[This is supposed to be used as a martial style for Timeless\_Error’s Fighter class, a variant of which can be found in the PHB2. Use as a separate track at your own discretion.]

Flickering Candle

You are not a fire elemental, but it might be said that you resemble one. You almost seem to flicker as you move, and glowing sparks dance in your eyes. In combat, you wait for your opponent to make a mistake, hypnotizing them with your fluid and acrobatic movements until they expose themselves to your devastating strikes.

1st Circle – Swaying FiresEX: You strike with the swiftness of a fleeting flame. Once per [Round], as a move action or part of a move action, directly before making an attack, you can declare which opponent you will be attacking and make an Acrobatics check (DC 10 + your opponent’s level). You deal bonus [Precision] damage on your next attack equal to the amount by which your Acrobatics check exceeded the DC.

 TumblerEX: Additionally, you gain a +2 bonus to Acrobatics checks.

2nd Circle – Flame StingEX: Those who thrust their hands into flames often find themselves burned. As a standard action, make a single attack. Whenever you are attacked until the beginning of your next turn, immediately after the attack is resolved, you can make an attack against the opponent that attacked you. This attack is called a Flame Sting attack. At 2nd circle you may only make one Flame Sting attack per [Round]. This expands to two Flame Sting attacks per [Round] at 4th circle, and three Flame Sting attacks per [Round] at 6th circle. You can never use a Flame Sting attack in the same [Round] that you use a Once More! attack, and vice versa.

 Can’t Catch Me!EX: Additionally, once per [Round], when an attack misses you, you gain a number of temporary hit points equal to your KOM for one [Round]. This increases to twice your KOM at fourth circle and three times your KOM at sixth circle.

3rd Circle – Entrancing FlameEX: The beautiful and deadly movements of fire have been known to mesmerize onlookers. If you are within the range of an opponent’s attack (whether it is melee or ranged), at your option, when they declare they are attacking, they must make a Will save (DC 10 + 1/2 your level + your KDM) or be forced to attack you instead of their intended target.

 Lightning Draw: Additionally, you treat all weapons as if they possess the [Quick-draw] property.

4th Circle – Dancing Fires EX: You sear your enemies like a burning torch. Whenever you use Swaying Fires, the bonus [Precision] damage applies to all attacks you make against that opponent in that [Round].

5th Circle – Shifting EmbersEX: You spin and twist around your foes like a roaring inferno. After making a Flame Sting attack, you can immediately move 10 ft. Unless you are hit with an attack of opportunity for this movement, you gain a 20% [Miss chance] against the opponent you attacked for one [Round]. If that opponent is within [Melee] range, you can cause them to move 10 ft in the same direction, as well as to begin [Burning]. If that opponent is within [Close] range, you may make them [Flat-footed] against your attacks until the beginning of your next turn.

6th Circle – Raging FiresEX: With the deft skill of a trained martial artist, you can toss your opponents to and fro, felling them like logs beneath the heel of a devastating forest fire. You can use Swaying Fires as a free action, and once per [Round], when an opponent is hit by an attack affected by Swaying Fires, they must make a Reflex save (DC 10 + 1/2 your level + your KOM) or become [Burning], [Entangled], and [Prone].

7th Circle – Servant of the Secret FireEX: You know the great techniques of the art of the Flickering Candle, taught only to the most loyal and skilled disciples. Whenever you decide to use Entrancing Flame, it works automatically (instead of requiring a save). Additionally, any Acrobatics check you make is treated as a natural 20.