

BRAVO (FIGHTER ARCHETYPE)

Violent and impulsive, the Bravos are best described as pirate freelancers, beholden to no one captain but instead working for whoever is currently paying them the most. They are a proud group, with their own social norms and mores that can have deadly consequences when broken. Bravos are trained to fight at sea, and eschew heavier armors in favor of mobility and finesse.

Weapon and Armor Proficiency: A bravo loses proficiency with medium armors, heavy armors and heavy shields (including tower shields). Instead, he gains the Weapon Finesse feat at 1st level as a bonus feat. This bonus feat is in addition to the bonus feat a fighter gains at 1st level.

Skills: Bravos add Acrobatics (Dex), Appraise (Int), Bluff (Cha), Escape Artist (Dex), and Knowledge (Local) to their class skills, but lose Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int) and Survival (Wis).

Deck Fighting (Ex): At 2nd level, the bravo gains the Cleave feat, even if he does not qualify for it. In addition, he does not take the normal -2 penalty to his AC for using it. This replaces the fighter's 2nd level bonus feat.

Bravo's Luck (Ex): At 3rd level, a bravo can reroll any Acrobatics, Climb, or Swim skill check he has just made. This reroll is made at a -5 penalty. He must take the second result, even if it is worse. A bravo can use this ability only once on any given skill check. He can use this ability once per day at 3rd level, plus one additional time per day for every 3 levels beyond 3rd. This replaces bravery.

Finesse (Ex): At 3rd level, so long as he is armed with a one-handed weapon, the bravo can add a +2 dodge bonus to his AC. He may not benefit from this bonus if he is flat-footed or helpless. This bonus increases by an additional +1 for every four levels beyond 3rd. This ability replaces armor training and armor mastery.

All in the Wrist (Ex): At 5th level, the bravo expands the Weapon Finesse feat to include one-handed heavy blades (including bastard swords, longswords, and scimitars) which would otherwise not be useable in conjunction with the feat. This ability replaces weapon training 1.

Improved Deck Fighting (Ex): At 6th level, the bravo gains Great Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A bravo does not take the normal -2 penalty to his AC when using the Great Cleave feat. This ability replaces the fighter's 6th level bonus feat.

