

הַאֲדָבָה הַזֶּה הֵיאָה לְעִיבָרִים בְּלִי שֵׁנִי

# SHATTERED SKIES

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## CAMPAIGN SETTING



# DREADBLADE

## HYBRID CLASS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**OGL**  
3.5 SYSTEM COMPATIBLE

**WR**  
PUBLISHING



# DREADBLADE

## HYBRID CLASS

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## DREADBLADE

Terrifying warriors, dreadblades are living embodiments of fear, striking panic into their foes wherever they are encountered. Only undead champions inspire more horror than dreadblades. Tyrants, foul warlords, and psychopaths often wield terror as dreadblades and unsurprisingly, large numbers of bugbears also follow this path. The foes of dreadblades flee rather than facing their deaths at the hands of these monsters, often suffering terrible traumas as a result.

**Role:** Dreadblades are frontline combatants for evil or amoral parties similar to how anti-paladins serve. They usually lead such groups through fear and violent coercion.

**Alignment:** Any non-good

**Hit Die:** d8

**Starting Wealth:** 2d6 × 10 gp (average 70 gp.) In addition, dreadblades begin play with an outfit worth 10 gp or less.

**Parent Classes:** Fighter and Inquisitor.

**Skill Ranks per Level:** 2 + Int modifier.

## CLASS SKILLS

The dreadblade's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

## CLASS FEATURES

The following are the class features of the dreadblade.

**Weapon and Armor Proficiencies:** Dreadblades are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Frightening (Su)** A dreadblade is a fearsome and terrifying combatant, exuding palpable violence and threat. They gain a +1 bonus per dreadblade class level to Intimidate skill checks and Intimidate is always a class skill for them. At 3rd level and every 5 dreadblade levels thereafter (8th, 13th, and 19th) the DC for the dreadblade's Intimidate checks decreases by 1.

**Touch of Terror (Su)** At 1st level, when a dreadblade succeeds at a melee attack, he can choose to activate touch of terror. This ability deals 1d8 points of damage + 1 point for every two dreadblade class levels he possesses (minimum 1). He can use this ability a number of times equal to 3 + Cha modifier per day. The damage die increases to 2d8 at 8th level and 3d8 at 15th level.

**Bonus Feat** the dreadblade may select a bonus combat feat as long as he meets the prerequisites for the feat. Dreadblades may also select devastating touch, extra terror, and horrific aim as bonus feats.

**Weapon of Dread (Sp)** dreadblades gain access to several spell-like abilities as they increase in level. These abilities originate from an unknown malicious, nightmare patron. The Caster Level for these abilities are equal to the character's dreadblade level and the DC to save against these effects is equal to 10 + 1/2 the dreadblade's level + the dreadblade's Charisma modifier. Spell-like abilities that require verbal components must be heard by the target to be effective.

At 2nd level the dreadblade can cast the spell *cause fear* as a swift action 3 times per day. This ability does not require somatic components.

At 4th level the dreadblade can cast *weapon of awe* 3 times per day as a swift action. This ability does not require a divine focus or somatic components.

At 6th level a dreadblade can cast *deadly juggernaut* as a swift action 3 times per day. This ability does not require somatic components.

At 8th level a dreadblade can cast *fear* as a swift action 3 times per day. This ability does not require material or somatic components.

At 10th level the dreadblade can cast *feast on fear* as a swift action 3 times per day. This ability does not require somatic components.

At 12th level the dreadblade can cast *phobia* 3 times per day as a standard action. This ability does not require material or somatic components.

At 14th level the dreadblade can cast *waves of exhaustion* 3 times per day as a standard action. This ability does not require somatic components.

At 16th level the dreadblade can cast *frightful aspect* 3 times per day as a standard action. This ability does not require material or somatic components.

At 18th level the dreadblade can cast *overwhelming presence* 3 times per day as a standard action. This ability does not require material or somatic components.

**Aura of Fear (Su)** At 3rd level, a dreadblade radiates a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a dreadblade with this ability. This ability functions only while the dreadblade remains conscious, not if he is unconscious or dead.

