



THE BARBARIK WARRIOR



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FOOLISH

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INTRODUCTION

An obvious element of any barbaric setting, a warrior's skill is both a matter of survival and a commodity by which one may earn a livelihood. The world is a savage place with a savage way of treating the people walking through it and only those who are truly prepared and capable will survive from one day to the next.

To this end, **The Barbaric Warrior** offers players and Gamemasters alike new options for their warriors. Not only are there new feats with which to improve a character's fighting prowess to be found within, but there are also a good number of new combat maneuvers to make a fight come alive with flavor and tactical flare. And while your character is trying these on for size, sample some of the new weapons or rules for piecemeal armor.

And no book on barbaric warriors would be complete without a number of new prestige classes to help a character explore his fate. The classes are not simply for hacking and slashing one's way through

hordes of villains, however, although most will certainly accommodate such a goal. Rather, they explore various interesting abilities that take barbaric combat off in new directions. The divine falconer, for example, trains falcons to spy and fight for him whereas the warrior of dreams is only at her best when drugged out of her mind on black lotus. These are definitely not your everyday, typical prestige classes.

Topping off **The Barbaric Warrior** is a section on running pit fights, providing information ranging from why the fights exist in the first place to how one may find a match, determine the odds and calculate how much money people will end up bringing with them and who they are most likely to bet it on. Also included is a map of a typical wilderness fighting pit and a sheet for tracking the progress of a pit tournament.

The first in a series of themed books for the **OGL Barbarian System**, this work will help steady your feet as you trod the savage path of warrior's glory!



THE FIGHTING ARTS

A warrior's path involves knowing as much about himself as he knows about his foe, and an important part of that knowledge involves martial training, skill and enlightenment.

This chapter provides a variety of information that most warriors can use to improve their combat abilities.

SKILL ADDENDUMS

KNOWLEDGE (NATURE) (INT; TRAINED ONLY)

Like other Knowledge skills, Knowledge (Nature) provides the character with valuable information. In this case, that information concerns animals, monstrous humanoids, plants, seasons and cycles, weather, vermin. Basic biology, habits and behaviors are all covered.

Class Skill: Barbarian, Borderer, Commoner, Nomad, Scholar

Cross-Class Skill: Noble, Pirate, Soldier, Thief

NEW FEATS

Feats to be added to the soldier's list of bonus feats are so noted.

ADEPT OF THE LOTUS (GENERAL)

Whether by continued exposure or natural resistance, you are better able to resist the black lotus' dream inducing effects.

Benefits: You gain a +4 competence bonus to Fortitude saving throws to resist being put to sleep from exposure to the black lotus' flowers. If you wish to succumb to the lotus, you can ignore this bonus.

AMBUSH SHOT (GENERAL, SOLDIER)

When attacking while hidden, you strike with increased deadliness.

Prerequisites: Point Blank Shot, Stealthy, Base Attack Bonus +4

Benefits: If behind cover or concealment and unnoticed by your target, you can make a DC 20 Hide check as a free action. If successful, the element of surprise increases the attack's threat range by 1.

ARMOR FOCUS (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You can function better than normal in this armor.

Prerequisites: Proficient with armor, Base Parry Bonus +1, Base Dodge Bonus +1

Benefits: While wearing the chosen type of armor, improve its Armor Check Penalty by 1 (from -4 to -3, for instance), and increase the Maximum Dexterity Bonus by 1 (from +4 to +5, for instance.)

Special: This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.

ARMOR PENETRATION FOCUS (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You are better than normal at defeating that armor.

Prerequisites: Proficient with armor, Base Attack Bonus +1

Benefits: When attacking someone wearing your chosen type of armor you increase your attack's Armor Piercing by +2.

Special: This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.

ARMOR PROFICIENCY (PIECEMEAL) (GENERAL, SOLDIER)

Although not needed to wear armor, training in wearing piecemeal armor does make you more comfortable and accustomed to using it.

Prerequisites: Armor Proficiency (Medium)

Benefits: Reduce the armor check penalty by 2, to a maximum benefit of no penalty, while wearing piecemeal armor.

ARMOR SPECIALIZATION (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You are especially adept at wearing that particular type of armor, getting more than normal protection from it.

Prerequisites: Proficient with armor, Base Parry Bonus +2, Base Dodge Bonus +2

Benefits: While wearing the chosen type of armor you gain a +1 competence bonus to its Damage Reduction.

Special: This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.

TABLE 1-1: NEW FEATS

Feat	Prerequisites
Adept of the Lotus	–
Ambush Shot #	Point Blank Shot, Stealthy, Base Attack Bonus +4
Armor Focus #	Proficient with armor, Base Parry Bonus +1, Base Dodge Bonus +1
Armor Penetration Focus #	Proficient with armor, Base Attack Bonus +1
Armor Proficiency (Piecemeal) #	Armor Proficiency (Medium)
Armor Specialization #	Proficient with armor, Base Parry Bonus +2, Base Dodge Bonus +2
Brawl (Addendum)	–
Coordinate Attacks #	Two-Weapon Combat Proficiency, Base Attack Bonus +6
Defensive Warrior #	Dex 13+, Base Attack Bonus +2
Disarm of Opportunity	Int 13+, Combat Reflexes, Improved Disarm
Disciple of Cavalry #	Soldier level 1, Dex 12+, Skill Focus (Ride)
Improved Desperate Toss	Weapon Focus, Base Attack Bonus +6
Live In The Saddle #	Ride 4 ranks
Master of Cavalry #	Soldier level 5, Dex 12+, Disciple of Cavalry, Skill Focus (Ride)
Scalp Hunter	Int 11+, Dex 13+, Base Attack Bonus +12
Time Proven Alias	Must have an alias, Disguise 8 ranks
Trick Rider †	Balance 3 ranks, Ride 8 ranks
Two-Handed Power Stroke #	Str 15+, Power Attack
Walk the Gauntlet #	Dex 13+, Dodge, Base Dodge Bonus +5

A soldier may select this feat as one of his soldier bonus feats

† A nomad may select this feat as one of his nomad bonus feats

BRAWL (ADDENDUM)

With the introduction of new types of unarmed strikes (pg 9 to 12), Brawl's effects become more wide reaching. Increase the damage caused by these new unarmed strikes by one die size (d6 to d8, d10 to 2d6, etc.) if Brawl is taken.

COORDINATE ATTACKS (GENERAL, SOLDIER)

By coordinating your attacks against an opponent, you are more likely to cause greater damage.

Prerequisites: Two-Weapon Combat Proficiency, Base Attack Bonus +6

Benefits: When making more than one attack against an enemy with Damage Reduction, roll damage for each attack that strikes successfully and add the results together before accounting for the target's Damage Reduction. Apply the average of the attacks' Armor Piercing during this process.

Normal: Multiple attacks calculate their damage separately after taking the target's Damage Reduction into account.

DEFENSIVE WARRIOR (GENERAL, SOLDIER)

You are skilled at striking back while fighting defensively.

Prerequisites: Dex 13+, Base Attack Bonus +2

Benefits: When fighting defensively, your +2 dodge bonus remains unchanged, but you only suffer a -2 penalty to your attack rolls.

Normal: Fighting defensively incurs a -4 penalty to attack rolls in exchange for a +2 dodge bonus.

DISARM OF OPPORTUNITY (GENERAL)

You are skilled at ridding foes of their weapons when they give you an opening.

Prerequisites: Int 13+, Combat Reflexes, Improved Disarm

Benefits: As a free action, you can make a disarm against an opponent in an adjacent square who offers you the chance to make an attack of opportunity.

DISCIPLE OF CAVALRY (GENERAL, SOLDIER)

You are especially skilled at fighting from atop a mount.

Prerequisites: Soldier level 1, Dex 12+, Skill Focus (Ride)

Benefits: Choose between using your Strength modifier or that of your mount to determine your bonus to attack and damage rolls while mounted.

IMPROVED DESPERATE TOSS (GENERAL)

You have practice at throwing a weapon not normally thrown.

Prerequisites: Weapon Focus with a weapon that cannot normally be thrown, Base Attack Bonus +6

Benefits: When using the Desperate Toss combat maneuver with the weapon to which the Weapon Focus feat applies, you reduce the penalty to your attack roll by half, to a minimum of -1.

Normal: When using the Desperate Toss combat maneuver, the weapon suffers a -1 penalty to attack rolls per pound it weighs (rounded up), plus an additional -1 penalty if it is an exotic weapon and -2 if it is a reach weapon.

Special: This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon and the Weapon Focus feat.

LIVE IN THE SADDLE (GENERAL, SOLDIER)

You can practically live in the saddle.

Prerequisites: Ride 4 ranks

Benefits: Your Ride skill rank can be substituted for your Concentration skill rank for any Concentration check made while in the saddle. Making a DC 15 Ride check also allows you to sleep comfortably in the saddle.

MASTER OF CAVALRY (SOLDIER)

You have mastered the skills of close cavalry combat.

Prerequisites: Soldier level 5, Dex 12+, Disciple of Cavalry, Skill Focus (Ride)

Benefits: You may divide your total damage result as equally as possible between all creatures in a 10-foot area while making a mounted charge instead of against one specific target.

SCALP HUNTER (GENERAL)

You have a knack for removing people's heads.

Prerequisites: Int 11+, Dex 13+, Base Attack Bonus +12

Benefits: When performing the Decapitating Slash maneuver you do not suffer the usual -4 penalty to DV for one round following the maneuver.

Normal: Performing the Decapitating Slash maneuver confers a -4 circumstance penalty to DV for one round following the maneuver.

TIME-PROVEN ALIAS (GENERAL)

You have spent so much time and effort establishing an alias that it is easier than normal for you to slip in and out of.

Prerequisites: Must have an alias, Disguise 8 ranks

Benefits: You gain a +4 competence bonus to all Bluff and Disguise skill checks using the alias.

Special: This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new alias.

TRICK RIDER (GENERAL, NOMAD)

A trick rider more easily performs unusual and difficult maneuvers while mounted.

Prerequisites: Balance 3 ranks, Ride 8 ranks

Benefits: Unless desired otherwise, a Ride check is considered to be taking 10 at no additional cost of time, regardless of circumstances, with the following tasks, outlined for the Ride skill: guide a mount with one's knees, stay in the saddle, cover, and fast mount.

TWO-HANDED POWER STROKE (GENERAL, SOLDIER)

You are able to apply the full weight of your strength to a weapon while wielding it with both hands.

Prerequisites: Str 15+, Power Attack

Benefits: When wielding a weapon with both hands, apply double the character's Strength bonus to damage rolls.

Normal: When wielding a weapon with both hands, apply 1-1/2 the character's Strength bonus to damage rolls.

WALK THE GAUNTLET (GENERAL, SOLDIER)

You can wade through danger while dancing around attacks while you are exposed.

Prerequisites: Dex 13+, Dodge, Base Dodge Bonus +5

Benefits: As a standard action, you can choose to negate as many incoming Attacks of Opportunity that round as your Dexterity bonus.



NEW COMBAT MANEUVERS

A warrior, barbaric or otherwise, can never have too many options within reach of his fist when battle comes calling.

The following new combat maneuvers are usable by anyone who meets their requirements.

CLOTHESLINE

You strike your opponent's neck with your extended arm.

Prerequisites: Improved Unarmed Strike, Improved Overrun

Circumstances: You must be attempting an overrun attempt with an unarmed strike or your opponent must be attempting an overrun against you.

Effect: You gain an additional +2 circumstance bonus to the opposed Strength check required to drop the target when you are the one attempting the overrun clothesline. This bonus stacks with the charge bonus. If targeted by an overrun, you make an unarmed strike as an attack of opportunity as though you had been set against the charge.

DARING MOUNTING

You leap from or onto a mount, vehicle or object onto another mount, vehicle or object.

Prerequisites: Str 10+, Ride 8 ranks

Whatever you are leaping from must be within jumping distance of the leap's destination. This maneuver applies to mounts, moving vehicles, or leaping from or onto a stationary object onto or from a mount.

Effect: Make a Jump check, increasing the DC for distance by 3 if only one of either the point of origin or leap's target are moving. Increase it by 6 if both are moving. Furthermore, increase the DC by 1 per 5 foot difference in speed between the point of origin and the leap's target. Subtract 2 from the DC per 5 feet the point of origin is higher than the leap's target.

DEFLECTING STRIKE

If quick enough, you can use a parry to throw your foe's weapon aside and open his defenses for a quick strike.



Prerequisites: Base parry bonus +8, Weapon Focus with weapon used for the attack portion of the maneuver

Circumstances: You must be wielding two weapons when an attack that would have otherwise struck is made against you but misses because of your parry bonus. For example, if you have a base parry bonus of +8 and a Dex bonus of +1 with no other DV modifiers, you may use this maneuver if an attacker rolls anywhere from 12 to 18. An attack roll of 19 or higher hits, whereas an 11 or lower would not have factored in the parry bonus.

Effect: You may make an immediate strike against that foe as a free action but the attack only benefits from your ability modifier (if any) and any applicable attack bonus gained from feats such as Weapon Focus. Base Attack Bonus does not apply. Your opponent does not apply his parry bonus against the attack unless he is wielding two

EXAMPLE OF A DARING MOUNTING

A character is trying to leap from a balcony to a horse that will race past in the street below. The horse's back will be about 5 feet below the balcony and the horse itself will be about 10 feet away from the balcony's edge at a rate of 60 feet per round.

Rather than getting into the math of figuring out the angled distance, the GM rules it will be a jump of 10 feet (DC 10.) This means the total DC for the character's Jump check for this maneuver will be 23 (base 10 for 10 ft. + 3 because only the horse is moving +12 because the horse is moving 60 feet faster than the stationary leaper - 2 for the leaper being 5 feet above the horse.)

weapons or a shield, and even that bonus is halved.

DESPERATE TOSS

You throw a weapon not meant to be tossed.

Prerequisites: Base Attack Bonus +4, Martial Weapon Proficiency.

Circumstances: Your circumstances allow you to use a thrown weapon, as normal, and you are armed with a melee weapon without a range increment for throwing.

Effect: The distance of the weapon's five range increments depends on its weight: 3 lbs or less is 10 feet, 3 to 5 lbs is 5 feet and more than 5 lbs has only three range increments of 5 feet each, for a total range of 15 feet.

The weapon suffers a -1 penalty to attack rolls per pound it weighs (rounded up), plus an additional -1 penalty if it is an exotic weapon and -2 if it is a reach

weapon. For instance, using this combat maneuver to toss a tulwar (6 lb exotic weapon) would suffer a -7 penalty to attack rolls, plus any penalties for range.

DODGING ROLL

When tumbling out of the way of an attack, you can also try to gain some extra distance between you and your opponent.

Prerequisites: Dodge, Tumble 10 ranks, Dex 13+

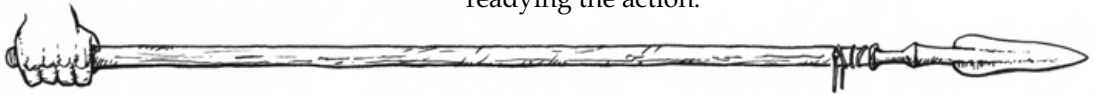
Circumstances: You are dodging and must have room to tumble, as normal.

Effect: As a free action, you are able to tumble away from your attacker as part of the dodge during your opponent's attack action instead of waiting for your own. This is only possible if you still have at least one standard action remaining in the round. Regardless of whether the attack hits or misses, roll to make a tumbling move as normal, but increase the Tumble DC by the attacker's base attack bonus. The attacker is not allowed an attack of opportunity for the tumble, although any other foes who qualify for an attack of opportunity may act appropriately.

LONG REACH

By partially snapping and sliding a two-handed reach weapon through one hand instead of using both, you can reach farther.

Prerequisites: Martial Weapon Proficiency, Base Attack Bonus +4



Circumstances: The square adjacent to you that is between you and your target must be empty and you must be attacking with a two-handed reach weapon.

Effect: Sliding the weapon through one hand while reaching out adds 5 feet to the weapon's reach. However, damage is halved and you are unable to dodge or parry that round.

MOUNTED HIDDEN ATTACK

You attack from behind the cover of your mount's body.

Prerequisites: Mounted Combat, Trick Rider, Balance 8 ranks, Ride 12 ranks

Circumstances: You are successfully performing the cover Ride task.

Effect: By making a DC 20 Ride check you are able to make an attack (but not cast as spell) with a -2 penalty to attack rolls.

REARING TRAMPLE

Your riding skill is such that you can use your

mount as a weapon without affecting your own combat ability.

Prerequisites: Mounted Combat, Trample, Ride 8 ranks

Circumstances: You are mounted and unmoving or mounted without having moved more than a 5-foot step that round.

Effect: As a free action, you direct your mount to rear up and make as many attacks as possible with its front hooves or claws as it could normally make with a full-round action. Doing so requires a successful DC 20 Ride check and allows you to substitute your mount's Base Attack Bonus with your own if yours is higher. This does not affect your own actions, leaving you to do what you will, as normal, so long as it does not involve leaving your mount or making the mount move.

SACRIFICIAL STRIKE

As a desperate move, you throw yourself on your foe's weapon so that you too may deliver a devastating attack against his vitals.

Prerequisites: Base Attack Bonus +3, Base Will save bonus +5, Iron Will

Circumstances: Both you and your foe must be armed with slashing or piercing weapons/attacks while attacking each other from adjacent squares. You must have held an action in check for the maneuver by readying the action.

Effect: Your foe's attack automatically strikes you, also gaining a critical hit but still roll to attack and see if any additional effect occurs. If the attack roll also falls into the attacker's threat range, the critical hit's multiplier is increased by +1. If the attack roll is a 1 or less, instead of being an automatic miss the attack causes normal damage instead of being an automatic critical hit. By allowing this attack to strike you, you still must make an attack roll but a hit causes a critical hit regardless of whether or not you roll in the critical threat range. Rolling within the critical threat range for your attack increases your critical multiplier by 1. If your target is not subject to critical hits, you only cause normal damage with a successful attack roll.

THREAD THE NEEDLE

You attempt to rob your foe of his eyesight.

Prerequisites: Base attack bonus +10 or higher, Dex 11+

Circumstances: You have a clear shot at the eye.

Effect: You aim at a particularly small and difficult target: the eye. Your attack roll suffers a -2 penalty to

the attack roll (-6 if the target is wearing a visored helm with the visor down) and you must score a critical hit after declaring your intention to hit the eye. If your attack succeeds and achieves a critical hit, the target must make a Fortitude save (DC 10 + total damage dealt after accounting for Damage Reduction) or suffer a -4 circumstance penalty to attack rolls, Reflex saves and Dex checks. If this maneuver is successfully carried out against all the target's eyes, it is blinded.

This effect lasts (1d4 x damage caused after accounting for Damage Reduction) hours, after which time another Fortitude save (DC 5 + total damage dealt after accounting for Damage Reduction) is made in order for the eyesight to return. If the save fails, the damage is permanent unless some form of extraordinary healing is undertaken.

TWIST IT DEEP

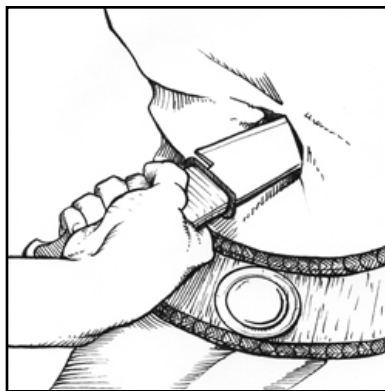
You twist a blade in your enemy, tearing the wound wider as the weapon is withdrawn.

Prerequisites: Base attack bonus +6, Power Attack

Circumstances: Must be attacking with a piercing weapon and have caused at least half the maximum damage the attack could normally cause.

Effect: As a free action, you can twist the blade as it is withdrawn after a successful attack, causing additional damage equal to the dice size capable of rolling nearest to half the weapon's normal damage dice (rounded down.) For example, a weapon that normally causes d10 damage would cause 1d4 damage when withdrawn while a weapon that does 2d8 damage would cause 1d8 when withdrawn. Do not add the Strength or any other modifiers to this additional damage. Using this maneuver imposes a -2 penalty to any skill, ability, attack or initiative roll made in the attacker's next immediate action, regardless of whether it occurs in the same round or the next.

This maneuver does not work against opponents that are immune to critical hits.



NEW WEAPONS AND ARMOR

NEW WEAPONS

Bagh Nakh: Concealed within the hand, with one's fingers through the holes and the claws on the palm side, with the spike pointing upwards past the thumb, the "tiger's claw" creates long, tearing wounds.

Brass Knuckles: A series of brass rings forged together to create a ridge of false knuckles, this weapon is supported by a weighted grip that fits into the palm so that the weapon will not come lose or accidentally break the user's own fingers. The listed damage is added to the user's unarmed attack when striking with a closed fist, which can optionally cause lethal damage at a reduced penalty of -2 instead of the usual -4. A spiked variation also exists.



Brass knuckles can also be affixed to a knife, allowing the user to punch with the modified weapon instead of just using the blade.

Elbow: Elbows require the target and attacker share the same square, which typically necessitates an Attack of Opportunity or grapple. If used while grappling, an

elbow only suffers a -2 penalty to attack instead of the usual -4.

Hammer: Although meant to be a craftsman's tool, a hammer can serve as a weapon of last resort.

Katar: This weapon is better known as a punching dagger.

Katar Dorlicaneh: The blade is forked, granting a +1 bonus to Parry.

Katar, Scissoring: This variation of the katar has two additional blades that spring free from the central, main blade. This causes an additional +1D6 damage when open.

Kick: Although more powerful than a punch, a kick tends to leave the attacker open. Someone using a kick suffers a -1 penalty to DV until their next action.

