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THE QUINTESSENTIAL FIGHTER

Collector Series
Book One

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®



The Quintessential Fighter

Matthew Sprange

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INTRODUCTION

The brave and devout knight clad in shining armour and mounted upon a fiery steed. The grizzled veteran soldier, fighting in a hundred battles over the years. The lone tribesman, exiled by his comrades and forced to face the world alone with only his spear to aid him. The daring noble fascinating high-class ladies with his dashing good looks, sense of wit and raw skill with the rapier. All these are examples of the fighter, a class that is perhaps the most diverse within the game. *The Quintessential Fighter* is a sourcebook that will greatly expand this class, turning the fighter from a simple sword-swinging into a fully fleshed-out character with as much interest and innovation as the most wily wizard, cunning rogue or avenging cleric.

Of all the character classes depicted within the d20 system, it is the fighter who stands apart. Possessing a devastating skill in battle, the fighter is both willing and more than capable of launching himself into combat with any manner of creature or enemy that confronts the party. At the climax of any adventure, it will be he who seeks out the largest and toughest enemy to engage in single combat whilst others are left to deal with its minions. As his comrades retreat before successive waves of goblinoids and fouler creatures, it will be the fighter who holds the rear, daring any enemy to cross the line he has set to protect his friends.

THE COLLECTOR'S SERIES

The Collector's Series is a new range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL FIGHTER

With the aid of this sourcebook, any character adopting the fighter class will find his options and capabilities greatly expanded into new realms he once only dreamed of. Through the use of character concepts, fighters may now be given a complete background and history of how they actually came to be a fighter in the first place. Prestige classes are presented for fighters to aspire to – not many will have the wit, courage and skill to gain the ultimate accolade and become a Legend. New feats will dazzle other party members as the fighter routinely performs incredible actions within the midst of combat, slaying his enemies whilst protecting his friends. New weapons, armour and equipment provide the fighter with the required tools of the trade, allowing him to fight with ever greater efficiency. Every fighter worth his sword yearns to own a suit of the infamous dragonscale armour.

As he gradually becomes more experienced, the fighter will begin to learn many different fighting styles in combat, giving him an even greater edge over his foes as he climbs the scales of mastery in a variety of new disciplines. Some may dally, briefly, with the use of the rare blackpowder weapons, though most will have the wisdom to stay clear of these devices, as dangerous to their user as the enemy. A fighter's sword will soon earn him wealth and respect, and with these comes responsibility. It is almost inevitable that, one day, a fighter will find himself leading a large force of men into battle, perhaps even at the head of a huge army as he seeks to carve his own destiny upon the surface of the world. The greatest fighters of all will win their own territory and build a stronghold or even an entire castle, beginning their dynasty and forging a nation of their own.

There are, indeed, very few limits as to what a fighter may achieve throughout his career, so long as he maintains his skill in arms and avoids an untimely death. The Quintessential Fighter will take such characters all the way from 1st level to the 20th, and beyond.

The horse entered Zuabir's encampment at the gallop, scattering the mixed herd of goats and chickens that wandered freely amongst the yurts. Several well-armed, but casual, guards looked on. None sought a weapon. The young rider jumped from his mount as he hauled it roughly to a halt, the cross-legged vault executed with stylish perfection that spoke of hours of practice. The silence was deafening, and the camp went back to its business, as if the sudden arrival had never happened. Even the goats seemed unimpressed. Helix, son of Ghili, of the tribe of Nigal paused, wrong-footed by his apparent lack of impact. It occurred to Helix that he might be in the wrong place, and his hand strayed down to the hilt of his new tulwar instinctively.

'And what do you intend to do with that, boy?' asked a short, stocky man, his rider's gait betraying his bandy legs, even hidden in the voluminous material of his trousers.

'I seek the great Zuabir,' stated Helix, boldly. No doubt this sand dog would be able to point him in the right direction.

'Oh, you do, do you? And why might that be?'

'If it's any of your business,' replied Helix, annoyed at the attitude of the serf, 'I'm to train under him in the skills of the Arrows of Wind.'

The man chuckled gently. 'And what makes you think Master Zuabir is either here or, indeed, wants you?'

Helix bit heavily on his surging emotions. He explained to the man why he had been sent, hoping that this might be enough to get on with his real business. The man looked him squarely in the eyes, tugging his chin, attached to which was a roughly-hewn beard which appeared to be more than a ready acquaintance with chicken grease. He nodded slowly and spoke. 'Why do you wish to fight?'

Helix laughed, pleased at the question, and for a moment forgetting the insignificance of the tribesman. 'I love to fight! Love it! Ever since I was a whelp in my father's tent. Seeing him ride back from raids, dripping in gold and furs, a woman strapped across his pony's neck. What else is there in life?'

'Many think that to be a great sorcerer or a wise priest is the pinnacle of life,' goaded the man.

'Pah! Such are meat for my table. I would trample their crops and take their women for my own!' said Helix, his blood now up with such talk. Perhaps the old man was more interesting than he had at first thought.

'But what of death?' the man pressed. 'Do you not fear the loss of your life?'

Helix lifted back his head, allowing his long black hair to hang down his spine, almost to his waist. He laughed heartily. 'Life is what you make of it, old man! I intend to ride my horse across the plains until I can ride no more. I will lead my tribe on countless raids, and if I should die? Then, so be it! To have lived without life is not to have lived at all.' This last piece was his father's favourite saying, and the motto of the Nigal.

'Then you are ready to learn?'

'Yes, I *am* ready,' Helix affirmed, his pulse still racing at the thought of the life ahead of him. He would cast the dice high and by the time they landed he would already have lived his fill. After that, what matter?



CHARACTER CONCEPTS

A fighter is far more than a mere sword-swinger. Indeed, he has the potential to be the most flexible character class of all, for his consummate skill in combat leaves plenty of room for role-players to concentrate on his background, past associations, recent history and, most of all, *why* he actually became a fighter in the first place. Whether running from the forces of law and order as an outlaw, just completing a term of service within a mercenary warband or having performed heroic acts to defend his home village, every fighter has his or her own story to tell. Within this chapter we will take a look at greatly widening the possibilities for every character that starts off as a fighter.

Character Concepts are a core idea for the Quintessential series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class that will allow a player to quickly and easily create a ready background for every new character he generates. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for role-playing, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed, Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

PROFESSIONAL SOLDIER

Whether having served in the state army of the kingdom, or as part of a mercenary warband, the professional soldier has been trained in the ways of war and battle for all his life. He is a solid and dependable fighter, fully understanding the benefits of combined unit and party strength in the face of terrible enemies and will strive to ensure the safety of all members. Long-serving professional soldiers are usually hardened and grizzled individuals who have witnessed the carnage and death ever-present on the fields of battle first hand. Having fought their way up the non-commissioned ranks, all the while watching friends and rivals fall to the weapons of the enemy, many achieve the rank of sergeant or unit leader and are most capable of both giving and following orders to the letter.



Adventuring: Professional soldiers tend to enter adventuring ways of life through one of two routes. Most simply grow weary of killing for a living, earning very small amounts of gold and yet risking their lives every day. Others may find their army or warband no longer requires their services after war has been fought and won – whereas their past comrades may turn to drink as they bemoan the state of peace and relive old glories, the true professional soldier will resolve to fight on as an adventurer if he cannot find employment. Either way, the professional soldier's skill in arms and tactics make him a superlative choice for any growing party of adventurers.

Role-Playing: The professional soldier often seems a very grim individual. Whilst excelling in combat, he can appear extremely callous when others suffer injury or death. Whilst he will always respect the death of a worthy and honourable fighter, the professional soldier has seen too much death already in his lifetime to be overly moved by any more. A small number will take death as a way of life to the extreme, and often become addicted to adventure, combat and excitement, going out of their way to find trouble in order to provide a spark to an otherwise monotonous day. Those adventuring with them may soon come to suspect their new comrade actually has a death wish. . .

Bonuses: The professional soldier may take the Weapon Specialisation feat at first level, due to his vast experience in combat. He must still have the Weapon Focus feat for the appropriate weapon and he may not take a second Weapon Specialisation feat until he reaches 4th level, as normal.

Penalties: Despite his consummate skill in battle, the professional soldier tends to be very poorly paid for his services and often leaves an army or warband with little more than the weapons and equipment he has been able to steal or allowed to keep. The professional soldier begins the game with only 4d4 x 10 gold pieces to be spent on starting equipment.

TRIBESMAN

The majority of the world's population dwell within the great towns and cities of fantasy, enduring both the comforts and sacrifices of civilisation. However, deep in the remote wilderness, there are those who reject this way of life. Tribes that have survived for centuries eke out an existence in seemingly the most inhospitable of terrain, relying on nothing more than

their combined strength and sense of brotherhood. The tribesman is the protector of his people, a fighter who will stand firm in defence of his tribe against impossible odds. Through his own prowess and that of his comrades will he prevail against all the dangers of the wilderness.

Adventuring: Many young fighters leave their tribe in search of excitement and adventure. Whether exiled and forced out due to some dreadful transgression of tribal law, or just trying to leave a restrictive life of terrible hardship, they turn to adventuring as a way of life. The tribesman is a capable fighter and extremely loyal to those he considers friends, though he often feels out of place when confronted with the full glory of civilisation.

Role-Playing: The tribesman is always a valued member of any adventuring party for he, above all others, recognises the inherent strength within unity and he will fight to the bitter end alongside those he has befriended. In effect, an adventuring party he has fought alongside for any length of time will become his new tribe. However, the tribesman is extremely suspicious of any outsider and will never forgive any kind of betrayal from a past friend.

Bonuses: Having lived in some of the harshest regions of the world all his life, the tribesman is extremely adept at surviving in the wilderness. He gains a +4 competence bonus on all Wilderness Lore checks.

Penalties: The tribesman has grown up in a culture far removed from that of civilisation and has great difficulty understanding why the people of the towns and cities do the things they do. He suffers a -2 competence penalty on all Charisma-based checks (including skills with Charisma as the key ability) when in a town or city.

NOBLE

Having been surrounded by fawning lackeys who see their every whim taken care of, many young nobles yearn for a life of danger and adventure and so begin learning the arts of combat and battle. Far from being the pampered heir to a noble title, such men and women seek to make their own name in the world, far away from the higher society they have come to detest. A few leave their previous life with the blessing of their parents who may themselves have joined an adventuring party when they were younger, but most do so in disgrace. Turning their



backs on money and title, these young nobles quest to forge their own destiny in the world, through nothing more rewarding than hard work and facing of the greatest dangers.

Adventuring: Some nobles will begin their adventuring life through sheer boredom. Having sampled every delight to be offered by high society, they become jaded to the point where only the thrill of deadly combat serves to stimulate their senses. Many such men and women will take the most foolhardy of risks, endangering themselves and others, just to retain the sense that they are truly alive. Other young nobles, rejecting the strident prejudices of their own society, will develop a strong code of honour that forces them to leave their title in order to protect those below them from the dangers of the world.

Role-Playing: Whether a thrill-seeker, or working to some lofty code of ethics, all nobles tend to be somewhat removed from the realities and day-to-day life of any other class. They simply have no frame of reference that allows them to truly understand what it is like to go hungry or to be forced to work for a living. This can lead them to make the most inappropriate of comments that can endanger themselves and their allies. Others in the adventuring party may well come to suspect that the noble does such things on purpose, merely to inject a little further excitement into the day.

Bonuses: Even an outcast from high society will retain many of the trappings and possessions that he has become accustomed to. The noble begins the game with 8d4 x 10 gp to spend upon starting equipment. This starting equipment is not subject to the penalty below.

Penalties: Having been born to a lifestyle many of a nation's population have no idea truly exists, the noble must work hard to break the habits of a lifetime. Until he reaches 5th level, everything the noble purchases for himself must be of the highest quality. All equipment will cost him 20% more than its listed price, because he will simply not accept the basic items used by all others – he will insist his sword and scabbard are highly decorated, his clothes are of the finest material and that his horse is of strong breed. Once at 5th level, the noble becomes attuned enough with the ways of the world that he can accept the standard of living most endure, though many who have made their own fortunes still refuse to do so.

SAVAGE

Often mistaken for a tribesman by those who know no better, the savage comes from a primitive land that the corruption of civilisation has never touched. Whereas the tribesman is fully aware of the great cities and may even trade with them, the savage has never even seen a stone building, a horse-drawn wagon or a mechanical weapon such as the crossbow. However, he is a tremendous fighter, having survived by his own wits and strength, rather than layers of metal armour and powerful weapons. The savage is very much in tune with his surroundings and can overcome the greatest adversities in the deep wilderness where other fighters may stumble and fail.

Adventuring: Few savages choose to leave their homes by choice. They may be forced out by a terrible creature that slays all in its path, or may face the encroachment of civilisation upon their way of life. Forced to confront the outside world, the



savage fits in nowhere within normal society and many naturally gravitate towards the life of an adventurer, where they will find other, though very different, outcasts and misfits. An adventuring party benefits from the savage's indomitable will and strength in battle, whilst the savage himself can begin to live within civilisation, having a circle of close friends to shield him from its worst excesses.

Role-Playing: The savage has no understanding of civilisation and the way it works. He believes in only what he sees and will never have come across any kind of mechanical device, a book, or organised and studied magic. He is extremely suspicious of

anything new that does not fit into his well-defined world view and is likely to vent his unease through hostility. For his entire life, the savage has been able to depend on nothing more than himself and his own skills. When these prove insufficient, his frustration can be enormous. He is also likely to spurn anything he considers unnatural – this will likely include mechanical weapons, magic and warm beds within noisy taverns. Only after a great deal of exposure to such things may he slowly come to accept them.

Bonuses: The savage is deeply suspicious of anything beyond his own experience and can often sense when he is in the presence of anything unnatural. He may use *detect magic* (at his own character level) at will, though he will only ever be able to determine that magic is present within any given area – he may not gain any more detailed information than this. This is an extraordinary ability.

Penalties: The savage does not begin with any starting money at all. Instead, he may pick up to three of the following; battleaxe, club, dagger, greataxe, greatclub, halfspear, javelin, longspear, shortbow and 20 arrows, shortspear, sling and throwing axe. In addition, he is equipped with leather or hide armour and may have a variety of low cost and primitive items permitted by the Games Master. No equipment may be masterworked. The savage is also illiterate, as the barbarian in *Core Rulebook I*, but may not spend skill points in order to be able to read and write during character creation.

FOP

Easily dismissed as a mere rake, dandy or a high society fool, the fop is skilled in fast sword play, courting pretty damsels and living a wealthy lifestyle whilst performing as little work as possible. Though many are actually poor and few have any noble-born connections, the fop is adept at beguiling others into believing he is a man of distinction, class and breeding. Many simply cannot help but be drawn into the trappings and status of the higher classes and believe themselves the equal of those they con. Others are motivated by a lust for wealth and spend their days preying on rich widows with the sole intention of gaining gold and jewels. Few are actually thieves but their methods are certainly questionable. Often in the centre of any controversy that shakes high society, fops quickly learn the skill

of duelling, both to protect their ‘good’ name and also to garner the respect of the nobility who consider excellence in weapons such as the rapier the mark of a true gentleman.

Adventuring: Most fops who turn to adventuring do so purely out of necessity – having conned the wrong noble family, they now find their life at risk and are forced to disappear for a great length of time. Others start to believe their own wild tales and, confusing their skill with the rapier to be the mark of a true warrior, depart on the adventuring life to carve out tangible glory and wealth. Such men quickly fall to the first axe blow swung by an enraged orc, but a tiny fraction will discover they do indeed have what it takes to be successful as an adventurer.

Role-Playing: The fop can prove to be a source of both humour and annoyance. He is a likeable character with a personality best described as charming. However, he is incorrigible towards members of the opposite sex and never seems to know when he has gone too far, thus often dropping his friends into a great deal of trouble with only a poorly worded comment or question. He is drawn to high society and wealth like a moth to flame and the sight of nobility surrounded by the trappings of wealth can often dull his senses to the point where he misses obvious evil or corruption within the same people he admires.

Bonuses: Having spent many long hours honing his skills as a gentleman fighter, the fop can actually prove quite adept in combat. He automatically receives either Weapon Focus (rapier) or Weapon Finesse (rapier) as a bonus feat.

Penalties: The fop disdains heavy and unfashionable armour, believing it to be the tool of uncouth brutes. He receives Armour Proficiency only in light armour.

‘Don’t get me wrong, I love a good fight and a spot of adventure. It’s just that I love women a whole lot more.’

Willi Frundsz, self-confessed fop

NOMAD

The open steppe is home to the horse tribes, often huge gatherings of nomads who scratch a living in



the inhospitable wilderness. Travelling with great numbers of cattle that the tribe relies on to provide sustenance throughout the year, the nomad learns to face the greatest dangers of the wilderness without fear. Though the ways of the nomad are far removed from those dwelling in towns and cities, many can recognise an almost noble aspect within, his life circumscribed by a strong code of personal honour that forbids him to take an unfair advantage over an equal and to defend those weaker with his life. Above all though, the nomad is a fierce fighter, unwilling to flee the field of battle in the face of the greatest of enemies.

Adventuring: The nomad tribes live an inherently dangerous life. Their herds of cattle are like a beacon in the wilderness, calling all manner of predator, both beast and humanoid, to prey upon their livelihood. All too often, a nomadic tribe will wander into territory ruthlessly controlled by a great enemy and be overwhelmed by attackers. Though most nomads will be slain in battle, a few may retreat from the hopeless odds, and be destined to roam the world as adventurers, constantly ridden by guilt of having left their tribe to the slaughter.

Role-Playing: The nomad can often seem remote to an outsider from more civilised lands. Having been displaced from the tribe he has known all his life, the nomad must work hard to adapt to a completely new way of life. He is eternally suspicious, but if any can befriend him, they will gain a life long comrade, loyal beyond death who will vigorously pursue his own personal code of honour in the defence of his allies.

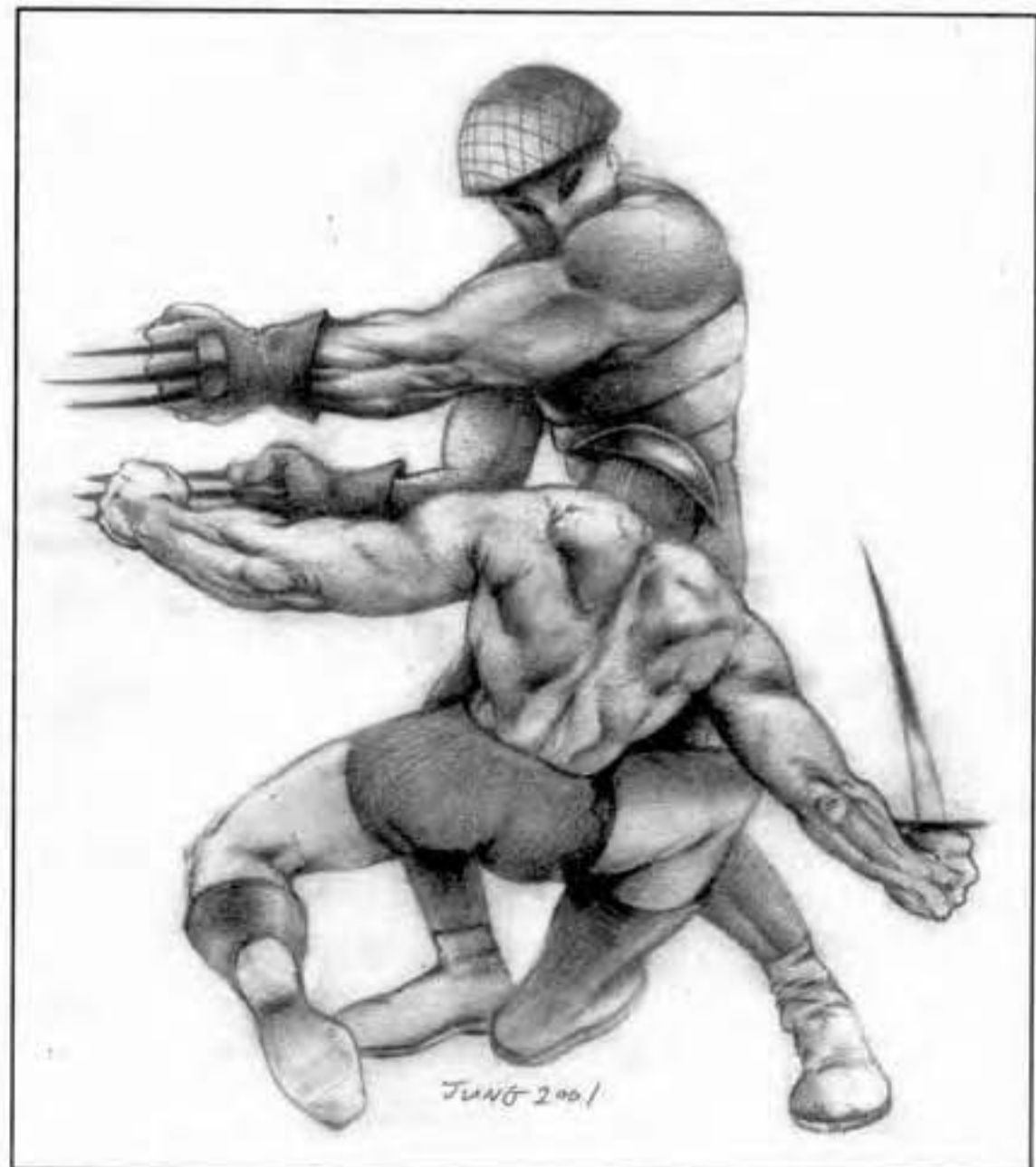
Bonuses: The nomad was born to the saddle and regards it as his only true home. He automatically starts the game with a light horse or pony. In addition, he receives a permanent +2 competence bonus to all Ride checks.

Penalties: Nomadic tribes exist far from civilisation and have adopted their own ways of battle. At the start of the game, the nomad may only purchase, and is only proficient in, the following weapons; dagger, light lance, scimitar, shortbow (including composite) and spear (all types).

GLADIATORIAL SLAVE

The practice of slavery has been outlawed in the majority of truly civilised nations but there are still many slavers who operate covertly in the shadowy underworld or by the leave of corrupt lawmakers. However, the presence of a large gladiatorial arena often necessitates the use of slaves to supply a continuous source of combatants for the sands. In these towns and cities, slavery is deemed part of everyday life, the removal of freedom from another sentient being taken for granted. Indeed, one may measure wealth and status in such places simply through the number of slaves owned and outside of the blood-stained arena, a slave's life may be deemed safe, if monotonous. Slaves bought and trained for the arena, however, are fated to either one day escape or be slain upon the sands of death.

Adventuring: Every slave dreams of freedom but only those trained for the arena truly have the skills to succeed, given the chance. An escaped gladiatorial slave will be hunted down relentlessly by his owners as he no doubt represents a considerable investment of money on their part. Fleeing the oppressive and brutal nation in which he served, the gladiatorial slave often takes to a life of adventuring, where his fighting skills will be readily



appreciated, for he is unlikely to have anywhere else to go.

Role-Playing: The gladiatorial slave is an utterly competent fighter – and he knows it. Having defeated many enemies within the arena, he is an expert in one-on-one combat and has learnt how to study a foe carefully before wading in with weapons flailing. He is also the consummate showman and tends to be very flashy in his fighting style, constantly engaging in flourishes and twists that other fighters will deem unnecessary. However, the gladiatorial slave also has the manner of the hunted, for he dreads being one day found and taken back to the arena he worked so hard to escape.

Bonuses: The gladiatorial slave is trained in the use of all manner of strange and fascinating weaponry and so automatically starts the game with three free Exotic Weaponry feats of his choice. In addition, he will also begin the game with any light armour of his choice and two of the exotic weapons he has been trained with.

Penalties: A fleeing slave has few allies and less gold. Forced to live by their wits until money can be earned or stolen, gladiatorial slaves start the game with only 1d6 gold pieces.

OUTLAW

The outlaw bands of the wilderness have a terrible reputation within the towns and cities of the civilised nations, for they are viewed as the lowest form of thief, bandits and brigands who lie in wait to kill and rob any unwary traveller. Many outlaws do indeed follow this mould, but in regions dominated by a tyrannical ruler, many choose to voluntarily leave the comforts of the town and join the growing outlaw bands, rather than submit to inhumane and cruel laws. Such outlaws often become the heroes of the outlying villages who themselves must suffer daily under the predations of the evil ruler and the heavy taxes that force many families to starve. By providing such people with food and a measure of protection

from the soldiers of the ruler, the outlaws can create a whole chain of villages willing to support and hide them when most needed.

Adventuring: Notoriety is both the friend and enemy of the outlaw. A famous outlaw can cause an entire merchant train to surrender without a fight just by appearing at the head of his band, as well as being able to count on the support of any village he has helped. However, as his legend grows, so too will the efforts of the ruler to hunt down and destroy him. Many outlaw bands are often faced with no choice but to break apart and leave the region with all haste. Even the younger and less experienced members will be marked men with a price on their heads and many of these, with no home to return to,



embark on a life of adventure, keeping their past life a secret lest it catch up with them.

Role-Playing: Many outlaws revel in living up to their stereotypical image of dreadful thieves and murderers, relying on a cruel reputation to get what they want from life. Others, however, have a very strong sense of personal ethics that cause them to fight injustice wherever they find it. This leads many to actively despise all in power or with wealth, who drink and dance in fine halls whilst the rest of the population starves outside.

Bonuses: The outlaw is used to fighting impossible odds, willingly taking on large numbers of armoured and well-trained soldiers when in his natural habitat, as he is adept at using terrain against his enemies. Whenever in a selected terrain (usually forest or mountain, though any may be chosen), the outlaw receives a +2 competence bonus to all Hide, Move Silently and Wilderness Lore checks.

Penalties: Having spent so much time fighting enemies in the wilderness, the outlaw values speed and stealth over raw endurance in battle. The outlaw receives Armour Proficiency only in light armour.

THUG

Not every fighter has had the auspicious beginning of a famed knight or a master of his weaponry. Many, having discovered a talent in fighting early on in their lives, simply sell their services as hired muscle to the highest bidder. Engaging in nefarious and highly illegal activities within the shadowy alleyways of the great cities, thugs are usually regarded as pure scum, no better than the thieves, footpads and assassins they serve. Often mistaken for a rogue, the thug is actually an adept fighter, able to destroy the shop of a non-paying tenant or slay the thugs of rival criminal bands with equal ease.

