Goals: Make a defensive, Con-based alternative to Rage and Dervish. Make it play nice with Destruction and Knight.

Path of the Guardian 3.0

Your Key Offensive Modifier changes to Constitution, unless your Key Defensive Modifier is already Constitution. All bonuses from this track are fury bonuses, which stack with other fury bonuses from this track. At the beginning of your turn, you may choose not to benefit from fury bonuses to attack rolls, damage and save DCs until the beginning of your next turn. Attacks and abilities that benefit from a fury bonus to attack rolls, damage or save DCs cannot also deal [Precision] damage.

1st Circle – Defensive StanceEX: You can buckle down and enter a defensive stance, a state in which you gain increased endurance and resistance to enemy attacks. As a swift action, you can enter a defensive stance, gaining a +1 bonus to Vigor checks per circle you possess from this track (to a maximum of +7 with 7 circles). You also gain a +1 bonus to Fortitude and Will saves, and a +2 bonus on all saves against Combat Maneuvers. You can maintain this stance for a maximum number of [Rounds] equal to 3 + your Constitution modifier (if positive) at any one time, and you can always prematurely exit the stance as a free action.

When you exit the defensive stance, you are [Fatigued] for as many [Rounds] as you spent in it (minimum 1). You can begin the defensive stance whenever you wish, as long as you are not [Fatigued] or [Exhausted]. You are either in the defensive stance or not, so you cannot begin a new stance while already in one.

Not This Time: Whenever you are in a defensive stance, you may reduce the damage taken from a single attack per [Round] by 5 per circle you possess from this track (to a maximum of 35 with 7 circles). This does not require an action. This ability cannot further reduce damage already reduced by this ability.

2nd Circle – Hold GroundEX: While in a defensive stance, enemies treat all squares within your [Melee] range as difficult terrain. In addition, all enemies within your [Melee] range take damage equal to your KOM at the end of your turn as long as you are in a defensive stance.

3rd Circle – You Shall Not PassEX: As a move action, you may make an Intimidate check against a foe. If this check succeeds, that foe may not target any of your allies (except you) with any ability for one round, in addition to the normal effect of Intimidate. Your foe is still capable of targeting you with an area-of-effect ability that may harm some of your allies, however.

4th Circle – Greater Defensive StanceEX: Your defensive stance increases in potency. Your bonus to Fortitude and Will saves increases to +2, and you may activate Not This Time twice per [Round]. Additionally, select one of the following abilities (this choice is permanent):

Always Ready: Once per [Round], as a non-action, you may make one additional attack of opportunity per round. However, you may never target the same opponent with an attack of opportunity more than once for the same action.

Living Wall: The effects of Hold Ground now extend to [Close] range. [Flying], [Swimming], and [Burrowing] opponents in these squares treat this difficult terrain as if they did not have those conditions.

5th Circle – RootedEX: While in a defensive stance, you gain [Immunity] to [Prone] and any effect that would move you from your current square against your will (this includes Bull Rush and Drag combat maneuvers). Your bonus to saves against combat maneuvers in your defensive stance increases to +4.

6th Circle – Fortress StanceEX: The power of your defensive stance increases again. Your bonus to Fortitude and Will saves increases to +4, and you gain [Resistance] to physical damage while in your defensive stance.

7th Circle – Loyal ShieldEX: You are considered to always be in your defensive stance. You may activate Not This Time three times per [Round]. Enemies within range of Hold Ground now take damage equal to twice your KOM at the end of your turn. You may now activate You Shall Not Pass as a swift action. If you chose Always Ready, you gain an +2 untyped (**not** Fury) bonus to attack and damage rolls with attacks of opportunity.