Knee: A knee attack requires the target and attacker share the same square, which typically necessitates an Attack of Opportunity or grapple. If used while



TABLE 2-1: SIMPLE WEAPONS

weapon	cost	damage	critical	armor piercing	range increment	hardness	ht points	weight	type
Unarmed									
Brass Knuckles *	1 sp	+1	x2	0	—	10	1	1/2 lb	Bludgeoning
Brass Knuckles, Spiked *	2 sp	+1	19-20/x2	0	—	10	1	1/2 lb	Piercing
Elbow *	—	1d3	x2	0	—	—	—	—	Bludgeoning
Kick *	—	1d4	x2	—	—	—	—	—	Bludgeoning
Knee *	—	1d4	x2	0	—	—	—	—	Bludgeoning
Light									
Bagh Nakh †	5 sp	1d4	x2	1	—	10	1	1 lb	Piercing
Hammer	1 sp	1d4	x2	0 **	10 ft.	5	2	1 lb	Bludgeoning
Katar †	3 sp	1d6	x2	1	—	10	1	1 lb	Piercing
Katar Dorlicaneh * †	4 sp	1d6	x2	1	—	10	1	1 lb	Piercing
Katar, Scissoring * †	5 sp	1d6 *	x2	1	—	10	1	1 lb	Piercing
Kukri	3 sp	1d6	x3	2	—	10	1	1 lb	Slashing
Phurba	4 sp	1d4	19-20/x2	3	—	8	1	1 lb	Piercing

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

† Finesse weapon

TABLE 2-2: MARTIAL WEAPONS

weapon	cost	damage	critical	armor piercing	range increment	hardness	hit points	weight	type
Unarmed									
<i>Backhand</i> *	–	1d3	x2	–	–	–	–	–	Bludgeoning
<i>Clawed Hand</i> *	–	1d3	x3	–	–	–	–	–	Bludgeoning
<i>Head-butt</i> *	–	1d2	19-20/x3	–	–	–	–	–	Bludgeoning
One-Handed Melee									
<i>Armor Spikes, Small</i> *	+15 sp	1d2	x2	0	–	–	–	Special	Piercing
<i>Armor Spikes, Large</i> *	+50 sp	1d6	x2	1	–	–	–	Special	Piercing
<i>Bipennis</i>	7 sp	1d8	x3	4	–	–	–	3.5 lb	Slashing
<i>Slip Blade</i> †	50 sp	1d4+1	18-20/x3	4	–	8	2	2-1/2 lb	Piercing
Two-Handed Melee									
<i>Club, Giant's</i> *	24 sp	2d8	x2	5	–	10	10	9 lb	Bludgeoning
<i>Maul</i> ®	11 sp	2d6	x2	2	–	7	7	10 lb	Bludgeoning
<i>Sword, Weighted</i> *	160 sp	2d8	x3	5	–	10	12	8 lb	Slashing
Ranged									
<i>Hurlbat</i>	3 sp	1d6	19-20/x3	2 **	10 ft.	10	2	1 lb	Slashing

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

† Finesse weapon

® Reach weapon

grappling, a knee only suffers a -2 penalty to attack instead of the usual -4.

Kukri: With a blade that widens before tapering towards its tip, this forward curving weapon serves as both dagger and hatchet.



Phurba: Primarily a sacrificial dagger, the weapon has four blades fitted together along a shared, center axis along their lengths. This grants the weapon excellent armor piercing ability.

Armor Spikes: Spikes can be added to armor, allowing the wearer to deal extra piercing damage (see **Table 2-2: Martial Weapons**) on a successful grapple attack. The spikes count as a martial weapon and the user suffers a -4 penalty on grapple checks when trying to use them if not proficient. The user can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (An attack cannot be made with armor spikes if an attack has already been made with another off-hand weapon, and vice versa.) Small spikes are small studs whereas large armor spikes are about 4 inches long.

Armor spikes increase the armor's weight by 10 lbs for a full suit of large spikes or 2 lbs for small spikes. If added to piecemeal armor instead of a suit, increase the piece's weight by 25% and double its cost rather than applying the cost listed in **Table 2-2: Martial Weapons**.

Backhand: Usually following another fist attack in an attack sequence, a backhand uses the reverse swing of a normal punch. The attacker gains a +1 bonus to attack but suffers a -1 penalty to DV.

Bipennis: This heavy axe has a double-bladed head, allowing for a return attack against an opponent without reversing the blade or one's grip on the weapon's haft.

Clawed Hand: More likely to damage the target's vitals, this attack is more difficult than a standard punch and so suffers a -1 penalty to attack rolls.

Club, Giant's: Nearly 4 feet long, this massive iron club is unwieldy yet devastating. They require someone with a Strength of 14 or higher to employ properly, otherwise a -2 penalty to attack rolls is suffered.

Head-butt: A head-butt requires the target and attacker share the same square, which typically requires an Attack of Opportunity or grapple. If used while grappling, a head-butt does not suffer the usual -4

TABLE 2-3: EXOTIC WEAPONS

weapon	cost	damage	critical	armor piercing	range increment	hardness	hit points	weight	type
One-Handed Melee									
<i>Guard Blades, Spike</i> *†	10 sp	1d8	19-20/x2	1	—	7	6	3 lb	Piercing
<i>Guard Blades, Elbow</i> *	10 sp	1d4	x4	2	—	7	6	3 lb	Piercing
<i>Pata</i> *	175 sp	1d10	19-20/x2	3	—	10	5	2-1/2 lb	Slashing
<i>Pit Claw</i> †	2 sp	1d8	19-20/x2	1	—	7	2	1 lb	Slashing
Ranged									
<i>Bola</i> *	1 sp	1d6	x2	0	10 ft.	4	1	4 lb	Bludgeoning
<i>Chakram</i> *	6 sp	1d8	x3	2 **	10 ft.	10	2	3 lb	Slashing
<i>Footbow</i> *	110 sp	1d12	x3	5 **	150 ft.	5	6	8 lb	Piercing
<i>Arrows (20)</i>	15 sp	—	—	—	—	5	1	10 lb	—

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

† Finesse weapon

penalty to attack and, if it scores a critical hit, the target must make a Will save (DC 10 + half the attacker's base attack bonus + Str modifier) or be dazed for one round.

Hurlbat: A slender throwing ax made entirely of metal, even the thin, short have has been sharpened to improve aerodynamics. In melee combat, the weapon suffers a -1 penalty to attack rolls and has a Critical of x2 with no improved threat range.



Maul: This long-handled weapon sports a heavy wooden hammer's head. Normally used to split logs, drive posts and the like, in a pinch it can make a formidable weapon.

Slip Blade: This incredibly thin blade is forged to be far more durable than its fragile appearance indicates and is a favorite amongst honor duelists.

Sword, Weighted: A massive blade that cuts through armor and foe alike more by sheer weight than the keenness of its edge, the length of a weighted sword's blade has several holes cut in it that are then fitted with dense, flat weights to improve the force of its blow. This makes it more difficult to recover from a stroke, however, imposing a -1 penalty to Initiative when wielding a weighted sword unless the user has a Strength of 18 or more.

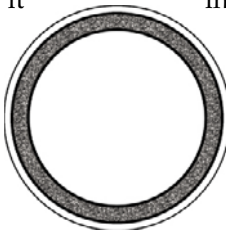
Bola: Three weighted, wooden spheres are connected by a length of chain or cord so that, when thrown, they may make a ranged touch attack against their target. The user must choose to either grapple or trip the target, but such maneuvers only work against Large or smaller targets.

A grapple can only be used to pin an opponent in whole or in part, such as by pinning his arms to his side. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. This grapple attempt compares the bola user's attack roll versus the target's normal grapple check.

A trip requires a ranged touch attack against the target. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. A successful attack means the target is tripped and cannot trip the user in return. At -2 penalty to the attack roll, as a free action the user may simultaneously attempt a grapple against the target's legs using the same attack roll.

Freeing oneself from a bola requires a full round action.

Chakram: A heavy metal ring with sharpened edges, the weapon is thrown at an enemy while putting it



into a flat spin for stability. A strong cord or chain can be attached so that it can automatically be pulled back into the user's hand once thrown, requiring a standard action to do so. However, unless the user protects his hand with a metal gauntlet or the like, the user suffers normal damage from the edge while

catching the weapon. The cord is typically 30 feet long, imposing a -1 penalty to attack per 10 feet longer. A cord-equipped chakram's range is limited to the cord's length.

Footbow: This bow is so massive and difficult to pull it requires the user to sit, place his feet in stirrups upon the bow to either side of a knock used to cradle the arrow, and use both legs and arms to fire by pulling the string to his upper chest or chin before releasing. Two full round actions are needed to reload the weapon and the user must be immobile, greatly limiting this powerful weapon's uses on a battlefield.

Guard Blades: A leather guard fits around the forearm, encompassing the fist and running down to the elbow. An 8-inch spike protrudes from the fist while a squat, triangular blade extends backwards, away from the elbow. The elbow blade requires the target and attacker share the same square, which typically necessitates an Attack of Opportunity or grapple. If used while grappling, the elbow blade only suffers a -2 penalty to attack instead of the usual -4.

Because the fist is fitted into the leather arm guard, which has no dexterous fingers, the user cannot use that arm for fine manipulation, meaning he cannot use it



to hold other weapons or perform most hands-on skills properly (-4 to such skill checks.) However, the arm guard can be used as a shield of sorts. See **Table 2-4: Piecemeal Armor** for information.

Hardness and hit point are for the entire weapon and not for each blade.

Pata: This unusual sword's blade is fixed to the front of a metal shield that fits over the top of the forearm and hand. The hand is fitted beneath this shield with straps and by grasping a bar within the space reserved for the hand. Not only does this prevent the weapon from being disarmed, but it allows the forearm and hand shield to act as a buckler if no attack is made with the blade that round.

Pit Claw: Favored by many pit fighters for its ability to work well in the confines of their small arenas, the claw consists of a simple leather gauntlet or series of leather straps that wrap about the fist. Affixed to the gauntlet/straps are two

crude metal blades that stretch out from the top of the hand like a pair of claws.

PIECEMEAL ARMOR

Instead of full suits, piecemeal armor is purchased separately and assembled in combinations, as desired. When wearing piecemeal armor, use the following changes to the standard armor rules. The character's anatomy limits the amount and type of pieces worn - no more than two arm pieces, two leg pieces, etc.

The Armor Proficiency (Piecemeal) feat is not necessary to use piecemeal armor. The feat required depends on what type of armor the combined pieces count as (see following for details.)

Because the pieces are not as cohesive or sturdy as a proper suit of armor, each piece can be targeted by a sunder attack, as per a shield. Because of this, each item of piecemeal armor has a Hardness and Hit Point statistic, unlike regular armor.

Armor Type: Despite wearing piecemeal armor, a character is considered to be unarmored until the weight is greater than 5, above which point he is considered to be wearing light armor. At 20 lbs the character is wearing the equivalent of medium armor and heavy armor once the pieces have a total weight of 40 lbs or more.

Damage Reduction: Combine all Damage Reduction ratings to ascertain the character's final DR.

Maximum Dex Bonus: Instead of listing the maximum bonus itself, the maximum Dex bonus for piecemeal armor is considered to start at +10 and is reduced by the listed modifier(s) combined, depending

upon what pieces are worn.

Armor Check Penalty: Combine all penalties to ascertain the character's final armor check penalty.

Sorcery Failure: Combine all penalties to ascertain the character's final armor check penalty. No matter the total, piecemeal armor cannot have a Sorcery Failure percentage higher than 95%.

Speed: Combine the speed penalties, only reducing the speed when the total surpasses a 5-foot benchmark. For instance, a combined speed penalty of -7 would mean that combination of piecemeal armor would have a Speed of 25 feet, whereas a penalty of -12 would have a Speed of 20 feet.

Weight: Combine the weight of all pieces to calculate total weight. The final weight will determine what type of armor the piecemeal suit is considered to be (see previous.)

PIECEMEAL ARMOR DESCRIPTIONS

All information and statistics is per individual piece.

Arm Guard: A plate or molding that wraps around and is strapped to the shoulder and arm. Arm guards are made from various materials, but those of bone only have a Sorcery Failure of 1% when casting spells of the Necromancy sorcery style.



Bracer: Made of various materials, a bracer is a piece of armor that fits from the wrist down much of the forearm. Bracers cannot be worn with an arm guard.

Breastplate: Normally worn with a quilted doublet underneath for comfort and to prevent chafing, a breastplate covers most of the torso. Those of bone only have a Sorcery Failure of 10% when casting spells of the Necromancy sorcery style.

Guard Blades: This acts like a shield and provides a parry bonus rather than Damage Reduction. The Armor Check penalty worsens to -4 for any tasks requiring

extensive use of the hands. See the Exotic Weapons section for more information.

Leg Guard: A plate or molding that is strapped to the entire leg. Leg guards are made from various materials, but those of bone only have a Sorcery Failure of 2% when casting spells of the Necromancy sorcery style.

Shin Guard: A plate or molding that is strapped to the shin. Shin guards are made from various materials, but those of bone only have a Sorcery Failure of 1% when casting spells of the Necromancy sorcery style.

TABLE 2-4: PIECEMEAL ARMOR

armor	cost	damage reduction	maximum dex bonus	armor check penalty	sorcery failure	hardness	hit points	speed (30 feet)	weight
Arm									
Bracer, Brass	1/2 sp	1	-0	-0	1%	8	4	-0 ft	1/2 lb
Bracer, Iron	1 sp	1	-0	-0	1%	10	4	-0 ft	1/2 lb
Bracer, Leather	1/4 sp	1	-0	-0	1%	2	2	-0 ft	-
Bracer, Steel	2 sp	1	-0	-0	2%	10	5	-0 ft	1/2 lb
Guard Blades	10 sp	+2 to Parry	-1	-0	10%	6	10	-0 ft	3 lb
Shoulder/Arm									
Arm Guard, Bone	1 sp	1	-0	-0	2%	5	6	-0 ft	1/2 lb
Arm Guard, Brass	4 sp	1	-1	-0	4%	8	8	-0 ft	2-1/2 lb
Arm Guard, Iron	8 sp	1	-1	-0	4%	10	8	-0 ft	2 lb
Arm Guard, Leather	2 sp	1	-0	-0	2%	2	4	-0 ft	1/2 lb
Arm Guard, Steel	15 sp	1	-1	-0	5%	10	10	-0 ft	2 lb
Leg									
Leg Guard, Bone	1 sp	1	-0	-2	4%	5	10	-1.25 ft	2-1/2 lb
Leg Guard, Brass	10 sp	1	-1	-2	8%	8	12	-1.25 ft	10 lb
Leg Guard, Iron	75 sp	1	-1	-2	8%	10	12	-1.25 ft	8 lb
Leg Guard, Leather	2 sp	1	-0	-2	5%	2	6	-1.25 ft	2-1/2 lb
Leg Guard, Steel	100 sp	1	-1	-2	10%	10	15	-1.25 ft	8 lb
Shin Guard, Bone	1 sp	1	-0	-1	2%	5	6	-1.25 ft	1 lb
Shin Guard, Brass	5 sp	1	-0	-1	4%	8	8	-1.25 ft	4 lb
Shin Guard, Iron	40 sp	1	-0	-1	4%	10	8	-1.25 ft	3 lb
Shin Guard, Leather	1 sp	1	-0	-1	2%	2	4	-1.25 ft	1 lb
Shin Guard, Steel	50 sp	1	-0	-1	5%	10	10	-1.25 ft	3 lb
Torso									
Breastplate, Bone	5 sp	3	-4	-4	40%	5	16	-2.5 ft	15 lb
Breastplate, Brass	200 sp	4	-6	-4	60%	8	20	-5 ft	24 lb
Breastplate, Iron	1,800 sp	5	-6	-4	60%	10	25	-5 ft	20 lb
Breastplate, Leather	6 sp	2	-4	-1	30%	2	10	-2.5 ft	4 lb
Breastplate, Steel	2,000 sp	6	-6	-4	70%	10	30	-5 ft	20 lb

THE PRESTIGE BARBARIC WARRIOR

Not all warriors are alike, regardless of their origins. The experiences of a barbarian from the deepest wilds or that of a soldier raised in the land's largest city may see them both end up in the same place if their fates dictate it. Prestige classes aid in further defining this fate.

DEEP WILDER

you can keep your so-called civilization. I've found more nobility in these wilds than may be found in all your gilded palaces.

Even amongst the most barbarians and borderers, there of men that have walked into darkest wilds to escape. Although not feral, these self-pariahs have become savage tossed aside the protocols and man by embracing the land and

With their shedding civilization's cloak, the deep come to learn the land like few. They can move through sustain themselves upon it startling intimacy. The terrain is a friend to be embraced in times of peace and wielded like a weapon when the cry of battle barks forth. The wild is friend, home and sanctuary to the deep wilders, even if most other men would call them mad because of it.

CAMPAIGN USE

No matter how benevolent the group's intentions or cooperative their deeds towards each other may be, the deep wilder will always choose to remain on the outside. Even a small band of adventurers remains a group of people who cling to civilization more than the character will be comfortable with. The deep wilder should have a good reason for staying with his companions, seeing as how wealth is not the driving force behind his actions.

Hit Die: d10

REQUIREMENTS

Base Attack Bonus: +5

Codes of Honor: Barbaric

Feats: Endurance, Track

Skills: Knowledge (Geography) 6 ranks, Profession (Hunter) 6 ranks, Survival 8 ranks

Race: The race's favored class must be either barbarian or borderer

Special: Must have the Favored Terrain class ability

CLASS SKILLS

The deep wilder's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Herbalism) (Int), Craft (Any mundane that deals with raw resources of nature) (Int), Handle Animal (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Listen (Wis), Move Silently (Dex), Profession (Hunter) (Wis), Search (Int), Spot (Wis), Survival (Wis.)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the deep wilder prestige class.

WEAPON AND ARMOR PROFICIENCY

The deep wilder is proficient with all simple weapons, two-weapon combat, light armor and shields.

FAVORED TERRAIN

The deep wilder's class levels add to previous class levels for the sake of determining when Favored Terrain ability bonuses increase. To calculate when Favored Terrain bonuses increase or when a new form of Favored Terrain is gained, add the character's deep wilder level to that of the previous class that granted Favored Terrain and use the tally as the effective class level to compare to the other class' abilities.

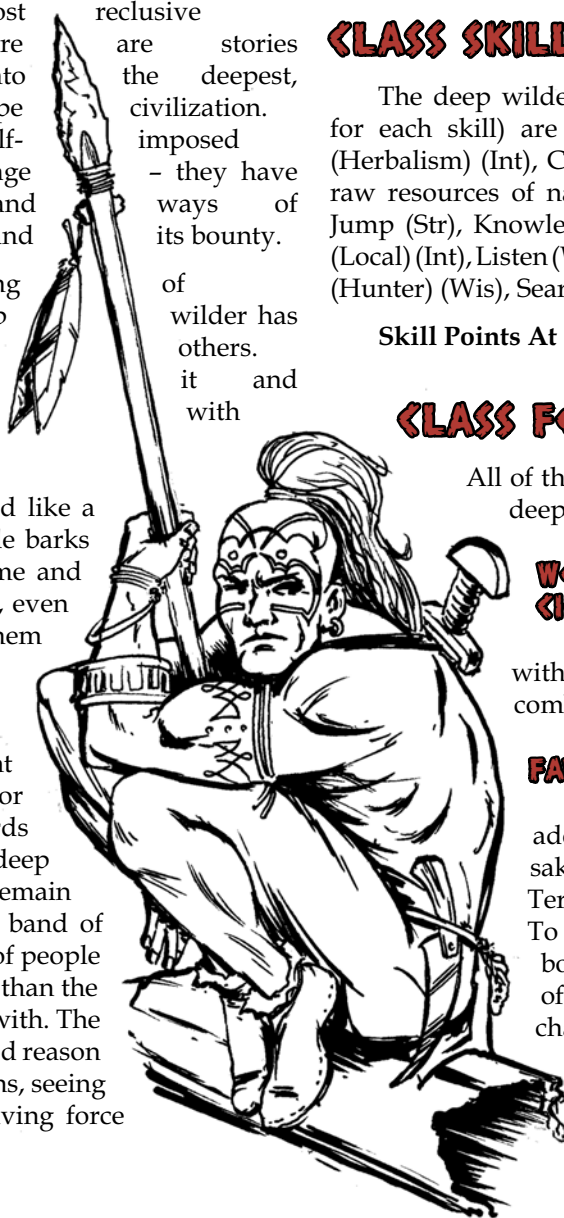


TABLE 3-1: THE DEEP WILDER

Level	Base attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+1	+0	+0	+0	+2	+2	+0	<i>Favored Terrain, Savage</i>
2	+2	+1	+1	+0	+3	+3	+0	<i>Bonus Feat</i>
3	+3	+2	+1	+0	+3	+3	+1	<i>Wild Combat Style</i>
4	+4	+3	+2	+1	+4	+4	+1	<i>Living Off The Land</i>
5	+5	+3	+2	+1	+4	+4	+1	<i>Bonus Feat</i>
6	+6/+1	+4	+3	+1	+5	+5	+2	<i>Wild Combat Style</i>
7	+7/+2	+5	+3	+1	+5	+5	+2	<i>Lost In The Wilds</i>
8	+8/+3	+6	+4	+2	+6	+6	+2	<i>Bonus Feat</i>
9	+9/+4	+6	+4	+2	+6	+6	+3	<i>Wild Combat Style</i>
10	+10/+5	+7	+5	+2	+7	+7	+3	<i>Beast Speaker</i>

SAVAGE

A deep wilder has truly turned his back on the trappings of civilization, granting a +2 competence bonus to Diplomacy and Gather Information checks when dealing with others with the Barbaric Code of Honor, and +2 to Intimidate and Bluff checks against others with the Civilized Code of Honor.

Unfortunately, this same savagery imposes a -2 penalty to Diplomacy, Gather Information, Knowledge (Geography), Knowledge (Local) and Perform checks concerning civilization and/or people with the Civilized Code of Honor.

BONUS FEAT

At levels 2, 5 and 8, the deep wilder may select a bonus feat, taken from the following list so long as all prerequisites are met: Brawl, Diehard, Eyes of the Cat, Fleet-Footed, Toughness, Great Fortitude, Lightning Reflexes, Dodge, Out Of Thin Air, Self-Sufficient, Stealthy, Alertness and Run.

WILD COMBAT STYLE

At 3rd level, a deep wilder may select a combat style influenced by the wilds from among the following. Normally, a style may only be selected once.

Ambush: By successfully remaining hidden in his first favored terrain so as to create a surprise attack that denies his target their dodge or parry bonus, the deep wilder may use this ability after studying the target from hiding for at least (5 - Wisdom modifier) rounds. Treat a result of 0 as a standard action and any negative number as a free action.

Meeting the conditions for an ambush allows the deep wilder to double his initial attack's threat range and increases the attack's critical multiplier by 1. These bonuses only last until the deep wilder's first attack has been made or until the target regains its dodge or parry

bonus, whichever comes first.

Stealth Strike: While in his first favored terrain, the deep wilder gains the ability to make +1D6 sneak attacks. To make a sneak attack, the deep wilder must meet the same conditions required of a thief.