Adventuring: The vast majority of thugs will live and die on the streets they terrorise, never having

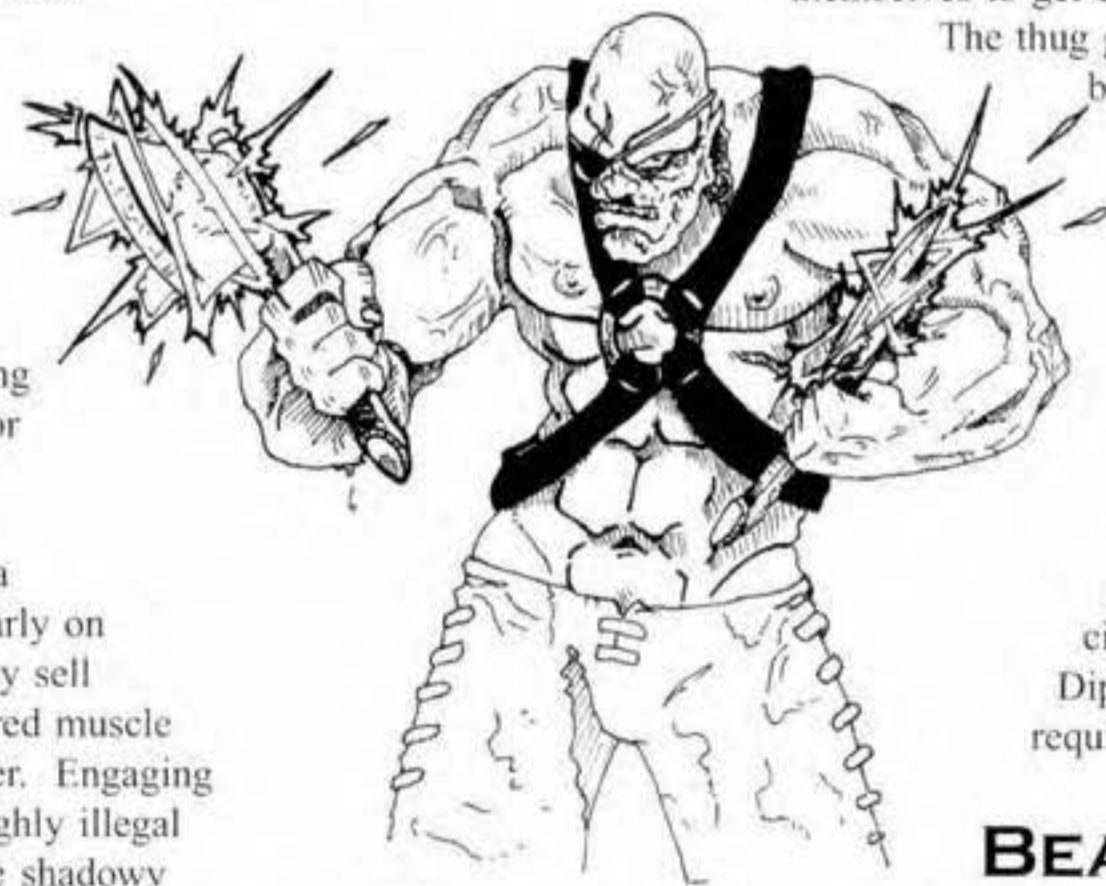
risen above their low station. A few, however, quickly come to see that they will never advance in life whilst being mere hired muscle to a weak criminal lord. Striking out on their own, these thugs will gather their personal savings, along with anything they can steal from their past boss, and leave the city to begin a new life of adventuring. Confident that no mere goblin can match their brutality, many experience a rude awakening when they first battle an enemy more powerful than themselves.

Role-Playing: The thug is an extremely rough individual, having grown up in the roughest of streets and been given no favours throughout his life. He expects no one to help him and knows that, ultimately, he can count only upon himself and his own, very brutal, methods. He has few friends, though many acquaintances and he distrusts them all. Rarely seeking fame, the thug usually quests for raw gold, hoping to gather enough so that one day he can mastermind his own criminal organisation.

Bonuses: Thugs are brutal in their methods and know well how to over-awe those weaker than themselves to get exactly what they want.

The thug gains a +4 competence bonus to all Intimidation checks.

Penalties: Despite any attempt to hide his origins, many will recognise the thug for what he truly is – mere hired muscle. The thug receives a permanent -4 circumstance penalty to all Diplomacy checks he is required to make.



BEAST MASTER

Born in the wilderness, or having been exiled from civilisation as a child, the beast master believes his own race can never be trusted and instead develops a strange kinship with the animals and beasts of the wild. Very few are able to develop this unique talent, but many have likened the bond the beast master has to animals as being akin to that which wizards and sorcerers have with their magical familiars. However, no magical link binds the beast master to his companions, but a

supernatural link forged through hardship and adversity in the wild. Though not in possession of the specialised skills of the ranger, the beast master learns to survive on his own and so gains superior fighting skills that allow him to exist alone in the wilderness.

Adventuring: Most beast masters stay far within the wilderness, never approaching civilisation by choice. However, some are drawn in by the needs of their animal companions – they may be unable to heal an injury such an animal has suffered by themselves or, more likely, civilisation will encroach upon the domain of their animals and need to be halted. During these perilous times, the beast master may be fortunate enough to befriend other intelligent races and perhaps learn that not all are as evil as he once presumed.

Role-Playing: The beast master has a natural empathy with animals of all types and it often seems as though he can actually speak with them. He respects any natural capability of strength, agility or quickness of thought and often finds all three to be lacking within his own race. Indeed, many will come to believe he much prefers the company of animals to intelligent beings. In this way, the beast master can seem remote, though he is likely to be able to relate to any other being who demonstrates similar qualities to those he sees in his animal companions.

Bonuses: The beast master has the Animal Companion class feature of the druid. In addition, he may cast *animal friendship* once per day, with a caster level equal to his character level. This is a supernatural ability. He also has Animal Empathy as a class skill.

Penalties: Having been removed from civilisation for so long, the beast master is often greatly limited in the equipment he owns. Indeed, he has come to rely on the bounty of the wilderness to such a degree that the trappings of civilisation have little use to him. The beast master starts the game with no gold and only a spear (of any type), a dagger, a shortbow, quiver and 20 arrows. No other equipment is permitted. In addition, he is only proficient in light armour and the weapons listed above.

EXPLORER

The desire to see, to know, to explore, burns deeply within many. Most sign up with the merchant and

war navies of the world, allowing them to experience many strange lands and civilisations. Others though, strike out on their own, determined not to be bound by the needs and wishes of a ship's captain. Ranging across the highest mountain peaks, through the deepest jungles and the darkest dungeons, they are gold and glory seekers, risking life and soul to uncover the greatest treasures of ancient times so far unknown to the rest of the world. It is the passion to explore that burns brightest within them, however, and even those who have garnered immense wealth from their travels simply use it to fund further expeditions into unexplored lands. Many face a lonely death at the hands of unimaginable evils but a tiny minority have the chance to stand amongst the most renowned individuals known in any nation, by virtue of their incredible discoveries.

Adventuring: Most explorers have neither the wealth or social standing to gather together a huge party of like-minded individuals and set out across oceans and wilderness to fulfil their greatest dream. With little other choice, many become common adventurers, hoping to make a lucky find of gold and treasure that will allow them to fund the most ambitious expedition yet conceived, to discover new lands, new peoples and yet more wealth.

Role-Playing: In many ways, the explorer is driven by a need to gather knowledge far more than the most ambitious sage. However, books and dusty tomes are not his realm and he cares little for study. Propelled into danger by a simple wish to cast his eyes on that which no other has ever before seen, the explorer can be a dangerous ally to have as he is likely to bring doom on those around him through the taking of foolhardy risks in order just to receive a glimpse of the unknown. The explorer has great respect for those who share his passion, even those that may otherwise be considered rivals, and despises those content to stay safe at home and not experience the full wonders the world has to offer.

Bonuses: The explorer is a highly skilled individual of many talents. When starting the game, he gains a bonus 8 skills points that may be put into the following skills; Handle Animal, Heal, Intuit Direction, Knowledge (nature), Ride, Search, Speak Language, Spot, and Wilderness Lore.

Penalties: Having spent more time exploring than waging front line battle, the explorer is a little less experienced in combat than other fighters who have constantly honed their skills. The explorer does not



receive the bonus fighter feat at first level. However, he stills receives a feat for being a first level character, as well as a second if he is human.

LAST SURVIVOR

The world is full of evil and danger, and it is usually the weak and helpless that suffer under the cruel heel of conquerors and raiders. The last survivor is one who once enjoyed a full and bounteous life in an outlying village, far from the great cities, as he tilled the land, looked after his herd and provided for his family. His idyllic life changed dramatically when the invaders came. Whether it was warriors from a rival village, or the full might of a goblinoid or orc invasion, the last survivor was forced to fight for his family's very existence. As waves of raiders swept through his village, destroying each dwelling

in turn, the last survivor was locked in mortal combat as his family was slain, swinging make-shift weapons in a desperate bid to keep the enemy at bay. At some point during the battle, he was knocked unconscious and awoke to find the raiders gone and his entire village destroyed. Now homeless and deprived of his quiet existence, the last survivor has sworn vengeance on those that killed his family and friends.

Adventuring: Last survivors tend to wander the wilderness, aimlessly looking for revenge against those that caused them so much hurt. Many are slain for their efforts, often by the same enemy that destroyed their village. Others are found by adventuring parties who take pity on their plight and maybe even pledge vengeance to right the obvious wrong. Though often finding it difficult to concentrate on any task not associated with the destruction of their enemy, the last survivor can fast become a firm friend to any who aid him in his quest.

Role-Playing: Having recently experienced the loss of everything he once held dear, the last survivor is a withdrawn and morose figure, filled with an unquenchable desire for revenge. He comes alive whilst pursuing a direct line of vengeance against those who wronged him, quieting when diverted from this task. Once his goal of vengeance is complete, the last survivor can become somewhat lost without the presence of strong allies and another, readily definable, goal as he pursues a growing desire to fight evil and suffering wherever it is found.

Bonuses: The last survivor is permitted to choose a favoured enemy, in the same way as a ranger. This enemy is the one responsible for destroying his village and slaying his family. The last survivor will only ever have one favoured enemy unless he later multiclassed as a ranger.

Penalties: The last survivor is a good-hearted individual and may not start with an evil alignment. However, he is also not a fighter in the truest sense, though recent events have taught him much about



combat. He does not begin the game proficient in the use of medium and heavy armour, or shields.

FIGHTER ASSASSIN

The majority of assassins operate as highly experienced and shadowy individuals, striking at their prey from the dark to earn huge amounts of gold by their deadly skill. Trained in the arts of silence and stealth, they are truly dreadful enemies. Others, however, are trained purely to fight and whilst many view them as little better than mere street thugs, these fighter assassins forgo much of the stealth of their roguish counterparts in order to concentrate on raw fighting skill. Paid to risk their lives by assassinating targets who are excellent warriors themselves, they rely less on subterfuge, instead arming and equipping themselves for front line battle.



Adventuring: Fighter assassins tend to be men of many talents and often take to adventuring when their killing skills are no longer required for employment. Never the most inconspicuous of individuals, fighter assassins may gain a heady reputation in the city that slowly begins to erode their ability to approach a target, much less avoid the city guard. Their abilities, however, are well suited to adventuring and many parties will readily accept such a capable fighter, provided they do not delve too deeply into his past.

Role-Playing: Cruel, callous and capricious; these are the hallmarks of the fighter assassin. A true mercenary in every sense, he will do practically anything for gold and will readily betray supposed friends and allies if his price is met. This demeanour begins to poison the mind of the fighter assassin, and he will be quick to believe that everyone in the world thinks in much the same way. This causes him to become highly suspicious of anyone's true motives and he is all too ready to think the worst of people.

Bonuses: Though concentrating on his combat skills, the fighter assassin understands the need to approach a target unawares. Hide and Move Silently are class skills for the fighter assassin.

Penalties: The fighter assassin has great difficulty in relating well to any other person, for he always presumes they will betray him at the first viable opportunity. He receives a -2 circumstance penalty on all Charisma-based checks.

THE PRESTIGE FIGHTER

As characters, fighters have an immense amount of scope. A player may take a fighter character straight from 1st level, all the way to 20th and not regret it, for they develop into truly awesome killing machines. There is little that can stand against a high level fighter and hope to survive, for these are the characters that truly forge legends within a gaming group.

Somewhere along the level progression, however, many players seek to give their fighter a greater edge, far beyond the extraordinary number of bonus feats they can amass. A well-chosen prestige class can enormously enhance a fighter, granting him special abilities far beyond that of his peers, all the while allowing him to build up further levels in his core class at any time. Presented here are a set of prestige classes intended to allow a fighter to expand far beyond a sword-swinging warrior, forever destined to march in front of the rest of his adventuring party. Whilst other character classes may freely take these prestige classes on, so long as they match the prerequisites, it is the fighter who will certainly gain the most from them, adding their unique class features to his deadly skill in battle. A player will find a wide spread of such prestige classes to choose from, across the whole range of character levels – some may be entered into relatively quickly, whilst others will rely on very high level characters to enable entry.

Through the use of these prestige classes, your fighter will easily prove himself the most capable member of the party, able to face any enemy on an equal footing, whilst his comrades contemplate retreat.

BERSERKER

Often confused with the more common barbarian, the berserker is a fighter who is able to achieve a heightened state of mind in close combat. Known to be deadly warriors, berserkers wind themselves up into a lethal fury before battle commences then charge headlong into the enemy, regardless of the consequences, so great is their desire to slay. This fury allows the berserker to fight longer and hit



The Berserker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Berserk Fury
2	+2	+3	+0	+0	Savage Fear
3	+3	+3	+1	+1	Berserk Attack
4	+4	+4	+1	+1	Shrug off Blow
5	+5	+4	+1	+1	Mindblock

harder than normal, all the while shrugging off the blows of his opponents as if they were inconsequential. There are few that can stand up to the sheer blood-crazed might of a berserker in full attack, and most will simply flee rather than face his terrible anger.

Berserker NPCs can often be found in the less disciplined armies of the world, where their incredible fighting abilities drive a wedge into any enemy force. Regarded by many as complete psychopaths, they are still valued as mercenaries by any leader wishing to completely obliterate his enemy.

Hit Die: d10.

Requirements

To qualify to become a berserker, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.

Alignment: Any non-lawful.

Feats: Cleave, Endurance, Iron Will, Power Attack, Weapon Focus, Weapon Specialisation.

Class Skills

The berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The berserker is proficient in all simple and martial weapons, and all armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Berserk Fury: The berserker is able to focus his inner rage at will and channel it into just one purpose – killing! The berserker is able to enter a Barbarian Rage once per day by taking a full attack action.

Savage Fear: At 2nd level, the berserker gains the ability to terrify his enemies in combat due to the

wildness in his eyes and the power of his blows. Any enemy attacked by the berserker is automatically affected as though by a *fear* spell. The Will save to avoid this effect is made at DC 10 + the berserker's class level. Creatures of 5 Hit Dice or more are immune to this effect.

Berserk Attack: On achieving 3rd level, the berserker becomes an absolute whirlwind of fury in close combat. In any combat round, the berserker may choose to gain an additional free attack at his highest base attack bonus. However, all attacks made in the round will suffer a –5 circumstance penalty to their rolls.

Shrug off Blow: The red mist descends upon the berserker when he is in the midst of battle. At 4th level, the berserker may ignore all damage from any one single source whilst in a Berserk Fury. He may do this once per day.

Mindblock: At 5th level, the berserker is heedless of any distraction whilst in his fury, single-mindedly concentrating on the slaughter of his enemies. Whilst in a Berserk Fury, the berserker may add his class level to any save made against mind-affecting spells.

BRAWLER

There are few fighters with as low a reputation as the brawler and their true skills are rarely recognised. Assumed to be nothing more than a bar-room bully, brawlers are noted for picking on the weak for nothing more than fun and sport. However, they are in fact highly-skilled individuals who often possess as much self-discipline as the highest knight, though their origins tend to be much lower. Specialising in unarmed combat, the brawler earns his living by championing his tavern, often engaging in contests with rival establishments every year to retain his title as the best fighter in town. He is also skilled in pacifying entire mobs when common brawls break out in his home tavern and, as such, enjoys the free hospitality of the landlord until he is finally ousted by a more powerful brawler.

Brawler NPCs are usually found in taverns and inns, where they choose worthy opponents against which to test their incredible skill. Of almost any race, an experienced brawler can defeat an entire adventuring party should they choose to start trouble in his tavern.

Hit Die: d10.



THE PRESTIGE FIGHTER

Requirements

To qualify to become a brawler, a character must fulfil all the following criteria.

Base Attack Bonus: +5 or higher.

Ability Scores: Str 15+

Feats: Alertness, Improved Unarmed Strike

Class Skills

The brawler's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The brawler gains no proficiency in any weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb,



Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Surprise Strike: The brawler is adept at laying opponents out in the midst of a brawl, long before they are aware of his presence. The brawler gains the Sneak Attack class feature of the rogue. This bonus stacks with any Sneak Attack already attained.

Combat Awareness: At 2nd level, the brawler gains the ability to fend off several opponents at once, a worthy trick when confronting a mob angered over rising bar prices. When confronting unarmed attackers, the brawler cannot be flanked and opponents gain no bonus for attempting to do so.

Powerful Punch: The brawler hones the power of his punches, and gains the reputation of not needing weapons because of his mighty blows. From 3rd level onwards, the brawler deals 1d6 damage with his unarmed attacks.

Surprise Guard: Knowing the value of keeping his eyes open during a fight, the brawler is very difficult to catch unawares. Any successful Sneak Attack dealt against a brawler of 4th level or higher has its damage reduced by double his class level.

Bar-room Fury: At 5th level, the brawler is able to enter a Barbarian Rage once per day.

KNIGHT OF THE GRIFFIN

An esoteric and widespread order of knights, those fighters belonging to the Order of the Griffin are rarely found together massing their forces against evil armies. Instead, such knights tend to travel alone, or with attendant hangers-on, searching out evil-doers and vanquishing them in the name of all that is right and proper. Following a rigidly defined code that propels them on in the face of adversity, no matter what the personal cost, knights of the

The Brawler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Surprise Strike +1d6
2	+2	+3	+0	+0	Combat Awareness
3	+3	+3	+1	+1	Powerful Punch
4	+4	+4	+1	+1	Surprise Guard
5	+5	+4	+1	+1	Surprise Strike +2d6 Baroom Fury



griffin are amongst the foremost defenders of civilisation in the entire world, though they bear no allegiance to any one kingdom or nation.

Knight of the griffin NPCs can be found almost anywhere in the world, wherever a great evil rises its head to threaten the forces of good.

Hit Die: d10.

Requirements

To qualify to become a knight of the griffin, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher.

Alignment: Lawful good.

Feats: Great Cleave, Weapon Focus, Weapon Specialisation

Class Skills

The knight of the griffin's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Ride (Dex), and Sense Motive (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of the griffin prestige class.

Weapon and Armour Proficiency: The knight of the griffin is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Resolute: The knight of the griffin is rarely swayed by the full terror the forces of evil can unleash. He may use his class level as a morale bonus for any checks made against the effects of fear.

Controlled Charge: Often forced to fight alone with no ally to guard his back, the knight of the griffin learns to control wild swings that can easily leave him open to attack. At 2nd level, he may make a charge action as normal, but no longer suffers the -2 penalty to his Armour Class.

Heroic Stand: At 3rd level, the knight of the griffin will be so dedicated to his pursuit of evil that he will never give up in battle. The knight of the griffin may continue to fight normally until he reaches -10 hit points, or until the combat ends, at which point he will automatically fall dead.

Knight of the Griffin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Resolute
2	+2	+3	+0	+0	Controlled Charge
3	+3	+3	+1	+1	Heroic Stand
4	+4	+4	+1	+1	Countercharge
5	+5	+4	+1	+1	Fearless



THE PRESTIGE FIGHTER

Countercharge: So long as the knight of the griffin is not caught flat-footed, he may launch a Countercharge against any attacker who charges him, such as his vigilance in his quest. Both the knight of the griffin and his enemy will count as charging in the first round of combat. He may combine Countercharge with the Controlled Charge class feature.

Fearless: On reaching 5th level, the knight of the griffin is now completely fearless in his pursuit of wrong-doing. He is totally immune to the effects of fear, regardless of its source. Such is his aura of calm and righteousness that he will also confer this class feature to any ally within ten feet of him.

LEGEND

Few commoners believe the legend really exists – surely such a man or woman is the very stuff of myth and dreams, for they single-handedly defeat entire armies, immense dragons and have saved the entire civilised world many times over. Upon meeting such a legend, many feel a little disappointed, for such fighters shun fame and fortune, seeking only to do what is right and proper according to their own code of honour. However, even fewer dare whisper the name of those few legends who join the servants of evil, steadily working towards the ruin of all peoples for their own cruel and capricious gain.

Legend NPCs are extraordinarily rare, but have a major effect on the world whenever they appear, leading armies and destroying the most dreaded of dragons and devils.

Hit Die: d12.

Requirements

To qualify to become a legend, a character must fulfil all the following criteria.

Base Attack Bonus: +15 or higher.

Feats: Endurance, Great Cleave, Great Fortitude, Improved Critical, Leadership, Run, Toughness, Weapon Specialisation.

Alignment: Any lawful.

Actions: Must have personally slain a creature with a Challenge Rating of at least 15, without aid.

Class Skills

The legend is a person of many talents and has the most extraordinary of capabilities. All

skills are considered to be class skills for the legend. See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

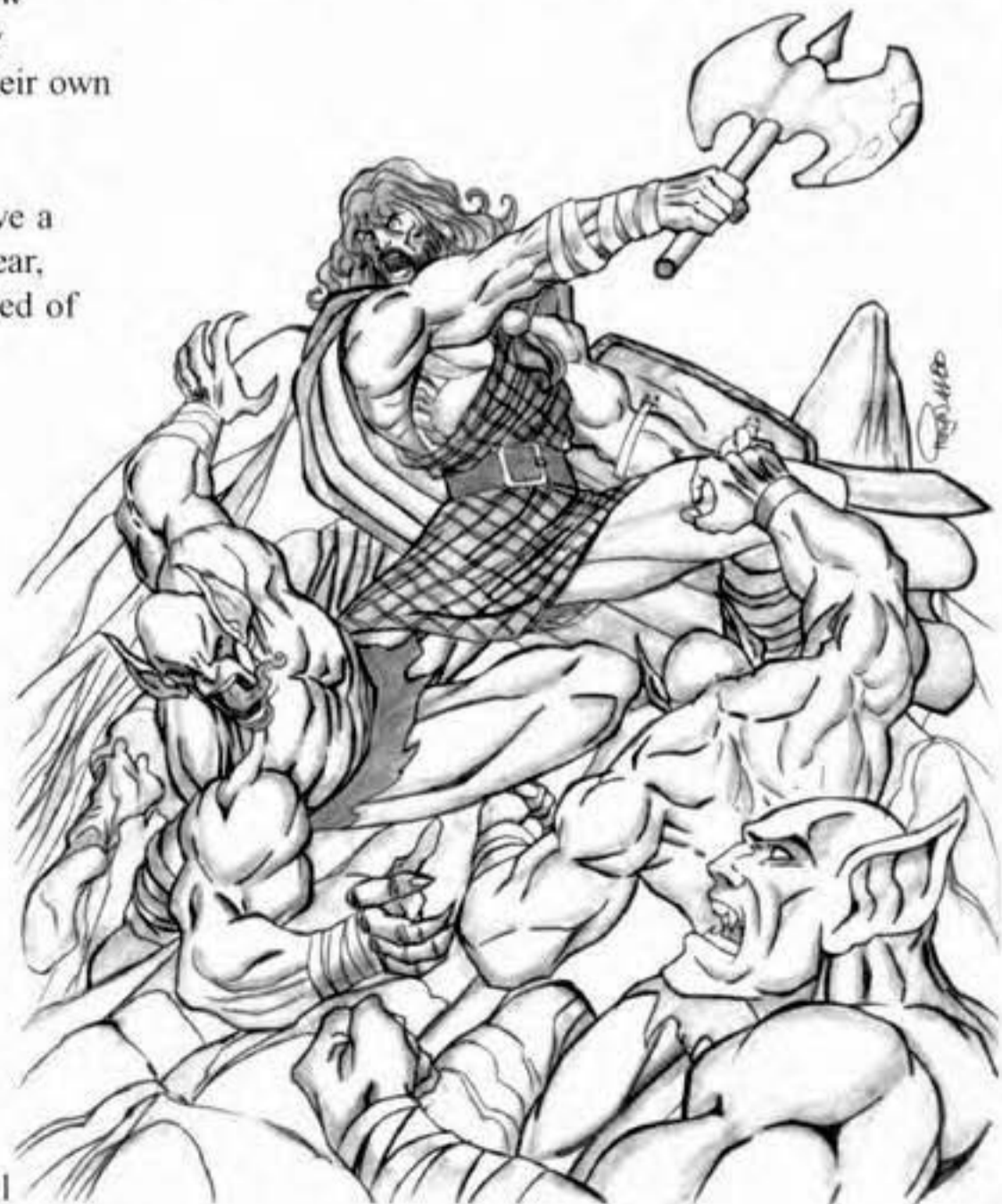
Class Features

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

Weapon and Armour Proficiency: The legend is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Favour of the Gods: Major deities watch every move the legend makes, and vie with one another to influence his destiny. The legend may ignore any one dice he rolls and simply choose the result of his action. This may not be done if the dice roll resulted in a 1, which is regarded as an automatic failure.

Pain Driven: In a strange way, the legend lives for pain and adversity. Whenever he suffers damage, he



The Legend

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favour of the Gods 1/day
2	+2	+3	+0	+0	Pain Driven
3	+3	+3	+1	+1	Inspiring, Favour of the Gods 2/day
4	+4	+4	+1	+1	Killing Machine
5	+5	+4	+1	+1	To the Bitter End,

gains a +2 circumstance bonus to his Strength ability score for a period of one hour. The legend may do this once per day.

Inspiring: At 3rd level, the myth surrounding the legend grows and those fighting alongside him begin to believe they can never be defeated. When leading a unit using the OMCS rules on p98, the legend grants it a +2 competence bonus to all attack and damage rolls. In addition, the unit also counts as being twice its true size for the purposes of outnumbering (see p101).

Killing Machine: The legend is a demon in combat, a fiend channelling his energy into just one thing - killing. When performing the Great Cleave feat, the legend may make a five foot move to attack another opponent. If successful in this attack, he may move another five feet to attack a third opponent, and so on. The maximum distance moved in a round using Killing Machine may not be greater than the legend's base speed.

To the Bitter End: The legend flatly refuses to succumb to overwhelming odds, continuing to fight on long after another hero would have given up and died. Upon reaching 5th level, the legend may continue fighting until he reaches -10 hit points. In every combat round after he has been reduced to -10 hit points or less, the legend may make a Fortitude save at DC 10 + 1 per hit point below -10. Success will allow him to continue fighting, whilst failure will result in him falling dead. Note that a legend is technically dead when he reaches -10 hit points and so cannot be healed by any means once he passes this threshold.

LIVING BLADE

Dedicating their lives to honing skill in a single edged weapon, the living blade is the master of combat, the very epitome of all fighters. Coming

from a variety of backgrounds and disciplines, the living blade pursues battle, always seeking ever-greater enemies against which to test his mettle and fighting capabilities. Few will cross swords with him and live to tell the tale, for the living blade thrives on challenge, realising that to not test himself every day is to begin to fade from the world.

Living blade NPCs can be found almost anywhere, for they are driven to test their skills against the most dire of foes. Where a great enemy exists, a living blade will be sure to soon track it down.

Hit Die: d10.

Requirements

To qualify to become a living blade, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher.

Feats: Weapon Focus (slashing weapon), Weapon Specialisation (slashing weapon), Whirlwind Attack

Class Skills

The living blade's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Heal (Wis), Jump (Str), Swim (Str), and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the living blade prestige class.

Weapon and Armour Proficiency: The living blade is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape



THE PRESTIGE FIGHTER

Living Blade

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Weaponmastery
2	+2	+3	+0	+0	Superb Specialisation
3	+3	+3	+1	+1	Deadly Opponent
4	+4	+4	+1	+1	Web of Death
5	+5	+4	+1	+1	Furious Strike

Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Weaponmastery: The living blade chooses one slashing weapon. He will gain a +1 competence bonus to all attack rolls whilst using this weapon.

Superb Specialisation: At 2nd level, the living blade learns how to concentrate his attacks to do lethal damage against an enemy. He gains a +2 competence bonus to all damage rolls made with his chosen weapon.

