

STRIKER

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Abilities: Strikers benefit from a high strength for damage output, dexterity for armor class, and constitution for damage soaking.

Hit Die: d10

Class Features:

Weapon and Armor proficiencies: Strikers are proficient with light and medium armor, simple weapons, and all exotic melee weapons.

Blitz: Strikers may enter a state of extreme combat focus a number of times per day depending on class level. This state of hyper-focus grants the striker +4 strength, +4 dexterity, and +4 constitution for 3+ the character's (newly changed) constitution modifier. This grants the striker extra damage, armor class, and hit points based on the character's now improved ability scores.

Greater Blitz: Same as blitz, except strength, dexterity, and constitution scores are now increased by 6

Lvl.	Base Atk.	Fort.	Ref.	Will.	Special Features
1	+1	+2	+2	0	Blitz 1/day
2	+2	+3	+3	0	Fast Movement +10
3	+3	+3	+3	+1	Bonus Feat: Power Attack
4	+4	+4	+4	+1	Blitz 2/day
5	+5	+4	+4	+1	Bonus Feat: Spring Attack
6	+6/+1	+5	+5	+2	Bonus Feat: Cleave
7	+7/+2	+5	+5	+2	Blitz 3/day
8	+8/+3	+6	+6	+2	Bonus Feat
9	+9/+4	+6	+6	+3	
10	+10/+5	+7	+7	+3	Greater Blitz 1/day
11	+11/+6/+1	+7	+7	+3	Supreme Cleave
12	+12/+7/+2	+8	+8	+4	Bonus Feat
13	+13/+8/+3	+8	+8	+4	Greater Blitz 2/day
14	+14/+9/+4	+9	+9	+4	
15	+15/+10/+5	+9	+9	+5	Improved Power Attack
16	+16/+11/+6/+1	+10	+10	+5	Greater Blitz 3/day
17	+17/+12/+7/+2	+10	+10	+5	Bonus Feat
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Supreme Blitz 1/day
20	+20/+15/+10/+5	+12	+12	+6	

instead of 4.

Supreme Blitz: Same as blitz, except strength, dexterity, and constitution scores are now increased by 10 instead of 6.

Fast Movement: At 2nd level, a striker moves 10 feet faster than his/her base speed when wearing medium or lighter armor.

Supreme Cleave: At 11th level a striker may take a 5 foot step between attacks when using the cleave or great cleave feat. He/she is still only allowed one such adjustment a turn, making them unable to use this ability on a turn in which a 5 foot step has already been taken.

Improved Power Attack: At 15th level a striker gains a +3 bonus on melee damage rolls for every -2 he/she takes to hit when using the power attack feat. (Or +3 for every -1 if using a two-handed weapon.) This effect does not stack with the effects of power attack.

Skills:

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.