Unlike the other wild combat styles, stealth strike may be selected more than once with each additional instance increasing the sneak attack damage by another +1d6.

This stacks with a thief's sneak attack damage.

Terrain Mastery: So long as the deep wilder is within his first favored terrain, he may add his Wisdom modifier as a bonus to his attack rolls against any targets who do not also have that terrain as their first favored terrain class ability.

Tree-Fighting: Although the combat style is called "tree-fighting," it actually refers to combat within any high and/or awkward obstacles or features native to the character's first favored terrain. The character is always considered to be taking 10 at no extra cost of time whenever making a Balance or Climb check in such obstacles. He can also move at his normal movement and does not suffer any attack roll penalties typical to such positioning.

Wild Step: While within his first favored terrain, the deep wilder is immune to attacks of opportunity so long as he has at least one adjacent square either unoccupied, or occupied by friendly creatures.

Select a new wild combat style at levels 6 and 9.

LIVE OFF THE LAND

A 4th level deep wilder is so familiar with his first favored terrain that all Survival checks not related to tracking are automatically considered to be taking 20, regardless of circumstance or distraction, while only taking the normal amount of time for the task.

LOST IN THE WILDS

A 7th level deep wilder is so accustomed to moving with the wilds rather than through them that any attempt to track him automatically has its DC increased by +5 unless the deep wilder purposely wants to leave a trail.

BEAST SPEAKER

The 10th level deep wilder is so familiar with the beasts of his first favored terrain that they will not consider him a threat or prey under neutral circumstances. Furthermore, the character gains a +2 competence bonus to Bluff, Handle Animal, Intimidate, Knowledge and Spot checks involving such beasts.

THE PANTHER

**MEDIUM HUMANOID (BORDERLAND WOODSMAN
BORDERER 5/DEEP WILDER 5)**

Hit Dice: 10d10+20 (78 hp)

Initiative: +9 (+1 Dex, +8 Reflex)

Speed: 40 ft.

DV (Dodge): 17 (+5 level, +1 Dex, +1 Dodge)

DV (Parry): 17 (+4 level, +2 Str, +1 Parry)

DR: —

Base Attack Bonus/Grapple: +10/+12

Attack: Primitive hunting spear +12 melee (1d8+2/x2); or primitive hunting spear +11 ranged (1d8+2/x2)

Full Attack: Primitive hunting spear +12/+7 melee (1d8+2/x2); or primitive hunting spear +11 ranged (1d8+2/x2)

Special Attacks: Improved Combat Style (Two-Weapon Combat), Racial Traits, Wild Combat Style (Tree-Fighting)

Special Qualities: Endurance, Favored Terrain (Forests) +3, Favored Terrain (Hills) +1, Live Off the Land, Racial Traits, Savage, Track

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +10, Ref +9, Will +8 (+11 vs Corruption)

Abilities: Str 15, Dex 13, Con 15, Int 10, Wis 17, Cha 8

Skills: Climb +10, Heal +5, Hide +12, Jump +9, Knowledge (Geography) +6, Move Silently +12, Profession (Farmer) +5, Profession (Hunter) +11, Spot +11, Survival +13

Feats: Armor Proficiency (Light) bonus, Combat Reflexes, Endurance bonus, Dodge, Eyes of the Cat bonus, Fleet-Footed bonus, Improved Two-Weapon Combat bonus, Martial Weapon Proficiency bonus, Parry, Run, Self-Sufficient, Shield Proficiency bonus, Simple Weapon Proficiency bonus, Stealthy, Track bonus, Two-Weapon Combat Proficiency bonus, Two-Weapon Defense bonus

Reputation: 8 (Reclusive and Feral)

Leadership: —

Code of Honor: Barbaric

Allegiances: None

Possessions: Primitive hunting spear, loincloth
Racial Traits (Borderland Woodsman)

- Adaptability. Choose two skills that area always treated as class skills
- +1 bonus to Fate Points
- +1 bonus to Survival checks
- +1 to Hide, Listen, Move Silently, Survival and Spot checks in temperate forests or temperate plains
- Favored Class: Borderer
- Forbidden Classes: Barbarian, Nomad, Pirate

Nobody (perhaps not even himself) knows the story of the man now known only as "the Panther." Obviously once a man who knew civilization, settlers along the frontier now only know of the man who has discarded man's ways and lives as a beast. Although he stalks the forests as does the giant cat for which he is named, the Panther has never done anything to harm his more sociable neighbors. In fact, he has alerted them to Wildman raids from the west and even returned lost children, only to silently disappear back into the woods afterward.

DIVINE FALCONER

the wind in your hair and falcons at your
breast are what is best in life.

Amongst most peoples, it is a matter of prestige and indication of rank to train and own particular animals and the noble falcon is definitely no exception. Point of fact, some cultures revere the falcon as a beast of the gods - a prince of the animal kingdom - and so the men who train them are considered to be that much closer to the divine.

CAMPAIGN USE

The character's falcons can provide a great deal of help as scouts and as an extra pair of hands (or talons, to be more specific) in a fight. And yet, while there is no limit to the number of falcons the character can befriend and train at a given time, common sense dictates that being followed by an immense flock is not the most inconspicuous way to travel, nor is it always pleasant for the divine falconer's companions.

Hit Die: d8



TABLE 3-2: FALCON IMPROVEMENTS

Improvement	Profession (Falconer) DC	Time Required	XP Cost
+10 ft. to flight speed *	20	3 months	250 XP
+1 Damage Reduction	15 + current DR	1-1/2 months	250 XP
+1 competence bonus to attack with talons	25	3 months	250 XP
Scouting Ability (see Falcon's Eyes, to follow)	20	3 months	300 XP
Swoop Attack	22	1 month	150 XP
Intelligence (see Savant Falcon, to follow)	25	6 months	300 XP
Blind-Fight Feat	25	1 month	150 XP
Great Fortitude Feat	25	3 months	200 XP
Lightning Reflexes Feat	25	1-1/2 month	200 XP
Iron Will Feat	25	2 months	200 XP
Improved Initiative Feat	20	2 months	200 XP
Diehard Feat	25	5 months	250 XP
Stealthy	25	2 months	150 XP

* This compounds with the Fleet-Footed feat

REQUIREMENTS

Abilities: Charisma 14+

Feats: Skill Focus (Profession (Falconer))

Skills: Handle Animal 8 ranks, Knowledge (Nature) 6 ranks, Profession (Falconer) 8 ranks

CLASS SKILLS

The divine falconer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Any Mundane) (Int), Gather Information (Cha), Knowledge (Geography) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Listen (Wis), Perform (Cha), Profession (Falconer) (Wis), Profession (Wis), Search (Int), Spot (Wis.)

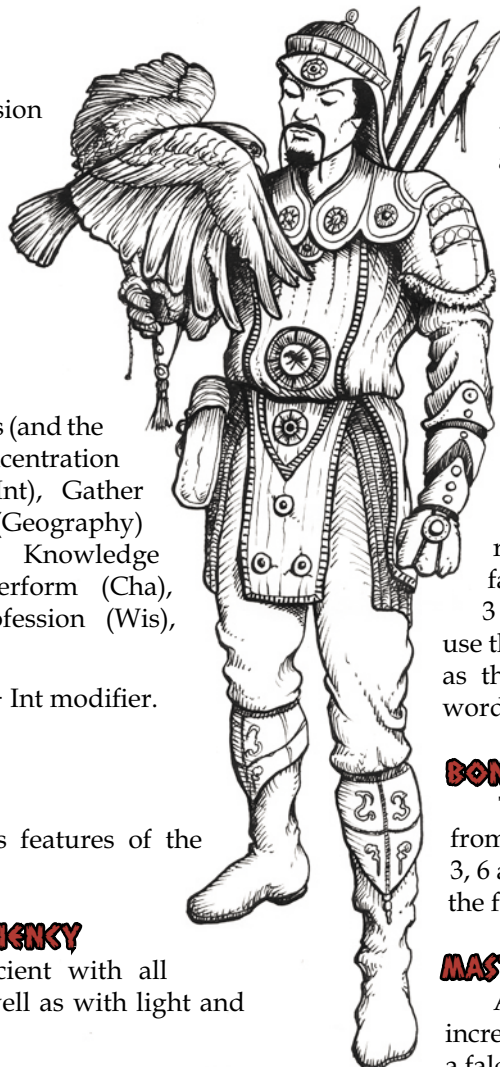
Skill Points At Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine falconer prestige class.

WEAPON AND ARMOR PROFICIENCY

The divine falconer is proficient with all simple and martial weapons, as well as with light and medium armor and shields.



FALCON FRIEND

Falcons are naturally well disposed towards the divine falconer, granting the character a +4 competence bonus to all ability and Profession (Falconer) checks when interacting with the bird. What's more, the divine falconer can use a Profession (Falconer) roll in place of Handle Animal during skill checks, if desired.

WHISTLING CALL

A 2nd-level divine falconer can use DC 15 Perform (Whistling) skill checks to convey very simple messages, such as "wait until I return" or "scout to the west" to falcons they have owned for at least 3 months. Other divine falconers may use this ability on another's falcon so long as their commands do not counter the words of the falcon's master.

BONUS FEAT

The divine falconer gains a bonus feat from the Nomad's bonus feat list at levels 3, 6 and 9. The divine falconer must meet the feat's prerequisites.

MASTER OF FALCONS

At level 4, the divine falconer increases the number of tricks it can teach a falcon by 3 (see the Handle Animal skill

TABLE 3-3: THE DIVINE FALCONER

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+0	+0	+0	+0	+2	+2	<i>Falcon Friend</i>
2	+1	+1	+1	+0	+0	+3	+3	<i>Whistling Call</i>
3	+2	+2	+1	+0	+1	+3	+3	<i>Bonus Feat</i>
4	+3	+3	+2	+1	+1	+4	+4	<i>Master of Falcons</i>
5	+3	+3	+2	+1	+1	+4	+4	<i>Falcon's Eyes</i>
6	+4	+4	+3	+1	+2	+5	+5	<i>Bonus Feat</i>
7	+5	+5	+3	+1	+2	+5	+5	<i>Savant Falcon</i>
8	+6/+1	+6	+4	+2	+2	+6	+6	<i>Falcon's Strike</i>
9	+6/+1	+6	+4	+2	+3	+6	+6	<i>Bonus Feat</i>
10	+7/+2	+7	+5	+2	+3	+7	+7	<i>Bird of the Gods</i>

description) and the character may spend XP on his birds to improve them. The Profession (Falconer) DC, time needed and XP cost are listed in **Table 3-2: Falcon Improvements**. At least 8 hours must be spent every day over the listed time requirement or the process ends prematurely. The Profession (Falconer) check is made at the end of this period. Failing the Profession (Falconer) check wastes both the invested time and XP.

Every two improvements count as a trick the beast can no longer learn. Unless otherwise stated, an improvement may only be added to the same bird once, although the number of falcons the character seeks to improve is limited only by his time and XP.

The character cannot spend enough XP on this ability to reduce his level.

Swoop Attack: The falcon is able to dive upon its target, making a charge that doubles the damage rolled for the bird's talon attack. A swoop attack otherwise has the same benefits and disadvantages of a normal charge.

FALCON'S EYES

A 5th-level divine falconer is able to gain basic information on anything a falcon has recently seen or experienced thanks to an instinctive rapport between the bird and its master. Only information the falcon has witnessed in the previous (Cha bonus + 1) hours can be relayed in this manner, and the Gamemaster should be careful to translate the information through the bird's priorities, perspective (which is normally limited to simple matters, such as survival), and intelligence. The bird and divine falconer must be able to hear each other to communicate this information.

SAVANT FALCON

7th-level divine falconers are able to make their falcon companions much smarter through a careful training process that takes advantage of the shared rapport between master and bird. At the end of the required time for the Intelligence improvement option (see the Master of Falcons ability, previous) the amount by which the Profession (Falconer) skill check exceeds the DC of 25 indicates how much the falcon's Intelligence will increase, to a maximum of 8. For example, a Profession (Falconer) roll of 28 would increase the falcon's Intelligence to 5.

The falcon gains 1 skill point per 2 point of Intelligence gained (rounded down), gains an additional feat at an Intelligence of 8, and is able to aid its master more, including (but not limited to) providing more detailed and cleverer information through the Falcon's Eyes ability.

FALCON'S STRIKE

Watching his feathered companions in action allows a level 8 divine falconer to imitate them in combat. When performing the clawed hand unarmed attack (pg 10), a divine falconer does not suffer the usual -1 penalty to attack and is considered to have the Improved Unarmed Strike feat. If the character already has the Improved Unarmed Feat, increase the clawed strike's critical strike modifier to x4.

BIRD OF THE GODS

Any falcon that has been with a 10th-level divine falconer for a year or more grows unnaturally large, becoming a Small animal, gaining an additional Hit Die, increasing it's Damage Reduction by 1, and increasing



its Strength to 7 and its Constitution to 12.

FALCON

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+6 (+4 Dex, +2 Reflex)
Speed:	10 ft. (2 squares), fly 60 ft. (good)
Defense Value:	18 (+2 size, +4 Dex, +2 natural)
Damage Reduction:	1 (feathers)
Base Attack/Grapple:	+0/-11
Attack:	Talons +4 melee (1d4-3)
Full Attack:	Talons +4 melee (1d4-3)
Space/Reach:	2-1/2 ft. (same square)/0 ft. (same square)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +6, Will +2
Abilities:	Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 9
Skills:	Listen +2, Spot +14
Feats:	Weapon Focus (Talons)
Environment:	Temperate hills, mountains and forests
Organization:	Solitary or pair
Advancement:	—

These birds of prey inhabit nearly every terrain and climate, and often build their nests amongst the windowsills and walls of man's cities. Falcons are treasured by the plains nomads and men of the East as hunting beasts. They are similar to the eagle but slightly smaller: they are a little over a foot long, with wingspans between 3 to 4 feet.

COMBAT

A falcon's talons are finesse weapons.

Skills: Falcons have a +8 racial bonus on Spot checks.

IMHOTEP A-AHMET

MEDIUM HUMANOID (SERPENT THEOCRACY BORDERER 5/DIVINE FALCONER 5)

Hit Dice:	5d10 + 5d8 (64 hp)
Initiative:	+9 (+1 Dex, +8 Reflex)
Speed:	30 ft. (armor type), 40 ft. in Plains
DV (Dodge):	17 (+5 level, +1 Dex, +1 Dodge)
DV (Parry):	15 (+4 level, -1 Str, +2 buckler)

DR: 5 (+5 mail shirt)

Base Attack Bonus/Grapple: +8/+7

Attack: Arming sword +9 melee finesse (1d10-1, 19-20/x2) or short sword +9 melee finesse (1d8-1, 19-20/x2) or Serpent Theocracy Bow +10 ranged (1d12-1, 19-20/x2)

Full Attack: Arming sword +9/+4 melee finesse (1d10-1, 19-20/x2) or short sword +9/+4 melee finesse (1d8-1, 19-20/x2) or Serpent Theocracy Bow +10/+5 ranged (1d12-1, 19-20/x2)

Special Attacks: Improved Combat Style (Two-Weapon Combat), Racial Traits

Special Qualities: Falcon Friend, Falcon's Eyes, Favored Terrain (Plains) +2, Master of Falcons, Racial Traits, Whistling Call

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +5, Ref +9, Will +10 (+11 vs Corruption)

Abilities: Str 8, Dex 12, Con 11, Int 13, Wis 15, Cha 16

Skills: Concentration 6, Craft (Alchemy) 3, Gather Information 4, Handle Animal 13, Heal 6, Knowledge (Arcana) 5, Knowledge (Geography) 4, Knowledge (Local) 4, Knowledge (Nature) 10, Listen 6, Move Silently 6, Perform (Ritual) 7, Perform (Whistling) 10, Profession (Falconer) 18, Ride 4, Search 4, Spot 13, Survival 7

Feats: Animal Affinity, Armor Proficiency (Light) ^{bonus}, Dodge, Endurance ^{bonus}, Exotic Weapon Proficiency (Serpent Theocracy Bow) ^{bonus}, Improved Two-Weapon Combat ^{bonus}, Martial Weapon Proficiency ^{bonus}, Point Blank Shot ^{bonus}, Simple Weapon Proficiency ^{bonus}, Skill Focus (Profession (Falconer)), Track ^{bonus}, Two-Weapon Combat ^{bonus}, Two-Weapon Defense ^{bonus}, Shield Proficiency ^{bonus}

Reputation: 12 (Recluse)

Leadership: —

Code of Honor: Civilized

Allegiances: —

Possessions: Mail shirt, buckler, arming sword, short sword, Serpent Theocracy bow (-1)

Companion: Tekmet the falcon. Standard falcon statistics except it has the Scouting ability and Swoop Attack, as per the Master of Falcon's ability.

Racial Traits (Serpent Theocracy)

- +2 to Knowledge (Arcana), Perform (Ritual) and Craft (Alchemy) checks (figured in)
- +1 to attack rolls with a Serpent Theocracy bow
- -2 to saving throws versus Corruption
- Exotic Weapon Proficiency: Serpent Theocracy bow
- Background Skills: Handle Animal, Knowledge (Arcana), Perform (Ritual) (figured in)
- Favored Classes: Scholar or Noble
- Prohibited Classes: None

Imhotep was born to simple farmers near the river

Styx, but he was never satisfied with that life. Instead of doing his chores, Imhotep was constantly wandering off into the wilds to explore and partake of his favourite pastime: watching the falcons twist and turn in the eastern mountains across the river. When Imhotep grew of age, he crossed the Styx into those mountains and never looked back.

Since leaving home, Imhotep has earned money by training falcons for nobles of his homeland and by serving as guide for anyone wishing to cross the wilds. His first love remains watching the birds twist and swoop through the thermals.

HAWKEYE

SURELY, YOU AND YOUR DAUNTING AXE AND STRAPPING ARM HAVE NOTHING TO FEAR FROM ME AND MY TINY KNIFE.

Whether treading civilized roadways or the backwood wilds of the frontier, there are individuals to be found who devote themselves to the mastery of one weapon or fighting style. Hawkeyes are just such warriors, having dedicated their attentions to becoming the foremost wielders of thrown weapons known. They are practitioners of finesse in a world where brute force is the norm.

CAMPAIGN USE

In troubled lands where a large sword and sturdy shield tend to grant a modicum of respect after little more than an appraising eyeballing, hawkeyes are often seen as weak and poorly armed - easy marks. A wily hawkeye uses this to his best advantage - although their vocations vary, many hawkeyes choose to become assassins and bodyguards, using their inoffensive visage and deadliness with small, easily concealed weapons to gain the upper hand on overconfident thugs.

Pursuing the soldier class is likely the quickest route to meeting the hawkeye's requirements. The soldier will quickly provide the required base attack bonus and feats (not to mention increase the chance of surviving the attempt to fulfill the special requirement), although a level or two of thief would help with the requisite skill ranks.

Hit Die: d8

REQUIREMENTS

Base Attack Bonus: +6

Skills: Jump 4 ranks, Perform (Juggler) 8 ranks, Craft (Weaponsmith) 4 ranks

Feats: Dodge, Point Blank Shot, Precise Shot, Rapid Shot

Special: A hawkeye must have defeated a foe of at least 40 hit points by himself using only thrown weapons

CLASS SKILLS

The hawkeye's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the hawkeye prestige class.

WEAPON AND ARMOR PROFICIENCY

The hawkeye is proficient with all simple weapons and armor.

HAWKEYE THROW

This bonus replaces the character's usual base attack bonus whenever using thrown weapons or objects. The Hawkeye Throw's rate of gaining additional attacks applies retroactively when applied to the Base Attack Bonus achieved with other classes.

SAFE TOSS

The hawkeye may throw a weapon as a ranged attack while within an opponent's threatened area without drawing an attack of opportunity.

EVASION

If exposed to any effect that would normally allow a character to attempt a Reflex saving throw for half damage, a 3rd level hawkeye takes no damage with a successful saving throw. Evasion can only be used if

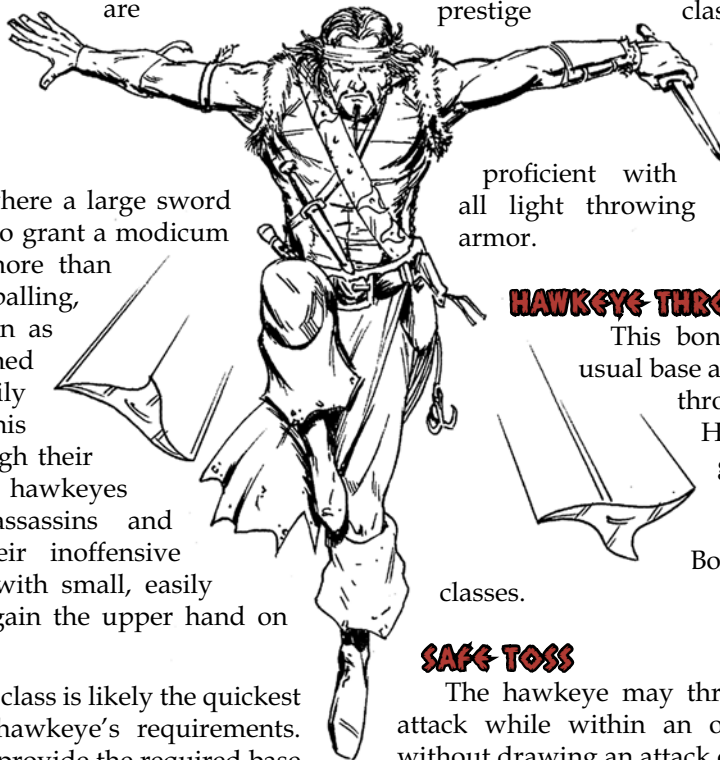


TABLE 3-4: THE HAWKEYE

Level	Base attack bonus	throw attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+0	+1	+0	+0	+0	+0	+2	+0	Safe Toss
2	+1	+2	+1	+1	+0	+0	+3	+0	Evasion
3	+2	+3	+2	+1	+0	+1	+3	+1	Bonus Feat
4	+3	+4/+1	+3	+2	+1	+1	+4	+1	Bull's-Eye Throw +1d4
5	+3	+5/+2	+3	+2	+1	+1	+4	+1	Daring Dodge
6	+4	+6/+3	+4	+3	+1	+2	+5	+2	Bull's-Eye Throw +2d4
7	+5	+7/+4/+1	+5	+3	+1	+2	+5	+2	Bonus Feat
8	+6/+1	+8/+5/+2	+6	+4	+2	+2	+6	+2	Bull's-Eye Throw +3d4
9	+6/+1	+9/+6/+3	+6	+4	+2	+3	+6	+3	Mid-Air Parry
10	+7/+2	+10/+7/+4/+1	+7	+5	+2	+3	+7	+3	Bull's-Eye Throw +4d4

wearing light or no armor.