Deadly Opponent: On reaching 3rd level, the living blade is skilled enough in combat to deny an enemy the chance to attack him. He may always remove one attack from an enemy in melee combat, at the expense of one of his own. Both removed attacks must be at the lowest base attack bonus possible for

each combatant. The use of this ability must be declared at the start of a combat round.

Web of Death: The living blade is able to construct a web of death with his chosen weapon, daring enemies to approach and meet their own end. All enemies fighting the living blade in melee combat suffer a -1 circumstance penalty to their Armour Class.

Furious Strike: At 5th level, the living blade is able to make an additional attack roll at his lowest base attack bonus when making a full attack action.

MASTER BOWMAN

Few archers attain the skill of the master bowman, possessing neither the drive nor the concentration necessary to achieve complete mastery of their weapon. True master bowmen can often be found in seclusion, heightening their skills with quiet contemplation. Such fighters are renowned for being able to land their arrows with pinpoint precision and, at range, are deadly to their enemies. It is said that the true master bowman has supernatural powers that guide his arrows, placing them with total accuracy with each shot, irrespective of the target's speed and cover. Utterly confident of their abilities, master bowmen rarely take the time to prove their skill to lesser mortals.

Master bowmen NPCs can sometimes be found in uninhabited regions, perfecting their art in seclusion. A few become heroes or bandit kings, but most find they have little use for demonstrating their skills to the outside world.

Hit Die: d8.

Requirements

To qualify to become a master bowman, a character must fulfil all the following criteria.



The Master Bowman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Master Shot
2	+2	+3	+0	+0	Shoot the Opening
3	+3	+3	+1	+1	Master Aim
4	+4	+4	+1	+1	All Seeing Eyes
5	+5	+4	+1	+1	All Seeing Aim

Base Attack Bonus: +12 or higher.

Feats: Far Shot, Point Blank Shot, Precise Shot, Quick Shot, Shot on the Run, Weapon Focus (any bow), Weapon Specialisation (any bow).

Skills: Concentration 4 ranks, Craft (bowyer/fletcher) 8 ranks.

Class Skills

The master bowman's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (bowyer/fletcher) (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the master bowman prestige class.

Weapon and Armour Proficiency: The master bowman is proficient in all simple and martial weapons, and light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Master Shot: By making only one shot in a round, the master bowman may add his class level to all attack and damage rolls he makes with a bow.

Shoot the Opening: Whilst armed with a bow of any type, the master bowman threatens an area

around him of 20 feet. He may make attacks of opportunity as normal against any target within this area with his bow.

Master Aim: With careful aiming, the master bowman is able to place his arrows in the most critical locations when he attacks. At 3rd level, the master bowman may add 1d6 points of damage to all successful attacks he makes with his bow, so long as he does not move or make a move equivalent action.

All Seeing Eyes: At 4th level, the master bowman is not only truly skilled in his own weapon, but he can predict the actions of other, lesser, archers. The master bowman may no longer be caught flat-footed by any kind of ranged attack.

All Seeing Aim: Dense cover means little to the master bowman and he can pick out targets covering behind foliage and brickwork with ease. On achieving 5th level, any target selected by the bowman will never benefit from any more than one quarter cover or concealment. Targets behind total cover or concealment are immune to this class feature.



NOBLE DEFENDER

The feudal system of many nations is dominated by the noble class. Often this upper class are the only people permitted to own land - all those below are beholden to them for justice, protection and life. This requires nobles to be more than simply indulgent despots if they wish to maintain a prosperous and peaceful land. The foremost of the responsibilities of a noble is to protect his subjects from outside threats, and so most become competent warriors in addition to rulers. In long established regions, nobility is a hereditary position, but in many outlying regions a skilful and charismatic warrior can find himself placed in charge of a frontier barony or town simply because he, above all others, can guarantee its safety.

NPC noble defenders will be found wherever a feudal system is in place and some type of military threat exists. They are rarely found in cities or peaceful areas, instead ruling where their martial prowess will be put to best use.

Hit Die: d10.

Requirements

To qualify to become a noble defender, a character must fulfil all the following criteria.

Base Attack Bonus: +9 or higher.

Alignment: Any non-chaotic and non-evil.

Feats: Leadership

Skills: Diplomacy 6 ranks.

Land and Title: Noble title of baron or higher, and a keep or castle

within at least 10 square miles of land. Must be part of a kingdom or nation operating with a feudal system.

Class Skills

The noble defender's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nobility) (Int), and Sense Motive (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the noble defender prestige class.

Weapon and Armour Proficiency: The noble defender is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than



The Noble Defender

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Noble Command +1
2	+2	+3	+0	+0	Noble Renown
3	+3	+3	+1	+1	Noble Command +2
4	+4	+4	+1	+1	Castle
5	+5	+4	+1	+1	Noble Command +3

leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Noble Command: The noble defender is a courageous individual and his presence on a battlefield inspires his men to fight with ever greater dedication. The noble defender may add his Noble Command bonus to his Leadership score.

Noble Renown: The noble defender's reputation as a competent and fair ruler is well known and aids him greatly in dealing with ally and enemy alike. At 2nd level, the noble defender receives a +4 competence bonus to all Charisma-based checks made in relation to the land and people he rules over.

Castle: At 5th level, the noble defender has proved himself to be a wise and just ruler and is rewarded by his liege lord. The noble defender is granted 100,000 gold pieces to either upgrade his existing keep or begin the construction of a new castle, as he wishes.

OFFICER OF WAR

Armies require leaders to function, and good leaders to attain victory. Officers of war are individuals who are trained to lead soldiers into battle and to bring them home again safely. A good officer of war is one who can both fight and rally troops with moving speeches, doing all he can to succeed in the orders given to him by superiors, all the while keeping as many of his soldiers alive as possible. Such men are rare and valuable commodities for any army, possessing an equal mix of leadership and skill in arms that is hard to find.

Officers of war NPCs are often found in well-trained armies and mercenary companies, usually within the upper echelons of any such organisation.

Hit Die: d10.

Requirements

To qualify to become an officer of war, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher.

Alignment: Any non-chaotic.

Feats: Endurance, Leadership

Skills: Knowledge (military) 8 ranks.

Unit: Must have led a unit of at least 20 mercenaries or soldiers.

Class Skills

The officer of war's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (military) (Int), Swim (Str), and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the officer of war prestige class.

Weapon and Armour Proficiency: The officer of war is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Command: Officers of war know how to effectively lead large numbers of men into battle and retain the organisation of the unit. He may add his class level to his Leadership Score.

Rallying Call: At 2nd level, the officer may shout encouragement to any faltering troops within 60 feet as a standard action. All allies within range may

Officer of War

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Command
2	+2	+3	+0	+0	Rallying Call
3	+3	+3	+1	+1	Marching Cadence
4	+4	+4	+1	+1	Calming Presence
5	+5	+4	+1	+1	Inciting Speech



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make an immediate Will save at DC 15 to recover from any lingering cowering, frightened, panicked or shaken effects. This class feature may be used once per day for every class level the officer of war has attained.

Marching Cadence: Knowing the benefit of moving troops into position quickly, the officer of war can force march any unit he commands with no ill effect. The unit may increase the distance they travel in a day by 25%.

Calming Presence: On achieving 4th level, the officer of war exudes a confidence that bolsters his men in the heat of battle. All allies within 60 feet of the officer of war gain a +2 morale bonus to all Will saves.

Inciting Speech: Before entering battle, the officer of war may give a rousing speech to the men he leads into combat. This takes one minute and affects all allies who can hear the speech. When the Inciting Speech has concluded, the officer of war makes a Leadership check at DC 20. If successful, all those who bore witness to it receive a +1 morale bonus to all save, attack and damage rolls for the next hour.

PEASANT HERO

A peasant's life is often brutal, famine-stricken and, above all, short. Far-flung villages must weather constant attacks from raiders and magical creatures, whilst those closer to civilisation are often kept under the heel of a noble lord who cares little for the welfare of his subjects. Once in a while, a hero will arise from the ranks of the underclass, daring to fight tremendous odds in the defence of his home, family and people. Though not necessarily a great warrior, the peasant hero has the love of the people on his side and possesses a great deal of bravery. However, such men and women are often identified by the ruling nobility as little more than troublemakers and so many are forced to become

outlaws, despite their good hearts and tremendous wills.

Peasant hero NPCs are not very common, but they may be found in any peasant village that is far from the help of the city guard and has had to face more than its fair share of adversities. Whether fighting corrupt nobility or marauding humanoids, such peasant heroes are the champions of their people.

Hit Die: d8.

Requirements

To qualify to become a peasant hero, a character must fulfil all the following criteria.

Base Attack Bonus: +2 or +3 only.

Alignment: Any non-chaotic and non-evil.

Humble Commoner: Must have fought in defence of own village or hamlet.

Using the Peasant Hero

Though any player may like to try their hand at the peasant hero prestige class, it is intended in the main for those characters who have gained levels in the commoner NPC class. As such, the Games Master may wish to reserve it purely for NPCs, though we can greatly recommend a player starting off as a commoner, and then moving onto the peasant hero when he meets the prerequisites.

Class Skills

The peasant hero's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Profession (Int), Ride (Dex), Sense Motive (Wis), Swim (Str), and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

The Peasant Hero

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Peasant Weapon
2	+2	+3	+0	+0	Inspire Commoners
3	+3	+3	+1	+1	Harmless Bluff
4	+4	+4	+1	+1	Improvise Weapon
5	+5	+4	+1	+1	Unconventional Skill

Class Features

All of the following are class features of the peasant hero prestige class.

Weapon and Armour Proficiency: The peasant hero is proficient in all simple weapons, but no armour or shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Peasant Weapon: Every time a peasant hero gains a new class level, he may select one of the following weapons; carpenter's axe, dagger, quarterstaff, scythe, shortspear, short sword, or war-rake. He gains a +1 competence bonus to all attack rolls made with this weapon.

Inspire Commoners: At 2nd level, the peasant hero can readily grab the attention of his people and rally them to face a common enemy. By spending an hour making rousing speeches in the village square and making a successful Charisma check at DC 15, the peasant hero can call forward 4d10 able-bodied 1st level commoners who will willingly follow him into battle against a threat that endangers their entire village. They have no armour, are armed with shortspears and will follow the peasant hero for a single day before heading back to their homes.

Harmless Bluff: The peasant hero soon learns that many mighty warriors and warlords are all too ready to underestimate his abilities, or even dismiss him altogether. At 3rd level, the peasant hero may play on this prejudice before he attacks. He makes a Bluff check, opposed by his enemy's Sense Motive check, adding his class level as a bonus. If he wins, he will automatically catch his enemy as if he were flat-footed in the first round of combat.

Improvise Weapon: Driven by desperation in the midst of battle against powerful enemies, the peasant hero can use virtually any portable object as a weapon. The Games Master should adjudicate the damage and critical ranges of the improvised weapon, basing it on a club or greatclub, but the peasant hero counts as not only being proficient with the weapon, but having the Weapon Focus feat with it as well.

Unconventional Skill: At 5th level, the peasant hero becomes adept at using his weapon in an unconventional manner that confounds and confuses those with more formal weapons training. The

peasant hero gains a +2 circumstance bonus to all attack and damage rolls made with one of his Peasant Weapons, as detailed above.

SWASHBUCKLER

Eschewing armour in favour of mobility, the swashbuckler is a dashing hero, always ready to do battle against his enemies with nothing more than a flashing blade and witty retort. Typically found wenching and drinking in urban and port areas, the swashbuckler mixes combat with style, keen to chase the latest fashions and win the hand of the fairest noble maiden, even as he swings from a chandelier in the midst of a tavern brawl. Swashbucklers may be found amongst the ranks of pirates, soldiers and even the highest nobility, but they all have a certain pizzazz that sets them apart from the common fighter.

Swashbuckler NPCs are especially common amongst pirates and elite guard units. Often members of the aristocracy become swashbucklers, revelling in the style of their craft.

Hit Die: d10.

Requirements

To qualify to become a swashbuckler, a character must fulfil all the following criteria.

Base Attack Bonus: +5 or higher.

Feats: Dodge, Expertise, Improved Disarm, Mobility.

Skills: Climb 6 ranks, Jump 8 ranks, Tumbling 6 ranks.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (nobility) (Int), Ride (Dex), Swim (Str), Tumble (Dex) and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The swashbuckler is proficient in all simple and martial



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weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Leaping Dodge: Whilst wearing no armour, the swashbuckler is able to leap out of the way of his enemies' blows, never allowing a sword strike to so much as skim his finest silks. The swashbuckler may add his class level to his Armour Class when

He may not use Leaping Dodge when caught flat-footed.

Acrobatics: At 2nd level, the swashbuckler is a truly audacious fighter, gleefully performing acrobatic tasks many would consider simply insane. He gains a +4 competence bonus on all Balance, Climb, Jump and Tumbling checks.

Evasion: The swashbuckler's reflexes become lightning fast at 3rd level, allowing him to escape many dangers unscathed that would instantly slay another. If exposed to any attack that allows a Reflex save for half damage, the swashbuckler will take no damage with a successful saving throw. This is an extraordinary ability.

Uncanny Dodge: On achieving 4th level, the swashbuckler gains the Uncanny Dodge class feature, enabling him to react to danger long before his senses would normally allow him to do so. The swashbuckler will never lose his Dexterity bonus when caught flat-footed.

Freedom of Movement: At 5th level, the swashbuckler is all but unstoppable in combat, taking the fight to his enemies despite the worst hindrance. When exposed to any effect that limits his mobility (such as *slow* or *web* spells), the swashbuckler may re-roll any failed saving throw.



The Swashbuckler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Leaping Dodge
2	+2	+3	+0	+0	Acrobatics
3	+3	+3	+1	+1	Evasion
4	+4	+4	+1	+1	Uncanny Dodge
5	+5	+4	+1	+1	Freedom of Movement

TRICKS OF THE TRADE

Irrespective of the beliefs of wizards, rogues and clerics, there is far more to the skills a fighter must learn than merely wading into battle, weapon hacking apart enemies on all sides. The truly experienced fighter will know a great many tricks and ploys he can use in combat to gain any advantage over those he fights, striving all the time for complete and total victory. The other members of his adventuring party may dismiss such methods as being fanciful, but all will be grateful when the fighter has, once again, proved his worth by saving all their lives in the midst of battle.

Presented within this chapter are a variety of new tricks a character may attempt in combat, in order to gain an edge over an enemy. Unless otherwise stated, all such rules may be used by any character class, but it is the fighter, with his raw combat abilities that will allow him to carry them out with the greatest success.

ARMOUR AND WEAPONSMITHING

Many who regularly engage in battle are content to leave the forging and maintenance of their weapons and armour to others, handing over hard-won gold in order to have an expert keep them fighting.



However, the most experienced fighters are loathe to leave such things with others, knowing that the only person likely to keep their equipment in the best condition will be themselves. After all, no armour or weaponsmith is going to be risking his life in battle with the chainmail and longsword a fighter hands over for repair. Other fighters simply refuse to use any weapon they have not forged themselves, and work hard to balance those they forge for their use alone.

A character who creates armour or shields will have the armour check penalty of these items reduced by one, for himself only, as he is able to perfectly fit the armour for his own physique.

A character who forges his own weapons will treat them as if they were masterworked as he is able to perfectly balance them for his own hand. A character will only receive this benefit with a bow if he fashions both the bow and the arrows he uses. If arrows from another fletcher are used with his bow, or vice versa, this bonus is lost.

Under no circumstances may another character benefit from this bonus by using the weapon. These bonuses are, however, cumulative with other enhancement bonuses.

ARMOUR

To create any leather or hide armour, a character will require leatherworker's tools (see the Tools of the Trade chapter for details), whereas those intending to forge any kind of metal armour will need a full smithy. The Profession (armourer) skill is used for creating both kinds of armour.

The cost to create any kind of armour or shield will be half the base price listed in *Core Rulebook 1* and will take 1 week for every 100 gp, or part of, this value, so long as the character spends at least 8 hours every day working on it. The character may halt the creation of armour at any time, and pick up where he left off at a later date with no penalty.

A Profession (armourer) check must be made at DC 10 + the

Armour Bonus of the armour being created in order to successfully fashion it. Failure will result in the character being forced to spend another week correcting the flaws in the armour, when another check may be made. Flawed armour may still be used (and indeed sold, if a successful opposed Bluff and Sense Motive check is made), but will have an Armour Bonus of two less than normal.

In order to create masterworked shields and armour, a character will use the above rules (factoring in the greater cost as normal), but the Profession (armourer) check is made at DC 30 + Armour Bonus.

An apprentice may be hired by the character (usually for around 2 gp per week) in order to aid in the creation of armour. Such an apprentice will reduce the time needed to create armour by one week (to a minimum of one week for any armour) and add a +2 competence bonus to all Profession (armoursmith) checks.

Any damaged armour may be repaired in one week by the character on a successful Profession (armoursmith) check at DC 15 + the Armour Bonus of the armour. The cost for doing so will be one quarter of the base cost of the armour listed in *Core Rulebook I*. Even magically enchanted armour may be repaired in this way.

WEAPONS

To create any weapon, a character will require a full smithy. The Profession (weaponsmith) skill is used for creating all weapons except bows.

The cost to create any kind of weapon will be half the base price listed in *Core Rulebook I* and will take 1 day for every 5 gp, or part of, this value, so long as the character spends at least 8 hours every day working on it. The character may halt the creation of the weapon at any time, and pick up where he left off at a later date with no penalty.

A Profession (weaponsmith) check must be made at DC 15 being created in order to successfully fashion any weapon. Small weapons grant a +2 competence bonus on this check, whilst large weapons suffer a -4 penalty.

Failure will result in the character being forced to spend another day correcting the flaws in the weapon, when another check may be made. Flawed

weapons may still be used, but will automatically shatter on any attack roll of 1.

In order to create masterworked weapons, a character will use the above rules (factoring in the greater cost as normal), but the Profession (weaponsmith) check is made at DC 30.

Any damaged or broken weapon may be repaired in one day by the character on a successful Profession (weaponsmith) check at DC 15, with the usual bonuses and penalties for small and large weapons. The cost for doing so will be one quarter of the base cost of the weapon listed in *Core Rulebook I*. Damaged magically enchanted weapons may be repaired in this way, but broken ones may not.

BOWYER/FLETCHER

To create any bow, crossbow, bolt or arrow, a character will require bowyer/fletcher's tools, as well as the Profession (bowyer/fletcher) skill.

The cost to create any kind of bow or ammunition will be half the base price listed in *Core Rulebook I* and will take 1 day for every 10 gp, or part of, this value, so long as the character spends at least 8 hours every day working on it. Ammunition is created in batches of 20 shots at a time. The character may halt the creation of bows and ammunition at any time, and pick up where he left off at a later date with no penalty.

A Profession (bowyer/fletcher) check must be made at DC 15 in order to successfully fashion the weapon or ammunition. Failure will result in the character being forced to spend another day correcting the flaws in the weapon or ammunition, when another check may be made. Flawed weapons and ammunition may still be used, but will automatically shatter on any attack roll of 1.

In order to create masterworked bows and ammunition, a character will use the above rules (factoring in the greater cost as normal), but the Profession (bowyer/fletcher) check is made at DC 20.

Any damaged bow may be repaired in one day by the character on a successful Profession (bowyer/fletcher) check at DC 15. The cost for doing so will be one quarter of the base cost of the bow listed in *Core Rulebook I*. Even magically enchanted bows may be repaired in this way.

BREAKING WEAPONS

Any fighter may intentionally strike at an enemy's weapon, hoping to destroy it with one massive swing, and thereby rendering him defenceless against further attacks. However, many fighters choose to specialise in the use of dedicated sword-breakers, small swords and daggers forged with wicked grooves and prongs, specifically designed to trap an opponent's sword and snap it with a deft twist.

A character may only choose to break a weapon in this fashion if he is armed with a sword-breaker or a sword-catcher, as detailed in the Tools of the Trade chapter. In addition, only swords and daggers may be broken in this way – others must be destroyed using the normal rules for striking at a weapon. If a character uses either a sword-breaker or sword-catcher in addition to another weapon, the penalties for two weapon fighting apply as normal.

To use such a weapon in this way, a character must declare at the start of a combat round that no attacks will be made with it. Instead, he holds the weapon back, ready to catch an enemy's blade – this is why many fighters use sword-breakers and sword-catchers as off-hand weapons.

An attempt to break a weapon may be made whenever an enemy fails in an attack roll against the character. Both immediately make an opposed Dexterity check as the character attempts to catch the blade, whilst the enemy tries to pull it back quickly. Masterworked sword-breakers or sword-catchers will add a +1 bonus to this check.

If successful at catching his enemy's blade, the character must make a Strength check at a DC equal to the combined hardness and hit points of the weapon. If successful, the weapon is automatically broken. Failure will result in no damage being done to the weapon at all. Sword-breakers and sword-catchers may not break a weapon with a higher enchantment bonus than themselves.

CALLED SHOTS

Fighters and, indeed, any adventurers locked into combat usually seek to destroy their enemies as quickly as possible before they succumb to their own attacks. There is little room for finesse and flair down the darkest dungeons and survival normally depends on lightning-fast reactions coupled with devastating blows that ensure once an enemy hits the ground, he stays down.

However, as any fighter knows, there are many more ways to cripple and defeat an enemy than simply swinging a sword at him again and again. Some instead choose to aim their blows at specific parts of their enemy's body, not only dealing damage, but also aiming to whittle down his ability to continue fighting in an effective manner. By striking at heads, eyes, arms and legs, fighters can all but incapacitate a foe, leaving him vulnerable to both their own attacks and those of allies. Even the greatest orc warlord will be left at a great disadvantage after a fighter has cunningly taken one of his eyes with a deadly sword thrust.

Making a Called Shot

A variety of called shots may be made by a character who meets the prerequisites, as detailed below. In order to make a called shot, a character must score a threat against an enemy, and then declare one of the called shots below (announcing 'called shot to the head!' for example), instead of attempting a critical hit. Damage is applied as normal with the first attack roll, but another is made immediately. If this second attack roll is also successful, then extra damage is not rolled for, but the effects of the called shot applied instead.

Called shots may only be attempted with melee attacks and, in addition, may not be attempted against any enemy who is immune to critical hits. The effects of a called shot may be negated through the use of any *cure* spell or a Heal check made at DC 15.



Called Shot to the Arm

Any enemy who suffers a called shot to the arm will be placed at a great disadvantage in battle as their limb will be all but useless for a time. A called shot to the arm may not be made against any arm that carries a shield. However, a successful attack will cause the victim to drop anything held in their hand, automatically disarming them. In addition, they will lose another 1d4 points of damage and suffer a -4 circumstance penalty to all checks and attack rolls made using the wounded arm.

The effects of a called shot to the arm will last 1d6 rounds unless healed.

A character must have a base attack bonus of +2 in order to be able to make a called shot to the arm.

Called Shot to the Eye

By striking at an opponent's eye, a character may all but blind an opponent or, at the very least, cause an excessive amount of blood to obscure vision. A victim of a successful called shot to the eye is dealt an additional 1d6 points of damage and suffers a -4 circumstance penalty to all attack rolls and Reflex saves. In addition, the victim will lose 10 feet from his base speed and face a -4 circumstance penalty to all Dexterity-based checks. A victim who suffers another called shot to the eye whilst under these effects will be automatically blinded.

The effects of a called shot to the eye will last for 1d6 hours unless healed. After this time has elapsed, the victim must make a Fortitude save at DC 15 in order for his eyesight to return as normal. If he fails, the effects of losing an eye will be permanent until a *regeneration* spell or similar has been applied.

A character must have a base attack bonus of +10 in order to be able to make a called shot to the eye.

Called Shot to the Groin

Seen as one of the lowest tricks to employ during combat, many fighters strike in the dirtiest fashion they can, willing to do anything in order to defeat an opponent. A victim of a successful called shot to the groin (also known as the nut-cracker manoeuvre) will be staggered and only able to take partial actions for 1d6 rounds unless healed.

A character must have a base attack bonus of +2 in order to be able to make a called shot to the groin.

Called Shot to the Head

By striking at an opponent's head, the character aims for one of the most vulnerable parts of the anatomy and can cause a great deal of pain and suffering with a single blow. A victim of a called shot to the head will be stunned and suffer an additional 1d4 points of damage. During this time, he will also lose any Dexterity bonus to Armour Class and can take no actions. Any attacker gains a +2 bonus to all attack rolls against the stunned victim.

The effects of a called shot to the head will last 1d4 rounds unless healed.

A character must have a base attack bonus of +8 in order to be able to make a called shot to the head.

Called Shot to the Leg

By striking at an opponent's leg, a character may cripple his ability to fight effectively in combat, and will certainly reduce his chances to escape. A victim of a successful called shot to the leg will suffer an additional 1d4 points of damage and have his base speed halved. In addition, all Climb, Jump and Swim checks will be made with a -4 circumstance penalty.

The effects of a called shot to the leg will last 1d6 rounds unless healed.

A character must have a base attack bonus of +2 in order to be able to make a called shot to the leg.

DUELLING

There are few sights more spectacular than that of two expert fighters engaged in mortal combat, trading blows, parrying strikes, then launching counterattacks in a dizzying flash of blades. Such duelling is rare in the uncivilised realms of the wilderness, but is always a privilege to watch, for this form of battle represents the pinnacle of the fighter's art.

A duel is fought between two opponents. If any other characters attack one of the opponents, the duel is ended and normal melee combat begins. A duel may be initiated by any character within 5 ft. of an enemy who may accept the challenge. If the duel is refused, normal melee combat takes place instead.

If accepted, the duel begins with the two opponents within 5 ft. of each other, with melee weapons in

hand and at the ready. Though many formal duels amongst the nobility have stringent rules governing the use of particular weapons and armour, 'real' duels where only one opponent is expected to walk away from the fight have no such restrictions.

The Pass

A duel is broken down into passes, three of which take place in one combat round. Characters fighting within a duel are always considered to be taking the full attack option.

Step 1: An Initiative check is made. The winner of the Initiative check is considered to be the attacker for the next three passes (equal to one combat round), whilst the loser is considered to be the defender. Characters who have chosen to fight defensively will do so until another Initiative check is made.

Step 2: A pass consists of the attacker choosing one attack option from the list below.

Step 3: A Duelling check is then made, with both opponents making an opposed attack roll. If the attacker wins the Duelling check, he will deal damage to the defender, according to the weapon he is using. Any character who has chosen to fight defensively will suffer a -4 circumstance penalty to their Duelling check.

If the attacker wins the Duelling check, he remains as the attacker, deals damage and returns to step 2, choosing another attack option. If the defender wins, the duel returns to step 1, where Initiative is rolled for once again and the defender will have the chance to become the attacker.

Duelling Attack Options

An attacker in a duel may choose to use one of the following attack options in every pass.

Break Weapon: Instead of dealing damage to his opponent on a successful Duelling check, the attacker will instead deal damage to his opponent's weapon, using the normal rules for weapon hardness and hit points. Unless the attacker has the Sunder feat, this will generate an immediate attack of opportunity. Alternatively, if armed with a sword-breaker or sword-catcher, the attacker may make an immediate opposed Dexterity check in order to catch the defender's blade. If successful, he may break the weapon, using the rules described on p29.

Crowd: The attacker steps forward and attempts to crowd his opponent, denying either duellist the full benefit of larger weapons. Both opponents will suffer a -4 circumstance penalty to their next Duelling check unless armed with tiny-sized weapons or fighting unarmed.



Disarm: Disarm attacks in duels are performed in the same way as those in *Core Rulebook I*. Note that a character without the Improved Disarm feat will generate an attack of opportunity.

