

# CLASSES OF KOR'ONUS

SAMPLE CLASSES FROM THE ETERNAL LEGENDS ROLEPLAYING GAME

## THE LEGIONNAIRE

By

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WITHIN YOU WILL FIND THE LEGIONNAIRE CLASS THAT WILL APPEARING IN THE UPCOMING ETERNAL LEGENDS ROLE-PLAYING GAME. PLEASE KEEP IN MIND THAT TO USE THIS CLASS IN A STANDARD 3.5 D20 FANTASY ROLE-PLAYING GAME WOULD REQUIRE THAT ALL OF THE OTHER STARTING PARTY MEMBERS TO BE AT LEAST 3RD LEVEL WHILE THE LEGIONNAIRE COMES IN AT 1ST LEVEL; DUE TO THE MODIFICATIONS THAT WE HAVE MADE TO THE LEGIONNAIRE CLASS.

AS WE GET MORE OF THE CLASSES FINISHED FOR THE ETERNAL LEGENDS ROLE-PLAYING GAME, WE WILL BE ADDING THEM TO OUR CATALOG OF DOWNLOADS.

THANK YOU FOR YOUR TIME AND WE HOPE YOU ENJOY THE LEGIONNAIRE CLASS FOR THE D20 FANTASY SYSTEM.

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# CLASSES OF KOR'ONUS

## LEGIONNAIRE

**Alignment:** Any.

**Hit Die:** 10 + 2D10 (at Level 1), 1D10 at each additional level

### CLASS SKILLS

The Legionnaire's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering), Knowledge (engineering), Knowledge (tactics), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legionnaire.

**Weapon and Armor Proficiency:** A legionnaire is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Formation Fighting:** When legionnaires are fighting in formation, all members of the formation gain a +2 morale bonus to attack rolls and a +2 circumstance bonus to their Armor Class. Formation is defined as anytime two or more legionnaires are fighting adjacent to each other (on a 5 ft. grid map, they must be in adjacent squares). When legionnaires fighting in formation launch a volley of spears or other thrown weapons, each of them receives a +2 circumstance bonus to his or her ranged attack roll. Their facing need not be the same for them to be considered fighting in formation; they are trained to guard each other's flanks. Furthermore, they can not be flanked when fighting in formation.

It is possible for legionnaires to be in formation with other character classes, so long as the other character is an ally. The legionnaire can use his ally's presence to maximize his own training. However, the bonuses the characters receive from fighting in formation are all reduced by 1. The attack and Armor Class bonuses are reduced to +1.

**Endurance:** At 2<sup>nd</sup> level, the legionnaire gains Endurance as a bonus feat.

**Pack March:** At 1<sup>st</sup> level, the legionnaire is so accustomed to marching with full pack and gear that when determining carrying capacity, the character is considered to have a +2 Strength. This bonus increase to +4 at 6<sup>th</sup> level, and +6 at 12<sup>th</sup> level.



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## TABLE: THE LEGIONNAIRE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+3	+3	+1	+1	Formation Fighting, Endurance, Pack March
2nd	+4	+4	+1	+1	Armor training
3rd	+5	+4	+1	+1	Bonus feat
4th	+6/+1	+5	+2	+2	Hump it, Weapon training
5th	+7/+2	+5	+2	+2	Bonus feat
6th	+8/+3	+6	+2	+2	Pack March, Armor training
7th	+9/+4	+6	+3	+3	Bonus feat
8th	+10/+5	+7	+3	+3	Improved Charge, Weapon training
9th	+11/+6/+1	+7	+3	+3	Bonus feat
10th	+12/+7/+2	+8	+4	+4	Leadership, Armor training
11th	+13/+8/+3	+8	+4	+4	Bonus feat
12th	+14/+9/+4	+9	+4	+4	Pack March, Weapon training
13th	+15/+10/+5	+9	+5	+5	Bonus feat
14th	+16/+11/+6/+1	+10	+5	+5	Armor training
15th	+17/+12/+7/+2	+10	+5	+5	Superior Charge
16th	+18/+13/+8/+3	+11	+6	+6	Weapon training
17th	+19/+14/+9/+4	+11	+6	+6	Bonus feat
18th	+20/+15/+10/+5	+12	+6	+6	Armor Mastery DR 5/—
19th	+21/+16/+11/+6	+12	+7	+7	Bonus feat
20th	+22/+17/+12/+7	+13	+7	+7	Weapon Mastery

**Bonus feats:** At 3<sup>rd</sup> level, a legionnaire gains a bonus feat in addition to any additional feats gained at that level. The legionnaire gains another bonus feat at 5<sup>th</sup> level and the following level progression thereafter (7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup>, 17<sup>th</sup> and 19<sup>th</sup>). These bonus feats must be drawn from the following list: All or Nothing, Assault Formation, Blind Fight, Combat Reflexes, Exotic Weapons Proficiency, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Continue the Fight, Phalanx, Power Attack, Sunder, Great Cleave, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus, and Weapon Specialization.

Some of the bonus feats available to the Legionnaire can not be acquired until he or she has obtained one or more prerequisite feats.

Note that these feats are in addition to the feat that a character of any class gains every three levels. The legionnaire is not limited to the list give here when choosing those feats.

**Armor Training (Ex):** Starting at 2<sup>nd</sup> level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup>), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a fighter can also move at his normal speed while wearing medium armor. At 10<sup>th</sup> level, a fighter can move at his normal speed while wearing heavy armor.