BONUS FEATS

Select an additional feat from the soldier's bonus feat list. Note that hawkeyes lean towards feats that focus on missile weapons, agility, speed, and the senses. The following bonus feats may only be taken if applied to small-sized or smaller throwing weapons: Grater Weapon Focus, Greater Weapon Specialization, Weapon Focus, Weapon Specialization.

BULL'S-EYE THROW

Starting at 4th level, as a full round action the hawkeye may attempt an incredibly well aimed throw at an opponent's weak spot, gaining a bonus of +1d4 damage. This ability increases by an additional +1d4 at levels 6, 8, and 10. If the hawkeye has more than one attack, each used to throw a weapon or object gains the benefit of this damage bonus. Any creature that is immune to or mystically guarded against critical hits cannot suffer the additional damage of a bull's-eye throw.

DARING DODGE

When not wearing armor and wielding no melee weapons or thrown missile weapons (this includes weapons such as daggers that may also be used in melee), a 5th-level hawkeye adds his base Will save bonus (no attribute or other modifiers) to his Dodge bonus. If the hawkeye is denied his Dexterity bonus to his Dodge bonus, he also loses this bonus.

MID-AIR PARRY

At 9th level, the hawkeye may sacrifice an attack of opportunity in an attempt to knock a missile or projectile from the air with an attack from one of his own *thrown* weapons. The targeted missile must pass through the area within 15 feet of the hawkeye. If the hawkeye has Combat Reflexes then he may use more than one

of his attacks of opportunity in this manner although only one mid-air parry attempt is allowed per targeted projectile.

The attack DC to successfully strike and parry the target is (5 + attacker's ranged attack bonus with the missile). This maneuver only works against missiles of equal size, smaller or one size larger than the size of the weapon the hawkeye is using to parry the targeted missile.

GORVIN OF THE HAWK'S EYE

MEDIUM HUMANOID (MARCHES' BOW ADEPTS SOLDIER 6/HAWKEYE 4)

Hit Dice: 6d10 + 4d8 +10 (58 hp)

Initiative: +13 (+3 Dex, +6 Reflex, +4 Improved Initiative)

Speed: 30 ft. (leather jerkin)

DV (Dodge): 20 (+6 level, +3 Dex, +1 Dodge)

DV (Parry): 15 (+6 level, -1 Str)

DR: 4 (+4 leather jerkin)

Base Attack Bonus/Grapple: +9/+8

Attack: Short Sword +12 melee finesse (1d8-1, 19-20/x2) or dagger +12 melee finesse (1d4-1, 19-20/x2); or chakram +14 ranged (1d8+1/x3) or dagger +13 ranged (1d4-1, 19-20/x2)

Full Attack: Short Sword +12/+7 melee finesse (1d8-1, 19-20/x2) and dagger +12 melee finesse (1d4-1, 19-20/x2); or chakram +14/+11/+8/+5 ranged (1d8+1/x3) or dagger +13/+10/+7/+4 ranged (1d4-1, 19-20/x2)

Special Attacks: Bull's-Eye Throw +1d4, Formation Combat (Skirmisher), Hawkeye Throw (+13/+10/+7/+4), Racial Traits, Safe Toss

Special Qualities: Evasion, Racial Traits

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +7, Ref +9, Will +6 (+9 vs Corruption)

Abilities: Str 9, Dex 17, Con 12, Int 14, Wis 13, Cha 14

Skills: Bluff +5, Climb +3, Craft (Bowyer) +10, Craft (Weaponsmithing) +6, Escape Artist +5, Intimidate +6, Jump +9, Knowledge (Local) +6, Listen +5, Move Silently +7, Perform (Juggler) +10, Ride +7, Search +6, Spot +4, Tumble +9

Feats: Armor Proficiency (Light) bonus, Armor Proficiency (Medium) bonus, Armor Proficiency (Heavy) bonus, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Chakram), Exotic Weapon Proficiency (Marches' Bow) bonus, Far Shot, Improved Initiative, Martial Weapon Proficiency bonus, Point Blank Shot, Precise Shot, Rapid Shot, Simple Weapon Proficiency bonus, Two-Weapon Combat bonus, Two-Weapon Defense, Shield Proficiency bonus, Weapon Focus (Chakram), Weapon Specialization (Chakram)

Reputation: 16 (Crack Shot)

Leadership: –

Code of Honor: Civilized

Allegiances: Employer

Possessions: 2 chakrams, short sword, 8 daggers, leather jerkin, 2d6+10 sp

Racial Traits (Marches' Bow Adepts)

- Adaptability. Choose two skills that area always treated as class skills
- Weapon Familiarity: Greatswords
- +1 to attack rolls with Marches' bow
- +2 to DV when fighting defensively or using the total defense action
- No racial bonus to Fate Points
- Exotic Weapon Proficiency (Marches' bow)
- Favored Class: Soldier
- Prohibited Classes: Barbarian, Noble, Nomad, Pirate

Gorvin joined the Marches' fabled archers as a

TABLE 3-5: THE HONOR DUELIST

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+1	+0	+0	+0	+2	+2	+0	Challenge of Honor, Swagger
2	+2	+1	+1	+0	+3	+3	+0	Improved Trip
3	+3	+1	+2	+0	+3	+3	+1	Bonus Feat
4	+4	+2	+3	+1	+4	+4	+1	Dancing Parry
5	+5	+2	+3	+1	+4	+4	+1	Taunting Strike
6	+6/+1	+3	+4	+1	+5	+5	+2	Bonus Feat
7	+7/+2	+3	+5	+1	+5	+5	+2	Honor's Pride
8	+8/+3	+4	+6	+2	+6	+6	+2	Improved Combat Expertise
9	+9/+4	+4	+6	+2	+6	+6	+3	Bonus Feat
10	+10/+5	+5	+7	+2	+7	+7	+3	Greater Weapon Focus

youth and stayed with them nearly a decade before tiring of the regimen and unforgiving martial discipline. And yet, upon stepping forth into the world without a uniform for the first time in his adult life, he found himself unprepared for anything else. After trying his hand at a half dozen jobs and failing them all, Gorvin found himself wandering the land.

The ex-soldier continued to hone his skills as he traveled, using his keen eye and deadly reflexes to earn a living until it dawned on him that such was the perfect job. Gorvin became a mercenary. Since undertaking the soldier-for-hire lifestyle, Gorvin has acquired a wide-ranging reputation as a master sharpshooter, so much so that he has a great deal of power with which to bargain with stingy employers and their paymasters.

HONOR DUELIST

you dare say that to me? Let us hope your blade is as quick and sharp as your tongue, dog!

Among the civilized courts of the land, it is common for young nobles to duel over points of honor, especially between the various houses and clans, giving such warriors a semblance of fame and celebrity amongst their people. This tends to make the already haughty duelists very brash and arrogant, often encouraging them to draw their blade to avenge every slight, real or imagined. As such, all dueling societies - especially those that represent a house's honor - require a battle of words before steel may clash.

During this verbal sparring, the duelists will point out flaws in their opponent's honor and skill using sharp wit, intimidation and well-placed barbs in an attempt to provoke his opponent into attacking first, an action

that is seen as a sign of weakness. In fact, duelists are so well versed in the Challenge of Honor, as these verbal contests are known, that a challenge can stretch on for hours before someone finally succumbs and reaches for their blade.

CAMPAIGN USE

Honor duelists are both a benefit and a hindrance to a group of adventurers. Although skilled warriors, duelists can slow the group with the demands of his honor, a fact that can become aggravating if not kept in check. As such, wise companions will act as a screen of interference that tries to protect others from the duelist's sense of honor as much as it will protect the duelist from himself.

DUELING SOCIETIES

Dueling societies are secret brotherhoods that exist beneath the veneer of civilization. These societies recognize that civilization is won and held together by the deftness of a blade - laws without a strong arm to back them are merely words to be ignored at the first convenient opportunity.

Such brotherhoods, and the violent means by which they judge honor, are outlawed by most civilized societies because of the manner by which the duelists skirt the law and take matters into their own hands, all in the name of honor.

Most dueling societies operate under a series of strict regulations that dictate under what conditions duels must or can be fought, and how such a contest is carried out. When members of two different dueling societies clash, rules are usually determined by whoever's territory the affront took place in. Matters of contention or other matters requiring arbitration beyond that of the sword point are decided by the society's leadership - typically the senior duelist or a council of such honorable warriors.

DUELIST CODE OF HONOR

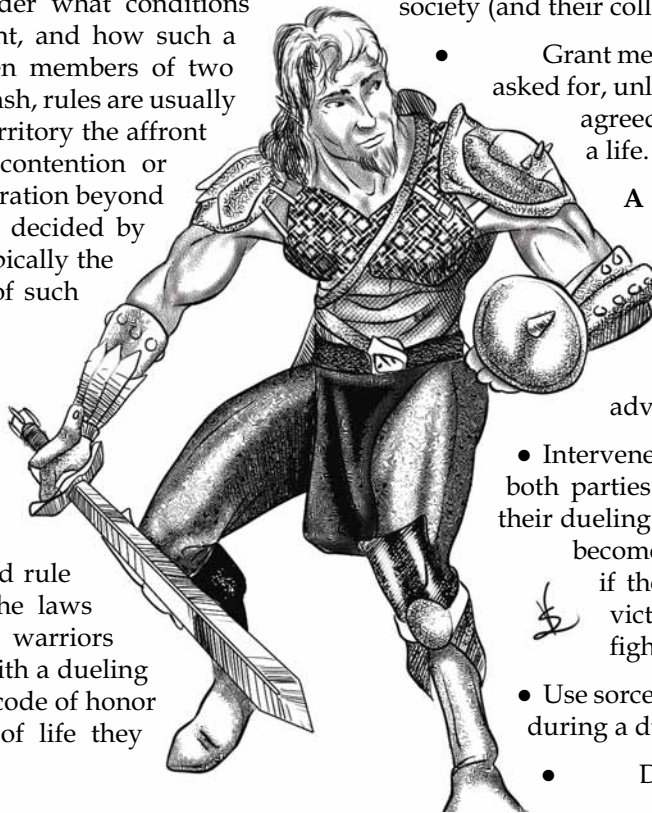
This is the code of honor by which the varied dueling societies operate and rule themselves, regardless of the laws of the land. Some civilized warriors and nobles not associated with a dueling society will also follow this code of honor to pay homage to a way of life they respect.

A character with a duelist code of honor will:

- Respect alliances with other duelists, especially to solve problems that may be impeding a duel. May also respect alliances with others who follow other codes of honor and show themselves worthy of respect, especially if they are warriors, but this is not normally required.
- Acknowledge that one's word is one's bond until such time (if ever) the recipient of that word proves unworthy. Examples of unworthy behavior is not answering an obvious insult in the fashion detailed by the honor duelist's dueling society, or showing cowardly behavior.
- Die before dishonoring himself or his dueling society and its members.
- Demand a formal duel at the next suitable opportunity that meets their particular dueling society's criteria if seriously insulted, especially by a member of the same or other, known dueling society. Honor may also be satisfied by the injured party admitting his wrong doing before his dueling society's leader(s) and the injured party, an act that is usually followed by the guilty party breaking his weapons before the wronged at the very least and exile or even execution at worst.
- Obey the regulations of one's dueling society, no matter how or when they clash with the laws of one's homeland or lands traveled through. There is no law save that which one can purchase at the end of one's blade or that is imposed by the rules of the dueling society (and their collective blades.)
- Grant mercy to one's foe in a duel when asked for, unless the insult is so grave or the agreed to terms of the duel demand a life.

A character with a duelist code of honor will not:

- Interfere with a fight that is not one's own unless one of the involved parties has a distinct, unfair advantage over the other.
- Intervene in another's duel so long as both parties adhere to the regulations of their dueling societies. Should intervention become necessary, it is only possible if the honor duelist may take the victimized party's place in the fight.
- Use sorcery to gain an unfair advantage during a duel.
- Disobey the arbitrations and



rulings of one's dueling society.

- Attack from ambush or otherwise use falsehood to gain advantage in combat.

Hit Die: d8

REQUIREMENTS

Base Attack Bonus: +5

Codes of Honor: Duelist

Feats: Combat Expertise, Improved Disarm, Weapon Focus with a finesse weapon

Skills: Bluff 6 ranks, Intimidate 6 ranks, Knowledge (History) 4 ranks, Perform (Dance) 1 rank, Perform (Debating) 3 ranks

Race: No race with Barbarian as its favored class may be an honor duelist

Special: The character must be accepted into a dueling society, either by proving himself in a duel against a current member (the most common method) or with the patronage of a current member.

CLASS SKILLS

The honor duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Craft (Any Mundane) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (History) (Int), Knowledge (Nobility) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Tumble (Dex.)

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the honor duelist prestige class.

WEAPON AND ARMOR PROFICIENCY

The honor duelist is proficient with all simple and martial weapons, but no armor. The only shield that they are proficient with is the buckler.

CHALLENGE OF HONOR

As a free action, the duelist may attempt to goad a single opponent into acting out of rage. The target must make a Will save (DC 10 + duelist's Charisma modifier + class level) or he will recklessly rush into combat against the duelist, suffering a -2 penalty to attack, skills, Will and Reflex saving throw rolls, and Magic Attack Bonus. These penalties last for as many rounds as the instigating duelist's Charisma modifier (minimum of 1

round.) By spending a standard action on the goading attempt, the duelist gains a +1d4 circumstance bonus to his challenge's DC or he may alternatively attempt to goad as many opponents as he has points in his Charisma modifier, if it is more than +1.

This does not work against mindless or emotionless creatures such as constructs or animated undead.

SWAGGER

The honor duelist gains a +2 bonus to the Intimidate and Bluff skills.

IMPROVED TRIP

Gains the Improved Trip feat at no cost, even if the character would not otherwise qualify to take the feat. If the character already has Improved Trip, the character gets a +6 bonus to his Strength test to trip his opponent.

BONUS FEATS

Select one feat from the soldier's bonus feat list.

DANCING PARRY

A 4th-level duelist's whirling blades, combined with fancy footwork, allow him to add his Charisma modifier to his Parry DV. This only applies when without armor or in light armor. The duelist loses this bonus if caught flat-footed or otherwise denied his Dexterity bonus to DV.

This ability only works on opponents with an Intelligence of 4 or higher.

TAUNTING STRIKE

The duelist taunts his opponent to put him off-guard. This is a free action requiring the opponent make a Will save (DC 10 + duelist's Cha modifier + class level.) If the save fails, the taunting duelist adds his Charisma modifier to attack rolls against that opponent in the same round. By spending a standard action, the duelist gains a +1d4 bonus to his taunt's DC.

This does not work against mindless or emotionless creatures such as constructs or animated undead and may only be used with finesse weapons. This cannot be used in the same round that a Challenge of Honor was initiated.

HONOR'S PRIDE

The duelist's understanding of his heritage and the deeds of heroes-gone-by inspires him. Add half the character's ranks in Knowledge (History) (rounded down) to any saving throw against the challenges and taunts of his fellow duelists as well as against *fear* or *charming* spells and affects in general.

IMPROVED COMBAT EXPERTISE

Works in the same manner as the Combat Expertise

feat except that the maximum modifier that may be adjusted is equal to the character's Base Attack Bonus plus his Strength modifier (or Dexterity modifier if using a finesse weapon.)



GREATER WEAPON FOCUS

Gains the Greater Weapon Focus feat at no cost, even if the character would not otherwise qualify to take the feat. This feat must be applied to a finesse weapon for which the Weapon Focus feat has already been selected

LORD TAKAMAS ZEMK

MEDIUM HUMANOID (NORTHERN TRIBES HUNTERS NOBLE 7/HONOR DUELIST 4)

Hit Dice: 10d8+2 (50 hp)

Initiative: +8 (+2 Dex, +6 Reflex)

Speed: 30 ft.

DV (Dodge): 16 (+4 level, +2 Dex)

DV (Parry): 19 (+6 level +3 Cha from Dancing Parry)

DR: –

Base Attack Bonus/Grapple: +9/+9

Attack: Arming sword +13 melee finesse (1d10, 19-20/x2) or poniard +12 melee finesse (1d6, 19-20/x2)

Full Attack: Arming sword +13/+8 melee finesse (1d10, 19-20/x2) or poniard +12/+7 melee finesse (1d6, 19-20/x2)

Special Attacks: Challenge of Honor, Special Regional Features +2, Racial Traits

Special Qualities: Enhanced Leadership, Dancing Parry, Lead By Example +2, Racial Traits, Rank Hath Its Privileges, Social Ability (Entertainer), Special Regional Features +2, Swagger, Title, Wealth

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +8, Will +11 (+14 vs Corruption)

Abilities: Str 10, Dex 14, Con 10, Int 13, Wis 15, Cha 16

Skills: Balance 5, Bluff 11, Craft (Alchemy) 6, Hide 5, Intimidate 13, Knowledge (History) 8, Knowledge (Religion) 7, Listen 3, Move Silently 5, Perform (Dance) 11, Perform (Debating) 10, Perform (Ritual) 8, Sense Motive 5, Spot 7, Survival 6, Tumble 9

Feats: Armor Proficiency (Light)^{bonus}, Armor Proficiency (Medium)^{bonus}, Armor Proficiency (Heavy)^{bonus}, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Serpent Theocracy Bow)^{bonus}, Improved Disarm, Leadership^{bonus}, Martial Weapon Proficiency^{bonus}, Shield Proficiency^{bonus}, Simple Weapon Proficiency^{bonus}, Steely Gaze, Two-Weapon Combat Proficiency, Weapon Focus (Arming Sword)

Reputation: 18 (Cocky and Competent)

Leadership: 14

Code of Honor: Duelist

Allegiances: Dueling Society, Zemk Family

Possessions: Masterwork arming sword (+1 to attack rolls, +2 armor piercing, x1.5 Hardness, x2 Hit Points), masterwork poniard (+1 to attack rolls, +2 armor piercing, x1.5 Hardness, x2 Hit Points), at least several hundred sp

Racial Traits (Northern Tribes Hunters)

- +1 to Hide, Listen, Move Silently, Survival and Spot checks in hot environments
- +1 to Perform (Ritual) and Craft (Alchemy) checks (figured in)
- +1 to Sense Motive checks (figured in)
- +1 to damage rolls with spears when used as melee weapons
- Simple Weapon Proficiency
- Bonus Feat: Serpent Theocracy bow or a Sorcery feat
- Illiterate
- Background Skills: Perform (Ritual), Craft (Alchemy), Sense Motive
- Favored Classes: Noble
- Prohibited Classes: None

Special Regional Features (Northern Tribes Hunters)

- +2 bonus to damage rolls with war spear and hunting bow
- +2 bonus to all Perform (Ritual) and Craft (Alchemy) checks (figured in)

Born to a noble family long exiled from the Serpent Theocracy, Takamas Zemk was raised to despise that aspect of his ancestry and at an early age he had already sworn revenge against the land that had spurned his people. His father was killed before his son reached manhood, leaving Takamas the title of Lord before the boy was old enough to shave.

Since coming of age, the Lord Zemk has joined the supremely secretive dueling society of the Blunted

Fang, an organization of warriors much like Takamas who wish to see the Serpent Theocracy and its deity, Set, overthrown once and for all. To this end, Takamas often travels abroad, covertly stirring up trouble against his hated foe and seeking out members of dueling societies devoted to Set.

HORSE LORD

YOUR WORLD IS A PLACE OF WALLS AND CONFINING STREETS. MY WORLD IS WHEREVER MY SADDLE TAKES ME.

Nomads of the open steppes, deserts and plains are renowned for their horsemanship, but none more so than those known as the horse lords. Like kings among commoners, a horse lord stands out amongst other nomads because no one can match the way they make their steeds dance to their will or dare compare to the speed of their blade while mounted.

Horse lords usually possess a special status in the hierarchy of the nomadic tribes and clans and are called upon to give council and lead in battle, regardless of their status amongst their people otherwise. They are revered for their gifts and even those who look upon their skills with unguarded jealousy would beg a horse lord to teach their sons all the equestrian savant knew.

CAMPAIGN USE

No one can match a horse lord in the saddle, making them a key combatant in any space large enough to allow the character and his mount to utilize their abilities. A horse lord's mounted melee attack bonus turns him into a tornado of death while mounted, even when surrounded by enemies. They are also excellent for reinforcing the rest of the group because of their ability to use a mount in combat with greater speed and precision while not needing to risk as many Ride checks.

Hit Die: d8

REQUIREMENTS

Feats: Mounted Archery, Mounted Combat, Trick Rider

Skills: Handle Animals 10 ranks, Ride 10 ranks

Race: Any race that has Nomad as its favored class

Special: Born to the Saddle class ability

CLASS SKILLS

The horse lord's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Herbalism) (Int), Craft (Any Mundane) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Local) (Int), Listen (Wis), Ride (Dex), Search (Int), Spot (Wis), and Survival (Wis.)

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the horse lord prestige class.

WEAPON AND ARMOR PROFICIENCY

The horse lord is proficient with all simple and martial weapons, as well as with light and medium armor and shields.

MOUNTED MELEE ATTACK BONUS

This bonus replaces the character's usual Base Attack Bonus when making melee attacks from the saddle. The Mounted Melee Attack Bonus' rate of gaining additional attacks applies retroactively when applied to the Base Attack Bonus achieved with other classes.

NATURAL RIDER

Riding comes so naturally to the horse lord that all Ride checks are considered to be taking 10 with no additional cost of time, regardless of circumstances, unless desired otherwise.