Ferocious Swing: With a great shout, the attacker swings hard at his opponent. The attacker may choose to subtract a number (maximum 5) from his Duelling check, and add this number to any damage roll he makes during the pass. This attack option may be combined with the Power Attack feat.

Grapple: Once an attacker chooses to grapple his opponent, the duel ends and normal melee resumes, using the grapple rules in *Core Rulebook I*.

Lunge: Pouncing forward, the attacker attempts to spit his opponent on the point of his weapon. Lunges may only be attempted with piercing weapons or swords. The attacker will suffer a -2 circumstance penalty to his Duelling check, but the threat range and critical of his weapon will both increase by one (so for example, a longsword will become 18-20/x3).

Shield Bash: Smashing his opponent aside with his shield, the attacker creates an opening through which to strike. The attacker deals damage with his shield instead of his weapon if he wins the Duelling check. In addition, the defender will be knocked off balance by this attack, and will suffer a -2 circumstance penalty to his next Duelling check. The attacker must have a shield in order to use this attack option.

Step Back: The attacker draws back, trying to give himself room to strike. Both opponents will suffer a -4 circumstance penalty to their next Duelling check unless armed with large-sized or greater weapons.

Swing: The attacker simply tries to slay his opponent with a series of cut and thrusts. He receives no bonus or penalty to his Duelling check.

Trip: Trip attacks in duels are performed in the same way as those in *Core Rulebook I*.

Two Weapon Strike: Many fighters enter a duel armed with two weapons, using both to constantly attack and distract an opponent, gaining them a great advantage in combat. The attacker makes one roll for each weapon during his Duelling check, comparing both to the defender's opposed check. If

both beat the defender's opposed attack roll, then damage will be dealt with both weapons. The attacker suffers the usual penalties to his opposed attack roll for fighting with two weapons.

Ending the Duel

The duel will end as soon as one character has been reduced to 0 or less hit points. The duel will also end and become normal melee combat as soon as one opponent is attacked by an enemy not taking part in the duel. Either opponent involved in a duel may choose to end it at the completion of any pass, whereupon normal melee combat will resume.

JOUSTING

There are few forms of combat guaranteed to get the adrenaline pumping as quickly as the joust. As two fighters charge one another at full tilt, the breath of their mounts steaming in the cold air, each knows only absolute precision with their lance and bravery in the face of the other's weapon will see them victory. The joust is a spectacular event to witness and is thus the centrepiece for many tournaments across any kingdom. However, the sanitised tournament joust, with its blunted lances and supporting cries of noblewomen is a far reach from the bloody fields of battle, where fighters joust with deadly intent, determined to skewer the enemy on the sharpened point of their lance before they are slain themselves.

Jousts take place whenever two combatants charge one another upon mounts and both are armed with lances or spears. There are some important differences between the joust and normal melee combat, however.

Initiative

Only two combatants may engage in a joust and at least 30 feet must separate them before they begin to charge. If more are present in the same combat, normal melee rules are used. No Initiative checks are made in the joust, as the striking order is dependant purely on the length of the lance being used – the longer lance will always strike first. If combatants are both using lances of the same length, then they will strike simultaneously.

Light lances and shortspears give a rider a 5 ft. reach beyond their mount's head, whereas longspears grant an 8 ft. reach. Most fighters engaged in jousts, however, will use the heavy lance

which gives a 10 ft. reach beyond the mount's head and thus a great advantage in a joust.

Fighters often arrange the crafting of longer lances, with the intention of giving them a further reach and thus greater advantage in combat. However, such over-sized lances are difficult to balance from the saddle and are often unwieldy.

Any lance may be lengthened at a cost of 2 gp per extra ft. No lance may be lengthened more than 5 ft.



Striking

Combatants will only ever be permitted to make one attack roll during a joust, irrespective of their normal number of attacks or any magical influences, as the speed of the two mounts closing upon one another gives no chance for further strikes. This attack will be made at the highest base attack bonus possible. A melee attack roll is made as normal in order to strike an enemy in a joust and both combatants will be considered as charging. However, a -2 circumstance penalty is applied to this attack roll for every 1 ft. a lance has been lengthened.

If a successful attack roll is made, the victim is dealt damage as normal and, in addition, must attempt to stay mounted under the tremendous impact. This requires a Ride check at DC 5 + damage inflicted to avoid being dismounted.

An attacker may intentionally aim for the head of his opponent for whilst this is a far more difficult target to strike with a lance from the back of a charging mount, he is far more likely to unseat the target. A -5 circumstance penalty will be applied to the attack roll, but if successful, the victim will need to make a Ride check at DC 10 + damage inflicted to avoid being dismounted.

If a rider manages to stay mounted after being struck, he may strike back with his own lance, if he has not already done so.

The shuddering impact of a lance striking during a joust has been known to snap and shatter such weapons. Any heavy lance dealing more than 15 points of damage will automatically break. Light lances and spears will break if they deal more than 12 points of damage during a joust.

After both combatants have made one attack roll, or have been dismounted, the joust is considered over, though another may be immediately initiated by both turning around and charging each other once more.

Unhorsed

Being struck from the saddle at the high speeds involved in a joust can cause a great amount of damage to a rider, no matter how well armoured he is. Many fighters end their days of battle simply by being crippled as they are unhorsed during a joust.

Whenever a rider rolls a 1 for a Ride check to stay mounted during a joust, he automatically fails and falls to the ground. In addition, he must also roll on the table below to gauge the additional effects of his injury.



Jousting Injury Table

D20 Injury

- 1-4 **Dislocated Shoulder:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 10.
- 5-9 **Dislocated Arm:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 10. In addition, he will also suffer a -2 circumstance penalty to all attack rolls and skill checks requiring the use of his arm.
- 10-15 **Dislocated Leg:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 15. In addition, he will also suffer a -2 circumstance penalty to all Reflex saves.
- 16-17 **Broken Arm:** The rider is fatigued for 1d3+1 weeks unless magically cured. A Heal check at DC 15 will reduce this time to 1 week. In addition, he will also be completely unable to use the arm during this time for any action at all.
- 18-19 **Broken Leg:** The rider is fatigued for 1d3+1 weeks unless magically cured. A Heal check at DC 20 will reduce this time to 1 week. In addition, he will also be completely unable to use the leg during this time for any action at all.
- 20 **Broken Neck:** The rider is immediately reduced to -1 hit points and will begin to die as normal. Heal checks to deliver first aid to the rider will be made at DC 25, due to the seriousness of the injury. Even if magically healed, the character will require complete bed rest for 1d3 weeks, being unable to take any action during recovery. A *regeneration* spell will negate the need for complete rest.

SHIELD WALLS

Fighters, above all others, understand the need for solidarity in combat and the protection of allies in battle often grants one's own survival. Many tricks and techniques have been developed to ensure mutual safety in combat, but few have proven as effective as the shield wall. By drawing up close to one another and facing the enemy whilst locking shields tightly together, a small group of warriors may hold off opponents who greatly outnumber them with relative ease.

At least four characters are required to form a shield

wall and all must have a large shield. It takes a standard action for all participating to form a shield wall and a leader must be nominated from amongst their number to co-ordinate the actions of all. This leader must make a Charisma check at DC 10 + 1 per shield wall member in order to successfully draw his allies together into a tight formation, though if he possess the Leadership feat, he gains a +5 competence bonus to this check. If all characters involved have the fighter class, then no such check is required – the shield wall is automatically formed.

Failure will result in the shield wall being formed incorrectly and without sufficient coherency – no bonuses will be gained and all characters involved will fight in combat normally.

Characters within a successfully formed shield wall will gain a +1 morale bonus to all attack rolls and a +2 morale bonus to all Will saves and their Armour Class so long as the shield wall is maintained. Each character will also take up half the space he normally does, thus allowing greater numbers to fight along a narrow frontage.

Characters behind a shield wall may fight normally across the line, provided they have weapons with reach or range. A shield wall may be dissolved at any time by the characters forming it. A shield wall is automatically dissolved if less than four characters are present within it.



FIGHTER FEATS

It is well known amongst all adventuring parties that the fighter is capable of a vast array of incredible feats of prowess in combat. More so than the special capabilities of the paladin, barbarian and ranger, it is this combination of combat talents combined with raw fighting skill that make the fighter the premier warrior in any party. Whilst his comrades must content themselves with simply hacking their enemies apart, the fighter can rely on a huge repertoire of techniques and learned skills to overcome his enemies, often with a great deal of style and panache that other character classes simply lack or, at best, must wait a great deal of time to learn.

Fighters are perhaps best known amongst players for the vast amount of feats they can gain, even at relatively low levels. Whilst the fighter has no access to the special abilities and spellcasting often taken for granted by other character classes, he steadily gains feats as he climbs the character levels, allowing him to develop into a lethal killing machine, far eclipsing even the barbarian. Presented here are a wide range of new feats that players with fighter characters may like to experiment with.

It should be noted that any feat marked here as being 'general' may be used by a character of any class who meets the prerequisites. Those marked as 'fighter' may only be used by fighter-classed characters. However, fighters may also take them as their bonus feats, as detailed in *Core Rulebook I*.

Armour Penetration (General)

You are highly skilled at seeking out the weak points in your opponent's armour. The slightest gap between metal plates becomes a target for

your weapon, allowing you to penetrate armour with relative ease.

Prerequisites: Base attack bonus +6 or higher.

Benefit: You add +1 to your attack roll in melee combat if your opponent is wearing armour. Shields and natural armour may not be negated through the use of Armour Penetration.

Armour Specialisation (General)

Choose either light, medium or heavy armour. You are especially adept at wearing this category of armour to best effect, instinctively turning to catch each blow on the most solid plates. Sword strikes and spear thrusts will merely bounce or slide off.

Prerequisites: Proficient with armour type, base attack bonus +2 or higher.



FIGHTER FEATS

Benefit: You add a +1 competence bonus to your Armour Class in melee combat whilst wearing this type of armour.

Combat Caster Defence (Fighter)

You have fought many spellcasters in the past and have learnt the tricks they use to fire off spells quickly in the midst of battle. With your lightning-fast reactions, few spellcasters are able to successfully launch spells within combat when you are close.

Prerequisites: Dex 13+, Lightning Reflexes, base attack bonus +5 or higher.

Benefit: Whenever you gain an attack of opportunity upon an enemy spellcaster attempting to cast a spell, you force a -4 penalty to your enemy's Concentration check if they are damaged by your attack. In addition, you also force a -4 penalty to Concentration checks made to cast spells whilst on the defensive, so long as you are within 5 feet of the enemy spellcaster. This effectively negates any benefit spellcasters gain from the Combat Casting feat.

Combat Rotation (Fighter)

Fighters constantly battling the enemy soon become weary and injured. You have learnt to dive into the midst of melee combat to take the place of allies, thus relieving them from the fight and allowing them to retreat to rest and be healed.

Prerequisites: Mobility, base attack bonus +3 or higher.

Benefit: You may change places with any ally within 5 feet who is currently engaged in melee combat. This is a standard action on your part and does not generate an attack of opportunity either on yourself or your ally. This occurs during your Initiative of the round and does not affect that of your ally's in any way. Combat Rotation may not be used if the ally is unwilling to give up his position in the combat, nor if you are already threatened by an enemy.

Defensive Fighter (Fighter)

There are many times in battle when attack is not the best option and your best hope is to buy time by fighting defensively. You are greatly skilled at this method of fighting and can keep enemies at bay whilst still striking back effectively.

Prerequisites: Dex 13+, base attack bonus of +2 or higher.

Benefit: When fighting defensively, you gain the normal +2 dodge bonus to Armour Class but only receive a -2 penalty to all attacks rolls.

Normal: When fighting defensively, a character suffers a -4 penalty on all attack rolls but gains a +2 dodge bonus to Armour Class.

Distract (Fighter)

You are one of the few warriors who can regularly throw enemies off-balance and reduce the effectiveness of their attacks. Through a combination of feints and diversions, you can keep an enemy on his toes and yet retain your own devastating attacks.

Prerequisites: Charisma 13+

Benefit: The use of this feat is a free action. If you can succeed a Charisma check at DC 10 + your opponent's character level/Hit Dice, you will cause him to take only partial actions in the next round of combat. This will only work on opponents who have an Intelligence score of at least 3, as animals



and other base creatures will simply ignore your feints and fancy moves as they seek to rend you apart.

Donning Armour (Fighter)

You are adept at donning and removing armour in a very short period of time, allowing you to react quickly to enemies who attack camps and other places of rest.

Prerequisite: None.

Benefit: You can don and remove armour far quicker than others. The time required to get into or out of armour, as described in *Core Rulebook I*, is halved, regardless of whether the character has help or not. There is no further reduction when being aided by another, and assistance is still required to don half- or full plate armour.

Expert Grappler (Fighter)

You are an expert in bringing down opponents whilst unarmed and are capable of wrestling free out of the strongest of holds. Even larger opponents have difficulty in pinning you down.

Prerequisites: Str 13+, Dex 15+, Weapon Focus (grapple).

Benefit: You may add your Dexterity modifier in addition to your Strength modifier to all Grapple checks.



Cletus smiled amiably at his opponent. That in itself was guaranteed to annoy him. The two circled each other, and he saw that the dwarf was scowling, clearly peeved. Time to do a bit more, Cletus thought to himself.

He dropped his shield.

This clearly confused the dwarf who, for a couple of seconds, actually broke his fighting stance in surprise.

Then he tossed his longsword high into the air, the blade elegantly twirling end over end with the hilt.

The dwarf was astonished, and was unable to resist looking up at the circling weapon. What was this crazy human up to?

The upshot of all this was that he had no perception of the spiked boot until it was nestling uncomfortably in his groin – point first.

‘And nobody even here to see it,’ Cletus sighed, making sure that the four-inch poisoned blade was clean before carefully sliding it back into the sole of his riding boot. He looked down at the dwarf, the confused expression frozen forever in death. ‘Never mind.’ Then he returned to the more important business of locating his real weapons.



Normal: A character's normal attack bonus on a Grapple check is based on his base attack bonus, plus his Strength modifier, plus his size modifier.

Expert Marksman (Fighter)

You are a deadeye shot, able to fire your missile weapons accurately and to where they will cause the most damage possible to an enemy.

Prerequisites: Dex 15+, Weapon Focus (any ranged weapon).

Benefit: You may make called shots (see p29) with any ranged weapon in which you have Weapon Focus.

Fearsome Display (Fighter)

You know your weapons intimately and can readily spin through a series of rapid manoeuvres, twirling blades and making a weapon sing as it slices through the air. By performing such quick and lethal looking moves, you can intimidate your opponent before a blow is struck.

Prerequisites: Base attack bonus +3 or higher, Intimidate rank 6 or higher.

Benefit: You may select one enemy within 30 feet to perform the fearsome display to. Make an Intimidate check at DC 10 + the enemy's character level. Only melee weapons may be used in a fearsome display. If successful, the enemy will automatically gain a temporary -1 morale penalty on attack and damage rolls for the duration of the combat. This feat may only be used against an enemy once per combat.

Improved Armour Use (Fighter)

Choose one type of armour, such as the chain shirt. You are especially good in using this armour to its fullest effect and you are rarely restricted by its weight and encumbrance.

Prerequisite: Base attack bonus of +1 or higher.

Benefit: You may reduce the armour check penalty by -1 whenever you wear this type of armour.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armour.

Improved Called Shot (Fighter)

You are greatly skilled in striking at enemies with the intention of crippling, rather than slaying them outright.

Prerequisite: Base attack bonus of +2 or higher.

Benefit: You may add a +2 circumstance bonus to any attack roll made in order to deal a called shot (see p29).

Improved Dodge (General)

When you fight, it seems as if you possess a sixth sense, instinctively twisting out of the way of well aimed blows from all your opponents. This ability has saved your life more times than you care to remember.

Prerequisites: Dex 13+, Dodge, Lightning Reflexes.

Benefit: The character receives a +1 dodge bonus to Armour Class against attacks from all opponents during each round. Note that a condition causing the character lose his Dexterity bonus to Armour (such as being caught flat-footed) will also cause the loss of dodge bonuses. Also, this bonus does not stack with the Dodge feat bonus.

Improved Weapon Focus (Fighter)

You are exceptionally good at wielding one type of weapon and are able to thrust home lightning fast attacks that defy rational explanation. You are truly a master of combat.

Prerequisites: Proficient with weapon, Weapon Focus, base attack bonus +8 or higher.

Benefit: Improved Weapon Focus may only be taken for a weapon type already chosen for the Weapon Focus feat. From this point, you will gain a +2 bonus to all attack rolls you make with the selected weapon. This bonus replaces that gained with Weapon Focus and they do not stack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Increased Reload (General)

One of the greatest failings of all black powder weaponry is the amount of time it takes reload them. You are well trained in the use of such weapons and can reload them far quicker than normal.

Prerequisite: Exotic Weapon Proficiency (blackpowder).

Benefit: All reload times for black powder weapons are reduced by one standard action. However the use of this feat may never reduce this time to less than a single standard action.

Incredible Endurance (General)

You are capable of supernatural feats of stamina, able to withstand adversity for great periods of time.

Prerequisites: Con 15+, Endurance.

Benefit: Whenever you makes a check for performing a physical action that extends over a period of time (such as running, swimming, holding your breath, etc. . .), you gain a +4 bonus. This bonus will stack with other related bonuses.

Lightning Initiative (General)

You can react to the movements of your enemies with devastating speed, able to attack those around you before they have time to react.

Prerequisites: Reflex save +6, Improved Initiative.

Benefit: You gain a +4 bonus on Initiative checks. This bonus will stack with other related bonuses.

Off-Hand Weapon Expert (General)

Skilled in the use of off-hand weaponry, a secondary weapon can be just as lethal as any other when in your hands.

Prerequisites: Dex 13+, base attack bonus +4 or higher.

Benefit: When you strike an opponent with a second weapon in your off hand, you may add your normal Strength bonus to the damage roll.

Normal: When a character deals damage with a weapon in their off hand, they add only one-half of their normal Strength bonus.

Power Charge (Fighter)

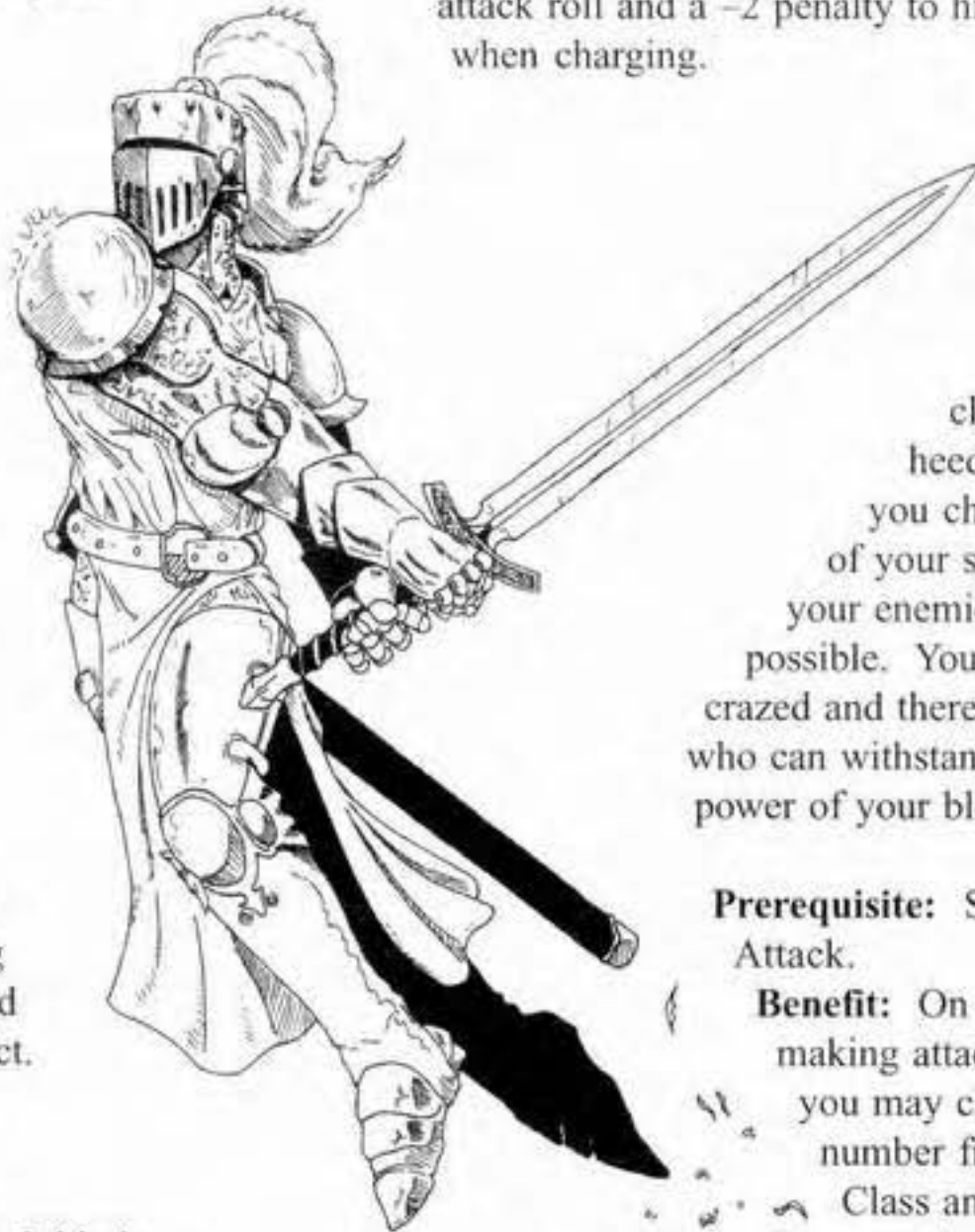
You are known for your devastating charges and can

often end a combat before it begins by one determined rush at your enemies.

Prerequisite: Str 15+, Power Attack.

Benefit: You gain a +4 bonus on your single attack roll when charging. You still receive the usual -2 penalty to your Armour Class until your next action.

Normal: A character gains a +2 bonus on a single attack roll and a -2 penalty to his Armour Class when charging.



Reckless Attack (Fighter)

You go wild in close combat, heedless of danger as you channel every ounce of your skill into slaying your enemies as quickly as possible. Your attacks become crazed and there are few opponents who can withstand the sheer reckless power of your blows.

Prerequisite: Str 15+, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from your Armour Class and add the same number to all melee damage rolls. This number

may not exceed your base attack bonus. The penalty on your Armour Class and the bonus on damage apply until your next action. The use of Reckless Attack may be combined with the Power Attack feat.

Rest in Armour (Fighter)

You are well used to sleeping rough and have adopted the practice of resting whilst wearing armour, to enable you to fight immediately upon waking, should the need arise. Whilst uncomfortable in the extreme, you are able to resist the effects of sleeping in armour for many days.

Prerequisite: Con 13+, Toughness.

Benefit: You can sleep whilst wearing armour and suffer no ill effects the next day. You may do this for a number of continuous days equal to your



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character level.

Normal: If a character sleeps in a suit of armour with an armour check penalty of -5 or worse, the character is automatically fatigued the next day. The character suffers a -2 penalty to Strength and Dexterity, and cannot charge or run.



Side by Side (Fighter)

You are highly valued by your comrades as someone who knows the benefit of teamwork in battle.

Others are keen to fight next to you, for they know you are unlikely to simply watch them die when confronted by a powerful opponent.

Prerequisites: Base attack bonus 3+

Benefit: When fighting next to an ally who is no more than five feet away, you automatically grant this ally the benefits of the Aid Another action without needing to make an attack roll against Armour Class 10. The use of this feat is a standard action.

Normal: If a character threatens an opponent with which an ally is engaged in melee combat, the character can attempt to use the Aid Another action. The character makes an attack roll against Armour Class 10 and, if successful, the ally gains a +2 circumstance bonus to either attack or a +2 circumstance bonus to Armour Class against that opponent.

Sure Aim (General)

You are an expert marksman, able to draw a bead on a target and gain far greater accuracy. By learning how to lead your targets and time your breathing you make every shot count.

Prerequisite: Base attack bonus of +3 or higher, Weapon Focus (in appropriate ranged weaponry).

Benefit: For every consecutive standard action spent doing nothing other than aiming at a single target, you receive a +1 bonus to your next attack roll with a ranged weapon. A maximum bonus of +3 may be gained in this way. This feat may only be used in conjunction with ranged weapons of your size class or larger.

'Third rider, left leg!'

'Infantryman with flag, head shot!'

'Pompous looking officer... groin!'

Conversation overheard between the master archers Righthal and Francesco, taking time out during a siege to have a small wager.

Team Flanking (Fighter)

Skilled in fighting as part of a group, you are adept at making devastating flanking attacks.

Prerequisites: Base attack bonus of +6 or more.

Benefit: You gain a +4 bonus to your attack roll whenever flanking an opponent. The ally helping you flank the opponent retains his normal +2 attack bonus.

Normal: If a character is attacking an opponent with an ally, the opponent is flanked. Both characters gain a +2 flanking bonus on their attack rolls.

Total Defence (Fighter)

Using your weapons to full effect, you can block and parry with consummate ease in combat, denying your enemies any chance to strike you effectively.

Prerequisites: Dex 15+, Dodge, Defensive Fighter.

Benefit: When using this feat, you may only take a 5-foot step when fighting defensively, but in return gain a +6 dodge bonus to your Armour Class.

Normal: As a standard action, the character can simply defend himself. The character cannot perform any actions other than moving his speed, but gains a +4 dodge bonus to his Armour Class for 1 round.

Twin Shot (General)

Often the preserve for showmen in travelling circuses, you are skilled enough in ranged attacks to use smaller weapons in each hand, greatly increasing the amount of firepower you can unleash upon your enemies. This is never the most accurate way of using ranged weapons and it is highly impractical for prolonged battles but you favour such flashy attacks.

Prerequisite: Proficiency in weapon, Ambidexterity.

Benefit: You may simultaneously use any pistol or crossbow of one

size class less or smaller than yourself in each hand. Each weapon suffers a -2 penalty on its attack roll.

Two-Handed Power Strike (Fighter)

You have learned how to use larger weapons effectively, utilising their weight and balance to cause the maximum damage possible whenever they are swung.

Prerequisite: Str 15+, Power Attack.

Benefit: You may add twice your strength bonus to damage when using a two-handed close combat weapon with both hands. This feat may not be used in conjunction with Improved Initiative or Lightning Initiative and may only be applied when you are using the full attack combat option.

Normal: Without this feat, a character will normally add one and a half times their Strength bonus to damage with a two-handed weapon.



TOOLS OF THE TRADE

More than any other character class, the fighter relies on his equipment to enable him to overcome trials and adversity. It is a good weapon and strong armour that allows a fighter to stay in the front rank of an adventuring party, holding off the enemy whilst his friends make good their escape. All fighters know the value of the best quality equipment and most will spend a great deal of time carefully judging new weapons and armour, gauging their relative strengths and weaknesses before parting with hard fought for gold.