**Cruelty (Su)** At 3rd level, and every three levels thereafter, a dreadblade can select one cruelty. Each cruelty adds an effect to the dreadblade's touch of terror ability. Whenever the dreadblade uses touch of terror to deal damage

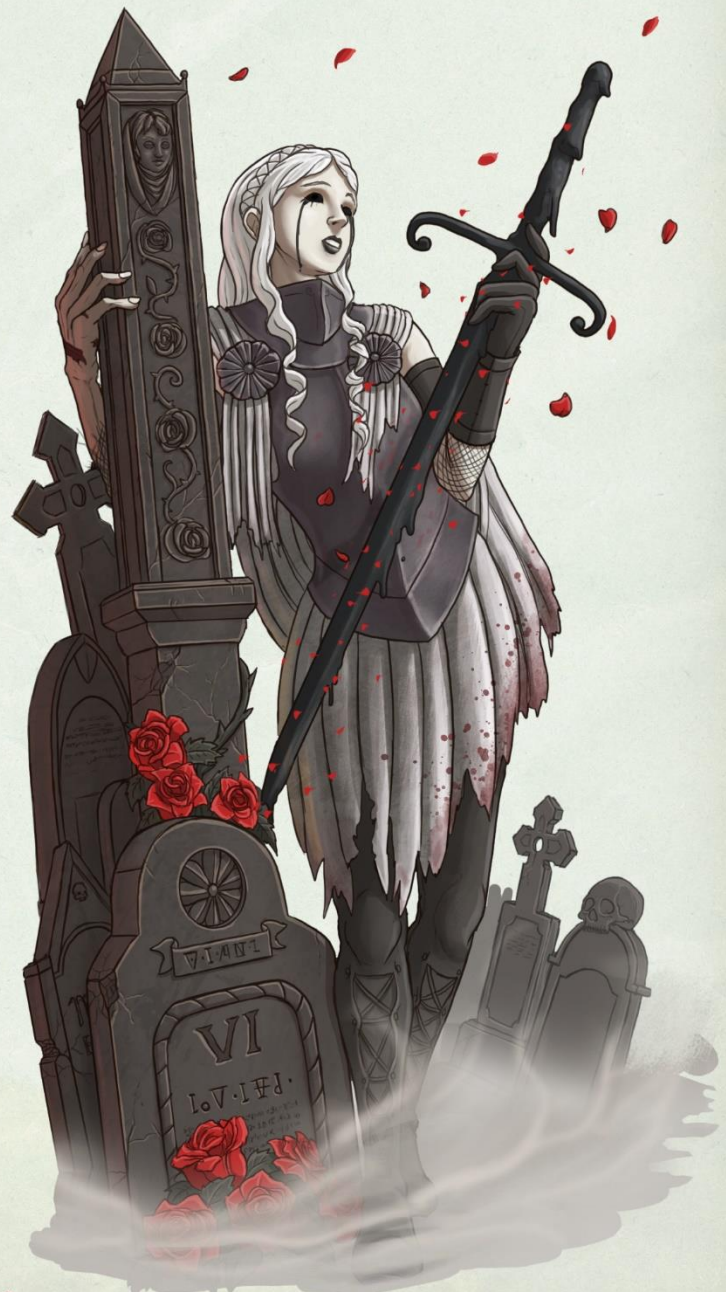




TABLE: DREADBLADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Frightening, touch of terror +1d8
2nd	+2	+3	+0	+0	Bonus feat*, weapon of dread
3rd	+3	+3	+1	+1	Aura of fear, cruelty
4th	+4	+4	+1	+1	Primal fear, weapon of dread
5th	+5	+4	+1	+1	Weapon training 1
6th	+6/+1	+5	+2	+2	Bonus feat*, cruelty, weapon of dread
7th	+7/+2	+5	+2	+2	Traumatize
8th	+8/+3	+6	+2	+2	Feed on fear, frightening 2 touch of terror +2d8, weapon of dread
9th	+9/+4	+6	+3	+3	Cruelty, immersed in fear, weapon training 2
10th	+10/+5	+7	+3	+3	Bonus feat*, weapon of dread
11th	+11/+6/+1	+7	+3	+3	Feed on fear 2
12th	+12/+7/+2	+8	+4	+4	Cruelty, horrific appearance, weapon of dread
13th	+13/+8/+3	+8	+4	+4	Frightening 3, weapon training 3
14th	+14/+9/+4	+9	+4	+4	Bonus feat*, weapon of dread
15th	+15/+10/+5	+9	+5	+5	Cruelty, feed on fear 3, touch of terror +3d8
16th	+16/+11/+6/+1	+10	+5	+5	Weapon of dread
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training 4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat*, cruelty, weapon of dread
19th	+19/+14/+9/+4	+11	+6	+6	Feed on fear 4, frightening 4
20th	+20/+15/+10/+5	+12	+6	+6	Fear Incarnate

to a target, the target also receives an additional cruelty effect, chosen from one of the cruelties possessed by the dreadblade. This effect is selected when touch of terror is used, before the damage die is rolled. The target receives a Fortitude save to avoid a cruelty effect. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to 10 + 1/2 the dreadblade's level + the dreadblade's Charisma modifier. First attack from this ability and additional attacks from haste and similar effects.