DISCIPLE OF CAVALRY

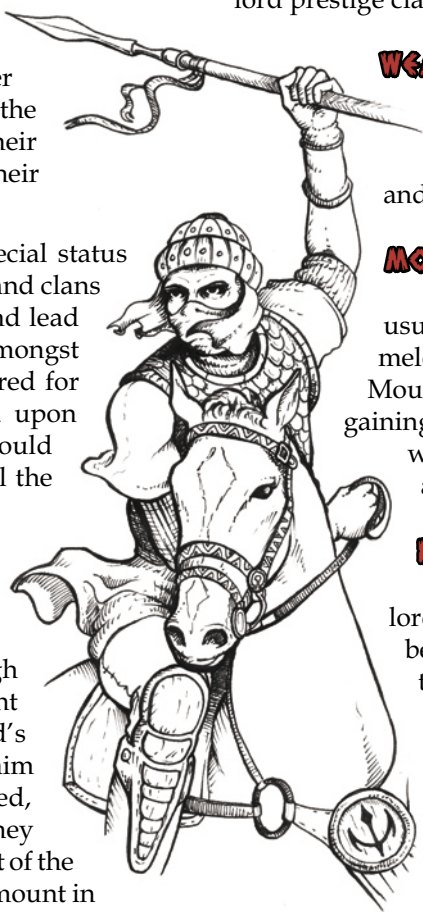
At 2nd level, the horse lord gains this feat at no cost without having to meet its prerequisites. If the character already possesses this feat, no additional benefit is gained.

BONUS FEAT

Select a bonus feat from the nomad's bonus feat list at levels 3, 6 and 9. The character must meet all the prerequisites as usual.

HORSE SPEAK

A 3rd-level horse lord can use DC 20 Handle Animal skill checks to convey very simple messages, such as "wait until I return" or "let no one else ride you"



to steeds they have owned for at least 3 months. Other horse lords may use this ability on another horse lord's mount so long as their commands do not counter the words of the horse's master.

MASTER OF HORSES

At level 4, the horse lord increases the number of tricks it can teach a horse by 3 (see the Handle Animal skill description) and the character may spend XP on his steeds to improve them. The Handle Animal DC, time needed and XP cost are listed in **Table 3-7: Horse Lord Steed Improvements**. At least 8 hours a day must be spent over the listed time requirement or the process ends prematurely. The Handle Animal check is made at the end of this period. Failing the Handle Animal check wastes both the invested time and XP.

Every two improvements count as a trick the beast can no longer learn. Unless otherwise stated, an improvement may only be added to the same steed once, although the number of horses the character seeks to improve is limited only by his time and XP.

The character cannot spend enough XP on this ability to reduce his level.

IMPROVED MOUNTED ARCHERY

Level 5 horse lords suffer no penalties for ranged attacks made while mounted if moving at a double move or less, or only a -4 penalty to attack rolls while the mount is running (quadruple move.)

MASTER OF CAVALRY

At 7th level, the horse lord gains this feat at no cost without having to meet its prerequisites. If the character already possesses this feat, no additional benefit is gained.

SPIRITED CHARGE

At 8th level, the horse lord gains this feat at no cost without having to meet its prerequisites. If the character already possesses this feat, the character deals triple damage when making a mounted charge with a melee weapon (quadruple with a lance.)

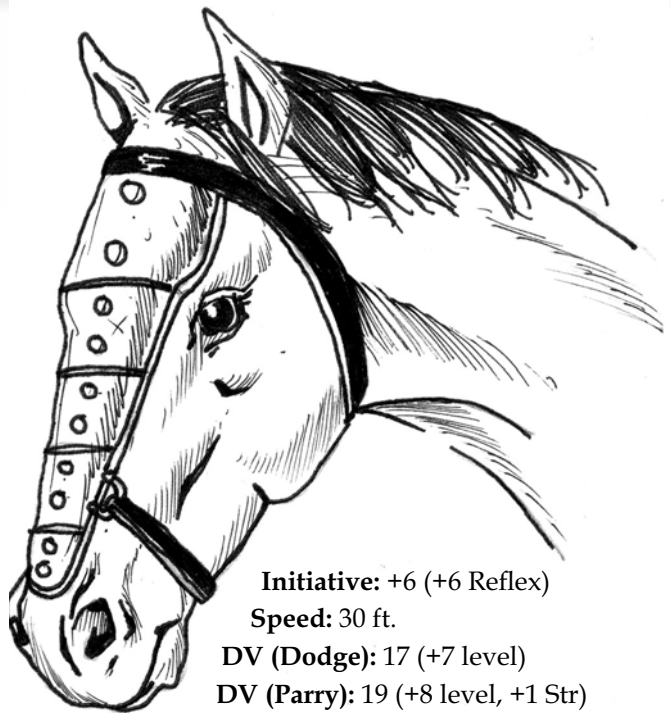
STEEL HORSE

A 10th level horse lord and his mount gain a +5 competence bonus to their Damage Reduction while engaged in mounted combat.

TILUTAN ABAG OF THE EAST WIND

MEDIUM HUMANOID (DESERT TRIBESMEN NOMAD 8/
HORSE LORD 6)

Hit Dice: 8d10 + 2d8 +28 (92 hp)



Initiative: +6 (+6 Reflex)

Speed: 30 ft.

DV (Dodge): 17 (+7 level)

DV (Parry): 19 (+8 level, +1 Str)

DR: 4 (+4 leather jerkin)

Base Attack Bonus/Grapple: +12/+12

Attack: Scimitar +14 (+16 mounted) melee (1d8+2, 15-20/x2) or Desert Tribesmen's knife +13 (+15 mounted) melee (1d8+2/x2) or light lance +13 (+15 mounted) melee (1d10+1/x3) or hunting bow +12 ranged (1d8+1/x2)

Full Attack: Scimitar +14/+9/+4 (+16/+12/+7 mounted) melee (1d8+2, 15-20/x2) or Desert Tribesmen's knife +13/+8/+3 (+15/+14/+6 mounted) melee (1d8+2/x2) or light lance +13/+8/+3 (+15/+14/+3 mounted) melee (1d10+1/x3) or hunting bow +12/+7/+2 ranged (1d8+1/x2)

Special Attacks: Improved Mounted Archery, Mounted Combat Bonus (+14/+10/+5), Nomad Charge +1, Racial Traits,

Special Qualities: Born to the Saddle, Diehard, Disciple of Cavalry, Endurance, Favored Terrain (Desert) +3, Horse Speak, Master of Horses, Mobility, Natural Rider, Racial Traits, Track

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +10, Ref +11, Will +9 (+12 vs Corruption)

Abilities: Str 12, Dex 11, Con 15, Int 10, Wis 14, Cha 14

Skills: Balance 5, Concentration 6, Handle Animal 13, Hide 4, Knowledge (Geography) 4, Knowledge (Local) 3, Knowledge (Nature) 3, Listen 6, Move Silently 4, Ride 20, Spot 7, Survival 9

Feats: Armor Proficiency (Light) ^{bonus}, Armor Proficiency (Medium) ^{bonus}, Diehard ^{bonus}, Disciple of Cavalry ^{bonus}, Endurance ^{bonus}, Improved Critical (Scimitar), Martial Weapon Proficiency ^{bonus}, Mounted Archery, Mounted Combat, Point Blank Shot, Ride-By Attack, Self-Sufficiency, Shield Proficiency ^{bonus}, Simple Weapon

TABLE 3-6: THE HORSE LORD

Level	base attack bonus	mounted melee attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+1	+0	+0	+0	+0	+2	+0	Natural Rider
2	+1	+2	+1	+1	+0	+0	+3	+0	Disciple of Cavalry
3	+2	+3	+1	+2	+0	+1	+3	+1	Bonus Feat, Horse Speak
4	+3	+4	+2	+3	+1	+1	+4	+1	Master of Horses
5	+3	+5/+1	+2	+3	+1	+1	+4	+1	Improved Mounted Archery
6	+4	+6/+2	+3	+4	+1	+2	+5	+2	Bonus Feat
7	+5	+7/+3	+3	+5	+1	+2	+5	+2	Master of Cavalry
8	+6/+1	+8/+4	+4	+6	+2	+2	+6	+2	Spirited Charge
9	+6/+1	+9/+5/+1	+4	+6	+2	+3	+6	+3	Bonus Feat
10	+7/+2	+10/+6/+2	+5	+7	+2	+3	+7	+3	Steel Horse

Proficiency ^{bonus}, Spirited Charge, Track ^{bonus}, Trample, Trick Rider, Two-Weapon Combat Proficiency ^{bonus}, Weapon Focus (Scimitar)

Reputation: 16 (Masterful Raider)

Leadership: –

Code of Honor: Barbaric

Allegiances: Tribe, Horse Herds

Possessions: Scimitar, Desert Tribesmen’s knife, light lance, hunting bow (+1), leather jerkin, desert survival equipment, horse gear and tack

Companion: Warhorse with +10 ft. of speed, +2 Damage Reduction, and the Stealthy feat.

Racial Traits (Desert Tribesmen)

- +2 to Hide, Listen, Move Silently, Survival and Spot checks in hot environments
- +1 to Ride checks (figured in)

- +1 to damage rolls with scimitars and Desert Tribesmen’s knives
- Simple Weapon Proficiency
- Proficient with Scimitar and Desert Tribesmen’s knife
- Illiterate
- Background Skills: Ride, Move Silently, Spot and Survival
- Favored Classes: Nomad
- Prohibited Classes: Noble, Pirate

Tilutan Abag has always shown a special affinity for horses, so it surprised none of his tribesman when he began to exhibit a horse lord’s talents. He has since used those skills to aid his tribe’s raids against their neighbors so that now he leads one of the most feared group of raiders in the region.

TABLE 3-7: HORSE LORD STEED IMPROVEMENTS

Improvement	handle animal dc	time required	xp cost
+10 ft. to base speed *	20	3 months	500 XP
+1 Damage Reduction **	15 + current DR	1-1/2 months	500 XP
+1 competence bonus to attack with all natural attacks	25	3 months	500 XP
Blind-Fight Feat	25	1 month	300 XP
Great Fortitude Feat	25	3 months	400 XP
Lightning Reflexes Feat	25	1-1/2 month	400 XP
Iron Will Feat	25	2 months	400 XP
Improved Initiative Feat	20	2 months	400 XP
Diehard Feat	25	5 months	500 XP
Weapon Focus (1 natural attack)	20	1 month	300 XP
Stealthy	25	2 months	300 XP

* This compounds with the Fleet-Footed feat

** May purchase this more than once for the same horse, compounding the benefits.

KINDRED ARCHER

there are two truths in life: death comes for us all and the steady aim of my bow.

Several races possess an innate affinity for the bow, yet even amongst such people archers of extraordinary capability are known. Said to be born with a ghost bow in their hands, kindred archers seem to channel all the innate talent of their race and shape it, like an art, into a mastery of archery no other warrior can match.

CAMPAIGN USE

Kindred archers are unmatched with a bow, making them invaluable in a fight so long as the enemy does not close and cut them down. Even in the thick of a heated melee, though, a kindred archer's ability to use a bow without drawing attacks of opportunity is invaluable, allowing the group to strike at important targets that would otherwise be out of reach without risking the archer's life.

Hit Die: d8

REQUIREMENTS

Base Attack Bonus: +4

Abilities: Dexterity 14

Feats: Point Blank Shot, Precise Shot, Rapid Shot

Skills: Concentration 4 ranks, Craft (Bowyer) 10 ranks

Race: Any race with some sort of racial ability involving a bow.

CLASS SKILLS

The kindred archer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Bowyer) (Int), Craft (Any Mundane) (Int), Hide (Dex), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Spot (Wis.)

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the kindred archer prestige class.

WEAPON AND ARMOR PROFICIENCY

The kindred archer is proficient with all simple and martial weapons, as well as with light armor.

ARCHERY ABILITIES NOTE

If the character's racial ability with a bow is restricted to one specific bow type, all kindred archer abilities, including Base Archery Bonus, only apply when using that bow unless otherwise stated.

ARCHERY ATTACK BONUS

This bonus replaces the character's usual Base Attack Bonus when using a bow (or the type of bow that allows access to the kindred archer's ability, if so restricted.) The Archery Attack Bonus' rate of gaining additional attacks applies retroactively when applied to the Base Attack Bonus achieved with other classes.

ARCHER'S MELEE

Kindred archers do not draw attacks of opportunity when using bows in a square threatened by an enemy. This ability works with all bows, regardless of racial preferences.

BOW FAMILIARITY

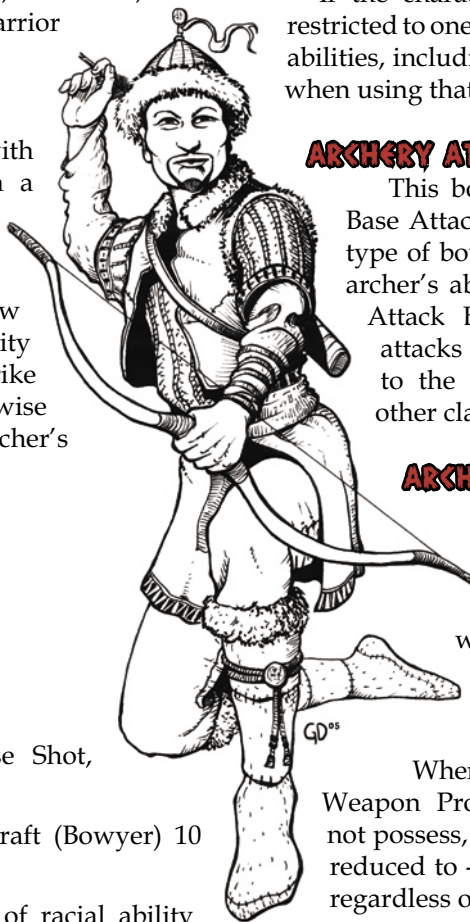
When using a bow requiring an Exotic Weapon Proficiency the kindred archer does not possess, the penalty for using the weapon is reduced to -2. This ability works with all bows, regardless of racial preferences.

KEEN EYE

If a 2nd-level kindred archer makes a successful DC + 5 Spot check as a free action against a target behind cover or concealment, halve the benefits of that cover or concealment against the character's bow attacks.

BONUS FEAT

At levels 3, 6 and 9 a kindred archer gains a bonus feat selected from the following list: Ambush Shot, Archer's Bane, Dodge, Far Shot, Improved Critical (bows only), Improved Precise Shot, Mounted Archery, Weapon Focus (any bow.) He must meet the prerequisites as usual. This ability works with all bows, regardless of racial preferences.



mighty draw

A 4th-level kindred archer applies double his Strength bonus (if any) to damage with any bow, so long as the bow can accommodate it. Use this adjusted bonus instead of the character's normal Strength modifier when comparing the Strength modifier to the bow's Strength rating. This ability works with all bows, regardless of racial preferences.

A kindred archer with a negative Strength modifier is considered to have a Strength modifier of +0 for the purpose of comparing to a bow's Strength rating.

bull's-eye shot

As a full-round action, a 5th-level kindred archer may add half his class level + his Dexterity modifier to his damage with a bow.

improved point blank shot

The Point Blank Shot feat's damage bonus applies to any attack made within a bow's first range increment once a kindred archer attains level 8.

improved keen eye

If a 7th-level kindred archer succeeds at the Spot check for his Keen Eye ability, the target gains no benefit from cover or concealment against the character's bow attacks. This ability works with all bows, regardless of racial preferences.

shot of the gods

Once per day, a 10th-level kindred archer can re-roll any attack roll with a bow, whether the original attack roll failed or not. Use of this ability is a free action and must be declared before any other rolls for the kindred archer or other characters occur.

JELAL BAKSH

MEDIUM HUMANOID (NOMAD PLAINSMEN NOMAD 5/ KINDRED ARCHER 5)

Hit Dice: 5d10 + 5d8 +10 (67 hp)

Initiative: +11 (+3 Dex, +8 Reflex)

Speed: 30 ft.

DV (Dodge): 15 (+4 level, +1 Dex)

DV (Parry): 17 (+4 level, +3 Str)

DR: 5 (+5 mail shirt)

Base Attack Bonus/Grapple: +8/+9

Attack: Nomad Plainsmen's bow +16 ranged (1d10+2, 19-20/x2) or tulwar +9 melee (2d8+1, 18-20/x2)

Full Attack: Nomad Plainsmen's bow +16/+12/+7 ranged (1d10+2, 19-20/x2) or tulwar +9/+4 melee (2d8+1, 18-20/x2)

Special Attacks: Archery Attack Bonus (+13/+9/+4), Bull's Eye Shot, Keen Eye, Mighty Draw, Nomad Charge +1, Racial Traits

Special Qualities: Archer's Melee, Born to the Saddle, Bow Familiarity, Endurance, Favored Terrain (Plains) +2, Mobility, Racial Traits

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +11, Will +7

Abilities: Str 13, Dex 16, Con 12, Int 16, Wis 14, Cha 9

Skills: Concentration 9, Craft (Bowyer) 17, Heal 8, Handle Animal 3, Hide 15, Jump 6, Knowledge (Geography) 7, Listen 8, Move Silently 15, Ride 9, Search 11, Spot 14, Survival 10

Feats: Ambush Shot, Armor Proficiency (Light) ^{bonus}, Armor Proficiency (Medium) ^{bonus}, Endurance ^{bonus}, Far Shot, Martial Weapon Proficiency ^{bonus}, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency ^{bonus}, Simple Weapon Proficiency ^{bonus}, Stealthy, Track ^{bonus}, Two-Weapon Combat Proficiency

TABLE 3-8: THE KINDRED ARCHER

Level	base at-tack bonus	archery attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+1	+0	+0	+0	+0	+2	+2	Archer's Melee, Bow Familiarity
2	+1	+2	+1	+1	+0	+0	+3	+3	Keen Eye
3	+2	+3	+1	+1	+0	+1	+3	+3	Bonus Feat
4	+3	+4	+2	+2	+1	+1	+4	+4	Mighty Draw
5	+3	+5/+1	+2	+2	+1	+1	+4	+4	Bull's-Eye Shot
6	+4	+6/+2	+3	+3	+1	+2	+5	+5	Bonus Feat
7	+5	+7/+3	+3	+3	+1	+2	+5	+5	Improved Keen Eye
8	+6/+1	+8/+4	+4	+4	+2	+2	+6	+6	Improved Point Blank Shot
9	+6/+1	+9/+5/+1	+4	+4	+2	+3	+6	+6	Bonus Feat
10	+7/+2	+10/+6/+2	+5	+5	+2	+3	+7	+7	Shot of the Gods

bonus

Reputation: 15 (Deadly Archer)

Leadership: –

Code of Honor: None

Allegiances: Tribe

Possessions: Nomad Plainsmen's bow (+2), tulwar, mail shirt

Racial Traits (Nomad Plainsmen)

- +1 to attack rolls with bows
- +1 to attack rolls with bows against targets at least six range increments distant, rising to +2 at nine or more increments (or four or six range increments, respectively, with the Far Shot feat)
- No prerequisite for the Far Shot feat
- +2 to Diplomacy, Gather Information and Intimidate checks anywhere east of the land of the Decadent Ancients
- -2 penalty to saves versus hypnotism
- Weapon Familiarity: Proficient with tulwars and Nomad Plainsmen's bow
- Background Skills: Craft (Bowyer), Ride, Survival
- Favored Classes: Nomad
- Prohibited Classes: None

Born to the plains, Jelal Baksh's skill with a bow was always superior to that of his kinsmen, so it came as no surprise that he chose to spend hours perfecting his archery rather than practicing his martial skills from the saddle. When manhood came, Jelal was already the best hunter in his clan.

Jelal Baksh is now an excellent raider who covers his fellows from afar with his unequalled bow, taking up the days between raids by hiring himself out as a mercenary and tutor of archery.

TABLE 3-9: THE MAULER

Level	Base attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+0	+2	+2	+0	Hardy, Improved Grapple
2	+2	+1	+1	+0	+3	+3	+0	Grapple of Opportunity
3	+3	+1	+2	+0	+3	+3	+1	Improved Brawl
4	+4	+2	+3	+1	+4	+4	+1	Crushing Grip
5	+5	+2	+3	+1	+4	+4	+1	Greater Unarmed Strike
6	+6/+1	+3	+4	+1	+5	+5	+2	Greater Brawl
7	+7/+2	+3	+5	+1	+5	+5	+2	Breakin' Stuff
8	+8/+3	+4	+6	+2	+6	+6	+2	Devastating Blow
9	+9/+4	+4	+6	+2	+6	+6	+3	Monstrous Brawl
10	+10/+5	+5	+7	+2	+7	+7	+3	Tear Your Head Off

MAULER

there's no problem in this world a strong arm cannot solve.

In the grasp of some warriors, an axe or sword is a deadly tool but for the mauler few tools are more dangerous than their own brawn and bare hands. Whether they trained long and hard to acquire their natural strength and preternatural talent for focusing it or if it came to them at birth does not matter. In the end, all that counts is the raw force maulers are able to exert on the world around them.

CAMPAIGN USE

Never without a weapon, maulers can literally tear their opponents apart and, after gaining experience, can cause as much damage with their fists as other warriors can with weapons. Their abilities do not really lend to much else, though, severely limiting their use in situations beyond combat.

People tend to look upon maulers as dumb brutes, regardless of other knowledge and abilities acquired before taking levels of this prestige class, a fact that both hinders and helps the character. Sure, people may underestimate the mauler but he also has to fight for every bit of respect his wit and intelligence (possibly) deserves.

Hit Die: d10

REQUIREMENTS

Base Attack Bonus: +5

Abilities: Strength and Constitution 14

Feats: Brawl, Improved Unarmed Strike, Weapons

Focus (Unarmed Strike)

Skills: Concentration 5 ranks, Intimidate 5 ranks

Restriction: The character cannot have the Weapon Focus or Weapon Specialization feats for anything other than unarmed strike.

CLASS SKILLS

The mauler's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (Local) (Int), Perform (Cha), Profession (Wis), Survival (Wis), Swim (Str.)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mauler prestige class.

WEAPON AND ARMOR PROFICIENCY

The mauler gains no proficiency with weapons or armor.

HARDY

A mauler adds half his Strength modifier (rounded down) to his hit points in the same manner as a Constitution modifier is used. From the 11th character level onward, a mauler continues to add this Strength benefit to hit points so long as advancement is in this class.

IMPROVED GRAPPLE

Maulers gain the Improved Grapple feat without having to meet the Dexterity requirement. If he already has Improved Grapple, the character gains a +6 bonus on all grapple checks instead of +4.

GRAPPLE OF OPPORTUNITY

2nd-level maulers provided the chance to make an attack of opportunity can make a grapple attempt as a free action, thereby not using their attack of opportunity for that round.

IMPROVED BRAWL

A 3rd-level mauler causes 1d8 damage with a basic unarmed strike instead of 1d4, and increase the damage caused by the new unarmed strikes introduced in this book by two steps above their normal damage.