WEAPONS

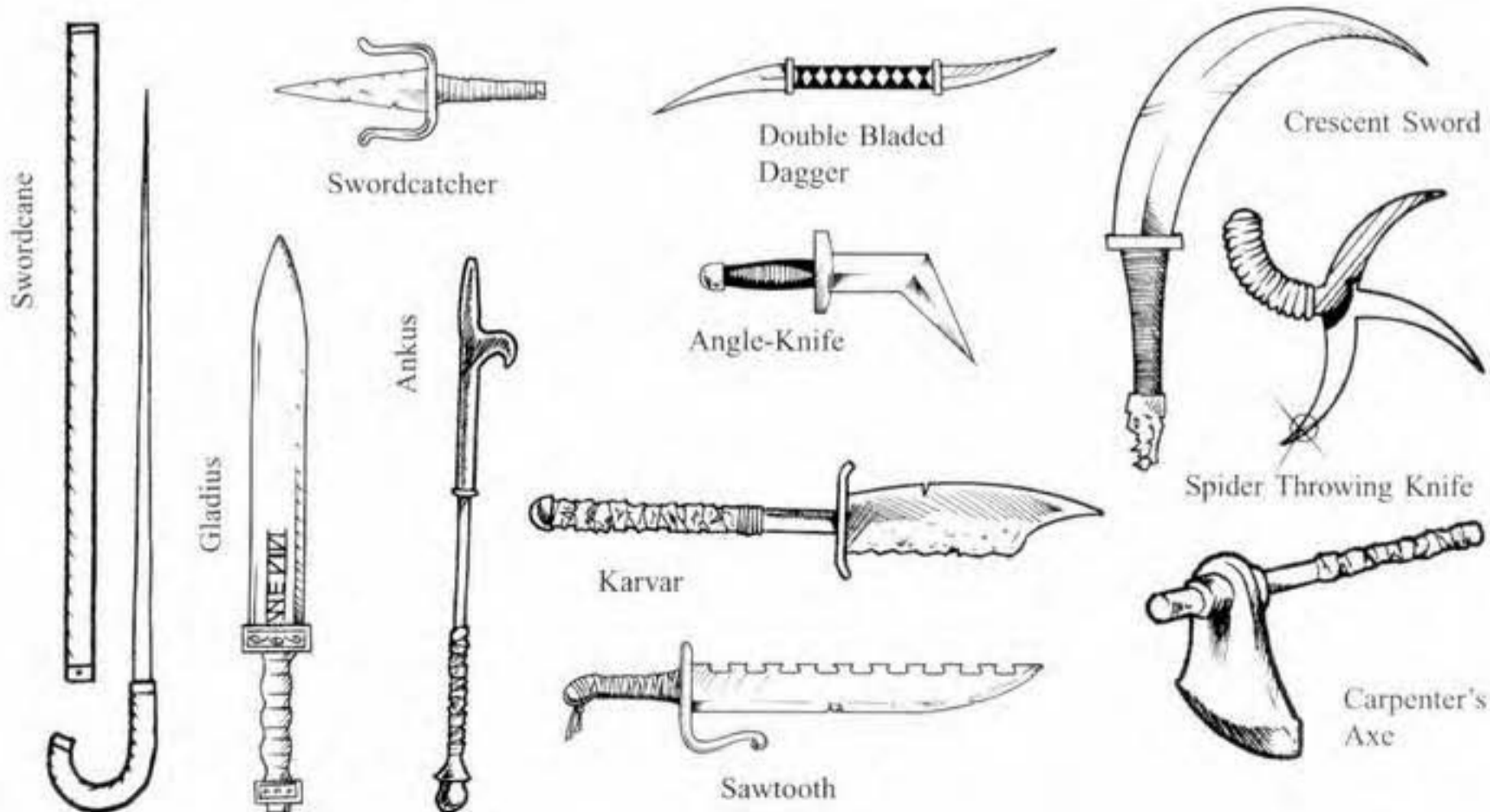
There are many different types of weapons available to the canny fighter, and whilst most will specialise in the use of just a few, they will also recognise the benefits inherent to more esoteric designs. Every weapon is designed with a specific purpose in mind. The aim of the majority is to simply slay an enemy before he kills the wielder, but many have also been adapted throughout the ages to fulfil a sometimes highly specialised goal. Detailed here are a great many more weapons available to the discerning fighter, greatly expanding his own capability in battle.

Aclis: The aclis is simply a club attached to lightweight cord. Mainly used in melee combat, it may also be thrown, with the cord being used to drag the aclis back to be used again. Not an ideal weapon in normal combat, it may give an opponent a nasty surprise and if used by several individuals at once, can stall even a determined charge. The aclis has a maximum range of 30 feet, as this is the length of the cord it is attached to. Dragging the club back after it has been thrown is a move-equivalent action.

Angle-Knife: A curved, double-edged dagger, some examples are so extreme in their curvature that the point extends right angles away from the hilt. The angle-knife can be a vicious weapon in the right hands, dealing serious wounds to even a well-armoured enemy.

Ankus: Used primarily as a goad for large beasts, the ankus has a short haft sharpened to a point, with a curved side hook with which to prod an animal forward. The ankus grants a +2 circumstance bonus to any Handle Animal checks made with creatures of large size or greater.

Bec-de-Corbin: This weapon takes the form of a small polearm with a small combined hammer and pick at its head. Swung with great force, the wielder is able to concentrate all the energy of his blows into the sharp pick end of the weapon, enabling him to cause a great deal of damage against the most heavily armoured of enemies and is thus commonly found in the hands of any fighter looking to battle metal-clad knights. The bec-de-corbin may be used as a piercing weapon with its



pick head, or a bludgeoning weapon with its hammer. However, it may not be used as both within the same combat round.

Blackpowder Weaponry: Full details on all blackpowder weapons may be found on p54.

Bladed Bow: An innovation in bow-design, the bladed bow is generally viewed by experienced fighters as taking away far more than it grants. Taking the form of a longbow with a thin but well-sharpened blade at one end, the weapon is intended to give archers a defensive weapon when charged in melee combat. However, the blade is no substitute for a good sword, and the bow itself is heavier than other designs, but only has the pulling power of a short bow, greatly reducing its effectiveness.

However, it sees use in some mercenary companies simply because an archer need not waste precious time in swapping weapons when charged by an enemy.

Bolas, 3-ball: The 3-ball bolas is made from three heavy wooden or even metal spheres, connected by a length of chain or strong cord and is a weapon designed to both damage and trip an opponent at range. When you throw the 3-ball bolas, make a ranged touch attack against the target. If you hit, the target is tripped and may not trip you. If the target fails a Grapple check versus your attack roll, it is also grappled. A 3-ball bolas may only grapple large-sized creatures or smaller. The target can free itself from the bolas as a full round action.

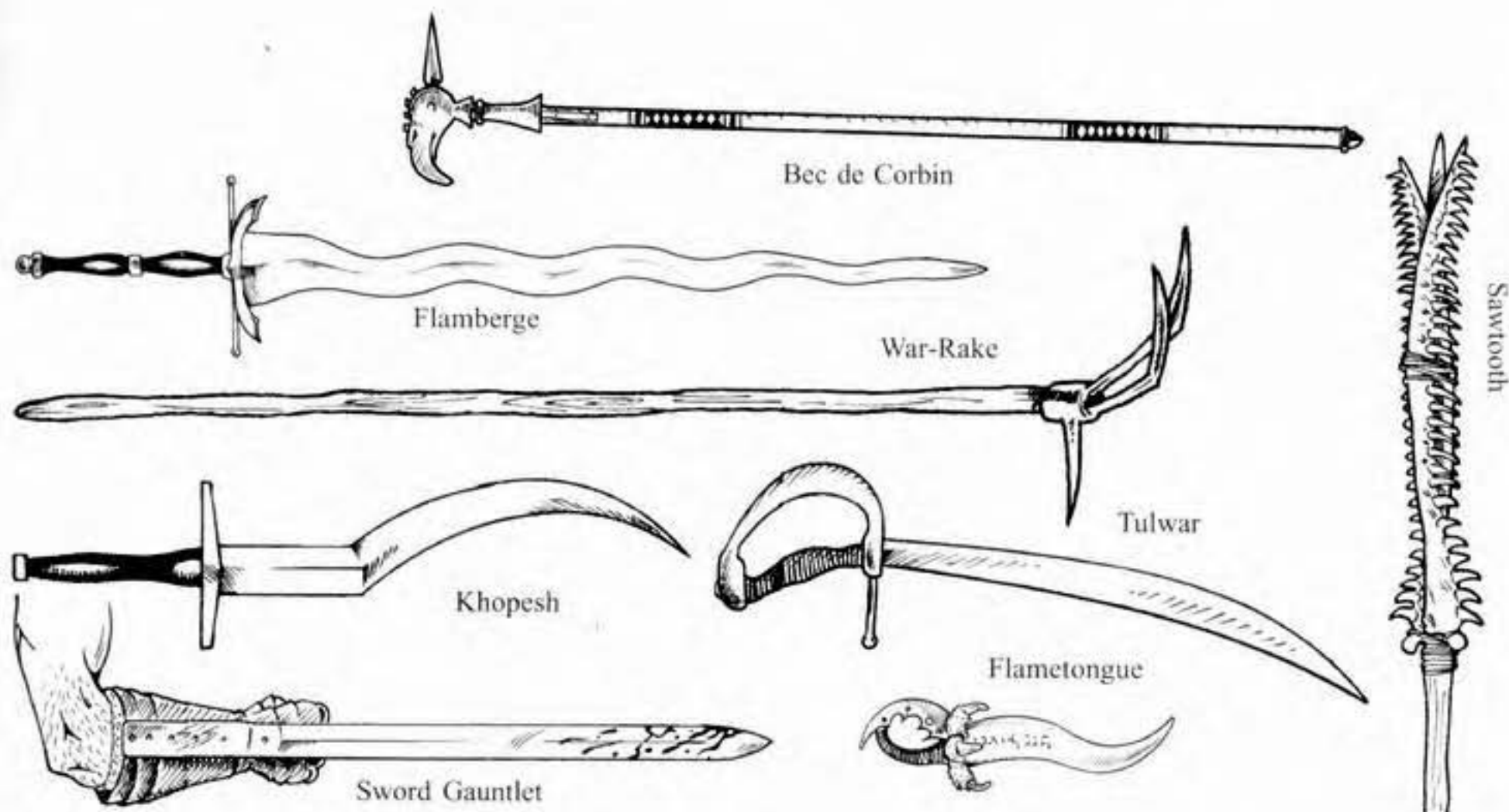
Carpenter's Axe: A simple tool, this axe can be wielded as a formidable weapon if a fighter is

surprised without his sword to hand. With the axe blade mounted at right angles to the short shaft, this weapon is used to literally hack an enemy apart.

Chakram: The chakram is a heavy metal disk with razor-sharp edges, designed not only to produce stable flight when spun towards an enemy, but also to return to the thrower if it should miss through the use of a strong cord wound around its centre. A heavy metal gauntlet (included in the purchase of a chakram) must be worn whilst wielding such a weapon, for it is more than capable of slicing off fingers and even hands as it returns at high speed to the thrower. The maximum range of a chakram is 30 feet. It is used in the same way as any other ranged weapon but it will automatically return to the thrower whether it hits or misses. If the thrower is not wearing a metal gauntlet, it will cause normal damage on its return.

Crescent Sword: The crescent sword is a peculiar looking weapon that takes a great deal of practice to use effectively. Appearing as a greatly exaggerated scimitar, the blade can curve almost all the way back to the wielder. This grants the crescent sword the ability to bend right around a shield when swung, rendering them completely ineffective. So long as the wielder has the Exotic Weapon Proficiency in the crescent sword, then any shield bonus to Armour Class an enemy has is ignored.

Double-Bladed Dagger: Consisting of two blades mounted together upon a central hilt, the double-bladed dagger is lethal in the hands of a skilled



TOOLS OF THE TRADE

wielder who can constantly whirl the blades around to confuse opponents before striking with lethal force. The double-bladed dagger functions as a double weapon. A character may fight with it as if fighting with two weapons, with all the usual penalties incurred. It may not be used as a double weapon if another weapon is also being used.

Flamberge: The flamberge is a huge sword, born from legend and many fighters are keen to wield one when seeking to gain a reputation for themselves. Forged with a waved blade, the design greatly increases the surface area available for swings, allowing a fighter to cut through his opponent's defences with ease and cause crippling damage. It is, however, also difficult to construct and therefore expensive.

Flametongue: The flametongue has a similar blade to the flamberge, being extremely wavy in design. This confers many of the advantages of the larger sword to this dagger, allowing it to cause crippling damage against an enemy.

Flax: A wholly unsophisticated weapon, the flax consists of a slightly-curved blade mounted atop a two foot shaft. It is a heavy sword and whilst it does not require much skill to use, the wounds it deals are usually severe.

Footbow: A massive and outsized weapon, the footbow shares much in common with the longbow, but is even larger, with some stretching over nine feet. Commonly used by defenders upon higher ground, the footbow may only be fired whilst the character is prone. Sitting down, the character places his feet in two stirrups and then notches and arrow, drawing it up to his chin before releasing. Two hands and two feet are required to fire the footbow, though creatures of large-size or greater

may use it as a normal longbow. Two full round actions are required to reload this weapon. The footbow has an exceptional range, but requires a great deal of practice to fire accurately.

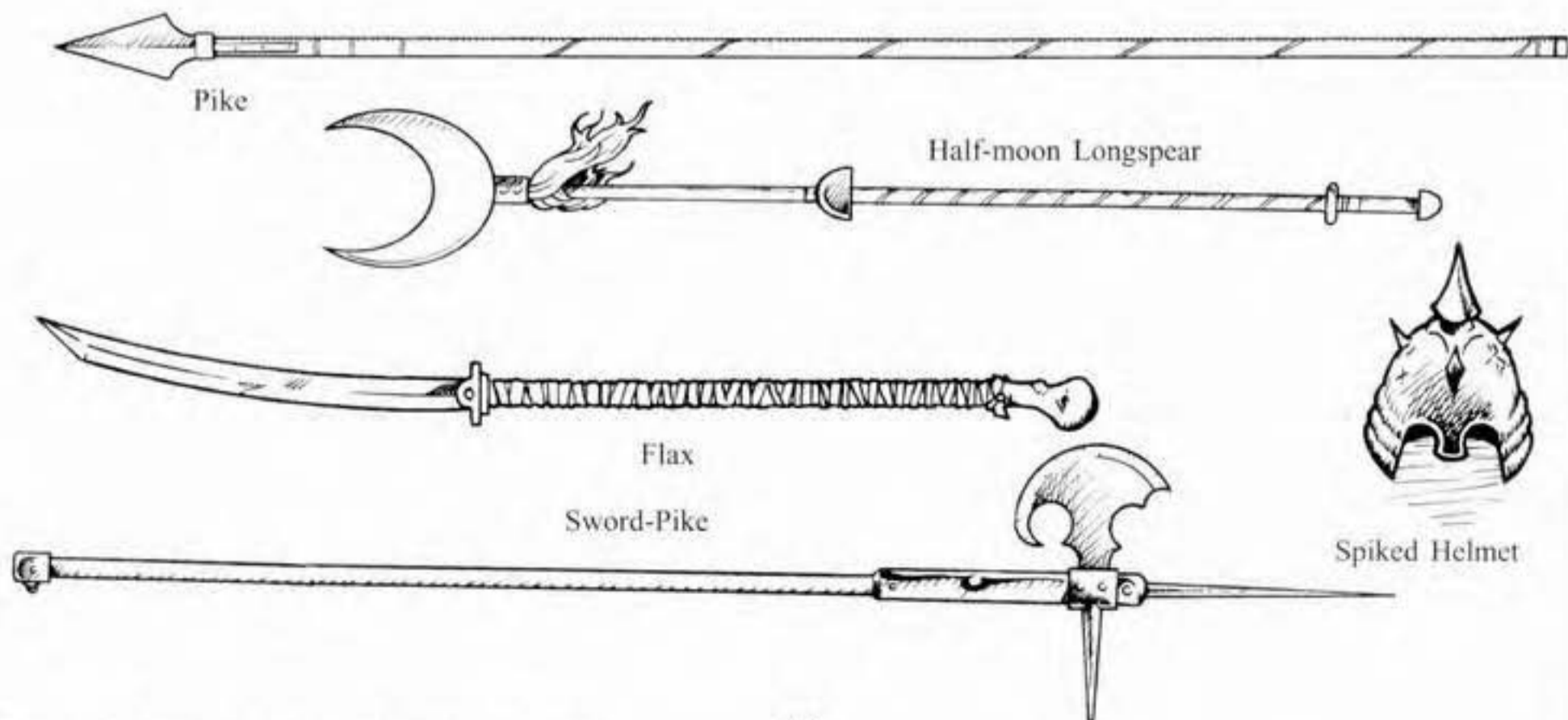
Gladius: Looking much like an ornate short sword, the gladius is a very different weapon. With a blade expertly honed to the keenest point, the gladius is exceptionally well-balanced and utterly lethal in skilled hands. As well as a better threat range than a short sword, the gladius in all respects counts as being masterworked.

Half-Moon Longspear: An adaptation of the longspear, the half-moon shaped blade of this weapon makes it ideal for dismounting attackers. Any rider hit by a half-moon longspear must make a Ride check at DC 10 + base attack bonus of attacker, or be dismounted.

Iron-Breaker: A curious and rare weapon, the iron-breaker is the ultimate advance in the use of sling bullets. Consisting of a large sheaf that is strapped to a fighter's forearm, an over-sized sling bullet is placed within and then the whole weapon swung with great force, imparting a huge amount of energy to the bullet as it flies towards its target. Though requiring great skill to use, a good deal of damage can be caused by the humble sling bullet when used in conjunction with an iron-breaker.

Karvar: The karvar takes the form of a huge and heavy cleaver being mounted on the end of a two foot shaft. It is an unwieldy and primitive weapon, but capable of causing a great deal of damage on a successful strike.

Khopesh: Often mistaken for the scimitar, the khopesh is a more unwieldy weapon but far heavier overall and capable of causing a lot of damage in



the hands of an unsophisticated fighter.

Mancatcher: The mancatcher is a pole-arm used to aid grapple attacks. By striking an opponent at range, he may be held immobile and unable to strike back. The mancatcher also has sharp spikes within its large metal and spring-loaded grips that can cause a considerable amount of pain to anyone trapped within this weapon's grasp. The mancatcher has a reach of ten feet. If used to grapple, it does not provoke an attack of opportunity and a +2 competence bonus is granted to the Grapple check. Once an opponent is grappled, a character may opt to cause 1d3 points of damage automatically in every round they are held.

Pike: Almost twice as long as the greatest of longspear, the pike is a favoured weapon amongst peasants forced to fight more skilful and heavily armoured enemies. A character can strike enemies up to 20 feet away with a pike, but cannot attack anyone within 10 feet.

Pilum: The pilum is a highly sophisticated spear, following a design intended to cripple an enemy's ability to fight effectively. The shaft of the pilum has a locking pin two thirds of the way along its length, designed to snap upon impact and so denying an enemy the chance to throw the weapon back at the wielder in battle. A pilum, once thrown or upon striking a target, may not be used again until the locking pin has been replaced (additional pins will cost 1 sp each). In addition, pilums are often thrown to be wedged into an enemy's shield, thus encumbering them and making the shield useless in a subsequent melee. Upon any successful attack with a pilum, a character may choose to cause no damage but instead cause his target to lose any

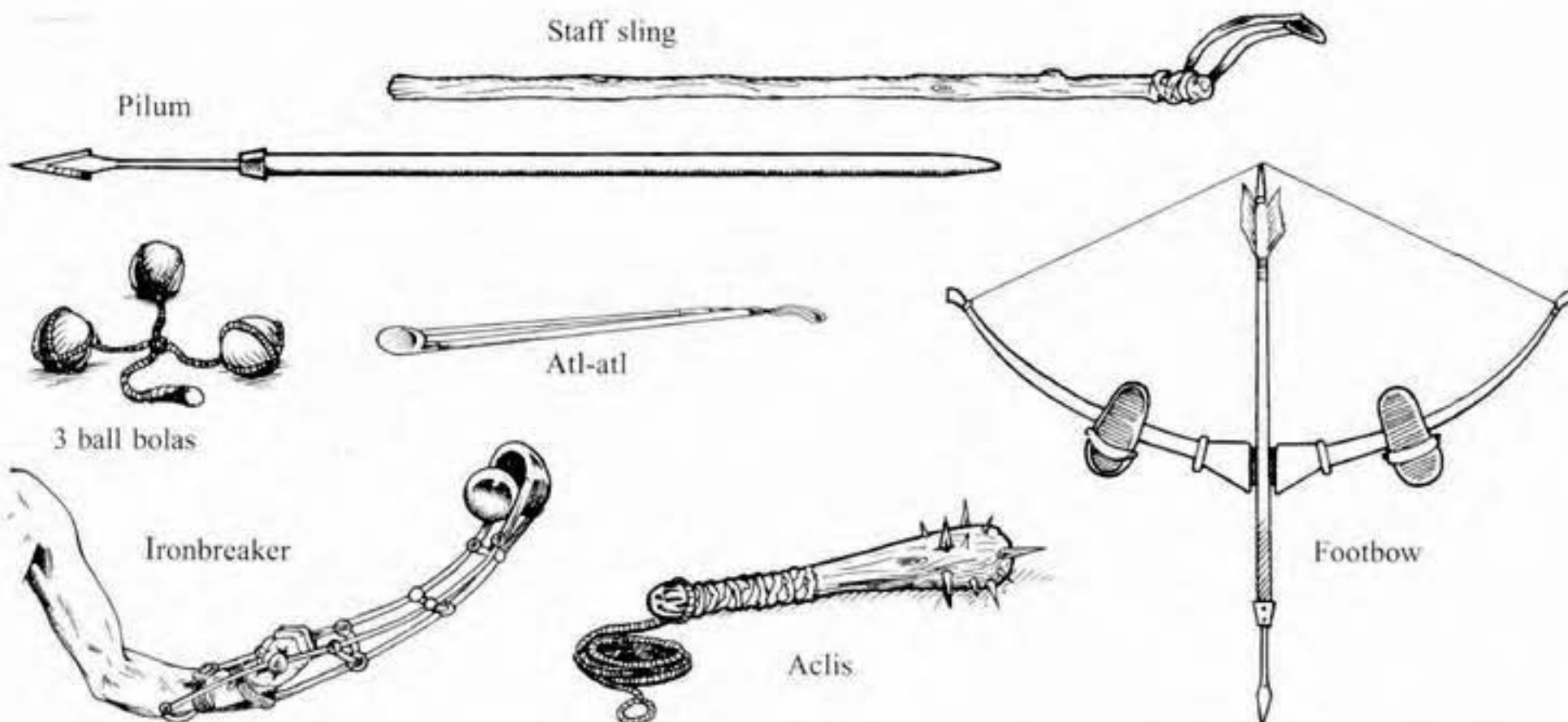
shield bonus to his Armour Class. It takes a full round action to remove the pilum and make the shield useable once more.

Sawtooth: One of the most primitive weapons to be carried into battle, the sawtooth is nothing more than a wooden sword with sharpened teeth or horns mounted along one edge. Useless for thrusting, it is nevertheless capable of dealing serious injury with a solid strike, though it will always be seriously outclassed by metal-forged swords.

Siege Crossbow: Often called the portable ballista, the siege crossbow is a massive weapon of awesome power. Impossible for a human to operate without resting it upon a solid surface or using the fold-away bipod on its underside, the siege crossbow is the weapon of choice to intimidate an enemy, for its massive bolts can make a mockery of the heaviest of armour. Loading a siege crossbow takes two full round actions, both of which will provoke an attack of opportunity. However, targets will not receive an armour or shield bonus when attacked with this weapon.

Spider Throwing Knife: A wickedly sharp and multi-bladed dagger, this weapon is well-balanced for throwing in a horizontal fashion, where its multiple blades can cause serious wounds to any target.

Spiked Helmet: This is a strong and very well armoured helmet, with a long sharp spike mounted upon its top. Fashions and styles vary, but spikes have been seen measuring over a foot in length. It is an impractical weapon, but it can pack a surprising punch though is often best relegated to the status of a backup weapon. Use of the spiked helmet counts as an unarmed melee attack. The spiked helmet



TOOLS OF THE TRADE

deals double damage if used whilst charging.

Staff Sling: A simple invention of a sling attached to the end of a five to six foot long pole, this weapon greatly advances the use of sling bullets. By using the pole's own length to greatly increase the momentum of the bullets launched, the projectiles can leave the weapon at frightening speeds, causing great damage upon impact. The staff sling uses normal sling bullets.

Sword-Breaker: A cunning weapon designed to catch, twist and break an opponent's blade, this is often used as an off-hand weapon by duellists and fencers. The full rules for breaking an opponent's blade can be found on p29.

Sword-Catcher: Smaller than the sword-breaker, this dagger-sized weapon is based around the same

principle, forged with two prongs that allow it to trap and break swords. The full rules for breaking an opponent's blade can be found on p29.

Sword Cane: A cunning weapon, favoured by nobles and 'gentlemen,' the sword cane has a thin, pointed blade, much like a rapier. However, it is usually concealed within an ornate walking cane, often leaving enemies completely unaware that their target is indeed armed with a lethal weapon. A character may use the Weapon Finesse feat to apply his Dexterity modifier instead of Strength to all attack rolls with the sword cane.

Sword Gauntlet: Usually seen within gladiatorial arenas, this weapon is a simple combination of a metal gauntlet on to which is attached a carefully honed longsword blade. Many gladiators gain a

Simple Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Carpenter's Axe	Small	1 gp	1d6	x3	-	3 lb.	Slashing
Sawtooth	Medium	10 gp	1d8	x3	-	4 lb.	Slashing
Spiked Helmet	Small	25 gp	1d6	19-20/x2	-	3 lb.	Piercing

Martial Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Aclis	Medium	1 gp	1d6	x2	10 ft.	3 lb.	Bludgeoning
Angle-Knife	Small	10 gp	1d4	18-20/x2	10 ft.	3 lb.	Piercing
Ankus	Medium	2 gp	1d4	x2	-	3 lb.	Piercing
Bec-de-Corbin	Large	30 gp	2d4	x4	-	15 lb.	Piercing or Bludgeoning
Flamberge	Large	125 gp	2d6	18-20/x2	-	16 lb.	Slashing
Flametongue	Small	8 gp	1d4	18-20/x2	-	2 lb.	Piercing
Flax	Large	8 gp	2d4	19-20/x2	-	10 lb.	Slashing
Gladius	Small	300 gp	1d6	18-20/x2	-	3 lb.	Piercing
Half-Moon Longspear	Large	10 gp	2d4	19-20/x2	-	15 lb.	Slashing
Karvar	Medium	5 gp	1d6	x3	-	4 lb.	Slashing
Khopesh	Medium	15 gp	1d8	19-20/x2	-	4 lb.	Slashing
Pike	Large	10 gp	1d10	x3	-	17 lb.	Piercing
Spider Throwing Knife	Small	10 gp	1d4	19-20/x3	20 ft.	2 lb.	Piercing
Sword Cane	Medium	35 gp	1d6	18-20/x2	-	3 lb.	Piercing
Sword Gauntlet	Medium	45 gp	1d8	18-20/x2	-	5 lb.	Slashing
Sword-Pike	Large	35 gp	1d10	19-20/x2	-	18 lb.	Slashing and Piercing
Tulwar	Medium	20 gp	1d6	18-20/x2	-	4 lb.	Slashing
War-Rake	Large	5 gp	1d8	x3	-	12 lb.	Piercing

Martial Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Bladed Bow	Large	95 gp	1d6/1d4	x3/x2	60 ft./-	4 lb.	Piercing or Slashing
Pilum	Medium	5 gp	1d6	x3	20 ft.	5 lb.	Piercing
Staff Sling	Large	3 gp	1d6	x2	100 ft.	5 lb.	Bludgeoning

strong following amongst the crowds they entertain by wearing one on each arm. The sword-gauntlet feels extremely natural in use though it severely restricts the use of the hand it is strapped to – all Dexterity-based checks requiring the use of the hand suffer a –4 circumstance penalty. However, the strong fixture of the weapon results in the wielder being completely immune to any attempts to disarm him.