At 3rd level, the dreadblade can select from the following initial cruelties.

*Fatigued:* The target is fatigued.

*Shaken:* The target is shaken for 1 round per level of the dreadblade.

*Sickened:* The target is sickened for 1 round per level of the dreadblade.

At 6th level, a dreadblade adds the following cruelties to the list of those that can be selected.

*Dazed:* The target is dazed for 1 round.

*Diseased:* The target contracts a disease, as if the dreadblade had cast *contagion*, using his dreadblade level as his effective caster level.

*Staggered:* The target is staggered for 1 round per two levels of the dreadblade.

At 9th level, a dreadblade adds the following cruelties to the list of those that can be selected.

*Cursed:* The target is cursed, as if the dreadblade had cast *bestow curse*, using his dreadblade level as his caster level.

*Exhausted:* The target is exhausted. The dreadblade must have the fatigue cruelty before selecting this cruelty.

*Frightened:* The target is frightened for 1 round per two levels of the dreadblade. The dreadblade must have the shaken cruelty before selecting this cruelty.

*Nauseated:* The target is nauseated for 1 round per three levels of the dreadblade. The dreadblade must have the sickened cruelty before selecting this cruelty.

*Poisoned:* The target is poisoned, as if the dreadblade had cast poison, using the dreadblade's level as the caster level.

At 12th level, a dreadblade adds the following cruelties to the list of those that can be selected.

*Blinded:* The target is blinded for 1 round per dreadblade level.

*Deafened:* The target is deafened for 1 round per dreadblade level.

*Paralyzed:* The target is paralyzed for 1 round.

*Stunned:* The target is stunned for 1 round per four dreadblade levels.

The dreadblade's cruelty abilities are not cumulative. For example, a 14th-level dreadblade's touch of terror ability deals 2d8+7 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased, but not a combination of them. Once a cruelty is chosen for a touch of terror attack, it can't be changed.

**Primal Fear (Su)** Beginning at 4th level, the fear effects caused by a dreadblade become more frightening than those used by others. Creatures immune to fear, may still be affected by a dreadblade's fear effects if they fail the Will saving throw associated with the accompanying fear effect. The DC of this save is equal to 10 + 1/2 the dreadblade's level + the dreadblade's Charisma modifier.

**Weapon Training (Ex)** Starting at 5th level, a dreadblade 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 (9th\*, 13th, and 17th), a dreadblade 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 dreadblade reaches 9th 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 5th 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.

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

**Advanced Weapon Training:** Beginning at 9th level, instead of selecting an additional dreadblade weapon group, a dreadblade can choose an advanced weapon training option (see Advanced Weapon Training below) for one dreadblade weapon group that he previously selected with the weapon training class feature.

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

**Axes:** bardiche, battleaxe, boarding axe, butchering axe, collapsible kumade, dwarven waraxe, gandasa, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe, and tongi.

**Blades, Heavy:** Ankus, dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

**Blades, Light:** bayonet, butterfly knife, butterfly sword, chakram, dagger, deer horn knife, Drow razor, dueling dagger, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manople, pata, quadrens, rapier, sanpkhang, sawtooth sabre, scizore, shortsword, sica, sickle, spiral rapier, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.

**Bows:** Composite longbow, composite shortbow, longbow, orc hornbow, and shortbow.

**Close:** bayonet, brass knuckles, cestus, dan bong, dwarven war-shield, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, klar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, tri-bladed katar, unarmed strike, wooden stake, waveblade, and wushu dart.

**Crossbows:** double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

**Double:** bo staff, Boarding gaff, chain-hammer, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome battle ladder, gnome hooked hammer, kusarigama, monk's spade, orc double axe, quarterstaff, taiaha, two-bladed sword, and weighted spear.

**Firearms:** all one-handed, two-handed, and siege firearms.

**Flails:** battle poi, bladed scarf, Cat-o'-nine-tails, chain spear, dire flail, double chained kama, dwarven dorn-dergar, flail, flying talon, gnome pincher, halfling rope-shot, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.

**Hammers:** aklys, battle aspergillum, Chain-hammer, club, gnome piston maul, greatclub, heavy mace, lantern staff, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika, and warhammer.

**Monk:** bo staff, brass knuckles, butterfly sword, cestus, dan bong, deer horn knife, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sanpkhang, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

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

**Polearms:** bardiche, bec de corbin, bill, Boarding gaff, crook, fauchard, glaive, glaive-guisarme, gnome rip saw glaive, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.

**Siege engines:** Ballista, bombard, catapult, corvus, firedrake, firewurm, gallery, ram, siege tower, springal, trebuchet, and all other siege engines.