CRUSHING GRIP

At level 4, maulers gain the Crushing Grip feat without having to meet the Strength requirement. If he already has Crushing Grip, the mauler adds his full Base

Attack Bonus to the Fortitude save DC.

GREATER UNARMED STRIKE

At level 4, maulers gain the Greater Weapon Focus (Unarmed Strike) feat without having to meet the soldier level requirement. If he already has Greater Weapon Focus (Unarmed Strike), the mauler gains an additional +1 bonus to attack rolls that stacks with other attack roll bonuses, including those of the Greater Weapon Focus and Weapon Focus feats.

GREATER BRAWL

A 6th-level mauler causes 1d10 damage with a basic unarmed strike instead of 1d4, and increase the damage caused by the new unarmed strikes introduced in this book by three steps above their normal damage.

BREAKIN' STUFF

When using an unarmed strike to sunder a foe's weapon or shield, a 7th-level mauler does not draw an attack of opportunity. If the mauler already has the Improved Sunder feat, he gains a +6 bonus to the attack roll against the object instead of +4.

DEVASTATING BLOW

At level 8, maulers gain the Stunning Attack feat without having to meet the Dexterity requirement. If he already has Stunning Attack, every unarmed attack the mauler makes (unless he wishes otherwise, effectively pulling his punch) causes a stunning attack without declaring use of the feat and without a daily limit.

MONSTROUS BRAWL

A 9th-level mauler causes 2d6 damage with a basic unarmed strike instead of 1d4, and increase the damage caused by the new unarmed strikes introduced in this book by four steps above their normal damage.

TEAR YOUR HEAD OFF

Upon reaching level 10, a mauler can try ripping an opponent's head off with his hands, as per the Decapitating Slash combat maneuver, using the full damage roll to determine the Fortitude DC rather than the damage after accounting for Damage Reduction. The mauler only suffers a -2 circumstance penalty to his DV for the following round.

EANBOTHA OF THE DARK HILLS

MEDIUM HUMANOID (NORTHERN HILLMAN BARBARIAN 7/MAULER 5)

Hit Dice: 10d10 +41 (95 hp)

Initiative: +10 (+1 Dex, +9 Reflex)

Speed: 40 ft.

DV (Dodge): 18 (+7 level, +1 Dex)

DV (Parry): 18 (+5 level, +3 Str)

DR: 4 (+4 leather jerkin)

Base Attack Bonus/Grapple: +12/+15

Attack: Unarmed strike +17 melee (1d8+3/x2) or giant's club + melee (2d8+4/x2)

Full Attack: Unarmed strike +17/+12/+7 melee (1d8+3/x2) or giant's club +15/+10/+5 melee (2d8+4/x2)

Special Attacks: Crimson Mist, Crushing Grip, Grapple of Opportunity, Greater Unarmed Strike, Improved Brawl, Improved Grapple, Racial Traits, Versatility (No Penalty)

Special Qualities: Bite Sword, Diehard, Endurance, Fearless, Hardy, Mobility, Racial Traits, Track, Trap Sense +2, Uncanny Dodge

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +12, Ref +10, Will +6 (+9 vs Corruption, +8 vs fear/Terror)

Abilities: Str 17, Dex 13, Con 16, Int 11, Wis 10, Cha 10

Skills: Bluff 3, Climb 6, Concentration 9, Hide 6, Intimidate 8, Jump 5, Move Silently 8, Ride 3, Spot 3, Swim 6, Survival 6

Feats: Armor Proficiency (Light) ^{bonus}, Armor Proficiency (Medium) ^{bonus}, Brawl, Cleave, Coordinate Attacks, Crushing Grip ^{bonus}, Diehard ^{bonus}, Endurance ^{bonus}, Fleet-Footed, Greater Weapon Focus (Unarmed Strike) ^{bonus}, Improved Grapple ^{bonus}, Improved Unarmed Strike, Martial Weapon Proficiency ^{bonus}, Power Attack, Shield Proficiency ^{bonus}, Simple Weapon Proficiency ^{bonus}, Track ^{bonus}, Two-Weapon Combat Proficiency ^{bonus}, Weapon Focus (Unarmed Strike)

Reputation: 12 (Breaker of Men)

Leadership: –

Code of Honor: Barbaric

Allegiances: None

Possessions: Giant's club, leather jerkin

Racial Traits (Northern Hillmen)

- +2 Strength, -2 Intelligence
- +2 to Climb checks (figured in)
- +2 to Hide, Listen, Move Silently, Survival and Spot checks made in temperate or cold hills and mountains
- +1 to Will saving throws (figured in)
- -2 to all Diplomacy and verbal-based Bluff checks
- Limited religions
- Background Skills: Climb, Move Silently, Survival
- Favored Classes: Barbarian
- Prohibited Classes: Noble, Nomad, Pirate, Scholar

Although from the Northern Hills, Eanbotha took to wandering once he came of age. His immense strength

gained him work easily but he never stayed in one place too long. Eventually he came upon the Divine Kingdom where he sought service with a Tippto as a Jetti.

Years passed – the longest the Hillman had spent in one place since leaving his home – before Eanbotha got tired of being a foreigner's executioner, so he has once again taken to wandering. When needed, he performs what work he may find or he will fight in the pits if he can find a match, amazing the crowds with his victories despite refusing to wield a weapon.

PIT FIGHTER

your death shall win me a fair fist of coins!

The life of a pit fighter is a cheap commodity to be bought and spent for the benefit of the gamblers' entertainment. Amongst the best combatants anywhere, especially down in the pit's confines, these performers know only blood and death at the bottom of a hallowed pit.

Few pit fighters participate in this deadliest of sports of their own free will (there are certainly safer ways to earn money) with most, by far, being slaves that switch hands as often as their masters' can loose them on a bet.

CAMPAIGN USE

Pit fighters amongst a group of adventurers are most likely one of the few wandering professionals looking for something to do between fights, or they are escaped or freed slaves. It is also possible to take on the role from a more interesting approach: if one of the other players is of a culture that approves of slavery, the pit fighter could belong to that character.

In the group, a pit fighter's skill at arms and perseverance against the odds make them invaluable in a fight. The nature of their livelihood quite simply makes them some of the best warriors around, whether or not they are in front of a crowd.

PIT FIGHTER CODE OF HONOR

In a sport where slaves are forced to kill each other for other's amusement and profit, losing one's sense of humanity is common. Right and wrong no longer apply, making it extremely difficult for fighter's to place value on anything beyond seeing a fight through to the end without dying.

A character with a pit fighter code of honor will:

- Strive to win at all costs. Victory is everything.

TABLE 3-10: PIT FIGHTER REPUTATION MODIFIERS

action	reputation modifier
Per HD/level lower a defeated pit opponent is than you	-1
Per successive pit fight loss	-1
Per pit fight where the opponent was not killed	-1
Per HD/level higher a defeated pit opponent is than you	+1
Per successive pit fight victory	+1
Winning despite unfavorable odds against you	+Odds against you*
Per pit fight ended with a coup de grace	+1
Per successful "simple" combat maneuver (e.g. human shield) performed in the pits	+1
Per successful "difficult" combat maneuver (e.g. decapitating slash) performed in the pits	+2
Reaching negative hit points in a pit fight and still winning the contest	+5

* For example, if the pit fighter wins a fight where the odds were 4:1 against him he gains a +4 reputation bonus. At the Gamemaster's discretion, other classes may also benefit from these reputation modifiers, at full or reduced value.

Victory means life.

- Respect alliances formed in mass combat pit fights until those allies are the only ones left standing, aside from the fighter himself.
- Acknowledge that one's word is all that a pit fighter truly owns and so it is one's bond until such time (if ever) the recipient of that word proves unworthy.
- Slay a foe, even if that foe is helpless. Kill or be killed is the first law of the pits.
- Honor one's master until such time (if ever) he grants the fighter his freedom or proves himself an unworthy master. Examples of unworthy behavior include beating or otherwise severely mistreating the fighter, or demanding the fighter throw a match.
- Die before asking for mercy.
- Obey the rules of the pit, no matter how outlandish they may seem.
- Die with honor when the time comes, holding one's head high.

A character with a pit fighter code of honor will not:

- Purposely lose a pit fight, even if one's master commands it. Death is preferable to losing on purpose.
- Offer mercy. The pits are vicious and make no allowances for those who cannot survive.
- Form allegiances during mass combat matches with other pit fighters who have proven they do not honor allegiances.
- Cheat to gain an unfair advantage during a match.

Hit Die: d10

REQUIREMENTS

Base Attack Bonus: +6

Feats: Brawl, Toughness

Skills: Intimidate 4 ranks, Perform (Pit Fighter) 8 ranks, Sense Motive 8 ranks

Special: Must have fought in and won at least one pit fight.

CLASS SKILLS

The pit fighter's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Intimidate (Cha), Knowledge (Pit Fighters) (Int), Perform (Cha), Sense Motive (Wis), Tumble (Dex)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the pit fighter prestige class.

WEAPON AND ARMOR PROFICIENCY

The pit fighter is proficient with all simple and martial weapons, as well as with light and piecemeal armor.

CROWD PLEASER

Along with standard reputation modifiers, a pit fighter's reputation is affected by what happens in the pit. See Table 3-10: Pit Fighter Reputation Modifiers.

TABLE 3-11: THE PIT FIGHTER

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+1	+0	+0	+0	+2	+2	+0	<i>Rugged</i>
2	+2	+1	+1	+0	+3	+3	+0	<i>Evaluate Opponent</i>
3	+3	+2	+2	+0	+3	+3	+1	<i>Showmanship (Showman's Feint)</i>
4	+4	+3	+3	+1	+4	+4	+1	<i>Confined Dodge</i>
5	+5	+3	+3	+1	+4	+4	+1	<i>Diehard</i>
6	+6/+1	+4	+4	+1	+5	+5	+2	<i>Showmanship (Exotic Performance)</i>
7	+7/+2	+5	+5	+1	+5	+5	+2	<i>Finishing Blow</i>
8	+8/+3	+6	+6	+2	+6	+6	+2	<i>Backed Into A Corner</i>
9	+9/+4	+6	+6	+2	+6	+6	+3	<i>Showmanship (Rush of Approval)</i>
10	+10/+5	+7	+7	+2	+7	+7	+3	<i>Going Out With Style</i>

RUGGED

Starting at level 1, a pit fighter gains an additional +1 hit point bonus per level. This is on top of all other bonuses. From the 11th character level onward, a pit fighter gains +4 hit points for d10 hit points instead of +3 so long as advancement is in this class.

SHOWMANSHIP

Pit fighters rely upon their reputation as much as their skill, neither of which is solely built upon the strength and deftness of the warrior's blade. To survive the pits, a combatant must know how to please a crowd or profits will decrease and the reasons for one's master to keep a fighter alive will become fewer.

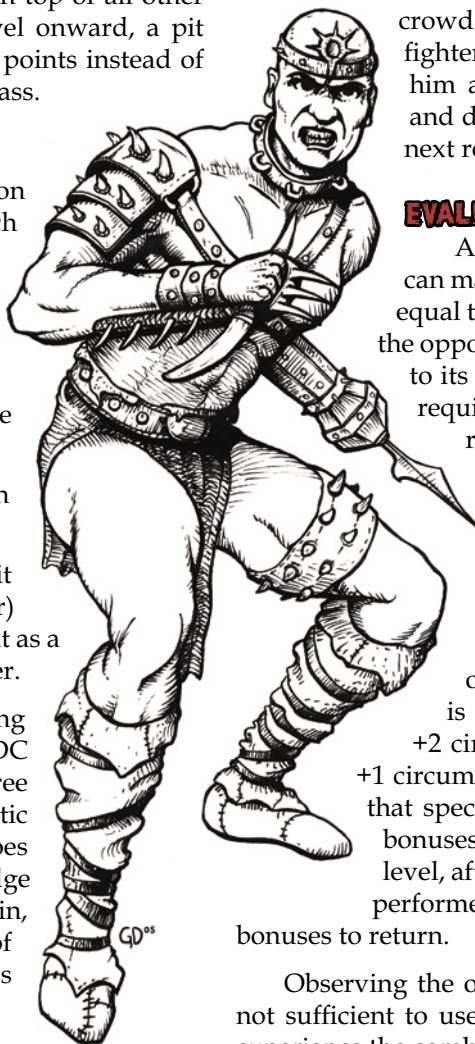
Showmanship does not work in medium or heavy armor.

Showman's Feint: At level 3, a pit fighter may make a Perform (Pit Fighter) check instead of Bluff to feint in combat as a free action once per pit fight/encounter.

Exotic Performance: After achieving level 6, the pit fighter can make a DC 20 Perform (Pit Fighter) check as a free action in order to gain access to an Exotic Weapon Proficiency the character does not actually possess. This knowledge lasts for the round the check is made in, but there is no limit to the number of successive rounds or times per day this ability may be used or attempted.

Rush of Approval: As a move action, a level 9 pit fighter may attempt a combat maneuver and a DC 30 Perform (Pit Fighter) check if fighting for a crowd. Reduce the Perform DC by

the character's Reputation if it is positive, or increase the DC by the Reputation if it has a negative value. If both the maneuver and Perform check succeed, the crowd roars its approval, giving the pit fighter a rush of adrenaline that grants him a +1 circumstance bonus to attack and doubles his threat ranges during the next round.



EVALUATE OPPONENT

As a free action, a 2nd level pit fighter can make a Sense Motive check with a DC equal to his opponent's DV for that round; the opponent gains a bonus to this DC equal to its Wis bonus (if any.) This check first requires studying the opponent in action, requiring the pit fighter use either the Fighting Defensively or Total Defense options for (opponent's character level/3 rounded up) rounds so that he may learn his foe's moves.

Once the period of study is over and if the Sense Motive check is successful, the pit fighter gains a +2 circumstance bonus to his DV and a +1 circumstance bonus to attack rolls against that specific opponent from then on. These bonuses remain until that foe gains a new level, after which the entire process must be performed again if the pit fighter wishes the bonuses to return.

Observing the opponent against another person is not sufficient to use this ability - the pit fighter must experience the combat to learn from it.

CONFINED DODGE

A 4th level pit fighter is so accustomed to fighting in

a confined space that they may dodge when all adjacent squares are occupied with obstacles or unfriendly units, so long as one of the things occupying one of the squares is sturdy enough to support the pit fighter's weight without breaking or moving.

Confined Dodge does not work in medium or heavy armor.

DIEHARD

5th level pit fighters gain the Diehard feat without having to meet the Endurance requirement. If they already have Diehard, the character can last up to -14 hit points, dying at -15.

FINISHING BLOW

A coup de grace may be performed by a 7th level pit fighter as a standard action or move action.

BACKED INTO A CORNER

When a level 8 pit fighter has impassible, immovable obstacles in at least four adjacent squares, he gains a +2 circumstance bonus to parry.

Backed Into A Corner does not work in medium or heavy armor.

GOING OUT WITH STYLE

While at negative hit points and opting to act as though disabled, as per the Diehard feat, a 10th-level pit fighter can make a standard action *and* move action *or* full round action instead of either a standard or move action. However, doing more than either a standard action or move action per round requires the pit fighter to make a Fortitude Save (DC 17 + amount of negative hit points) or suffer 1 point of damage.

AKANDO OF THE WOLF CLAN

MEDIUM HUMANOID (WILDMAN BARBARIAN 7/PIT FIGHTER 5)

Hit Dice: 10d10+51 (110 hp)

Initiative: +13 (+4 Dex, +9 Reflex)

Speed: ft. (piecemeal armor)

DV (Dodge): 22 (+8 level, +4 Dex)

DV (Parry): 19 (+5 level, +2 guard blades, +2 Str)

DR: 2 (+2 piecemeal armor)

Base Attack Bonus/Grapple: +12/+14

Attack: Unarmed +16 melee finesse (1d6+2) or pit claw +16 melee finesse (1d8+2, 1-20/x2) or guard blades +16 melee finesse (1d8+2, 19-20/x2 spike; 1d4+2/x4 elbow blade)

Full Attack: Unarmed +16/+11/+6 melee finesse (1d6+2) or pit claw +16/+11/+6 melee finesse (1d8+2, 1-20/x2) or guard blades +16/+11/+6 melee finesse (1d8+2, 19-

20/x2 spike; 1d4+2/x4 elbow blade)

Special Attacks: Crimson Mist, Evaluate Opponent, Racial Traits, Showmanship (Showman's Feint), Versatility

Special Qualities: Bite Sword, Confined Dodge, Fearless, Mobility, Racial Traits, Rugged, Trap Sense +2, Uncanny Dodge

Space/Reach: 5 ft. (1)/5 ft. (1) or same square with elbow blade

Saves: Fort +12, Ref +13, Will +7 (+4 versus Corruption, +9 versus fear or Terror)

Abilities: Str 14, Dex 19, Con 16, Int 9, Wis 13, Cha 8

Skills: Balance 8, Climb 6, Hide 10, Intimidate 5, Jump 8, Move Silently 6, Perform (Pit Fighter) 10, Sense Motive 5, Survival 3, Tumble 16

Feats: Armor Proficiency (Light) ^{bonus}, Armor Proficiency (Medium) ^{bonus}, Armor Proficiency (Piecemeal) ^{bonus}, Brawl, Combat Reflexes, Diehard (Pit Fighter benefit) ^{bonus}, Endurance ^{bonus}, Improved Two-Weapon Combat ^{bonus}, Martial Weapon Proficiency ^{bonus}, No Honor, Quick Draw ^{bonus}, Shield Proficiency ^{bonus}, Simple Weapon Proficiency ^{bonus}, Toughness, Track ^{bonus}, Two-Weapon Combat Proficiency ^{bonus}

Reputation: 18 (Savage and Brutal)

Leadership: –

Code of Honor: None

Allegiances: Clan of the Wolf

Possessions: Pit claw with attached spiked brass knuckles, guard blades (left arm), piecemeal armor (leather arm guard w/large spikes, leather bracer w/large spikes)

Racial Traits (Wildman)

- +2 Dex, -2 Int
- +1 racial bonus to Tumble and Jump (figured in)
- +1 circumstance bonus to attack and damage versus the Animal type.
- +2 circumstance bonus to Hide, Listen, Move Silently, Survival and Spot in temperate or warm forest.
- Illiterate
- Background Skills: Jump, Hide, Tumble (figured in)
- Favored Class: Barbarian
- Prohibited Class: Noble, Nomad, Pirate

Wounded and left for dead during a raid, Akando suffered long torture and innumerable indignities at the hands of his captors before being sold to his master who was quick to harness the Wildman's savagery by throwing him into the pits. After several disastrous escape attempts, Akando has resigned himself to his fate and has abandoned both his honor and once waist-

long hair as a sign of his shame.

In the slightly less than two years this Wildman has been in the pits, he has earned a much deserved reputation as a competent, unforgiving savage. Akando considers himself a dead man – a ghost made flesh just waiting to fully die – and yet his sense of self-preservation and pride will not allow him to take his own life or fall on another’s blade. Instead, he fights like a demon in the pits and gives no quarter, especially against races from the supposed civilizations that took away his freedom. He is especially aggressive against other Wildmen, viewing putting other such slaves out of their misery as the last honorable duty he can perform.

SEA DEVIL

gnash your shields and strap on the iron, lads. we're wavebound!

Wise men know to fear the squared sails of the northmen’s fleet, for upon the decks of those shallow boats are ruthless raiders with looting mirrored in their eyes and murder panting in their hearts. The “sea devils” are the worst of these northmen, so named for their pitiless greed and the screaming fury that possesses them in a fight, allowing them to swoop down upon a settlement and ravage it as though they were not men, but demons sent from hell itself.

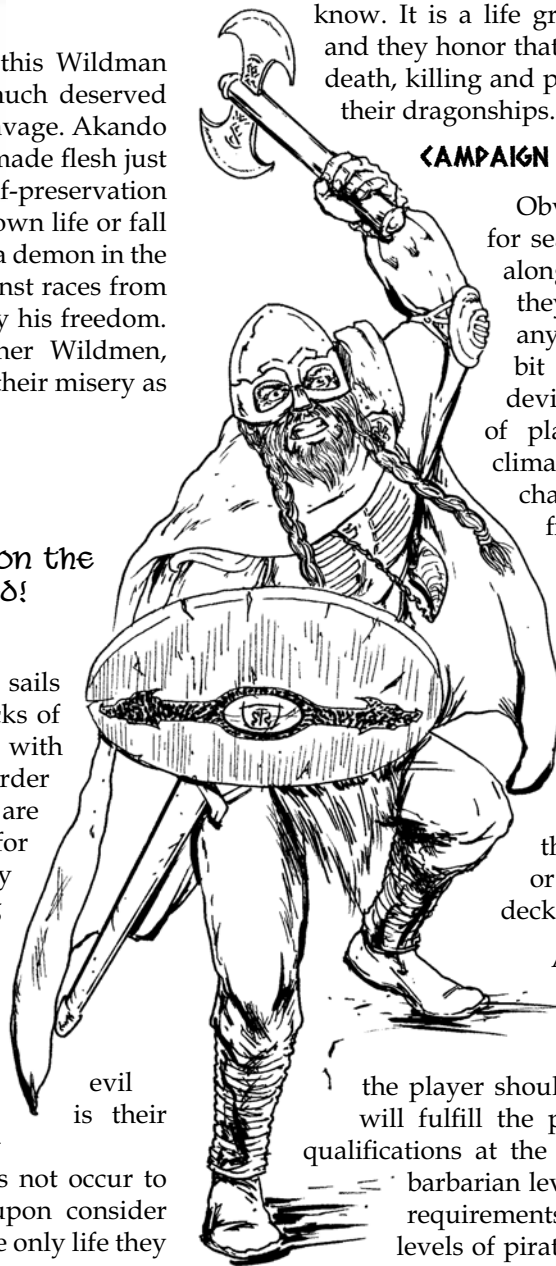
Despite their violent thievery and savagery in battle, sea devils are not nor are they inherently corrupt. Raiding livelihood as much as animal husbandry or farming is the trade of others. It does not occur to them that the communities they live upon consider their raiding immoral and foul, for it is the only life they

know. It is a life granted them by the gods and they honor that gift through the glory of death, killing and plunder from the decks of their dragonships.