Sword-Pike: Often incorrectly identified as an elaborate spear, the sword-pike is a polearm with a longsword blade mounted as a head. Used to both thrust and slash at enemies, it is capable of causing a lot of damage, though it does not have the reach of the larger polearms.

Tulwar: As a heavy-ended sabre, the tulwar is a simple weapon to use and extremely functional.

However, its down-turned blade, intended to catch opponents off guard with a variety of different slash and thrust angles, is mostly theoretic in principle and brings no real advantage to combat.

War-Rake: Often little more than a commoner's tool beaten into a weapon of war, the war-rake is sometimes favoured by fighters looking for a more esoteric image. Though a few such weapons are actually forged by weaponsmiths, most are simply the sharpened rakes of peasants, mounted with a sharp spike or pick. The war-rake can be used to trip an opponent, but if a character is tripped in return, he need only drop the weapon to avoid being tripped.

Exotic Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Crescent Sword	Medium	30 gp	1d6	x2	-	4 lb.	Slashing
Double-Bladed Dagger	Small	8 gp	1d4	19-20/x2	-	2 lb.	Slashing
Mancatcher	Large	40 gp	Special	-	-	12 lb.	Special
Sword-Breaker	Small	10 gp	1d4	19-20/x2	-	3 lb.	Slashing
Sword-Catcher	Tiny	6 gp	1d3	19-20/x2	-	1 lb.	Piercing

Exotic Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Bolas, 3-ball	Medium	15 gp	1d6	x2	10 ft.	4 lb.	Bludgeoning
Chakram	Small	35 gp	1d8	x3	10 ft.	3 lb.	Slashing
Footbow	Large	175 gp	1d10	x3	150 ft.	7 lb.	Piercing
Footbow Arrows (20)	-	5 gp	-	-	-	6 lb.	-
Iron-Breaker	Medium	35 gp	1d10	x2	100 ft.	6 lb.	Bludgeoning
Iron-Breaker	-	1 gp	-	-	-	10 lb.	-
Bullets (10)	-	-	-	-	-	-	-
Siege Crossbow	Large	250 gp	2d6	19-20/x2	150 ft.	24 lb.	Piercing
Siege Crossbow	-	25 gp	-	-	-	9 lb.	-
Bolts (20)	-	-	-	-	-	-	-

Blackpowder Weapons

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Fuse Gun, large	Medium	50 gp	2d8	x3	20 ft.	10 lb.	Piercing
Fuse Gun, small	Small	20 gp	1d12	x3	10 ft.	5 lb.	Piercing
Matchlock Pistol	Small	300 gp	1d10	x3	30 ft.	4 lb.	Piercing
Matchlock Rifle	Medium	600 gp	1d12	x3	60 ft.	10 lb.	Piercing
Wheelock/Flintlock Pistol	Small	750 gp	1d10	x3	50 ft.	4 lb.	Piercing
Wheelock/Flintlock Rifle	Medium	1,200 gp	1d12	x3	100 ft.	11 lb.	Piercing
Blackpowder (100)	-	60 gp	-	-	-	1 lb.	-



ARMOUR

A good suit of armour will protect a fighter against the most dreadful of foes, allowing him to endure blow after blow as he fights. Fighters often take more care over the condition of their armour than they do with weapons, for a complete suit can represent a great expense to the fighter, whereas another sword may be picked up from the next slain enemy.

Back & Breast: This armour consists of a breast and back plate, usually worn in addition to lighter armours, thus providing an extra degree of protection at the expense of increased weight and less freedom of movement. The Armour Bonus may be added to that of any light armour already being worn, transforming it into medium armour. The back & breast may be removed in 5 rounds and donned without aid in 1 minute, allowing the fighter to quickly switch between heavy protection for combat and light armour for agility, as the situation demands.

Bronze Plate: Taking the form of half-plate armour, bronze plate is much lighter in construction,

allowing the fighter greater mobility at the expense of heavy protection.

Bugbear Hide: The hide of a bugbear is renowned amongst armoursmiths for being unusually resilient to blows when cured and waxed in a certain fashion.

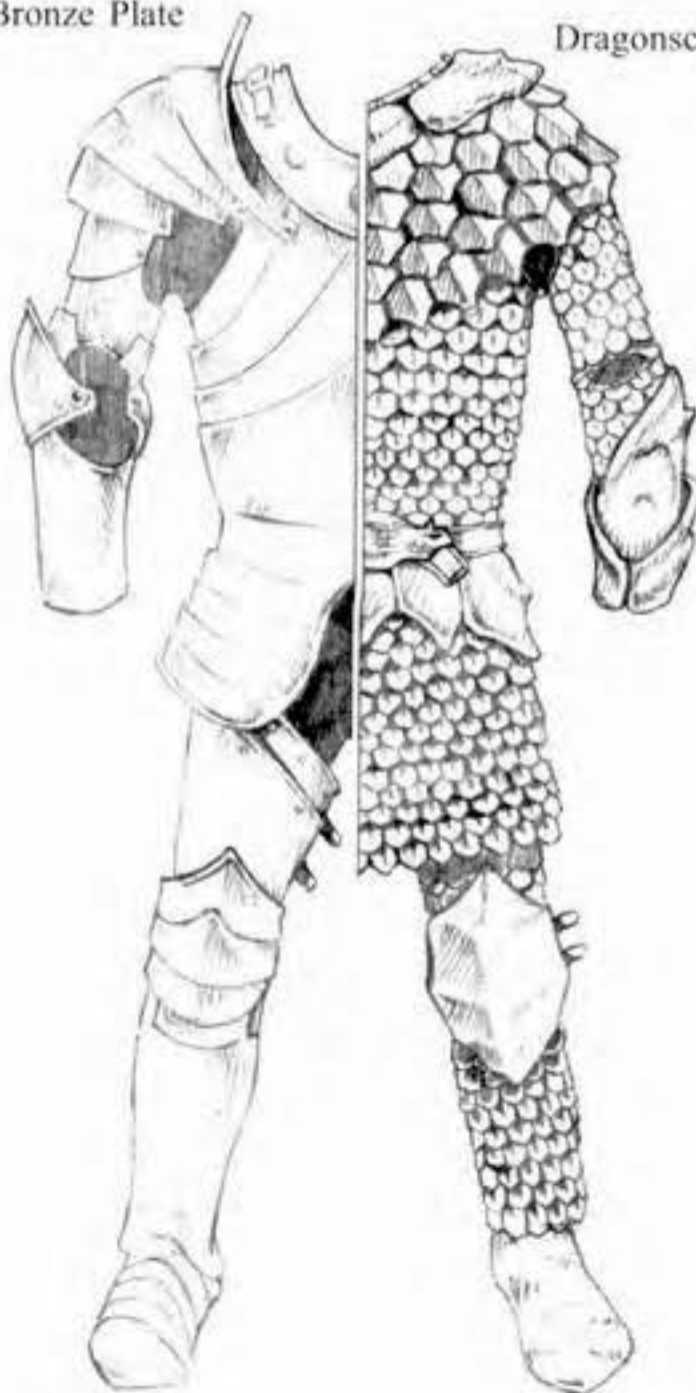
Dragonscale: This is the most prized possession of any fighter lucky or rich enough to gain possession of such a suit. Similar to scale mail but using the smaller scales of a great dragon, this armour guarantees a fighter the best protection possible and yet limits little of his speed and mobility due to its great flexibility. In addition, the wearer also gains Damage Reduction 10 against all attacks related to the breath weapon of the dragon from which the suit was made – armour made from the scales of a red dragon, for instance, would grant Damage Reduction to all fire-based attacks. Dragonscale is extremely rare, and many fighters are willing to risk the dangers of actually seeking a dragon out in order to gain such armour.

Hydra Hide: Often regarded as a poor knight's dragonscale, hydra hide is nevertheless extremely rare as armour. It is extremely tough and yet remains flexible enough to permit most movement.

Roundels: Consisting of a series of discs attached to the vulnerable joints of metal armour, roundels provide a greater level of protection at the expense of extra weight. Roundels may be combined with any medium or heavy armour with the exception of full plate.

Bronze Plate

Dragonscale



Bugbear Hide

Hydra Hide



Roundels



Silk Shirt: Often sported by fashion-conscious fops and nobles, silk armour has a very real purpose in combat. Though it does not bestow any Armour Bonus, it may be combined with any other type of armour with no penalty. When the wearer is struck by any piercing ranged weapon, the silk naturally wraps itself around the head of the weapon, making removal far easier. Any Heal check applied to the effects of damage dealt by a ranged piercing weapon will gain a +2 circumstance bonus.

Shield, Dragon: Often considered rarer than full

dragonscale, the dragon shield is made from a single huge scale, only to be found upon the death of the mightiest of wyrms. Providing excellent protection, the dragon shield also remains light and easy to use, despite being the size of any other large shield. In addition, to the Armour Bonus, the dragon shield will also bestow its wielder with Damage Resistance 5 to any attacks similar to the breath weapon of the dragon the scale was gleaned from – see Dragonscale for more details.

Armour Table

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		Weight
						(30 ft.)	(20 ft.)	
Light Armour								
Silk Shirt	25 gp	-	-	-	-	30 ft.	30 ft.	-
Medium Armour								
Back & Breast	50 gp	+2	+2	-5	20%	20 ft.	15 ft.	15 lb.
Bugbear Hide	475 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lb.
Dragonscale	4,500 gp	+10	+3	-4	30%	20 ft.	15 ft.	30 lb.
Hydra Hide	1,500 gp	+6	+4	-3	20%	20 ft.	15 ft.	25 lb.
Heavy Armour								
Bronze Plate	900 gp	+6	+2	-5	30%	20 ft.	15 ft.	40 lb.
Shields								
Shield, dragon	3,000 gp	+3	-	-	-	-	-	10 lb.
Extras								
Roundels	50 gp	+1	-1	-1	-	-	-	10 lb.

Back & Breast



Silk Shirt



Dragon Shield



EQUIPMENT

Every experienced fighter knows there is far more to combat than raw fighting skill, weapons and armour. Often, the preparation that goes before a battle alone can ensure victory and a fighter will always make sure he has the correct tools to hand in order to guarantee his equipment is in the finest condition possible before he risks his life in front line combat.

Arrows, Armour Piercing: These arrows have long, narrow metal points instead of the broader heads commonly used with most arrows. This far smaller impact area allows it to punch straight through armour with ease. Any wielder using armour-piercing arrows gains a +1 bonus to all attacks rolls against any targets that have an armour bonus of any kind. This type of arrow may only be used with longbows and shortbows.

Arrows, Barbed: With vicious, curved-back hooks lining the head, this arrow causes a great deal of pain and damage when removed as it digs into flesh. A barbed arrow hitting a target has a 50% chance of wedging in. If this occurs, the arrow will cause an additional 1d6 points of damage upon removal,



unless a Heal check at DC 15 is made. This type of arrow may only be used with longbows and shortbows.

Arrows, Fire: Fire arrows are specially constructed devices, designed to stay alight even in the midst of wind and rain through the use of a broad head and a small internal reservoir of oil. A fire arrow will remain alight for 1d6 rounds after it has been ignited and will cause fire damage when it strikes. The range increment of any bow launching a fire arrow is reduced by 20 feet, due to the extra weight of the missile. This type of arrow may only be used with longbows and shortbows.

Arrows, Fishing: Sometimes used in combat to attach thin lines to targets, the fishing arrow has small, barbed hooks and waterproofed fletchings to allow fishermen to easily catch fish just beneath the surface of water. Each arrow has 50 feet of line attached to its tail, which will support up to 30 lb. in weight. This type of arrow may only be used with longbows and shortbows.

Arrows, Flight: A far lighter arrow than many are used to, flight arrows are lightly constructed but fly true in order to give them much greater ranges. The range increment of any bow using flight arrows is increased by 30 feet. However, each arrow will only cause 1d4 damage if fired from a shortbow, or 1d6 damage from a longbow. This type of arrow may only be used with longbows and shortbows.

Arrows, Game: Game arrows have blunt, heavy tips, designed to stun small prey rather than completely destroy it with other arrows available. The game arrow counts as a bludgeoning weapon and deals subdual damage only. However, the range increment of the bow it is fired from is halved, due to the unpredictable flight characteristics of the arrow. This type of arrow may only be used with longbows and shortbows.

Arrows, Whistling: Often used for signalling in the midst of battle or as warnings by sentries, whistling arrows emit a distinctive high-pitched sound when fired by funnelling air through channels in the head of the arrow. The noise is easily audible to any within 60 feet of the flight path of the arrow and requires a Listen check at DC 10 to be heard at up to 500 feet. Whistling arrows do 1d4 points of damage when fired at a target, due to their much lighter construction. This type of arrow may only be used with longbows and shortbows.

Atl-Atl: The atl-atl is a device usually found amongst humanoid tribes who specialise in massed javelin attacks, though it also finds favour with many fighters looking to increase the efficiency of a simple ranged weapon. Consisting of a straight flat

'Keep together! Stay steady!'

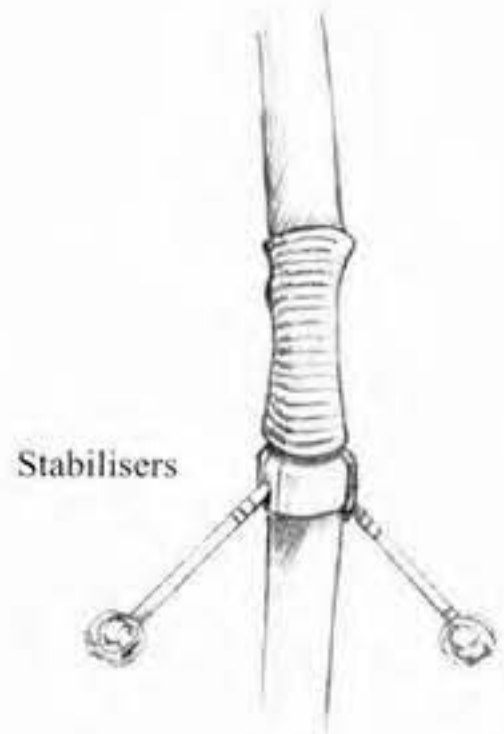
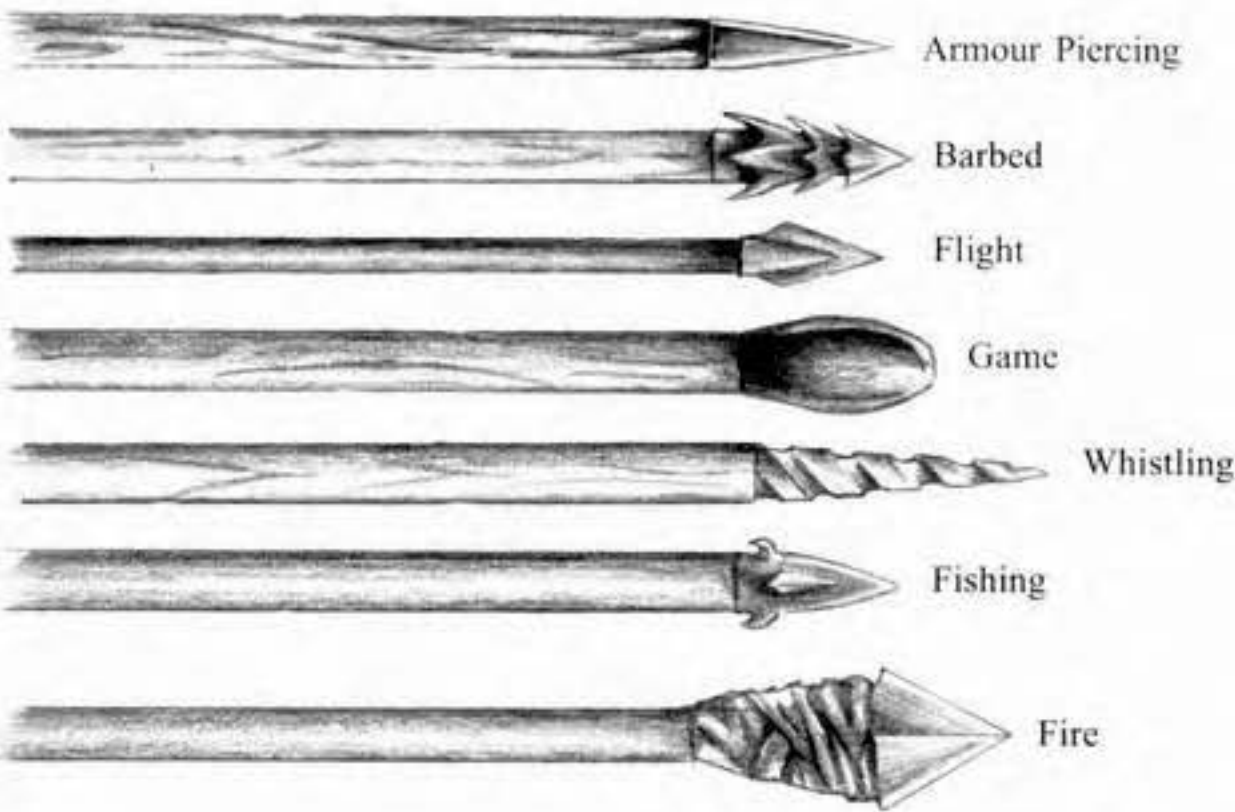
'Damned easy for him to say,' muttered Frewin, under his breath. 'This shield is getting heavy!'

'Shut up and listen to what he has to say,' snarled Pelopidus in response. The rogue was clearly getting tired and he didn't fancy a goblin's shaft in his midriff any time soon.

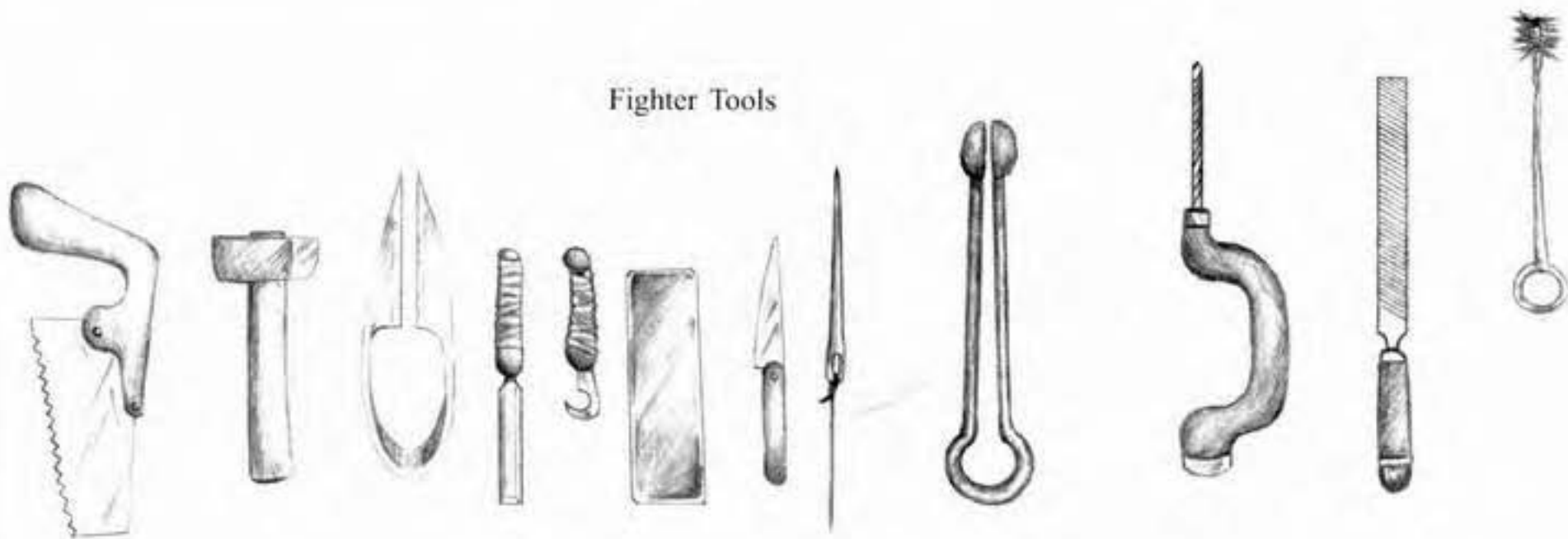
'It's alright for him, grumbled Frewin, sulkily. ' He doesn't have to carry a shield.'

'That's because Gyrth needs both hands free to keep us together,' said Brunhilda, pointedly. She too was tired, but she knew that the old warrior had a plan and, being as they currently had no mage amongst the party, and only one archer, it seemed a whole lot better to let the shield take the arrow storm than themselves. She looked across to Loti on her right, and hoped the young cleric had the strength to keep going. An arrowhead bursting through her own shield just inches from her face reminded Brunhilda to concentrate on her own efforts and trust her friends.

'That's it!' shouted Gyrth. The silly devils have used up all their missiles. Right, let's go and carve 'em up!'



Fighter Tools



TOOLS OF THE TRADE

stick with cord loops at one end and a notch to rest the butt of a javelin at the other, when propelled forward, it greatly increases the power of a thrown javelin. Any javelin thrown with the aid of an atl-atl will double its range increment and gain a +1 circumstance bonus to damage rolls.

Bow Sling: The bow sling is a simple attachment that may be added to any longbow or shortbow. Consisting of little more than a cured leather strap attached to an archer's hand, the sling will stop a bow from being accidentally dropped. A character with a bow sling gains a +4 circumstance bonus to all rolls made against him being disarmed of his bow.

Bow Stabiliser: Stabilisers are weights mounted on the front of a bow to keep the weapon stable during long-ranged shots. They increase the range increment of any bow they are fitted to by 20 feet. However, they may only be fitted to longbows and shortbows.

Bowyer/Fletcher's Tools: This tool kit contains all the tools required for a character to create bows, crossbows, arrows and bolts.



Gunsmith's Tools: This includes all the woodcrafting and metalworking tools necessary to construct blackpowder weapons, as well as bullet moulds. Without such tools, a character must improvise tools to fashion bullets and guns, and will make all Profession (gunsmith) checks with a -2 penalty.

Gunsmith's Tools, Masterwork: As the gunsmith's tools, but these items are of exceptionally high quality. A character using these tools gains a +2 circumstance bonus to all Profession (gunsmith) checks.

Hunting Fletchings: Hunting fletchings may be added to any type of arrow except fire and whistling and require a Craft (bowyer/fletcher) check at DC 10 to successfully fit. However, a character may pay a fletcher to do this for him for an additional 2 gp. These fletchings are designed to quickly decelerate an arrow once fired, thus reducing the range increment of any bow using them by 20 feet. However, they are far easier to recover because of this, and every arrow shot with hunting fletchings has a 75% chance of being recovered after use.

Leatherworker's Tools: This includes all the tools necessary for a fighter to soak, tan, boil, wax and sew leather armour, essential to both construct and repair such armour.

Reinforced Barrel: Large quantities of blackpowder are typically kept within small but heavily built barrels, usually constructed of oak and bound by tight bands of iron. As such, they are considered to be watertight and so are used to store many precious things other than blackpowder. Up to one thousand charges of blackpowder may be contained within a single barrel. Reinforced barrels are considered to have a hardness of 6 and 10 hit points.

Powder Horn: Often quite elaborate in design, wax is used to stopper an already waterproof animal horn so as to provide adequate storage for small amount of blackpowder without being forced to carry a huge barrel around at all times. Up to one hundred charges of blackpowder may be stored within a single powder horn. Powder horns are considered to have a hardness of 5 and 2 hit points.

Serrated Blade: Some weaponsmiths intentionally forge their weapons to have wickedly serrated edges designed to cause the maximum amount of damage whenever they strike. Only the very finest weaponsmiths have the skill to hone blades to such sharpness as to have any appreciable effect. Only masterworked slashing weapons may be given a serrated edge, either whilst they are being forged, or as a later modification. A slashing weapon with a

serrated blade will grant a +1 bonus to all damage rolls made with it.

Smithy: Required to forge metal armour and weapons, the smithy includes a furnace, anvil and all tools and moulds necessary.

Equipment Table

Item	Cost	Weight
Arrows, Armour Piercing (20)	7 gp	3 lb.
Arrows, Barbed (20)	10 gp	3 lb.
Arrow, Fire	20 gp	3 lb.
Arrows, Fishing (20)	4 gp	3 lb.
Arrows, Flight (20)	1 gp	3 lb.
Arrows, Game (20)	4 gp	3 lb.
Arrows, Whistling (20)	10 gp	3 lb.
Atl-Atl	2 gp	1 lb.
Bow Sling	1 gp	-
Bow Stabiliser	100 gp	2 lb.
Bowyer/Fletcher's Tools	20 gp	2 lb.
Gunsmith's Tools	150 gp	4 lb.
Gunsmith's Tools, Masterwork	800 gp	4 lb.
Hunting Fletchings (20)	2 gp	-
Leatherworker's Tools	70 gp	175 lb.
Powder Horn	5 gp	2 lb.
Reinforced Barrel	4 gp	20 lb.
Serrated Blade	+300 gp	-
Smithy	600 gp	1,250 lb.



Dominguez arched himself across the prow of the ship, straining for every extra inch of vision. The island was out there somewhere, he knew it. However, convincing the rest of these clods had been another matter and now, three weeks later, and without tangible results, he knew that unless he was careful he'd end up as kraken meat. Buccaneers weren't noted for their tolerance.

He was just about to give up and face the captain's wrath when he saw the mist bank in the distance. A few seconds later the sighting was echoed from the crow's nest, and Dominguez grinned. His eyesight was still better than any other's.

Thaddeo the Corsair was suddenly beside him, sharing the view. Well, it *was* his ship, after all, reasoned Dominguez, who moved gently across to give the captain room. 'What in Six Hell's Name are you getting excited about? It's just another fog bank?'

'Ah, my dear captain, that is where you are wrong. No, don't look at me like that. Granted you know these seas as well as any I have ever sailed with, but *I* know my signs. That isn't fog - it's mist. And mist means land! Just think, soon we will see sights that no men have ever seen before.'

'Just so long as there's some gold to be had as well,' added the captain, wondering how many crewmen this explorer's inquisitiveness would cost him.



BLACKPOWDER WEAPONS

Few campaign settings feature the widespread use of blackpowder weaponry, for such a major change in the technology available to the inhabitants of such worlds irrevocably alters the game forever. Blackpowder weapons such as pistols and muskets can easily make a mockery of any armour, whilst great amounts of blackpowder can blast apart even the wall of a fortress.

However, it is relatively common for many campaign settings to feature a very small amount of blackpowder weaponry and, portrayed as a new and potentially unreliable weapon, they can add a great deal of scope to the way a world is portrayed to players. By surrounding the manufacture and use of such weapons with an aura of mystique that approaches that of sorcery, players may quest after blackpowder with a reverence approaching that they give to magic items and powerful relics. Any alchemist capable of producing blackpowder is truly a master of his art, whilst the gunsmith who fashions the actual weapons must surely be some kind of sorcerer, focussing all his magical might into the creation of these powerful tools. In the majority of fantasy campaigns, blackpowder weapons should be incredibly rare. However, they will make a superb reward to a player when magical items would not be appropriate.

Fighters, in particular, can take advantage of these new weapons, however rare they are deemed to be in a campaign world. Their skill in arms ensures every precious charge of blackpowder is well used and they can more than weather the frequent misfires and explosions that arise from such weapons.

