing a weapon, one receives a bonus to damage equal to 1.5x their strength mod, while a raider using pant soiling terror receives this bonus while one handing their weapon, if they actually do put their second hand back on their weapon, the multiplier to their strength mod is increased by 0.1, they still only receive the bonus to intimidate while one handing their weapon, improved pant soiling terror may be taken multiple times, each additional time further increases the strength multiplier by 0.1

**improved tides of blood**  
cost: 3

requires: improved bloody mess, tides of blood

when you inflict bleed damage on someone, you can force 2 enemies adjacent to that target to provoke an attack of opportunity

**improved weapon redirect**  
cost: 2

requires: weapon redirect

immediate action

this ability functions as weapon redirect, however 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)

**In the plums**  
cost: varies

not before level 5

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

**lead by example**  
cost: 3

swift action

the raider may spend 3 war points and a swift action when they perform a standard action, allies within 10 feet receive a +1 morale bonus to perform the same type of action for 1 round

**lethality**cost: 1

not before level 3

swift action

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 or one of its variants may only increase the damage of this attack once

**lopsided slash**  
cost: 1

your next attack counts as slashing, piercing, ballistic, and bludgeoning for the purpose of overcoming damage reduction

**mark of experience**  
cost: 0

you can’t learn how to fight from a book, raider's know this better than most and they spit on the idea of academic fighting, as a result, for every point in an intelligence based skill the raider's opponent has, they suffer a -1 cumulative penalty to their AC, attack, and saves against the raider

**mobile armor**  
cost: 0

requires: hero armor

the raider is used to moving with the extra weight of armor, as such, as long as she has at least 1 war point, any penalty to her base movement due to armor is reduced by 5 ft (a 20/15 movement would become 25/15, a 15/10 would become a 20/15, etc.) mobile armor doesn't increase movement for armors with no movement penalty

**momentum**  
cost: 0

not before level 3

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)

**monster slayer**  
cost: 0

requires: slayer

select a version of slayer you have chosen, the chosen version must be for either monstrous humanoid or a non-humanoid, for the selected version, your raider levels count as half as many ranger levels for the purpose of determining the favored enemy bonus, may be taken multiple times, one for each type chosen by slayer

**morale boosting strike**  
cost: 2

standard action

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 damage against the same enemy

**more than mortal**  
cost: 0

requires: branded mortal, 14+ hit dice

the raider gains the benefit of the mighty template

**mounted synergy**  
cost: 0

requires: 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

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

**pant soiling terror**  
cost: 0

requires: 20+ strength

thru a combination of special training, technique and conditioning, the raider can whip giant slabs of metal or stone around, the result is the raider is always considered to be using 2 hands on her weapon for all purposes(except improved pant soiling terror), even when she is not, actually 2handing her weapon no longer provides any benefit(except perhaps thematic), while using a 2 handed weapon with one hand, a raider with this war talent also gains a bonus to intimidate onlookers, as swinging weapons like that is normally rather unusual, this bonus is equal to 2 + the enhancement bonus of the weapon(if any). this does not allow the raider to use her unoccupied hand for anything, and if she tries, while doing so she is considered 1handing her weapon again (this is the only instance she is considered one handing her weapon)

**paper armor**  
cost: 2

not before level 6

swift action

upon making an attack, the war 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

**practicality**  
cost: 0

requires: at least 1 war talent that costs war points

select a war talent you possess that costs war points, reduce the cost of that war talent by 1 to a minimum of 0, if the selected war talent costs "remaining war pool" then you will have 1 war point after using it instead of 0, however the minimum war points needed to perform the ability is increased by 1. practicality may be taken multiple times; its effects do not stack but you may select other war talents to reduce cost

**price of carnage**  
cost: varies

requires: From hells heart I stab at thee

may pay war points in place of years aged for the effect of “From hells heart I stab at thee”