CAMPAIGN USE

Obviously, a sea devil is ideal for seaborne games, especially along frigid coastlines, but they will fit in just about any other game with a bit of imagination. A sea devil who finds himself out of place plundering warmer climates can be an interesting challenge, as can one who finds himself stranded ashore. Northmen feel out of place in southern cities as it is (or any city, for that matter), but how would a sea devil react to long months without the smell of salt water in his nostrils, the feel of the sea’s winds in his hair, or the rocking of a sturdy deck beneath his feet?

At least one level each of barbarian and pirate are necessary to become a sea devil, after which the player should decide which class(es) will fulfill the prestige class’ remaining qualifications at the desired rate. Additional barbarian levels will meet the combat requirements faster, but a few more levels of pirate will certainly make the



evil is their

TABLE 3-12: THE SEA DEVIL

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+1	+0	+0	+0	+2	+2	+0	Raider
2	+2	+1	+1	+0	+3	+3	+0	Howling Fury 2/day
3	+3	+2	+1	+0	+3	+3	+1	Weathered Hide
4	+4	+3	+2	+1	+4	+4	+1	Great Cleave
5	+5	+3	+2	+1	+4	+4	+1	Boarding
6	+6/+1	+4	+3	+1	+5	+5	+2	Howling Fury 3/day
7	+7/+2	+5	+3	+1	+5	+5	+2	Rending Blow
8	+8/+3	+6	+4	+2	+6	+6	+2	Raid to Glory
9	+9/+4	+6	+4	+2	+6	+6	+3	Raider’s Grace
10	+10/+5	+7	+5	+2	+7	+7	+3	Howling Fury 4/day

TABLE 3-13: SEA DEVIL REPUTATION MODIFIERS

action	reputation modifier
Become captain of a raiding ship	+2
Become commander of a raiding fleet	+5
Lose a ship	-5
Capturing a larger warship	+2
Conducting a raid that earns the crew 5,000-10,000 sp	+2
Conducting a raid that earns the crew 10,000-25,000 sp	+3
Conducting a raid that earns the crew 25,000-50,000 sp	+5
Conducting a raid that earns the crew 50,000-100,000 sp	+6
Conducting a raid that earns the crew 100,000-999,999 sp	+8
Conducting a raid that earns the crew 1,000,000+ sp	+15
Conducting a raid that is repulsed	-2
Form a raider's camp in enemy territory	+2
Lose a raider's camp the character led	-3
Razing a small settlement	+1
Razing a medium settlement	+3
Razing a large settlement	+5

sea devil a better sailor.

Hit Die: d10

REQUIREMENTS

Race: Sub-arctic dwelling northman

Attribute: Str 13+, Con 13+

Base Attack Bonus: +6

Codes of Honor: Barbaric

Feats: Cleave, Fighting-Madness, Power Attack

Skills: Balance 6 ranks, Climb 6 ranks, Jump 4 ranks, Profession (Sailor) 8 ranks, Use Rope 4 ranks

Special: Seamanship +1, Fearless

CLASS SKILLS

The sea devil's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Any Mundane) (Int), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Move Silently (Dex), Profession (Wis), Survival (Wis), Swim (Str), Use Rope (Dex.)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sea devil prestige class.

WEAPON AND ARMOR PROFICIENCY

The sea devil is proficient with all simple and martial weapons, two-weapon combat, light and medium armor, and shields.

RAIDER

Along with standard Reputation Modifiers, a sea devil's reputation is affected by activities directly related to raiding ships and settlements. See **Table 3-13: Sea Devil Reputation Modifiers**. At the Gamemaster's discretion, other classes may also benefit from these reputation modifiers, at full or reduced value.

HOWLING FURY

A 2nd level sea devil can enter a Fighting-Madness 2/day, as per the feat (this includes the 1/day from the feat.) Once the enraged state ends, the character cannot enter it again for at least 3 rounds. At 6th level the sea devil can enter a Fighting-Madness 3/day and 4/day at 10th level.

WEATHERED HIDE

3rd level sea devils are so accustomed to spending months on end upon the high-seas of the north that he gains a +4 competence bonus to saving throws against all cold effects.

GREAT CLEAVE

At 4th level, the sea devil gains the Great Cleave feat.

BOARDING

Due to practice while boarding ships, a 5th level sea

devil can conduct a charge that includes a single jump or swinging action. All other obstacles impede a charge as normal.

Furthermore, any ship the sea devil is captaining gains a +2 competence bonus to Boarding Maneuvers with his vessel.

BENDING BLOW

By successfully sundering an opponent's shield or weapon, a 7th level sea devil can make an attack against the shield or weapon's wielder as a free action, but only using his base attack bonus and with a -4 penalty to the attack roll.

RAID TO GLORY

When leading raiders against an enemy, an 8th level sea devil grants any shipmates in the unit he leads a +4 bonus to their Military Cohesion.

RAIDER'S GRACE

9th level sea devil's are so accustomed to fighting under the influence of their Howling Fury ability that they no longer suffer the -2 penalty to their Defense Value while caught up in their Fighting-Madness.

REDGAR BOGDONSON, TERROR OF THE NORTHERN SEAS

MEDIUM HUMANOID (FRIGID NORTHMEN BARBARIAN 6/PIRATE 2/SEA DEVIL 3)

Hit Dice: 9d10 + 1d8 +40 (102 hp)

Initiative: +11 (+11 Reflex)

Speed: 30 ft. (mail shirt)

DV (Dodge): 17 (+7 level)

DV (Parry): 20 (+4 level, +2 Str, +4 shield)

DR: 7 (+5 mail shirt, +2 great helm)

Base Attack Bonus/Grapple: +10/+12

Attack: Bipennis +12 melee (1d8+2/x3)

Full Attack: Bipennis +12/+7 melee (1d8+2/x3)

Special Attacks: Crimson Mist, Ferocious Attack, Howling Fury 2/day, Racial Traits, Versatility (-2)

Special Qualities: Bite Sword, Diehard, Endurance, Fearless, Mobility, Pirate Code, Racial Traits, Raider, Seamanship +1, To Sail a Road of Blood and Slaughter, Track, Trap Sense +2, Uncanny Dodge, Weathered Hide

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +11, Ref +11, Will +6 (+8 vs Fear +9 vs Corruption)

Abilities: Str 15, Dex 10, Con 16, Int 10, Wis 12, Cha 13

Skills: Balance +6, Climb +8, Craft (Weaponsmithing) +4, Intimidate +5, Jump +8, Knowledge (Geography)

+3, Profession (Sailor) +12, Survival +5, Swim +4, Use Rope +5

Feats: Armor Proficiency (Light) Bonus, Armor Proficiency (Medium) Bonus, Cleave, Fighting-Madness, Martial Weapon Proficiency Bonus, Power Attack, Shield Proficiency Bonus, Simple Weapon Proficiency Bonus, Skill Focus (Profession (Sailor)), Toughness, Track Bonus, Two-Weapon Combat Proficiency Bonus

Reputation: 10 (Bloodthirsty)

Leadership: -

Code of Honor: Barbaric

Allegiances: His ship and crew

Possessions: Mail shirt, large shield, great helm, bipennis

Racial Traits (Frigid Northmen)

- +2 Constitution, -2 Dexterity
- +1 Hide, Listen, Move Silently, Survival and Spot checks in cold lands
- +1 to damage with any sword
- Martial Weapon Proficiency: Broadsword
- Weapon Familiarity: War Sword
- Favored Class: Barbarian
- Prohibited Classes: Noble, Nomad

Redgar Bogdonson has been sailing south along the Wild Coast for many years, his dragonship having become a much feared symbol of the Northmen's strength and ruthlessness. Aboard his large dragonship, "Ymir's Blood," Redgar plunders southern merchant craft and raids coastal villages, taking what he wishes and taking no prisoners.

WARRIOR OF DREAMS

I've seen this fight in my dreams a dozen times.

To most, the black lotus is a dangerous plant whose flower can cause maddening dreams, while its various distillations are equally hazardous. A few individuals, however, have not only learned to resist these effects, but have found ways to use them to their advantage.

Warriors of dreams embrace the black lotus' effects, channeling it to subdue their conscious thoughts so that the lotus' visions can grab hold of their instincts and guide them in battle. Riding the visions out as their perceptions walk them through a world that is half real and half dream grants these warriors exceptional fighting ability, although it deadens many of their other senses, leaving them vulnerable to that which may be hidden (or obvious, depending on how deep the stupor.)

Despite being incredibly rare overall, no land has

more warriors of dreams than the lotus-plagued Serpent Theocracy.

CAMPAIGN USE

While their lotus fighting stupor can be an incredible boon in combat, the character's addiction can cause many problems. Not only will the need to satiate the character's addiction to the lotus likely pose the problem of finding a steady supply lest the character succumb to withdrawal, especially in lands where it is forbidden (or worse), but the impairment to the warrior of dream's judgment and senses while under the lotus' influence can lead to as many problems as their fighting ability aids.

Hit Die: d8

REQUIREMENTS

Base Attack Bonus: +6

Abilities: Wisdom 12

Feats: Adept of the Lotus

Skills: Balance 4 ranks, Concentration 5 ranks, Craft (Alchemy) 4 ranks, Tumble 5 ranks

Special: The character must be addicted to the black lotus' effects.

Restriction: The character cannot take this class if she possesses either the Crimson Mist class ability or Fighting-Madness feat. If either Crimson Mist or Fighting-Madness are later acquired, a warrior of dreams can no longer use her Lotus Fighting ability and can take no further levels in this prestige class.

CLASS SKILLS

The warrior of dreams' class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Alchemy) (Int), Craft (Any Mundane) (Int), Escape Artist (Dex), Heal (Wis), Jump (Str), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Perform (Cha), Profession (Wis), Tumble (Dex.)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warrior of dreams prestige class.

WEAPON AND ARMOR PROFICIENCY

The warrior of dreams is proficient with all simple

and martial weapons, and light and medium armors.

LOTUS RESISTANCE

Long, purposeful exposure to various lotus effects allows the warrior of dreams to add half her class level as a competence bonus to save versus any lotus or lotus-derived effects except for saves involving addiction. This bonus can be ignored if the character wishes to succumb to the effects.

LOTUS FIGHTING

When exposed to black lotus powder or wine, or yellow lotus resin the 2nd-level warrior of dreams is able to harness the hallucinatory effects to enter a combat stupor where the character acts more on instinct than conscious thought. Entering the combat stupor requires the character be under the influence of an appropriate lotus effect and then make a DC 20 Concentration check as a standard action, adding half the warrior of dreams' class level to this check as a competence bonus. All the lotus' normal effects also influence the character while in the stupor.

While in the lotus combat stupor, the warrior of dreams gains a circumstance bonus to attack rolls, DV, Dexterity checks and Dexterity-related skill checks equal to her Wisdom bonus. Unfortunately, the lotus' effects leaves her mind somewhat exposed, imposing a -4 penalty to all Will saves, Intelligence and Wisdom checks, and Intelligence- and Wisdom-related skill checks (compounding with any penalties already incurred from the lotus' normal effects.)

This ability lasts up to ((class level + Wis modifier) - (Concentration ranks / 3) + 1) rounds (minimum of 1 round) and may be used once per day. Exiting the stupor prematurely requires a (DC 18 + 1 per each previous round in the stupor) Will saving throw and, while ending the combat stupor, does not end any of the lotus' normal effects.

The character may enter the lotus combat stupor an additional instance per day at levels 4, 6, 8 and 10.

BONUS FEAT

The warrior of dreams gains a bonus feat from the Soldier's bonus feat list at levels 3, 6 and 9. The warrior of dreams must meet the feat's prerequisites.

DREAM DEFTNESS

5th-level warriors of dreams are much better at

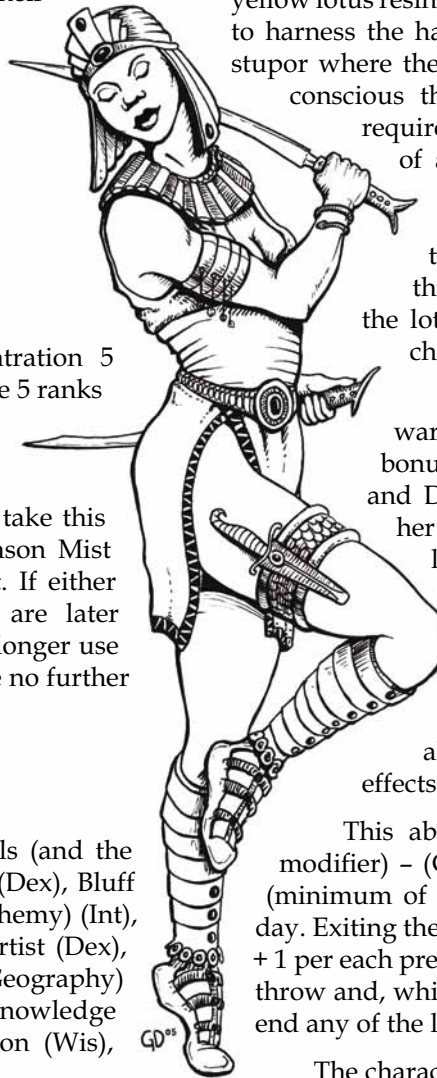


TABLE 3-10: THE WARRIOR OF DREAMS

Level	Base attack bonus	Base dodge bonus	Base parry bonus	magic at- tack bonus	fort save	ref save	will save	special
1	+1	+0	+0	+0	+2	+2	+0	Lotus Resistance
2	+2	+0	+0	+0	+3	+3	+0	Lotus Fighting 1/day
3	+3	+1	+1	+0	+3	+3	+1	Bonus Feat
4	+4	+1	+1	+1	+4	+4	+1	Lotus Fighting 2/day
5	+5	+1	+1	+1	+4	+4	+1	Dream Deftness
6	+6/+1	+2	+2	+1	+5	+5	+2	Bonus Feat, Lotus Fighting 3/day
7	+7/+2	+2	+2	+1	+5	+5	+2	Deny Damage
8	+8/+3	+3	+3	+2	+6	+6	+2	Lotus Fighting 4/day
9	+9/+4	+3	+3	+2	+6	+6	+3	Bonus Feat
10	+10/+5	+3	+3	+2	+7	+7	+3	Lotus Fighting 5/day

divining meaning from their lotus-inspired visions. While under the hallucinatory effects of the black lotus flower, the character is able to make a Knowledge (Arcana) skill check once every (60 / (1 + Wisdom bonus)) minutes to gain useful insight instead of once per hour.

DENY DAMAGE

A 7th-level warrior of dreams caught up in her lotus fighting stupor can make a (DC 15 + damage suffered) Concentration check as a free action when damage is suffered to reduce the damage's perceived effect. If the Concentration check succeeds, the damage suffered is effectively halved although the actual damage remains normal and unchanged.

This means that the warrior of dreams will act as though affected by the reduced damage total provided by this ability for as long as the lotus fighting stupor lasts, but once the stupor ends the character feels the full effect of the actual damage caused.

Deny Damage cannot be used on damage caused by spells, spell-like or supernatural abilities, or damage that exceeds the massive damage limit.

THE RTPAT, IMUI-NAFER OF THE DREAMING BLADE

MEDIUM HUMANOID (SERPENT THEOCRACY NOBLE 8/ WARRIOR OF DREAMS 7)

Hit Dice: 10d8+20 (63 hp)

Initiative: +9 (+2 Dex, +7 Reflex)

Speed: 40 ft. (+10 ft. Fleet-Footed)

DV (Dodge): 17 (+5 level, +2 Dex)

DV (Parry): 16 (+6 level)

DR: -

DENY DAMAGE EXAMPLE

Imui-Nafer, a heavily wounded level 7 warrior of dreams with Concentration 7 and a meager 5 remaining hit points, has allowed herself to succumb to her lotus fighting stupor during a fight with an enraged panther. The panther strikes her 6 damage. She needs to make a DC 21 Concentration check and rolls a 16 for 23 total. Success! Her hit points effectively drop to 2 (3 damage) even though her actual total is -1 (6 damage.) She can stay up fighting so long as her effective hit points do not drop to 0 or until her stupor ends, at which point she will immediately feel the effects of her actual negative hit point total.

Base Attack Bonus/Grapple: +13/+13

Attack: Desert Tribesmen's knife +16 melee finesse (1d8/x2) or Serpent Theocracy Bow +18 ranged (1d12, 19-20/x2)

Full Attack: Desert Tribesmen's knife +16/+11/+6 melee finesse (1d8/x2) or Serpent Theocracy Bow +18/+13/+8 ranged (1d12, 19-20/x2)

Special Attacks: Lotus Fighting 3/day (+3 to attack, DV, Dex skills/checks; 9 rounds), Racial Traits, Special Regional Features +2

Special Qualities: Deny Damage, Enhanced Leadership, Lead By Example, +2, Lotus Resistance, Racial Traits, Rank Hath Its Privileges, Social Ability (Savoir-Faire), Special Regional Features +2, Title, Wealth

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +8 (+15 vs Lotus), Ref +9, Will +14 (+15 vs Corruption, +17 vs Lotus)

Abilities: Str 10, Dex 14, Con 13, Int 11, Wis 16, Cha 16

Skills: Appraise 4, Balance 9, Bluff 7, Climb 2, Concentration 7, Craft (Alchemy) 10, Diplomacy 7, Escape Artist 5, Handle Animal 7, Heal 6, Jump 4, Knowledge (Arcana) 6, Knowledge (Geography) 5, Knowledge (History) 3, Knowledge (Nobility) 4, Knowledge (Religion) 4, Listen 5, Perform (Ritual) 7, Ride 5, Spot 9, Swim 2, Tumble 10

Feats: Adept of the Lotus, Alertness, Armor Proficiency (Light)^{bonus}, Armor Proficiency (Medium)^{bonus}, Athletic^{bonus}, Combat Reflexes^{bonus}, Dream Deftness, Exotic Weapon Proficiency (Serpent Theocracy Bow)^{bonus}, Fleet-Footed, Leadership^{bonus}, Martial Weapon Proficiency^{bonus}, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency^{bonus}, Simple Weapon Proficiency^{bonus}, Two-Weapon Combat Proficiency, Weapon Focus (Desert Tribesmen's Knife), Web of Death

Reputation: 12 (Aloof and Cruel)

Leadership: 15

Code of Honor: Civilized

Allegiances: Temple of Set

Possessions: Two Desert Tribesmen's knives, 1 knife (thigh), Serpent Theocracy bow (+0), minimum of 1,000 sp

Racial Traits (Serpent Theocracy)

- +2 to Knowledge (Arcana), Perform (Ritual) and Craft (Alchemy) checks (figured in)
- +1 to attack rolls with a Serpent Theocracy bow
- -2 to saving throws versus Corruption
- Exotic Weapon Proficiency: Serpent Theocracy bow
- Background Skills: Handle Animal, Knowledge (Arcana), Perform (Ritual) (figured in)

- Favored Classes: Scholar or Noble
- Prohibited Classes: None

Special Regional Features (Serpent Theocracy)

- +2 bonus to attack rolls with Serpent Theocracy bow
- +2 bonus to all magic attack rolls
- +2 bonus to all Handle Animal and Knowledge (Arcana) checks (figured in)

Although a Rtpat of the Serpent Theocracy, Imui-Nafer always wanted more than the pampered life of a hereditary noblewoman. As a devote follower of Set, she gave of her wealth (and slaves) to His temple in such excess that she was eventually noticed by a high priest who she took on as her lover. After witnessing the insight she would gain under the black lotus' influence, Imui-Nafer soon became addicted to its dreamy embrace.

While in the lotus' thrall, Imui-Nafer had a fevered vision of herself at the head of a mighty army devoted to Set. Immediately after opening her eyes, she gave all her possessions and property to the temple and took to learning all she could about war, eventually combining her addiction with her martial ambition.

Now one of the rare warriors of dreams, Imui-Nafer of the Dreaming Blade has achieved an honored position within the inner circle of the Temple of Set's assassins. She travels throughout the Serpent Theocracy and abroad, following her visions wherever they lead while cutting down the enemies of Set.

Despite the dreamy aloofness the lotus' effects leave in her distant eyes, her fiery temper can flare up in a moment to bring the full force of her cruelty and viciousness to bare on anyone who stands in her way.



BLACK LOTUS ADDICTION

Although drug addiction may be applied as an optional rule overall for similar substances, it is necessary in the instance of the black lotus for use of the warrior of dreams prestige class.

Upon initial exposure to the drug (the black lotus' effects in this case), the character must succeed on a Fortitude save or become addicted. The drug also has a satiation period, which is the length of time a single dose remains effective in a character's system so far as feeding the addiction's hunger is concerned. Addiction, if not satisfied by further doses, proceeds like a disease - the character takes ability damage each day unless she succeeds on a Fortitude save.



so at the addiction rating the drug had just prior to his recovery.

Satiation Period: Each dose of a drug the character is addicted to staves off withdrawal symptoms for the period indicated on **Table 3-12 Addiction Levels & Effects**. If the satiation period expires without the user taking another dose, the DC of the Fortitude save to resist damage increases by 5.

The dose that causes a character to become addicted counts for the purpose of tracking the satiation period.

Damage: An addicted user who is not satiated takes the indicated amount of ability damage each day unless the character succeeds on a Fortitude saving throw.

TABLE 3-11: BLACK LOTUS ADDICTIONS

substance	type	addiction rating
Blossom	Inhaled DC 16	High
Powder	Inhaled DC 13	Medium
Wine	Ingested DC 11	Negligible
Yellow Lotus Resin	Ingested DC 11	Low

Addiction Rating: Except for drugs with a negligible addiction rating, long-term addiction sometimes increases a drug's addiction rating for that individual. Stronger drugs increase their addiction rating by one step for every two full months a character remains addicted to the drug.

A character who recovers from an addiction and later becomes addicted to the same drug again does

ADDICTION RECOVERY

Two successful saving throws in a row means the character defeats the addiction and is in recovery. This means no more damage from withdrawal symptoms.

TABLE 3-12: ADDICTION LEVELS AND EFFECTS

addiction rating	fort dc	satiation period	damage
Negligible	4	1 day	1d3-2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Extreme	25	1 day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

THE PIT FIGHT

In barbaric times, it should surprise no one that men seek equally savage entertainment. From the wastes to the back alleys of the most civilized metropolises, there exist dens of violent pleasure where warriors may pit themselves against others for silver and the roar of the crowd. These fighting pits (and that is what most literally are: pits of earth or brick around which the crowd watches and howls) exploit men for profit, at the expense of blood and lives.