USING BLACKPOWDER WEAPONS

Blackpowder weapons are rare and expensive ranged weapons, requiring the Exotic Weapon Proficiency (blackpowder) feat to operate properly and with relative safety. Without this feat, a character may fire blackpowder weapons, but with a -4 penalty to his attack rolls and will be completely unable to reload them.

Due to their tremendous velocities and heavy bullets, blackpowder weapons are very effective at punching through armour. Any target attacked by a blackpowder weapon may not count more than +1 armour or shield bonus to its Armour Class. In addition, such a target may also only count half of any natural armour bonus, rounding down, to its Armour Class. However, enchantment bonuses to Armour Class, regardless of their source, always count against blackpowder weapons.

In all other respects, blackpowder weapons follow the normal rules for ranged attacks. Bullets cannot be recovered once fired, regardless of whether an attack is successful or not.

CREATING BLACKPOWDER

Producing blackpowder is a fairly simple process, once the formula has been discovered (or stumbled upon). It merely requires combining salt peter and charcoal in correct proportions, but such knowledge is the preserve of only the most skilled of alchemists.

The raw materials for blackpowder may be purchased in any settlement, costing 3 sp per charge. A character requires one hour and an Alchemy check at DC 20 to successfully turn the raw materials into blackpowder, though he may simultaneously work on up to one hundred charges at a time. A failed check will result in the materials being wasted.

STORAGE

Storing blackpowder is something that must always be considered carefully because of its inherently destructive nature. Typically kept in sealed barrels or powder horns, such containers must be watertight, as wet blackpowder is of little use.

Blackpowder not kept within a watertight container has a 50% chance of failing to ignite when used, even if not directly exposed to water. Blackpowder that is so exposed will automatically fail to ignite, under any circumstances.

One hundred charges of blackpowder weighs 1 lb. in addition to the weight of the container it is stored in. See the Tools of the Trade chapter for more details on reinforced barrels and powder horns.

Any attack that causes actual damage to a container

storing blackpowder will breach it. A container breached by fire damage will cause all blackpowder inside to ignite in an explosive fashion. The explosion will have an area of effect equal to ten feet per hundred charges or part of. Everything within this area will suffer 1d6 points of fire damage for every ten charges, or part of, stored in the container, though a Reflex save at DC 15 will halve this.

Enterprising fighters often seek to detonate containers of blackpowder on purpose when aiming to cause as much damage as possible to an enemy or structure. Many light a trail of blackpowder in order to detonate a store from a safe distance. If this method is chosen, a flame will burn 20 feet along this trail per round until either snuffed out or it reaches a storage container of blackpowder.

Discovering Blackpowder

If blackpowder is not already present within a campaign setting, the Games Master may allow his players to hit upon its discovery through experimentation. However, whilst blackpowder is relatively easy to produce, actually *figuring this out* is quite a different matter, especially for characters with the typical medieval mindset of a fantasy world.

Quite how a Games Master allows his players to discover blackpowder is up to him, but we would recommend something along the lines of a character making one Alchemy check at DC 40 for every month he spends researching in laboratory. In addition, any roll of a 1 on this check may well end in a powerful explosion as the character woefully underestimates the power of his concoction.

A roll of 1 on this check, however, will result in a possibly fatal mishandling of the blackpowder, causing an explosion that detonates all blackpowder in the vicinity. The character, and any within 10 feet, will suffer 1d6 points of fire damage for every ten charges, or part of, being worked upon, though a Reflex save at DC 15 will halve this. In addition, any stores of blackpowder within 10 feet will also automatically detonate if their containers are breached by the explosion (see below).

GUNSMITHS

Though some fighters will never progress beyond the more explosive uses of blackpowder, for most the substance is a mere tool necessary to utilise some of the most frightening weapons capable of being carried into battle. Far more respected than the tinkering alchemist is the gunsmith, a man of incredible skill who alone holds the secret of constructing these fearsome weapons from wood and metal.

Bullets are normally made by heating lead up within a crucible and simply pouring the molten metal into a cast. Once cooled, the cast is opened and the newly fashioned bullet removed. Making bullets requires a set of gunsmith's tools (see p52) and requires a Profession (gunsmith) check at DC of 10. The raw materials cost 1 sp per bullet and up to 50 may be created in one hour with the same Profession (gunsmith) check.

Silver bullets may also be constructed for use against some supernatural enemies vulnerable to such weaponry. The raw materials cost 5 sp per bullet and a Profession (gunsmith) check at DC 20 is required to fashion them.

Gunsmiths may also fashion blackpowder weapons. The raw materials will cost half the listed price of the respective weapon, as listed in the Tools of the Trade chapter, and will require a Profession (gunsmith) check at DC 20 to successfully complete. A week is required to construct each weapon, and a failed check will result in the gunsmith being forced to spend another week correcting the flaws in the weapon – another check must be made for success.



CLASSES OF WEAPON

There are three classes of blackpowder weapons, all differentiated by the system they use to ignite the explosive and thus fire their bullet. More advanced weaponry has a much lower chance of misfiring because of improvements in design over more primitive models. Each class of blackpowder weapon is categorised by its Accuracy, Misfire Range, Reloading Time and Construction Modifier. The costs for blackpowder weapons can be found in the Tools of the Trade chapter.

Accuracy

It can take a great deal of skill to fire a blackpowder weapon with any degree of accuracy. The deafening explosion and cloud of smoke often causes users to simply close their eyes when firing, and bullets rarely fly true. The listed Accuracy of each class of blackpowder weapon indicates the circumstance penalty to be applied to all attack rolls made with it.

Misfire Range

Blackpowder weapons are prone to misfiring, either failing to launch their bullet at all, or simply exploding in their wielder's hands. Two dice roll ranges are listed in the Misfire Range of each class of blackpowder weapon. The lower of the two indicates the natural dice roll upon which the weapon will explode, destroying itself and causing 2d6 points of damage to the user. The higher of the ranges indicates the natural dice roll upon which the weapon simply fails to fire – it may be reloaded as normal and fired once more without penalty. No blackpowder weapon will fire if it is wet or underwater.

Reloading Time

Notorious for their long reloading times, blackpowder weapons are often met with great resistance in established armies who much prefer the faster firing crossbow and longbow over the more powerful rifle and musket. Listed here is how many standard actions are required to load a blackpowder weapon. These standard actions need not be continuous and a character may partially load a blackpowder weapon, perform another action, and then return to reloading at the point he left. Reloading blackpowder weapons will generate an attack of opportunity.

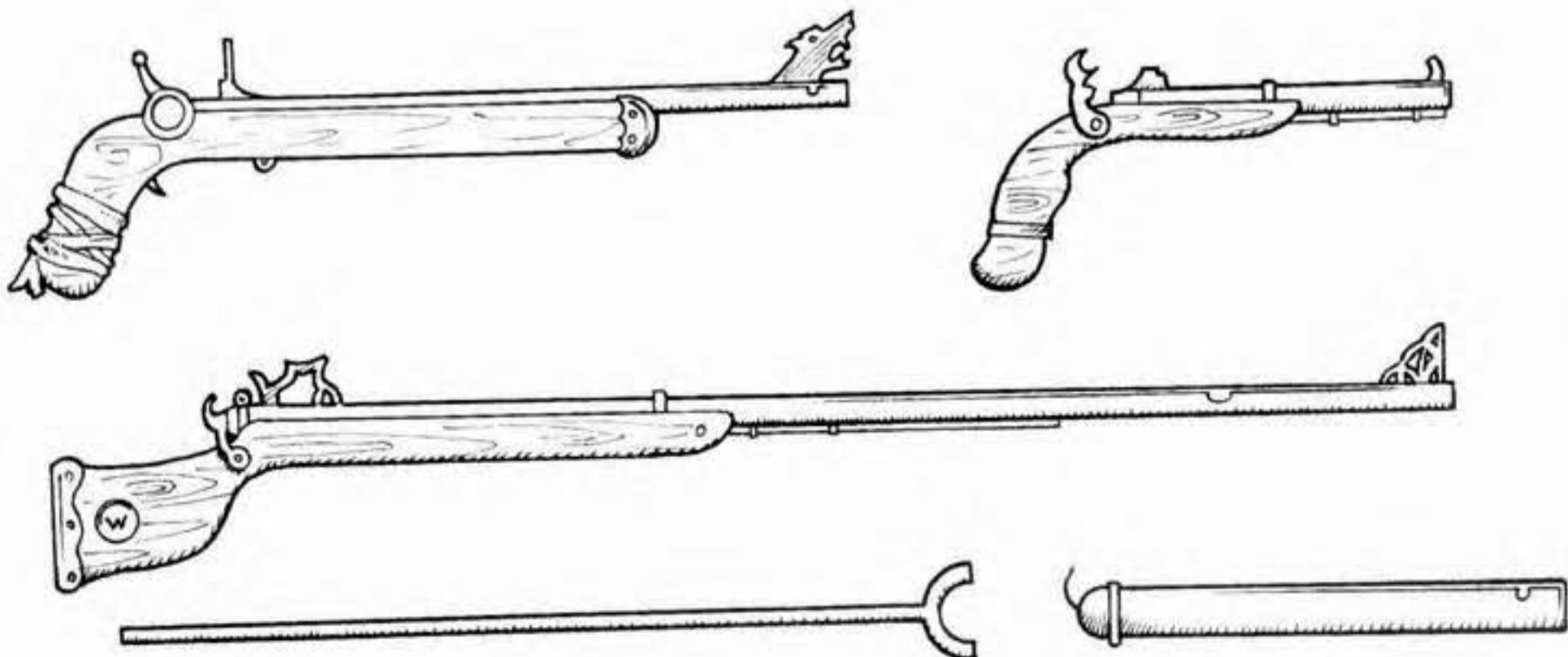
Construction Modifier

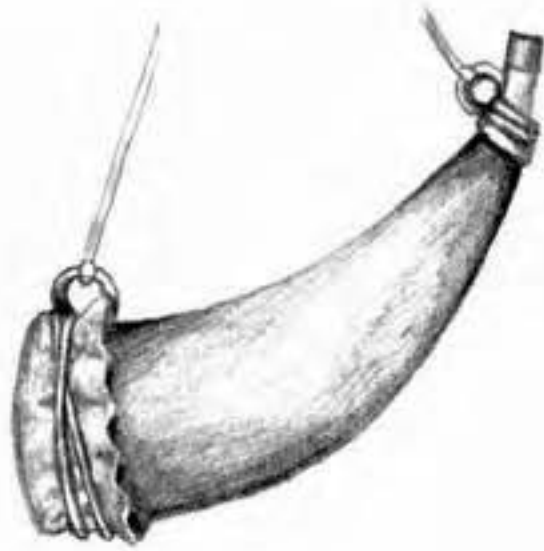
Some types of blackpowder weapon are far easier to construct than others and so tend to be far more common. The Construction Modifier for each class of blackpowder weapon is the circumstance bonus or penalty applied to the Profession (gunsmith) check made to construct it.

Fuse Weapons

Fuse weapons are little more than small containers filled with blackpowder, with a small bullet placed within that is forced out by the explosion of firing. Very few are masterworked or given any ornamentation, for they rarely survive constant or prolonged use.

Fuse weapons may not be reloaded, as they are wildly distorted by the explosion of firing. Any attempt to reuse a fuse weapon will result in it automatically exploding, as detailed above.





Accuracy: -6
Misfire Range: 1-2/3-5
Reloading Time: -
Construction Modifier: +5

Matchlock Weapons

A natural progression from fuse weapons, matchlocks rely on a long burning fuse fixed to the weapon in order to light a tray of blackpowder. This then ignites the full charge of the weapon, blasting the bullet out of the barrel.

Accuracy: -2
Misfire Range: 1-2/3-4
Reloading Time: 3
Construction Modifier: -0

Wheelock & Flintlock Weapons

Wheelock weapons rely on a spring mechanism to spin a metal disk against flint, creating sparks that are directed into a powder tray, thus igniting the blackpowder charge. The flintlock design works in a similar way, in that it scrapes flint against steel, producing sparks. However, this is achieved through the use of a hammer, rather than a wheel. Both are comparable in use, with the wheelock being favoured by those wielders looking for a degree of flair and style in their weaponry.

Accuracy: -0
Misfire Range: 1/2-4
Reloading Time: 2
Construction Modifier: -10

Modifications

Few gunsmiths can resist tinkering with their designs, treating each weapon as an individual work of art in its own right. Blackpowder weapons are greatly customisable, leading many customers to

demand ever more expensive designs from their gunsmith in order to gain a vital edge in battle.

Double-Barrelled Weapons

Any class of blackpowder weapon may be modified to produce a double-barrelled version with, theoretically, twice the killing power.

Double-barrelled weapons cost three times as much as the weapon they are based on – both barrels must be of an identical type, as it is not possible to mix pistol and rifle barrels together, nor different classes of blackpowder weapon. Double-barrelled weapons impose a further -10 Construction Modifier on the weapon being fitted. When firing a double-barrelled weapon, a single attack roll is made but if successful, damage is rolled for each bullet.

Rifled Barrel

One of the modifications most gunsmiths aspire to achieve is to craft small circular grooves down the barrel of a weapon in order to spin the bullet as it is fired.

Rifling the barrel of a weapon is a difficult process and imposes an additional -10 Construction Modifier on the weapon as it is constructed. Rifled barrels add 25 feet to the range increments of any



BLACKPOWDER WEAPONS

weapon and cost an additional 100 gp for pistols and 200 gp for rifles.

Spyglass Sight

Raw accuracy is the bane of blackpowder weapons and they tend to suffer greatly at range. In order to counter this, some gunsmiths experiment with mounting a calibrated spyglass down the length of the barrel, through which a wielder may focus upon targets.

Mounting a finely crafted spyglass sight to a blackpowder weapon costs an additional 1,100 gp. The gunsmith performing the modification must also make a Profession (gunsmith) check at DC 20 for it to calibrate it properly, or all benefits will be lost. Such a spyglass will allow a wielder to ignore any range penalty when firing his blackpowder weapon, so long as he does not move during the round in which he attacks. Spyglass sights may only be mounted upon rifles.



FIGHTING STYLES

Rather than just merely wading into an enemy and laying about with their weapons, fighters often develop specific fighting styles to enhance their abilities in combat, leaving the simple hacking to the likes of barbarians. Such a fighter will spend long hours continuing the perfection of his training, honing his capabilities and tactics to revolve around individual weapons and armour. This set of attacking and defensive tactics come together to form a fighting style, of which there are a great many available to the dedicated fighter who must concentrate on the specific discipline of each in order to become a true master. It is often said that to become a master of any fighting style, a fighter must not only change the way he fights, but also the way he thinks.

Occasionally, within the larger and more prosperous cities, actual fighting schools are created, training fighters and other warriors in certain styles. Where two or more such fighting schools are found, rivalries between them also abound, with duelling in the streets being common between members convinced their style is the superior. With mounting deaths the result of these duels, many schools become banned in civilised nations and kingdoms, though the actual fighting style they taught tends to persist. It can take a weapon master of exceptional charisma to keep his students in check, especially as they are likely to be young, hot-blooded and eager to prove themselves. As such, many masters insist their students follow a certain code of practice and conduct that regulates their activities outside of the school. This often works on the surface, though the townsfolk and city guard are unlikely to be fully aware of the alleyway duels and barroom brawls initiated by the members of rival schools.

In the wilder regions of the world, potential students may seek out a particularly renowned master who has accomplished all possible within a fighting style. The limits on a student's behaviour may be even more pronounced under such a teacher, who will view the quid pro quo of the study as the total obedience of the student. Few students can last through the trials of such masters, as trials are often deadly and many simply become exasperated after

being given countless chores to perform without being taught a single new tactic for battle.

More often though, a fighter develops and learns a fighting style himself, either using his experience in combat as a starting point, or through witnessing a particular style in action, often from a competent enemy. Whilst this way of learning gives rise to a great many variations of certain styles, many share much in common and thus, it is relatively easy to categorise the more common ones.

LEARNING FIGHTING STYLES

Each individual fighting style covered in this chapter is essentially a series of bonuses that a fighter (or any other character that qualifies) may take advantage of in combat. To learn a new fighting style, a fighter must achieve all the listed prerequisites for entry and then train continuously for the period shown under each style to reach the level of Initiate. During this period of training, the fighter must remain undisturbed and may perform no other action aside from sleeping and eating. If the fighter is disturbed or otherwise must break off his training for a period greater than eight hours, then the training is wasted and he must start again from scratch.

FIGHTING SCHOOLS AND MASTERS

Attending a fighting school will reduce this time by half, but is likely to be very costly – upwards of 500 gp per week of attendance. The Games Master is the final adjudicator as to whether a fighting school actually exists in any given settlement and what it will charge for tutoring. He is also free to embroil characters in rivalries with other, rival, fighting schools.

In addition, a fighter may also locate a master to teach a fighting style and this will, again, halve the time required for training. However, whilst a master is likely to take little or no money in exchange for his wisdom, he is likely to be very difficult to find and the Games Master is welcome to set the fighter all manner of dangerous challenges in order to prove to his new master that he is worthy to learn the fighting style.



BEYOND THE INITIATE

Every fighting style detailed here has five levels of ability, starting with Initiate. The level of Initiate is granted as soon as the fighter meets the listed prerequisites and concludes his initial training. From this point forward, he may always use the bonuses granted by the fighting style. However, by continuing his training in the same style, the fighter may be able to reach ever greater levels of ability on his way to true mastery. Every new level of ability has a listed set of prerequisites and a period of training, both of which must be met before the fighter is permitted to advance one step higher. No level of ability may be 'missed' even if the fighter meets the prerequisites of a higher level of ability – all must be learnt, in sequence, before the fighter can progress further. Once each new level of ability is attained, the fighter gains both new bonuses in combat, as well as a new title to reflect his capabilities within the style, the latter of which the fighter is more than welcome to use when introducing himself to others ('I am Torgar, Watchman of Stoneholm. Fear my axe, Goblin').

All abilities granted by a fighting style are considered to be extraordinary abilities.

RESTRICTIONS OF STYLE

The bonuses gained from each level of ability may only be applied whilst the fighter obeys the Style Restrictions, as listed under each individual fighting style within this chapter, often greatly limiting the weapons and armour he may use. If he uses any weapon, armour or equipment not listed within the Style Restrictions when in combat, he may not benefit from any of the bonuses related to the style, unless otherwise stated.

Every fighting style requires a great deal of mental discipline and fortitude for a fighter to become attuned to its practice, even within those styles that seem primitive and base. No student of a style may rise higher in its level of ability than his Wisdom modifier.

It is permissible for a fighter to learn more than one fighting style at a time and, indeed, many true masters of combat are able to switch between the fighting styles they know at will to constantly confound their opponents. However, players should be aware that the training required to become competent in several different styles is likely to take

a great deal of time. Characters with no fighter levels may only ever learn one fighting style and may not change at a later date.

RECOGNISING A STYLE

Fighters often spend time sizing their opponents up before engaging in combat and a skilled character can recognise instantly when an enemy is using a particular fighting style.

A fighter may identify the fighting style he witnesses any combatant using by making a Style check at DC 15. This counts as a free action. The fighter need not actually fight the combatant to do this, merely witness it, and he may use his base attack bonus and Wisdom modifiers as bonuses to this check.

However, many combatants will also try to mask and disguise their fighting style in order to stop an enemy gaining an advantage over them. There is no penalty in attempting to disguise a fighting style, but an opposed Style check is made when another character attempts to identify it, using base attack bonuses and Wisdom modifiers as described above. The winner of this opposed check may identify the style or keep it hidden, as he wishes.

RAIN OF BLADES

Common in many major cities where fighters must rely on quick wits rather than raw combat prowess and heavy armour, the Rain of Blades fighting style encourages its students to act with poise and grace in all situations. Utilising combined dagger and rapier attacks, the master of the Rain of Blades need not rely on thick plates of metal armour to protect him in combat, as he can both defend himself and strike deadly blows with both of his weapons.

Fighters trained in the Rain of Blades insist on carrying the very finest quality weapons, often overseeing their forging to ensure no flaw enters their construction that will later impinge on their combat abilities. Non-lethal duels between students of the Rain of Blades are common when they meet and are usually conducted with a great deal of honour and respect. Enemies, however, soon learn to fear the flashing rapier and ever-present dagger combination that marks such fighters as truly skilled warriors.

Style Restrictions

Required Weapons: Dagger and rapier.

Required Armour: Light or none.

Prerequisites

Base attack bonus: +4 or higher.

Equipment: Masterworked dagger and rapier.

Feats: Ambidexterity, Martial Weapon Proficiency, Simple Weapon Proficiency, Two Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (rapier).

Initiate

Shield of Blades

Fighters studying the Rain of Blades fighting style first learn to block with their off-hand dagger rather than their rapier, leaving their

primary weapon to attack. Because of their training, they are very adept at using their dagger defensively.

Benefit: While carrying out a full attack action, the Initiate gains a +2 deflection bonus to Armour Class as he constantly parries with his dagger. He may not make any attacks with his dagger whilst he uses Shield of Blades.

Third Sword

Feint and Lunge

By concentrating on misdirection, the Third Sword is able to use the Feint and Lunge ability to strike at one area of an opponent's body, only to reverse direction at the last instant to strike somewhere else. Against most combatants this is a very effective manoeuvre, but not so against other students of the Rain of Blades.

Prerequisite: Base attack bonus +6, Int 10+, Bluff 8 ranks.



Benefit: When carrying out a full attack action, the Third Sword may roll twice for his first attack bonus, accepting the better of the two results. This ability will have no effect upon an enemy who also has Feint and Lunge.

Second Sword

Shoulder Lance

Students of the Rain of Blades are often competent duellists and soon develop the ability to disable their opponents with a single strike, crippling their ability to carry on fighting. By striking at the muscles in an opponent's weapon arm with a needle thin rapier, the student can impede any attacks made against himself.

Prerequisite: Base attack bonus +8, Improved Critical.

Benefit: As a full attack action the Second Sword may attempt to disable his opponent's weapon arm. A single attack roll is made with a -4 circumstance penalty. If

successful, the victim suffers damage as normal and must also make a Fortitude check at DC 20 or suffer 1d4 points of temporary Strength loss. This ability may not be used on any creature immune to critical hits.

First Sword

Flying Whirlwind

Once students progress to the First Sword level of ability in the Rain of Blades style, they are truly formidable fighting machines, able to take on numerous combatants easily. By using the Flying Whirlwind, students are able to engage several opponents at once.

Prerequisite: Base attack bonus +10, Whirlwind Attack, Int 12+.

Benefit: Using this ability, the First Sword is able



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to use both his rapier and dagger during a Whirlwind Attack.

Master

Storm of Blades

The Master of the Rain of Blades is fully competent in his style's way of combat. He can now use his abilities whilst in heavier armour and is able to take advantage of the slightest error made by his enemies, striking them down whenever they become distracted.

Prerequisite: Base attack bonus +12, Combat Reflexes.

Benefit: The Master may now use any ability from the Rain of Blades style whilst wearing medium armour. In addition, whenever an opponent provokes an attack of opportunity from him, he may attack with both his dagger and rapier. However, only one attack will be counted against the total number of attacks of opportunity he may make in each round.

The Rain of Blades Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Shield of Blades	1 Week
2	Third Sword	Feint and Lunge	2 Weeks
3	Second Sword	Shoulder Lance	1 Month
4	First Sword	Flying Whirlwind	2 Months
5	Master	Storm of Blades	2 Months

The three young Rain of Blades Initiates swaggered boldly through the city, their day of study complete. Now the three, Ortiz, Gruy and Eurius, intended to drink and wench themselves senseless, for tomorrow was a rest-day and they had no duties within the school until the afternoon watch. Indulging in the sort of japes and laughter which, whilst noisy, caused older residents to merely shake their heads in amused acceptance, they turned a corner and walked straight into four members of the local Quisane school, seemingly intent upon similar carousal.

The two groups stepped backed instinctively, and suddenly blades were in hands. The four Quisanes held longswords and whips, whilst the Initiates matched rapier and dagger. None wore armour.

'Move aside for us, Knifeman, and mayhap I won't flay your backside,' snarled the leader of the Quisanes, addressing Ortiz who stood between his two friends.

'Move for you, slaver trash?' Ortiz retorted, his blades crossed above his groin, the pose drilled ruthlessly into him. It said the speaker was not only armed, but also confident of the outcome of any trouble.

'Aye, move or bleed.' The Quisane's eyes narrowed.

Ortiz opened his blades – it was the signal for Gruy and Eurius to spread out and take up fighting stance. Seeing the move, the four Quisane's responded in style. They too were mere Initiates, but there was a history of blood between the two schools and it appeared that another deposit was going to be made.

As he ran back down the street, Ortiz wondered what Master Simenon would have to say about the debacle. Both his fellows were down, possibly dead, and it would be up to him to explain the stain they had discharged upon the school's honour. Hard as it was to rationalise whilst being chased by four bullies, Ortiz knew that it had been the surprising whipcrack which had provided the fatal distraction. He just hoped he would live to learn the lesson.

STYLE OF CORDUN

A fighting style of knights and those nobles who engage in military activity, the Style of Cordun concentrates its followers on reliability and total defence, rather than fast charges and flashy manoeuvres. Many fighters often consider the Style of Cordun to be stale and stagnant but the Knight-Champions of Cordun are known to value tradition. Cordun is respected within military circles and it is not uncommon for all the officers of an army to be skilled to some degree in its use.

The Style of Cordun revolves around the use of sword and shield and its students are valued members of any fighting unit, able to withstand repeated assaults from the enemy and still hold the line, despite mounting odds. There is little room within the style's discipline for imagination and interpretation, but students tend to be amongst the most reliable fighters any general can hire.

Style Restrictions

Required Weapons: Any sword used in one hand.

Required Armour: Medium or heavy armour, and a small or large steel shield.

Prerequisites

Base attack bonus: +3 or higher.

Saves: Fortitude +5 or higher.

Feats: Armour Proficiency (medium or heavy), Martial Weapon Proficiency, Shield Proficiency, Weapon Focus (any one-handed sword).

Alignment: Any lawful.

Initiate

Shield Bash

The first ability any student of the Style of Cordun learns is that his shield is more than just another piece of armour. It can be used to strike back at an overwhelming enemy, potentially giving him a moment of pause. Striking with a shield is often how a student of Cordun can be first identified when in battle.

Benefit: While carrying out a full attack action, the Initiate may make an additional shield bash attack, in addition to his normal attacks, without the penalty usually associated with an off-hand weapon. This may only be attempted with

small and large shields, as tower shields and bucklers are unsuitable for this method of attack. As usual, any AC bonus associated with the shield is lost until your next action whilst using it in this way.