**rage power**  
cost: 0

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

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

**reactive block**  
cost: 2

requires: masterwork or magic weapon

immediate action

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

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

**relentless power**  
cost: 3

standard action

the raider may, as a standard action, spend 3 war points to recover their constitution modifier in hp

**second wind**  
cost:0

requires: stamina pool

when killing an enemy, instead of recovering a war point you may instead recover 1 stamina point

**sense of urgency**  
cost: 0

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 +1 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 +1

**shunt pain**  
cost: 1

standard action

as a standard action, the raider may convert all nonlethal damage they have taken to half as much lethal damage (round up)

**sink or swim**  
cost: 0

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

**slayer**cost: 0

select a category of enemy and gain favored enemy for that enemy (as the ranger class feature), may be taken multiple times, once for each category

**spear head charge**  
cost: 3

standard action

the raider charges head long into battle ahead of her allies and fights the enemy all by herself, the raider makes a charge attack at an enemy, success grants a +2 morale bonus to allies attack and AC that lasts 2 rounds, if the raider reduces an enemy to negative hit points before this bonus wears off, it lasts an additional 2 rounds, if the raider continues to reduce enemies to negative hit points before the effect wears off, the effect continues, the remaining duration of this effect may never exceed 1 minute, but it may be continually refreshed to 1 minute, the cost of spear head charge only applies for the initial attack, this effect is sight based, only allies that can see the raider during the initial spear head charge receive the bonus

**split the difference**  
cost: 0

requires: hemorrhage, dismember

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

**stabilizing strike**cost: 1

the raider may spend a war point to use her weapon as a stabilizer and prevent her from being knocked prone or tripped, the bonus the raider receives is equal to 2 plus the enhancement bonus of her weapon (if any), the raider must spend a swift or immediate action to remove her weapon from the ground to use it again

**stoic**cost: 0

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

**surprise!**cost: 10

immediate action

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

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: improved bloody mess

when you inflict bleed damage on someone, you can splatter that blood in the eyes of a nearby enemy, this forces 1 enemy adjacent to the target of the bleed damage to provoke an attack of opportunity

**titan slayer**  
cost: 10

not before level 12

requires: branded mortal

swift action

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

**titanic slayer**  
cost: varies

requires: steadfast slayer feat

enemies are considered one additional size larger than they actually are for each war point spent on this ability for 1 round, this is for the purpose of effects dependent on size and does not actually change the size of the enemies

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

requires: masterwork or magic weapon

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

**udder strength**  
cost: 3

requires: utter strength

not before level 8

immediate action

force an attacker to reroll a successful critical confirmation roll against the raider

**unintended greatness**  
cost: 0

requires: branded mortal

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 stamina, you may spend that many greatness points to raise that attribute score permanently by 1

**utter strength**  
cost: 1

use strength twice instead of strength and dexterity to calculate CMD against a single combat maneuver

**very cooperative patient**

cost:0

requires: cooperative patient, wis 15+

the raider is so used to having her allies patch her up, she has learned to actively assist in the process, 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

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

not before level 4

full attack action

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, but a light crossbow and heavy crossbow are too similar and only one may be used, a throwing knife and a close range knife would also be too similar) 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

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

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

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

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

**delaying action**  
cost: 5

1, 2, or 3 acts

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

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

**reactive block**  
cost: 2

requires: masterwork or magic weapon

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

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

**udder strength**  
cost: 5

requires: utter strength

not before level 8

force a glancing blow on a critical hit against you, may only be used once per round

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

requires: greatest combat 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

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, but a light crossbow and heavy crossbow are too similar and only one may be used, a throwing knife and a close range knife would also be too similar) 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

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

at 5th level the raider gains die hard as a bonus feat

at 7th level the raider gains death or glory and steadfast slayer as bonus feats

**giant's strength**

at 9th level the raider becomes so strong she can use weapons 1 size category larger than normal without penalty, this benefit increases to 2 size categories larger than normal at level 15 and 3 at 20th level

at 16th level the raider selects a bonus feat off the following list

endurance

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 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

**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

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

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