Most “civilized” nations have outlawed pit fighting and similar bloodsports, while those like the Serpent Theocracy openly allow them. Even amongst those lands where such barbarity is forbidden, many a magistrate turns an eye blinded by silvered coins so the fights may continue.

Why are they allowed under any circumstances? Because most pit fighters are slaves, criminals or debtors looking to make good their obligations. In short, life in the pits is brief and cheap, and nobody cares so long as they win money in the process.

THE PRIZE

So, what does the fighter have to gain from participating in this dangerous sport? Typically, not

much other than continued existence. Some owners will give their pit fighters more tangible incentives to continue fighting at their very best, including access to slave women for recreation, quality food and drink, or a comfortable place to live between marches.

An owner who sees exceptional potential in a specific fighter may even pay to have the warrior trained with a skilled warrior, treating his slave to talent beyond the animalistic style-that-is-no-style born of the pit’s desperation. Still, even the most gilded of cages remains a cage, making the hope of earning one’s freedom the ultimate goal for most slave fighters.

Independent fighters keep what they earn and are normally only allowed to bet on themselves, although there are obviously ways around this. Some independents use managers, but most aimlessly travel the land in search of fights or invoking them when none may be found.

BETTING ON THE FIGHTS

When a pit fight is arranged, the odds of a given participant winning has to be determined. The Gamemaster can choose to assign odds as he sees fit, or he can use the following formula to keep things simple and consistent:

TABLE 4-1: PIT FIGHT BETTING MODIFIERS

Circumstance	Modifier
Per 3 days since last match	+1 (cumulative)
Per round into an ongoing tournament	+1 (doubles per consecutive round)
Match is fighter versus beast	-1d4
Average of the participants’ Reputation	Equal to Reputation Skill Bonus
There was a match the previous day *	-2
There was a match the day before last *	-1
There was a match more than two days but less than a week ago *	-1
Port or trade center	+2
Pits are illegal but is not strictly enforced	-2
Pits are illegal and is strictly enforced	-4
Pits are illegal and a match was broken up by the authorities in the past week	-4
Pits are legal	+2
Exotic beast match	+3
Far Wilderness Region	-3
Outlying Rural Region	-1
Central Region	+1

* Compounds, so if there was a fight the day before, the day before that and four days ago the total modifier for the frequency of previous matches would be -4. Do not apply these modifiers if the fights are all part of the same tournament.

Odds Formula: For each pit fighter, add their character level/Hit Dice, Strength, Constitution and Dexterity modifiers, and one-quarter of their Reputation. This is the fighter's *Odd's Value*. Subtract the lowest total from the highest and add 1. Round down when necessary. The result is the fight's odds with the odds favoring the combatant with the highest Odd's Value. Of course, betting can be much more complex than this, but this is enough to get the GM going in the right direction.



combatant with the highest Odds Value.

Once the fight has begun, the odds offered by whoever is in charge of the fight will not change - to do otherwise would be to instantly gain a reputation for being dishonest and rigging odds to suit a fight's ongoing circumstances. However, side bets on these circumstances are very common. First blood is perhaps the most common side bet, and the odds will fluctuate based on how much happens and how much time passes before first blood is drawn.

CALCULATING THE ODDS EXAMPLE

If Fighter A - 6th level with Str14 (+2), Con 12 (+1), Dex 10 (+0) and a Reputation of 10 (+2) (Odds Value of 11) - is facing Fighter B - 7th level character with Str 18 (+4), Con 10 (+0), Dex 9 (-1) and a Reputation of 3 (+0) (Odds Value of 10) - the odds are 2:1 ((11-10)+1) against Fighter B winning.

Anyone betting on the favored fighter gains their bet back in addition to the odds reversed and expressed as a fraction of the original bet if their fighter wins, rounded down with a minimum of 1 sp earned. For example, betting 20 sp on a favored fighter in a pit fight with 4-1 odds pays back the original 20 sp and 1/4 of that amount: 5 sp.

Anyone betting on the other combatant is paid based on the odds, earning back the original bet and an amount equal to that bet multiplied by the higher number of the odds. So, if a fighter with 3-1 odds against him wins, someone who bet 10 sp on him to win would receive 40 sp (he would get his original 10 sp back plus 10 sp x 3 in winnings.) If more than two pit fighters are involved, each fighter has odds compared against the

CHEATING

Since pit fights are illegal in most cultures, the only rules that govern the sport are those whoever is organizing the match has the ability to enforce. This is why most organizers of illegal pit fights keep a good

TABLE 4-2: PIT FIGHT BETTING AMOUNT

Roll	Fighter's worth (in sp)							
	hamlet	village	small town	town	large town	small city	city	large city
1 or less	*	*	*	*	*	*	*	*
2 to 3	*	*	*	*	1d10	2d10	4d10	8d10
4 to 5	*	*	*	1d10	2d10	4d10	8d10	10d20
6 to 7	*	*	1d10	2d10	4d10	8d10	10d20	10d20 x2
8 to 9	*	1d10	2d10	4d10	8d10	10d20	10d20 x2	10d20 x4
10 to 11	1d10	2d10	4d10	8d10	10d20	10d20 x2	10d20 x4	10d20 x6
12 to 13	2d10	4d10	8d10	10d20	10d20 x2	10d20 x4	10d20 x6	10d20 x8
14 to 15	4d10	8d10	10d20	10d20 x2	10d20 x4	10d20 x6	10d20 x8	1d20 x100
16 to 17	8d10	10d20	10d20 x2	10d20 x4	10d20 x6	10d20 x8	1d20 x100	2d20 x100
18 to 19	10d20	10d20 x2	10d20 x4	10d20 x6	10d20 x8	1d20 x100	2d20 x100	4d20 x100
20 to 21	10d20 x2	10d20 x4	10d20 x6	10d20 x8	1d20 x100	2d20 x100	4d20 x100	8d20 x100
22 to 23	10d20 x4	10d20 x6	10d20 x8	1d20 x100	2d20 x100	4d20 x100	8d20 x100	8d20 x200
24 to 25	10d20 x6	10d20 x8	1d20 x100	2d20 x100	4d20 x100	8d20 x100	8d20 x200	8d20 x400
26 to 27	10d20 x8	1d20 x100	2d20 x100	4d20 x100	8d20 x100	8d20 x200	8d20 x400	8d20 x600
28 to 29	1d20 x100	2d20 x100	4d20 x100	8d20 x100	8d20 x200	8d20 x400	8d20 x600	8d20 x800
30	2d20 x100	4d20 x100	8d20 x100	8d20 x200	8d20 x400	8d20 x600	8d20 x800	8d20 x1000
Per +1	Etc.							

* No fight is arranged for that day

supply of muscle around. Muscle keeps the crowd in check, ensures everyone pays the house its dues (most really do not care if side bets within the crowd are not honored) and, when necessary, subdue or kill fighters that get out of control or try to escape.

FINDING A FIGHT

To win silver on a pit fight there must be a match to bet on, and finding or arranging one is not always an easy undertaking. Role-playing the search is likely the best way to handle the situation, but sometimes the Gamemaster and players may just want to jump right into the fighting, or there may be a need to determine how big a crowd will be showing up and how much money they will be betting on the fight's outcome rather than being arbitrary.

When looking for a quick way to determine if there is a pit fight going on for that day, roll 1d20 on **Table 4-2: Pit Fight Betting Amount** using the modifiers found on **Table 4-1: Pit Fight Betting Modifiers**.

Not merely determined by interest, where the fight will take place also lends to how much money will come to play during primary betting on the match. A community of a given size can only provide so many people who are interested enough to bet their silver on a pit fight, so the modifiers of **Table 4-1: Pit Fight Betting Modifiers** are used to adjust a d20 roll with the result being compared to **Table 4-2: Pit Fight Betting Amount** to determine how much money will be wagered with the fight's organizer.

Establishing the amount of coin exchanging hands in side bets is irrelevant in terms of how much money the pit fighters or their masters will earn unless they also participate in such activity. In such cases, the Gamemaster should role-play the betting and determine an amount based on the characters and circumstances involved.

Now that the amount of money that will change hands on the fight's outcome has been determined, the Gamemaster can split the direction this silver is bet based on his own designs or he can use the fight's odds. As many shares of this money as is equal to the odds against the fighter favored to lose will be bet on the fighter favored to win while one share will be bet on the fighter favored to lose. For example, if a total of 2,000 sp is being bet on a fight that has 3-1 odds, 3 shares (1,500 sp) will be bet on the favored fighter to win while a single share (500 sp) will be bet on the other fighter. Again, this formula is meant to keep things quick and simple, so the Gamemaster is encouraged to tinker with these numbers as he sees fit.

Keep in mind, however, that these numbers only represent the money a typical crowd will bring to the

match and how they are favored to bet it. By all means, have characters role-play to convince members of the crowd to invest more silver on a bet than they intended or sway them away from their inclined choice of winner.

HEALING BETWEEN FIGHTS

A wise pit fighter owner will allow his slave to heal between fights because his chances of a return on his investment decreases dramatically if his fighter must enter a match already wounded. Proper rest and healing are all necessary for a long-term pit fighter's continued success and a master that does not acknowledge this either has a wide stable upon which to draw or simply does not care about the long term.

Complete healing is incredibly difficult during tournaments, which is one of the reasons why such matches are both incredibly popular and exceptionally rare. Pit fighter owners do not enjoy the fact that the chance of losing their money (and their fighter) increases with each success. Although a win will take the fighter deeper into the tournament, thereby increasing the amount of money to be won, the wounds gathered along the way begin to add up and take their toll.

Most tournaments have rules against what manner of healing is allowed between matches to prevent any single fighter from gaining an unfair advantage to overcome this process. Sorcery is almost assuredly forbidden, as are most of the more exotic balms and draughts. Even pain killing agents are typically disallowed.

TYPES OF PIT FIGHTS

Although the one-on-one match is the most common pit fight by far, others types exist that suit various regions, crowds or occasions.

A team match requires the pit fighters to split into two or more even teams that will then work together (as much as such self-interested combatants can) to defeat the other teams. The last team with at least one fighter standing is victorious and that team splits the money, usually even if a winning master's pit fighter died during the match. Team matches are costly and difficult to organize, so they are rare.

A variation of the team match has surviving members of the winning team turn on each other once the other teams have been defeated, with the sole survivor being the final victor. Sometimes all losers from the winning team receive a smaller fraction of the money while the ultimate victor's owner receives the lion's share, but normally the latter gets everything.

"Wolves and the Doe" is yet another variation of the team match and is easily the least common of all pit fights because of the skewed odds. One fighter is

designated the “doe” and is on a team of his own while all other fighters – the “wolves” – are on the other team. Obviously, such a one-sided match raises suspicion of a fixed fight wherein the doe’s owner is betting against his own fighter (after all, why else put his property in such a dangerous position?), making the circumstances that surround them incredibly rare and specific. Usually, such a fight is used to punish a disobedient fighter, cheater or criminal.

The most common of the rare matches is a beast fight. In such matches, one or more pit fighters faces off against one or more large, wild or enraged beasts. The more exotic the beast appearing in the fight the better – animals from distant and unknown lands tend to draw larger crowds.

Tournaments are another rarity because getting enough pit fighters in one place for the necessary time is very difficult, especially when an owner starts sizing up the competition and realizing the chances of his fighter living to the next round decrease with every victory. This is why most tournaments are held by the wealthier owners who draw all the participants from their own vast stable of fighters rather than bringing other owners into the match.

Tournaments are simple. Every participant is faced off against another fighter and, if victorious, advances to the next round until only two fighters remain. If the pit has a champion, or if other circumstances allow, sometimes an especially popular fighter gets a pass directly into the final match with all the other fights determining who his opponent shall be. Such tournaments have to be employed carefully, though, because despite a crowd’s enjoyment of a favorite, they bet warily when one fighter enters the final match wounded and worn while the other is fresh and untouched.

As for weapons allowed in the pits, they are normally restricted to light weapons and unarmed strikes, with one-handed weapons being permitted on a case-by-case basis. Allowing anything heavier than this may be good for a quick splat of blood and a dramatic loss of limb or decapitation, but that is also the problem: it’s too quick. A fight needs to drag on a bit – it needs a pulse to give it life. The smaller weapons draw blood and put on a good show without necessarily being truly dangerous until a number of wounds have been struck, allowing time for the betting to increase.

ANATOMY OF A FIGHTING PIT

This pit is typical of those built in secret in the wilderness outside of a town or small city. Such a pit may typically be found by following a hidden trail or recognizing a hidden mark along a common path that diverges into the mysterious woods where the trees conceal the night’s torches from anyone who does not appreciate a good evening’s play of blood sports.

1) THE GROUNDS

A wide space is cleared from the woods surrounding the pit so the crowd may gather before the fight. Stools and benches offer seating for the weary and impatient, but they are almost certain to be empty once the fight commences because they are too far back and too low to allow one to see over the throngs about the pit’s edge.

Pit toughs wander the crowd, ensuring that any betting or cheating does not get out of hand to the point where it becomes disruptive. Beyond that, let the better beware and bet or cheat at his own peril.

2) THE ALTAR

Called “the altar” because of some long forgotten joke or sense of irony, this heavy oak table is where all betting with the fight’s organizer officially takes place. Unofficially, the organizer will have any number of flunkies infiltrating the crowd to make side bets and stir opinions in whichever direction he desires.

The altar has a heavy, steel strongbox (60 lbs, Hardness 10, 50 hit points, lock DC 25) beneath it, within which is kept all bets with the organizer until the fight’s completion

3) THE PIT

The pit’s mere 20 foot by 20 foot dimensions leave little room for overly cautious or desperately wounded fighters to flee, but leaves sufficient space for maneuvering. The small size lends to quick-paced, furious matches of bloody violence – just what the crowd screams and howls for.

Although 15 feet deep, pit toughs discretely stalk the pit’s lip to keep fighters from trying to escape before

the match is over and to ensure the crowd does not interfere with the fight in any way. Fighters enter the pit by dropping through the rim's crenellations with the ladder on the north eastern wall reserved for the victor's exit.

PIT TOUGHS

Medium Humanoid (Feudal Kingdoms Soldier 2/Thief 1)

Hit Dice: 2d+10 + 1d8 +6 (25 hp)

Initiative: +3 (+1 Dex, +2 Reflex)

Speed: 30 ft.

DV (Dodge): +2 (+1 level, +1 Dex)

DV (Parry): +5 (+1 level, +3 Str, +1 Parry)

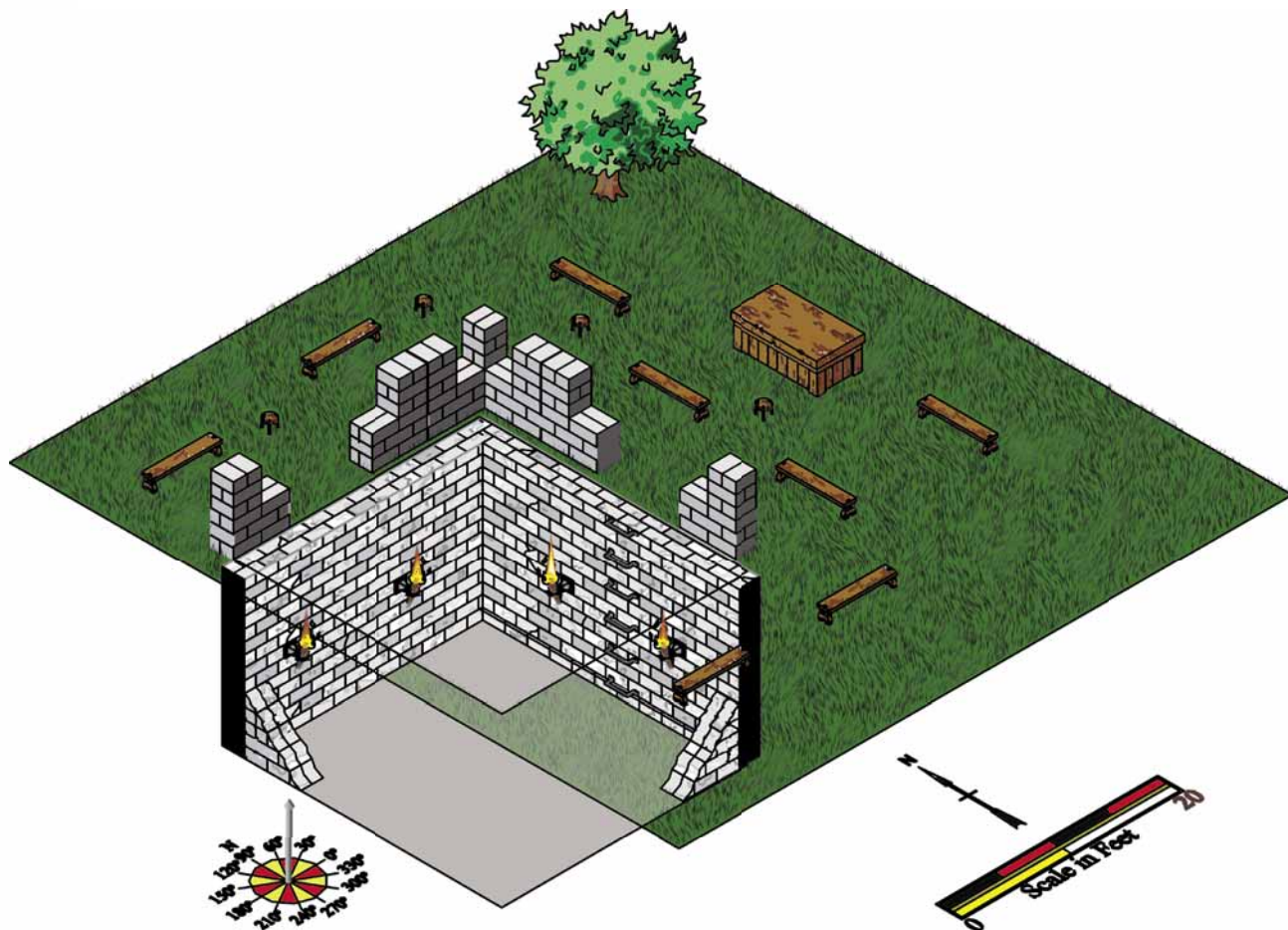
DR: 4 (+4 leather jerkin)

Base Attack Bonus/Grapple: +2/+5

Attack: Cudgel +5 melee (1d8+3/x2) or short sword +5 melee (1d8+3, 19-20/x2) or unarmed strike +5 melee (1d6+3/x2)

Full Attack: Cudgel +5 melee (1d8+3/x2) or short sword +5 melee (1d8+3, 19-20/x2) or unarmed strike +5 melee (1d6+3/x2)

Special Attacks: Racial Traits, Sneak Attack +1d6/+1d8,



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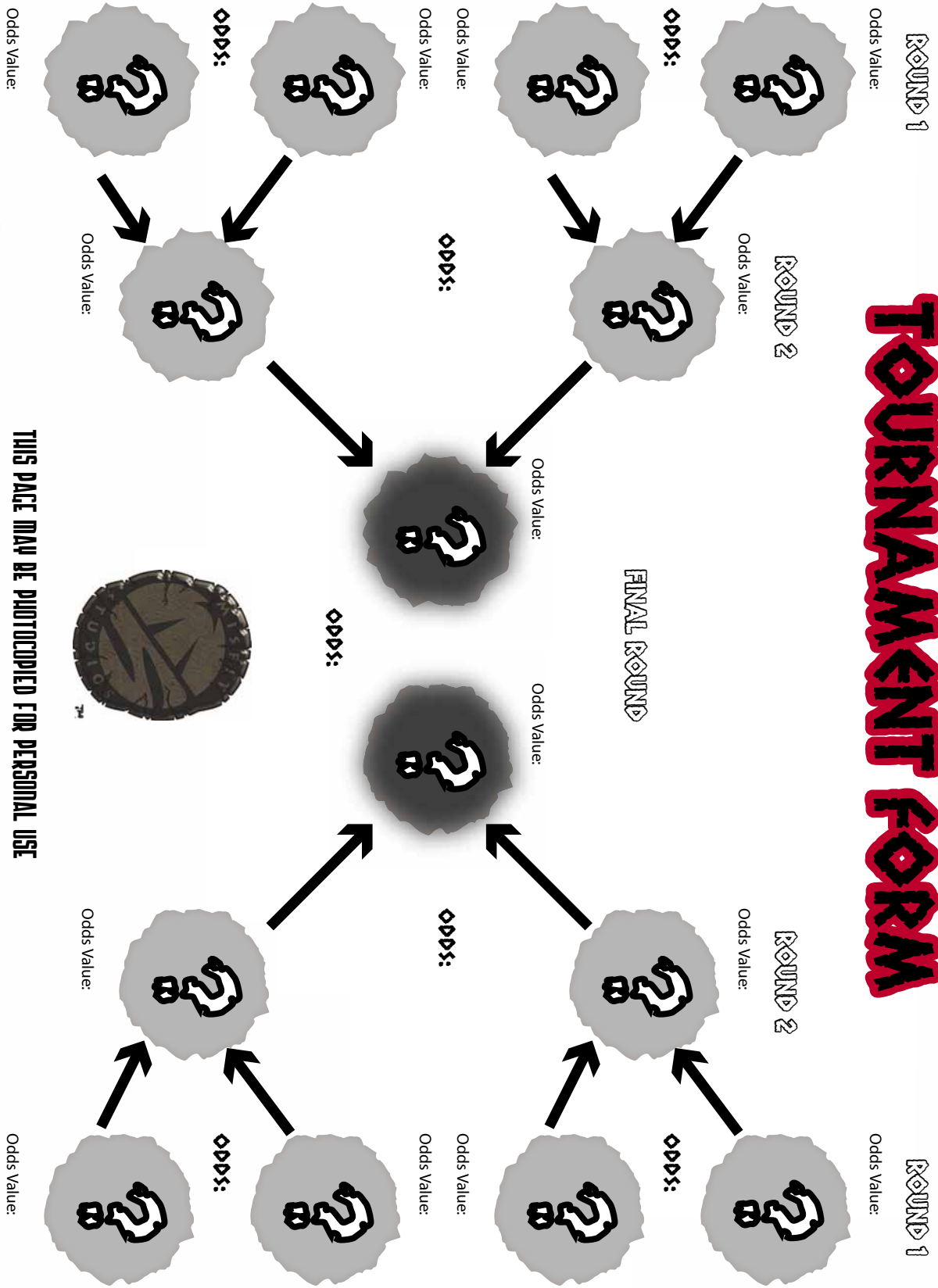
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