**Spears:** amentum, boar spear, chain spear, elven branched spear, javelin, harpoon, lance, longspear, orc skull ram, pilum, planson, shortspear, sibat, spear, stormshaft javelin, tiger fork, trident, and weighted spear.

**Thrown:** aklys, amentum, atlant, blowgun, bolas, boomerang, brutal bolas, Chain-hammer, chakram, club, dagger, dart, deer horn knife, dueling dagger, flask thrower, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestros, light hammer, net, pilum, poisoned sand tube, rope dart, shortspear, shuriken, sibat, sling, sling glove, spear, starknife, stormshaft javelin, throwing axe, throwing shield, trident, and wushu dart.

**Tribal:** Club, dagger, greatclub, handaxe, heavy shield, light shield, shortspear, spear, throwing axe, and unarmed strike.

**Traumatize (Su)** Surviving an encounter with a dreadblade does not place one out of danger from him. Beginning at 7th level, when the dreadblade uses a weapon of dread spell-like ability, the spell has a chance to additionally traumatize his opponent. The target must succeed a Will saving throw to avoid this effect. If successful, the target suffers horrifying dreams, as per the spell *nightmare* when next she sleeps.

**Feed on Fear (Su)** At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, the dreadblade deals 2d6 extra points of damage and gains that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. Dreadblades can use this ability once per day at 8th level, twice at 11th level, three times at 15th level, and four times at 19th level.

**Immersed in Fear (Su)** At 9th level, the dreadblade gains immunity to fear (psionic or otherwise). This ability functions whether the dreadblade is conscious or unconscious.

**Horrific Appearance (Su)** The dreadblade becomes so visually malevolent, any living creature within 60 feet that views him must succeed a Fortitude saving throw or immediately take 1d4 points of Strength, Dexterity, and Constitution damage (roll each separately). A creature that successfully saves against this effect cannot be affected by the same dreadblade's horrific appearance for 24 hours. This is a gaze effect.

**Fear Incarnate (Su)** At 20th level the dreadblade becomes the embodiment of nightmares. The dreadblade's type changes to Outsider (native), he gains DR 10/-, and the ability to turn ethereal at will. In addition, he can cast the spell *phantasmal killer* a number of times equal to 3 plus the dreadblade's Charisma modifier times per day.

## NEW FEATS

### Devastating Touch

*Your touch of terror deals additional damage.*

**Prerequisite:** Base atk +4, Touch of terror class feature.

**Benefit:** Your touch of terror ability deals an additional 1d8 points of damage.

**Normal:** Touch of terror deals 1d8 points of damage + 1 point for every two dreadblade class levels.

### Extra Terror

**Prerequisite** Touch of terror class feature

**Benefit** You may use touch of terror 2 additional times per day.

**Special** You may select this feat multiple times.

### Horrific Aim

**Prerequisite** Touch of terror class feature

**Benefit** You may apply your touch of terror ability to a successful ranged attack.

**Normal** Touch of terror can only be applied to a melee attack.

### Mystical Malice

*Your vile patron has given you access to greater magical mysteries.*

**Prerequisite** Weapon of dread class feature

**Benefit** When gaining a new spell like ability granted by the weapon of dread class feature, you may instead choose a different spell of equal or lower level provided you meet the other prerequisites to cast it. This spell can come from the cleric or sorcerer/wizard spell list, and once chosen, cannot be changed.

**Normal** The spell like abilities gained by weapon of dread are fixed.



# SHATTERED SKIES

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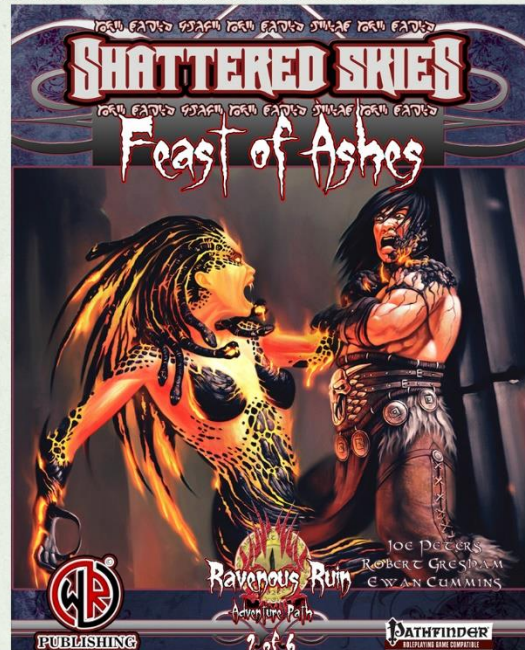
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