Skill Changes

“Taunt” -> “Intimidate”. All feats/skills that key off of intimidate now key off of taunt.

New Feats (General)

**Dazzling Display <Weapon Type>**

**Requirement:** Weapon Focus in the chosen weapon.

**Benefits:** When wielding the chosen weapon, you may use this feat to make an intimidate check to demoralize foes within 30 feet that can see your display. The DC is 10 + Target’s Hit Dice + Target’s Wisdom Modifier. Affected enemies suffer -2 AB, -2 to saving throws, -2 to all skills. Duration equals 1 round + 1 round per five points by which you exceed the DC. Does not affect blind enemies or those immune to mind effects.

Class Changes (Fighter)

**Bravery**

**Feats**: Bravery I, Bravery II, Bravery III, Bravery IV, Bravery V

At second level, and every four levels thereafter, the fighter gains a +1 bonus to saving throws vs. fear effects.

**Armor Training**

At 3rd level, the maximum dexterity bonus for any armor the fighter wears is increased by 1 (e.g. the fighter can receive +2 AC from dexterity while wearing full plate).

**Weapon Training (Master Feat)**

**Feats:**

**Weapon Training (Axes),** *Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Double Axe, Throwing Axe*

**Weapon Training (Heavy Blades),** *Bastard Sword, Greatsword, Katana, Longsword, Scimitar, Scythe, Two-Bladed Sword*

**Weapon Training (Light Blades),** *Dagger, Kama, Kukri, Rapier, Shortsword, Sickle*

**Weapon Training (Bows),** *Longbow, Shortbow*

**Weapon Training (Crossbows),** *Light Crossbow, Heavy Crossbow*

**Weapon Training (Double),** *Dire Mace, Two-Bladed Sword, Double Axe*

**Weapon Training (Flails),** *Heavy Flail, Light Flail, Morningstar, Whip*

**Weapon Training (Hammers),** *Club, Light Hammer, Warhammer*

**Weapon Training (Polearms),** *Halberd, Spear, Scythe, Trident, Quarterstaff*

**Weapon Training (Thrown),** *Dart, Shuriken, Throwing Axe, Sling*

At 5th level, and every four levels thereafter, the fighter may select a Weapon Training feat, granting an additional +1 to all attacks made with weapons under that category.

**Advanced Weapon Training (Master Feat)**

Beginning at 9th level, the fighter may elect to take an Advanced Weapon Training feat in lieu of a Weapon Training feat. Advanced Weapon Training bonuses are applied to all weapons for which the fighter has a Weapon Training feat. Bonuses from Advanced Weapon Training feats only apply – or can be used when a weapon the fighter has a Weapon Training feat for is equipped.

**Advanced Weapon Training: Armed Bravery**

The fighter applies his Bravery bonus to all will saving throws.

**Advanced Weapon Training: Combat Maneuver Defense**

The fighter gains a +1 bonus to discipline for each (advanced) weapon training feat he has.

**Advanced Weapon Training: Dazzling Intimidation**

**Additional Prerequisite:** Dazzling Display (Feat)

The fighter may use the Dazzling Display feat as a free action once every three rounds. He may still use it naturally when the free action version is still on cooldown. (Note: Dazzling Intimidation is a useable feat.)

**Advanced Weapon Training: Defensive Weapon Training**

The fighter gains a +1 shield bonus to his Armor Class. He also adds half his weapon’s enhancement bonus to this value. Once the fighter has four (advanced) weapon training feats, this bonus increases to +2. Note that this AC does not stack with AC granted from any shield the fighter may have equipped.

**Advanced Weapon Training: Effortless Dual-Wielding**

The fighter does not suffer additional penalties when dual-wielding medium weapons.

**Advanced Weapon Training: Fighter’s Finesse**

The fighter may apply the weapon finesse feat to any weapon he is trained in.

**Advanced Weapon Training: Fighter’s Reflexes**

For each (advanced) weapon training feat the fighter knows, he gains +1 reflex.

**Advanced Weapon Training: Inspiring Confidence**

The fighter may use this ability once per (advanced) weapon training feat he knows per day. When used, he puts on a dazzling display of competence, removing fear effects from all allies within 30 feet.

**Advanced Weapon Training: Trained Throw**

**Additional Prerequisite:** Weapon Training (Thrown) (Feat)

For each (advanced) weapon training feat the fighter knows, he adds +1 to all damage rolls when using weapons from the thrown weapon group.

**Advanced Weapon Training: Weapon Specialist**

All feats that apply to a specific weapon the fighter is trained in apply to all weapons within that group (e.g. if the fighter has Weapon Training (Axes) and the Weapon Specialization: Battleaxe feat, he gains a +2 damage bonus with any axe he uses instead of just battleaxes).

**Advanced Armor Training (Master Feat)**

At 7th level, and every four levels thereafter, the fighter may select an Advanced Armor Training Feat.

**Advanced Armor Training: Armor Specialist**

The fighter gains an additional +1 AC when wearing armor for each (advanced) armor training feat he knows.

**Advanced Armor Training: Armored Juggernaut**

The fighter gains 1/- DR when wearing armor for each (advanced) armor training feat he knows.

**Advanced Armor Training: Critical Deflection**

The fighter gains critical hit immunity for 3 seconds per (advanced) armor training feat he knows. Cooldown: Six Minutes.

**Advanced Armor Training: Steel Headbutt**

Once her six seconds, whenever the fighter lands an attack on an opponent, he attempts a headbutt as well. The attack is made at the fighter’s base attack bonus + STR (or DEX if greater/has weapon finesse) – 5. If successful, the fighter deals 1d3 damage + ½ STR modifier + his helmet’s AC bonus.

**Advanced Armor Training: Unmoving**

The fighter gains +1 discipline per armor training feat he knows.

**Advanced Armor Training: Sprightly Armor**

When wearing armor, the fighter gains 5% + 5% move speed per enhancement bonus of the armor.