**Hump It:** at 4<sup>th</sup> level, the legionnaire is so well trained in heavy armor, that he reduces the armor check penalty by 1. This ability stacks with other abilities that reduce armor check penalties. In addition, the armor's weight is cut in half for determining Swim check penalties.

**Weapon Training (Ex):** Starting at 4<sup>th</sup> level, a legionnaire can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (8<sup>th</sup>, 12<sup>th</sup>, and 16<sup>th</sup>), a legionnaire becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a legionnaire reaches 8<sup>th</sup> level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 4<sup>th</sup> level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

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A legionnaire also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense/Grapple when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

**Axes:** battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

**Blades, Heavy:** bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

**Blades, Light:** dagger, kama, kukri, rapier, sickle, storknife, and short sword.

**Bows:** composite longbow, composite shortbow, longbow, and shortbow.

**Close:** gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

**Crossbows:** hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

**Double:** dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

**Flails:** dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

**Hammers:** club, greatclub, heavy mace, light hammer, light mace, and warhammer.

**Monk:** kama, nunchaku, quarterstaff, sai, shuriken, siangham, and unarmed strike.

**Natural:** unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

**Pole Arms:** glaive, guisarme, halberd, and ranseur.

**Spears:** javelin, lance, longspear, shortspear, spear, and trident.

**Thrown:** javelin, light hammer, shortspear, spear, storknife, throwing axe, and trident.

**Weapon Specialization:** On achieving 8<sup>th</sup> level or higher, as a feat, the legionnaire may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. He or she must have a Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 ft., because only at that range can he strike precisely enough to hit more effectively. The legionnaire may take this feat as a bonus feat or as a regular one.

**Improved Charge:** At 8<sup>th</sup> level. The legionnaire has mastered charging into combat. When attacking using as improved charge, the legionnaire gains a +2 morale bonus to his attack roll. Unlike a standard charge, he does not suffer a -2 AC penalty. Furthermore, he may make a second melee attack.

**Leadership:** At 10<sup>th</sup> level, the legionnaire's skill at working with a unit and leading men inspires those around him. He gains the Leadership feat for free. If he already has the Leadership feat, he gains a bonus feat from his list of bonus feats.

**Superior Charge:** At 15<sup>th</sup> level, the legionnaire can now charge with frightening fury. Any opponent who is the target of a legionnaire's charge suffers a morale penalty to attack rolls, weapon damage, and saving throws against the legionnaire equal to his Charisma modifier for four rounds. So long as the legionnaire charges into combat, he may use this ability any number of times per day.

**Armor Mastery (Ex):** At 18<sup>th</sup> level, a legionnaire gains DR 5/— whenever he is wearing armor or using a shield.

**Weapon Mastery (Ex):** At 20<sup>th</sup> level, a legionnaire chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

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## LEGIONNAIRE FEATS

### ALL OR NOTHING [GENERAL]

You can sacrifice your own safety, and throw yourself into an all-out, last ditch melee attack.

**Prerequisites:** Base attack bonus +4 or higher

**Benefit:** Whenever you make a full attack, you can make it an all or nothing attack. You receive an additional melee strike at your highest base attack bonus. However, you lose one full action on your next initiative turn, and suffer a -4 circumstance penalty to AC until you are able to perform another action.

### ASSAULT FORMATION [GENERAL]

You have learned how to fight alongside your comrades in close combat, taking advantage of special formations. You form the point, and you can lead your comrades into battle with a particularly effective charge.

**Prerequisites:** Base attack bonus +4, Power Attack, Improved Bull Rush.

**Benefit:** To use this feat, you must form a wedge-shaped formation with at least two other characters, with yourself at the point of the wedge (When using a 5 ft. grid map, each of the characters adjacent to you must stand 5 ft. behind you to either side. Other characters may form up to the left or right of those and 5 ft. behind, so that your formation is an inverted "V"). Each character must charge in the same round, and the charge must begin with your initiative turn. To make a simultaneous charge, each character in the formation must either delay or ready his action such that you charge first, followed by the characters immediately to your left or right (your choice which one), followed by the characters on their left or right, and so on. In the first turn of combat, every character in the formation receives a +2 circumstance bonus to their attack rolls and their AC, no character in the formation can be considered flanked, and they do not provoke attacks of opportunity by moving into an enemy's reach. After each character in the formation completes his attack, he may attempt to push his target back 5 ft., as per an Improved Bull Rush.

### CONTINUE THE FIGHT [GENERAL]

Your strength of will allows you to accomplish things beyond the strength of normal people.

**Prerequisites:** Iron Will

**Benefit:** By expending 1 hit point, you gain an additional partial action for one round. This action must be taken directly after your standard action, on your initiative. Note that you gain no additional move before or after this action, nor can you use it to begin or continue a full-round or previous partial action. It must be a single, isolated partial action directly following your normal one.

No more than one partial action may be taken in a round, but this ability can be used in a surprise round so long as you can normally act in that round.

### PHALANX [GENERAL]

You work well in the heavily-armored, tightly-packed military unit known as the phalanx.

**Prerequisites:** Armor Proficiency (heavy), base attack bonus +3 or higher.

**Benefit:** While fighting in formation, you gain a +1 competence bonus to your AC and attack rolls. Formation is defined as anytime you are adjacent to an ally (On a 5 ft. grid map, you must be in adjacent squares). You can not be flanked when fighting in formation.

**Special:** If both characters have this feat, the bonus increases to +2 for each.



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