


SUNHAND STYLE

The Sunhand chain is inspired by the **Champion of the Shining Light** prestige class in Fantasy Flight Games' book *Path of the Sword* for 3.5 D&D. This conversion is an excellent example of the ease at which most D&D classes can be boiled down to either a specialty or (as in this case) a feat chain.

Rather than do a write up of how this feat chain can be used in a campaign, I'm just gonna cut-n-paste the designer's post that accompanied the feat chain on Crafty Games' forums. I think the enthusiasm says it all.



Continuing my read through FFG's *Way of the Sword*, (*He means PATH of the Sword - Ed*) the second prestige class is a monk-based undead-hunter. Ok, I can get behind that. Unlike many folks, I actually think a well-crafted, "focused monster hunter" class has a place in game design. By 'well crafted' I mean deconstructing the single-foe frenzy into the tools that will let you take on that foe, but also be valuable in other related situations. For example, a Drow-killer class that gains dark vision and high magic resistance will do well against Drow but has a place in many encounters that don't include the dark elves.

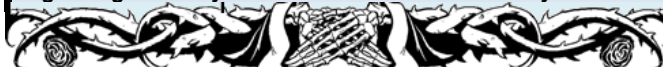
I also really like classes that are tuned for their setting, so as long as the GM puts it out there "Undead are a major threat in this campaign. You'll see them probably every 3-4 adventures, if not more." that's valid grounds for offering players an Undead stomping specialist class or character options.

So here's this class that is intended to support undead-killin' monks. That's neat. Let's toss it in the pot and start boiling!

For the first feat I want you to imagine the typical monk dropping into horse stance, striking his fist into his opposite palm, and every ghoul and nightmare in the area suddenly shrieking and running for their unlives. Yeah. Like that.

For the second feat, imagine this chain in the hands of a grizzled Van Richten-style monster hunter, in a long leather coat with a battered hat. A hunter who is just too damned good for pissant terrors to have a chance against him. You know the guy. He's what you always hoped you'd become playing in that Ravenloft campaign.

Last feat? Pan the camera in on the golden jewelry-encrusted back of the Mummy Lord of the Crimson Waste. Now cheer as we see a fist explode out of it, making a hole big enough to see your hero on the other side. Booyah.



So, I guess that just about covers it, huh?

This feat tree was designed by Scott Gearin.

Art from gnoctis on deviantART

UNARMED COMBAT FEATS

SUNHAND BASICS

You have trained hard to drive back the creatures of the night.

Benefit: You gain a bonus to all saves against *shaken* and *soul drain* equal to the number of Unarmed Combat feats you have. Once per round, if you hit a horror adversary or undead adversary with an unarmed attack, you gain 1 Edge. You may spend 5 Edge to turn both horrors and undead.

SUNHAND MASTERY

The terrors of the night hold no fear for you.

Prerequisites: Sunhand Basics

Benefit: You gain wounds equal to the number of Unarmed Combat feats you have. You are always aware of the exact location of all standard horrors and standard undead within 30 ft., preventing them from becoming *hidden* or *invisible* to you.

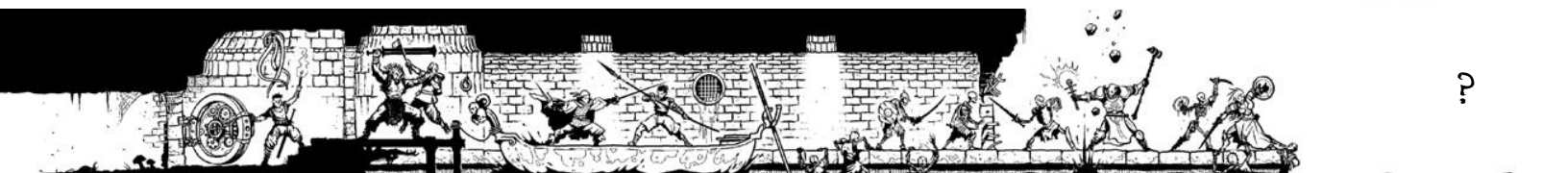
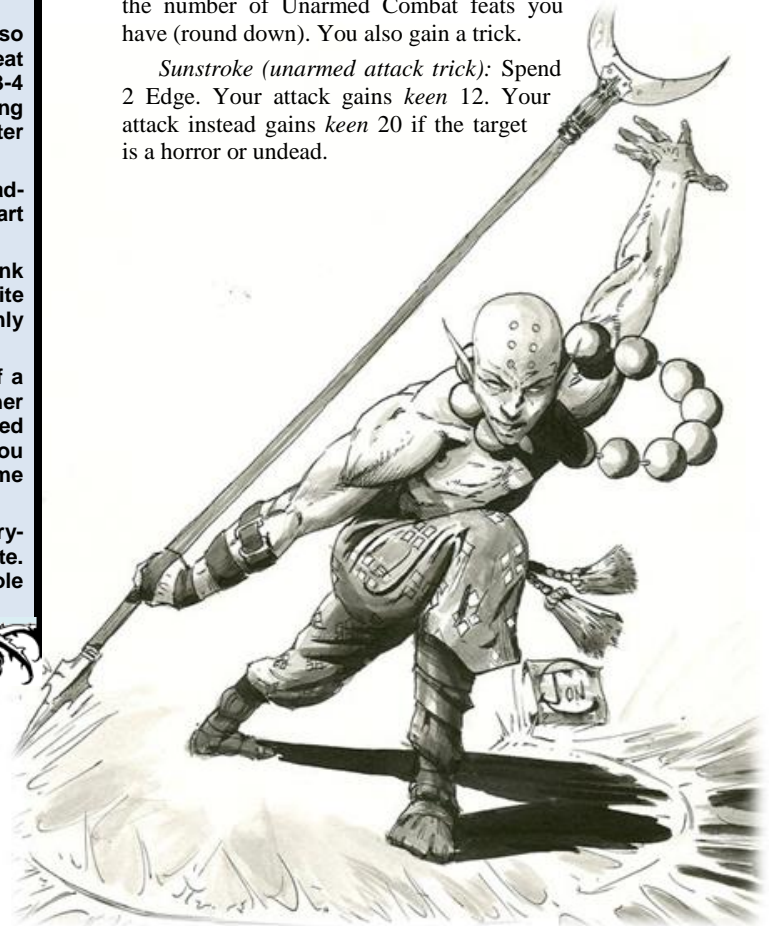
SUNHAND SUPREMACY

Those who dwell in darkness fear your shining fist.

Prerequisites: Sunhand Mastery

Benefit: You gain a dodge bonus to Defense equal to one-half the number of Unarmed Combat feats you have (round down). You also gain a trick.

Sunstroke (unarmed attack trick): Spend 2 Edge. Your attack gains *keen* 12. Your attack instead gains *keen* 20 if the target is a horror or undead.





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