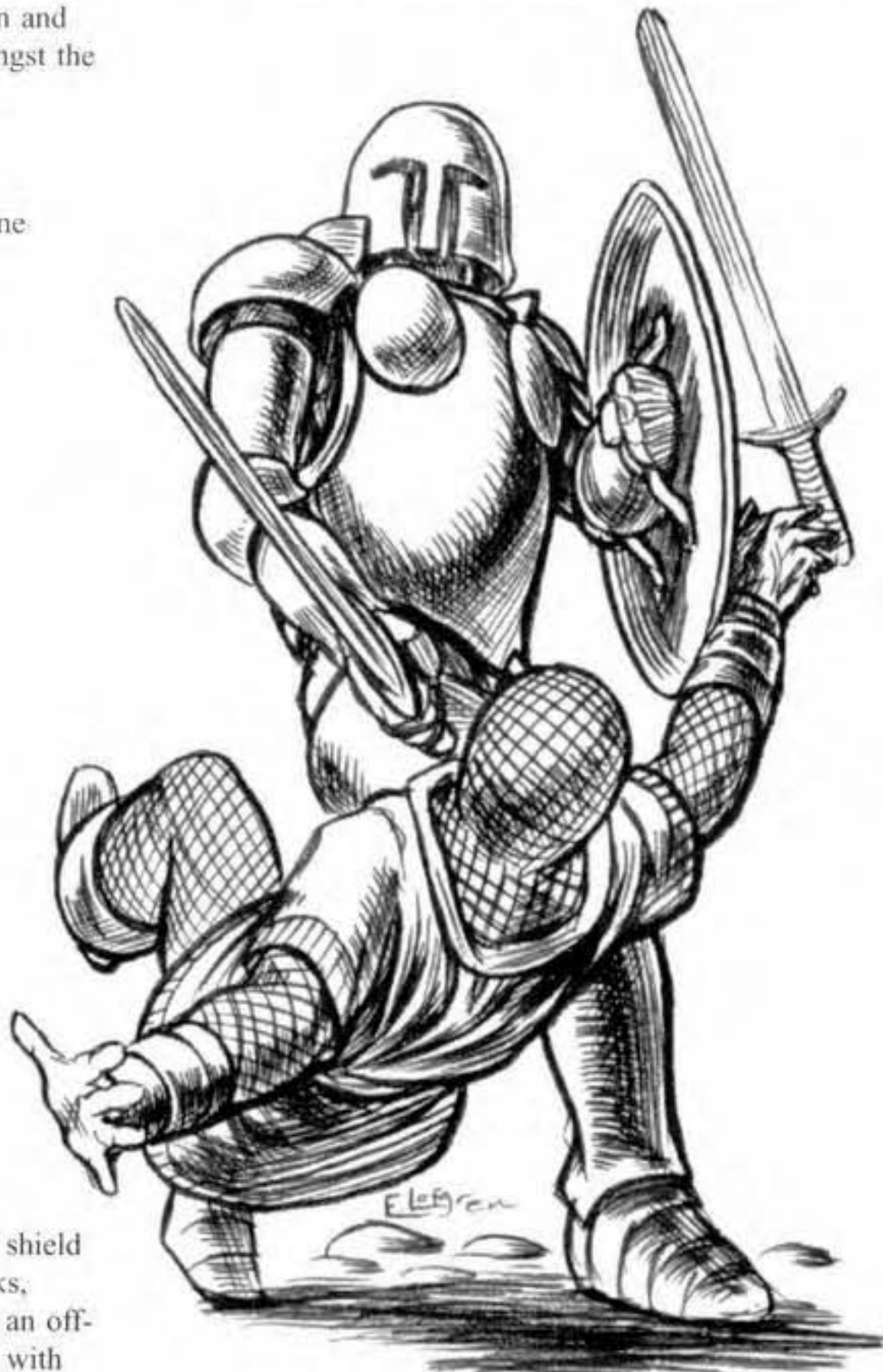
Defender

Shield Mastery

The Style of Cordun teaches its students to take best advantage of their shields, allowing enemies to rain blow after blow down upon them whilst remaining safe. A skilled student can make it exceedingly difficult for an enemy to strike him directly, thus placing him at a distinct advantage in battle.

Prerequisite: Base attack bonus +6.

Benefit: The Defender gains a +1 cover bonus to his Armour Class against melee attacks from one





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opponent. In addition, he may also ignore any armour check penalty associated with his shield.

Defender Sergeant

Armour Mastery

Whilst the Style of Cordun concentrates on the use of sword and shield in perfect harmony, Defender Sergeants also train to fight in heavy armour until they can battle enemies almost as well as if they were wearing much lighter protection. From this point, most students of Cordun prefer to adopt heavy armour by choice rather than rely on their own agility to avoid incoming blows.

Prerequisite: Base attack bonus +9, Str 15+.

Benefit: Once every hour, the Defender Sergeant

may move at his unencumbered speed for one minute whilst wearing heavy or medium armour. This ability does not function if he is also carrying a medium or heavy load.

Defender Captain

Guardian Way

Once a student of the style reaches the Defender Captain level of ability, he is incredibly well-schooled in the methods of personal defence. He is able to keep his guard up at all times, even when attempting other actions during combat.

Prerequisite: Base attack bonus +12, Int 12+.

Benefit: Once per round, the Defender Captain may ignore one attack of opportunity aimed at himself –

The Officers' Meeting within the great tent had not gone quite as King Hergar had planned. From every side his nobles had vented their half-baked opinions on just how the forthcoming battle should go. He actually switched off at one point, through Duke Igor's ridiculous assertion that the mercenary crossbowmen could not be trusted because they wore moustaches. It was foolish, he knew. As King it was his responsibility *not* to let his mind wander, yet how could such buffoonery be tolerated? Probably because he is the greatest landowner in the kingdom, *including me*, the king thought.

A row between three or four of the grandees was threatening to turn into an open brawl when the flap of the tent was brushed aside and a robed figure stalked in, frost visible on his grey beard. He approached the King directly, a path that took him straight through the gaggle of bickering lords, who broke apart resentfully to let him pass. Had the soldier cared, he would have felt a score of eyes burning maliciously into the simple platemail he wore beneath the fur-lined robe.

Seeing the man's approach, the King smiled with some relief, acknowledging the formal salute. 'What news, Captain Pallius?'

'I have been out with the pickets since before dawn. They are out there alright. Deep within the forest, but there.'

'Will they attack?' Duke Igor interrupted.

'The men are ready,' Pallius continued, addressing the King, and infuriating the powerful-yet-impotent Duke.

'What tactics will you use?' asked Hergar, making it plain that he had just allowed his own nobles to waste their breath for half a turn of the dial.

'We will let them come onto us, sire. There is no other way. The numbers are too much in their favour.'

Duke Igor, along with a number of the others, snorted contemptuously. 'Sit back! 'Tis the coward's way!' Igor knew the error of his words the instant they had left his mouth. The Captain of the Guard might be a common mercenary, but he was also a Defender Knight-Champion of Cordun, and that made him a killer. The duke floundered, thinking that he should say more and yet knowing that he had pushed the knight to the very edge of his patience.

Hergar merely smiled at the solid figure, apparently unmoved, standing before him. 'Defence it is then, my Lord of Cordun. I will be honoured to join you in the front rank this day.'

The Style of Cordun

Level of Ability	Title	Bonus	Training Time
1	Initiate	Shield Bash	1 Month
2	Defender	Shield Mastery	1 Month
3	Defender Sergeant	Armour Mastery	2 Months
4	Defender Captain	Guardian Way	2 Months
5	Defender Knight-Champion	Defending Wall	3 Months

in effect, he does not generate an attack of opportunity for any one action of his choice.

Defender Knight-Champion

Defending Wall

As a student becomes a Knight-Champion, he becomes a true master of defence, able to easily block the attacks of his enemies even as he strikes them down.

Prerequisite: Base attack bonus +15.

Benefit: Whenever the Knight-Champion performs a full attack combat option, he may opt to forgo some of his attacks in order to parry the incoming blows of his enemies. At the start of the round, the Knight-Champion must decide how many of his attacks he will forgo. He will gain a +2 bonus to his Armour Class for every attack he forgoes for the duration of that round.

STONEHOLM

Named after the legendary dwarven city of old where the style is said to have been founded, Stoneholm has since spread to dwarven settlements and communities all over the world. As one of the oldest regimented fighting styles known, Stoneholm is commonly found being practised by the guards and defenders of many dwarven cities.

As with the Style of Cordun, Stoneholm focuses on defensive tactics but also encompasses the techniques used with the traditional dwarven axe. The fighters of Stoneholm tend to be fairly extroverted and often engage each other in public contests where individuals are set to hew down a succession of thick oaken doors in the shortest time possible. A division in the discipline of the fighting style can often become apparent to outsiders, with the older generations regarding the virtues of duty and loyalty as being paramount, whereas younger and hotter-blooded dwarves seem more intent on glory and fame.

Style Restrictions

Required Weapons: Dwarven waraxe.

Required Armour: Heavy armour, any shield.



The Stoneholm Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Confined Fighting	2 Weeks
2	Watchman	Axehand Chop	1 Month
3	Patrolman	War Chant	1 Month
4	Guard	Gotter's Slash	2 Months
5	Captain	Power Blow	2 Months

Prerequisites

Race: Dwarf.

Ability Scores: Con 14+.

Base attack bonus: +3 or higher.

Equipment: Masterworked dwarven waraxe.

Feats: Armour Proficiency (heavy), Cleave, Endurance, Exotic Weapon Proficiency (dwarven waraxe), Shield Proficiency.

Alignment: Any lawful.

Initiate

Confined Fighting

Fighters of the Stoneholm style train to fight in confined areas most others find uncomfortable to battle within, giving a great advantage when defending their traditional homes. They learn how to use an opponent's size against himself, easily evading attacks as the enemy desperately tries to turn and follow their every move.

Benefit: When fighting in a confined area (where there is less than 10 feet of space on one or more sides), the Initiate gains a +2 dodge bonus to his Armour Class.

Watchman

Axehand Chop

Shields are no protection against the devastating blows of Stoneholm Watchmen. Enemy shields splinter and crumple under their powerful strike, leaving any enemy defenceless against further attack. Given the almost vital nature of shields when battling in confined spaces, this places the Watchman at a distinct advantage to any invaders.

Prerequisite: Base attack bonus +5, Sunder, Weapon Specialisation (dwarven waraxe).

Benefit: When attacking an enemy's shield, the Watchman gains a +1 bonus to his damage roll. In addition, this ability may also be used on large stationary objects such as doors and chests.

However, if a roll of 1 is ever made on an attack roll whilst using the Axehand Chop, the Watchman's axe will snap at the haft, requiring a weaponsmith or magic to repair.

Patrolman

War Chant

The Patrolmen of Stoneholm are well known for their singing in the midst of battle, but few realise the inspirational effect this has upon them as they recount the deeds of brave dwarf heroes from a long gone age. Fewer still know that Stoneholm fighters are capable of passing secret and hidden messages to one another as part of their song.

Prerequisite: Leadership.

Benefit: A Patrolman who is not silenced by mundane or magical means may engage in the Stoneholm song during combat, granting a +1 morale bonus to attack rolls and saving throws to himself and any other students of Stoneholm, regardless of their level of ability. Several Stoneholm dwarves singing do not stack their bonuses. In addition, a Patrolman may secretly communicate attack and defensive orders to other Stoneholm dwarves, again, regardless of their level of ability. This communication may not be understood by any non-Stoneholm student except by magical or psionic mind-reading.

Guard

Gotter's Slash

There are times in battle when a single well-placed blow can be far more effective than a flurry of weaker attacks. Stoneholm fighters understand this well and train hard to focus their energy into powerful swings.

Prerequisite: Base attack bonus +9, Great Cleave, Power Attack.

Benefit: Whenever the Guard performs a full attack combat option, he may opt to forgo some of his attacks in order to increase the power of his main

strike. At the start of the round, the Guard must decide how many of his attacks he will forgo. He will gain a +3 bonus to a single damage roll for every attack he forgoes during that round only.

Captain

Power Blow

There are many enemies in the deep earth that dwarves must constantly strive to overcome as they invade the ancient cities, and many are powerful enough to ignore all but the keenest weapons. The Captains of Stoneholm train themselves to skilfully place their blows to harm enemies that might not otherwise be harmed by mundane weaponry.

Prerequisite: Base attack bonus +14.

Benefit: The Captain is able to ignore half, rounding down, of any enemy's Damage Resistance score.

BLACKFEATHER

The Blackfeather focuses on the expert use of the longbow and, as such, the practice is often adopted amongst bandits and outlaws, giving the style a very poor reputation in some regions. However, there is nothing inherently evil within the discipline of the style itself and fighters who train hard will be able to perform all manner of feats with their weapon that defy belief.

Followers of the Blackfeather style often enter archery tournaments whenever the opportunity arises, and some are able to make a fair living by doing little else. Despite the bad name the style sometimes suffers, crowds always enjoy two or more Blackfeathers competing during a tournament, as they tend to be very competitive and always seek to out-do one another with amazing trick shots that hold the attention of any who witness them.

Style Restrictions

Required Weapons: Longbow.

Required Armour: No restriction.

Prerequisites

Equipment: Masterworked longbow.

Feats: Far Shot, Martial Weapon

Proficiency, Point Blank Shot, Rapid Shot, Weapon Focus (longbow).

Skills: Concentration 2 ranks, Hide 4 ranks, Wilderness Lore 4 ranks.

Initiate

Duck & Shoot

The Initiate of Blackfeather first trains in how to take the greatest advantage of cover whilst maintaining a good firing position, so that he may slay his enemies and remain unharmed.

Benefit: When firing from behind cover, the Initiate counts as being in one level better cover than he actually is. This may not be improved to more than nine tenths cover.

Freehand

Footspike

Various trick shots are the preserve of fighters of the Blackfeather. One of the first trained for is the



The Blackfeather Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Duck & Shoot	1 Week
2	Freehand	Footspike	1 Week
3	Archer	Overdraw	2 Weeks
4	Black Archer	Trick Shot	1 Month
5	Master Archer	Armour Piercing	2 Months

'...and naturally I slew the creature! What else could one do?'

How romantic, Ethelfleda thought, her veiled eyes resting admiringly on the noble visage of Count Zengo. She imagined dancing across marbled ballrooms, swept up in the dashing lord's arms, whilst a concourse of covetous damsels looked on disconsolately. She closed her eyes, briefly and unwittingly, allowing the daydream to occupy her thoughts.

Zengo glanced across, able at the close distance to see the heavy, overlapped lashes. He smiled, aware of the effect his story-telling was having on the guileless maiden. She was certainly a beauty, he considered, shamelessly staring down at Ethelfleda's full cleavage, shown off as it was to such good effect by the riding gown she wore. A whistling in the air brought both riders back to reality, and Zengo looked aside quickly as his companion opened her huge lilac eyes and turned to smile sweetly at him.

Zengo pretended to be studying the woodland through which they now rode. His sergeant-at-arms had advised him that of late the woods had become unsafe for travellers, but Zengo had snorted contemptuously when it had been suggested that this morning's ride might be ill-advised. Stuff and nonsense! These were *his* lands, and no band of goblins was going to spoil a trip to Lake Jalayne. Anyway, accompanied by the sergeant and his own hulking bodyguard, Grimgor, no parcel of humanoid rabble would give him a problem. Still, the rich and exquisitely thin chainmail he wore under his riding cloak and jacket was a wise precaution, just in case.

Zengo suddenly pulled up sharply. This action came immediately after glancing behind to check on the position of his two escorts. Unfortunately for Zengo that position was face up staring at foliage, with a black-feathered shaft protruding from each throat. The count's longsword was in his hand in an instant. These were no goblins!

Had the man sitting on the oak branch known the count's thoughts, he would have smiled mischievously. As it was he was content to await his quarry's next move, the longbow which had despatched his guards resting idly across his knees. It took a few seconds for the count to pick him out from the surrounding wood, clad all in brown leather as he was. Seeing where the count's gaze had come to rest, and not yet aware of the impending danger, Ethelfleda saw only yet another romantic situation. The man in the tree was, after all, stunningly handsome. Cleanly shaven, his dark hair stretching unfettered over his shoulders to provide a complimentary shade to the leather.

The Blackfeather decided that enough was enough, and quickly put a shaft through Zengo's right eye. He had reached the ground before the corpse of the noble fell, and he swaggered confidently towards the stunned maiden, who felt the need to urgently dismount. She allowed herself to imagine this hero sweeping her up and taking her to his forest home. These were the ways of such noble outlaws, she knew.

It came as something of a surprise to her that upon looking again, this noble outlaw appeared to have no current need to wear his trousers.

footspike, where an arrow is shot into the leg or foot of a fleeing enemy in order to slow them down.

Prerequisite: Base attack bonus +4, Shot on the Run.

Benefit: When carrying out a full attack action, the Freehand may forgo any additional ranged attacks to make one footspike attack roll. If he hits, damage is caused as normal but the victim must also make a Fortitude save at DC 20. Failure will result in their speed being halved until they are healed, as the well-placed arrow all but cripples them, making it very painful to move. This ability may not be used on any creature immune to critical hits.

Archer

Overdraw

All bows are designed to be fired when their string is drawn to a certain point, but Archers are trained to pull further. This greatly increases the power of each shot, at the cost of much reduced accuracy. Many fighters of the Blackfeather use this method for every shot, relying on their own incredible skill to ensure accurate arrow flight.

Prerequisite: Base attack bonus +6, Str 15+, Weapon Specialisation (longbow).

Benefit: An Archer may overdraw his bow on any shot. In doing so, he will suffer a -2 penalty to his attack roll, but gain a +2 bonus to his damage roll.

Black Archer

Trick Shot

Black Archers hone their skills continuously, practising shots on a variety of small and fast moving targets, such as birds, swinging ropes and thrown purses. Such marksmanship soon becomes all but second nature to them.

Prerequisite: Base attack bonus +8, Improved Critical, Precise Shot.

Benefit: All penalties for range, size and movement are halved whenever the Black Archer shoots a longbow. This ability may only be used in conjunction with one attack per round.

Master Archer

Armour Piercing

It takes a long time and much practice to become a Master Archer, but such fighters are rightly feared by their enemies, for they can place an arrow exactly where they wish, at whatever range, in whatever conditions. They become adept at spotting

weak points in the armour of opponents and sending an arrow to strike at those vulnerable locations, making a mockery of any protection an enemy wears.

Prerequisite: Base attack bonus +16, Combat Reflexes.

Benefit: Instead of making normal ranged attack rolls to strike a target, a Master Archer need only make ranged touch attacks when using a longbow.

ORASK

Often seen being utilised by primitive tribes and even many goblinoid and orc fighters, the Orask style is a proponent of strength and endurance, rather than speed or grace. On the surface, it is an uncomplicated style but few of its followers ever achieve the highest levels of mastery, as it still requires a great measure of martial discipline, a trait not altogether common amongst such peoples. Though rare in civilised lands, the few practitioners who dwell in towns and cities tend to be superior in the art, as they marry the brute strength of the wild with rigorous training and a desire to excel in their craft.

The Orask style focuses on mighty two handed weapons, which dedicated fighters must become accustomed to swinging and hacking continually in the midst of combat. They believe strongly in a deep inner connection with their chosen weapon, sometimes even bathing it in their own blood to strengthen the bond. War paint is a also a common feature amongst students of Orask, even in civilised areas, and usually takes the form of a grinning skull applied to their face, creating a dreadful death mask intended to terrify enemies in combat. It is therefore little surprise that the followers of Orask are also worshippers of gods whose domains are war and death.

Style Restrictions

Required Weapons: Any two-handed melee weapon.

Required Armour: Any, except shields of any type.

Prerequisites

Base attack bonus: +4 or higher.

Size: Medium or larger.

Hit Points: 40+

Fortitude Save: +6



FIGHTING STYLES

Feats: Cleave, Martial Weapon Proficiency, Power Attack, Weapon Focus (any two-handed melee).

Alignment: Any non-lawful.

Religion: Must worship a god of death or war.

Initiate

Preparation of Battle

Initiates of Orask first learn how to focus themselves upon their weapon, to become one with the death they intend to deal in battle. Though this meditation falls far short of that practised by monks and holy men, it does attune the fighter to his weapon so he may act as if it were merely an extension of his own body.

Benefit: Once per day, an Initiate of Orask may prepare himself before battle. This requires one undisturbed hour and 100 square feet with which to practice and swing his weapon. If disturbed, the preparation is ruined and may not be attempted again that day. For the next 6 hours, the Initiate receives a +1 morale bonus to all Will saves, as well as damage rolls. The Initiate must rest for a full 8 hours before he can use the Preparation of Battle ability again.

Blood Guard

Blood Bond

As a fighter progresses down the path of Orask, he learns that his weapon can function much as part of his own body. To solidify this relationship between man and weapon, a ritual known as the Blood Bond is performed, where the fighter will bathe his weapon in his own blood.

Prerequisite: Base attack bonus +7, Endurance, Weapon Specialisation (any two-handed melee weapon).

Benefit: The Blood Guard may ritually sanctify his weapon in order to bind it closer to him. This takes five undisturbed days of fasting, sacrifice and weapons practice. If the Blood Guard is interrupted, the entire ritual must begin again from scratch. When complete, the Blood Bond will result in the fighter being completely attuned to his weapon and he will receive a permanent +1 morale bonus to all attack rolls whilst using it in battle. However, should he ever use

any other weapon in combat, he will suffer a -2 morale penalty on all attack rolls until he is able to use his bonded weapon again, or a new one can be sanctified.

Blood Taker

Stand 'til the End

Fighters studying the Orask style soon come to believe that fleeing battle for any reason is cause for great shame. Heroes are those who stand their ground, no matter what the odds, and the fighter trains himself to withstand debilitating injuries whilst continuing to fight.

Prerequisite: Base attack bonus +9, Toughness, Fortitude save 9+.

Benefit: When the Blood Taker is reduced to negative hit points, he may make a Fortitude save at DC 20 every round. Success will mean the character remains conscious, stable and able to carry on fighting. Failure will result in him immediately collapsing and starting to die, as normal. This roll



The Orask Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Battle Prep	1 Week
2	Blood Guard	Blood Bond	2 Weeks
3	Blood Taker	Stand 'til the End	1 Month
4	Warlord	Wounding Retribution	2 Months
5	Blood Master	Blood Wind	2 Months

must be made every round to stay conscious and a Blood Guard taken to -10 hit points or lower will automatically die.

Warlord

Wounding Retribution

Using almost superhuman feats of endurance and perseverance, the Warlord trains himself to take advantage of the blows of his enemies, using this critical time to launch his own attacks in the face of great pain and danger. He comes to believe that when enemies strike, they leave themselves wide open to counterattack.

Prerequisite: Base attack bonus +12, Combat Reflexes, Fortitude Save 12+.

Benefit: Whenever a melee attack causes damage against the Warlord, he may make an immediate attack of opportunity against the enemy that struck him.

Blood Master

Blood Wind

The Blood Wind is a rare ability, often spoken of in legend but rarely witnessed, for there are few with the strength, agility and mental discipline required for such feats. Using the great power and reach of his bonded weapon, the Blood Master is able to turn himself into a blinding machine of death and steel, striking out at all enemies around him in an orgy of blood-letting.

Prerequisite: Base attack bonus +16, Whirlwind Attack.

Benefit: When the Blood Master performs a Whirlwind Attack, he may strike at all opponents within 10 feet.

most fighters adopt twin short swords as their favoured weapons in this style, though disciplined rogues are also known to sport daggers.

However, the style continues to flourish within dark alleyways and the rougher districts of cities and is, in fact, one of the oldest fighting styles known, rivalling Stoneholm in antiquity. Buried in myth is the legend of the very first practitioner of the style, Fegrin himself, who is said to have created twelve pairs of short swords, magically charged and perfectly balanced for the style. All fighters adopting his method of fighting hope one day to possess such blades, though none have yet been uncovered and many doubt they even exist.

Style Restrictions

Required Weapons: Two short swords or daggers.

Required Armour: Light or none.

Prerequisites

Base attack bonus: +6 or higher.

Equipment: Two masterworked daggers or short swords.

Feats: Ambidexterity, Martial Weapon Proficiency, Simple Weapon Proficiency, Two Weapon Fighting, Weapon Focus (short sword or dagger).

Skills: Hide 2 ranks, Move Silently 4 ranks.

Alignment: Any non-lawful, non-good.

Initiate

Final Insult

Even the lowly Initiates of the style learn to be utterly ruthless in battle, ensuring that any enemy that drops to the ground stays there. Aiming for vital arteries and veins in their final strikes, a victim of the Initiate will very quickly bleed to death unless healed.

Benefit: Any enemy taken to negative hit points by the Initiate will automatically lose 2 hit points per round until stabilised or healed.



FEGRIN'S PAIR

Ruthlessly quashed in many nations and kingdoms, the Fegrin's Pair style attracts many nefarious followers such as unscrupulous bounty hunters and assassins. Concentrating on the fast and silent skill,

The Fegrin's Pair Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Final Insult	1 Week
2	Acolyte of the Short Blade	Greater Whole	2 Weeks
3	Adept of the Short Blade	Bloody Ground	1 Month
4	Master of the Short Blade	Single Strike	2 Months
5	Master of Fegrin's Pair	Degrading Strike	2 Months

Acolyte of the Short Blade

Greater Whole

Acolytes of the Short Blade train themselves to strike at their enemies with both weapons in tandem, and are thus able to overcome the defences of creatures much stronger than themselves. This ability can turn the relatively inoffensive short sword or dagger into a potentially lethal tool.

Prerequisite: Base attack bonus +1, Cleave, Combat Reflexes.

Benefit: When attacking an enemy who possesses Damage Resistance, the Acolyte of the Short Blade may total all the damage he deals against it in a single round. This total is then compared to Damage Resistance, rather than each individual attack separately.

Adept of the Short Blade

Bloody Ground

Greatly improving on the skills of the Initiate, the Adept of the Short Blade is able to quickly dispatch his enemies as they lie bleeding and helpless on the ground. It is this ability, more than any other, that has earned the fighting style its poor reputation.

Prerequisite: Base attack bonus +11, Improved Critical, Knowledge (anatomy) 4 ranks.

Benefit: An Adept of the Short Blade may perform a coup de grace against a helpless character as a move equivalent action. This

ability may not be used against a creature immune to critical hits.

Master of the Short Blade

Single Strike

The perfection of the Fegrin's Pair style is often considered to be the ability to strike an enemy dead



with a single blow, and fighters will train hard to increase the lethality of their weapons.

Prerequisite: Base attack bonus +13, Knowledge (anatomy) 12 ranks.

Benefit: Masters of the Short Blade increase both the threat range and critical damage multiplier of daggers and short swords by one point. This ability may not be used against a creature immune to critical hits.

Master of Fegrin's Pair

Degrading Strike

No dirty tricks are below the disciples of Fegrin and the true masters are able to launch devastating surprise attacks from the shadows, often slaying their prey before the victim is even aware of their presence. Few ever reach this level of ability, but those that do are the true masters of death and may be amongst the best paid assassins in the entire world.

Prerequisite: Base attack bonus +15, Hide 8 ranks, Move Silently 10 ranks.

Benefit: The Master of Fegrin's Pair gains the Rogue's Sneak Attack class feature, as described in *Core Rulebook I*, doing an extra 2d6 points of damage with such a strike. If the character already possesses Sneak Attack, he will deal an extra 2d6 points of damage on top of his normal bonus amount.

RALIX

Often dismissed as being far beneath the 'true' fighting styles, Ralix is adopted by commoners and peasant heroes with an aptitude for martial weaponry. Such students of the style often arise from militia who have fought in units of spearmen, often in the defence of their homes from raiders and other marauders.

The Ralix style teaches a fighter to use polearms effectively, even when the enemy closes range and begins to launch his own attacks. Fighters of Ralix often take great pleasure in displaying their skill, particularly if they have risen from a militia background, and tend to demonstrate practised spear-twirling as they enter combat. It is interesting to note that, possibly because of its lowly origins within the ranks of commoners, the style has no recognised system of titles awarded to those who accomplish its levels of ability and

practitioners readily band together in battle against common foes.

Style Restrictions

Required Weapons: Longspear or other polearm.

Required Armour: Light or none.

Prerequisites

Base attack bonus: +1 or higher.

Feats: Martial Weapon Proficiency, Weapon Focus (longspear or other polearm).



The Ralix Fighting Style

Level of Ability	Title	Bonus	Training Time
1	-	Haft Strike	1 Week
2	-	Drive Back	1 Week
3	-	Leverage Trip	2 Weeks
4	-	Setting Fast	1 Month
5	-	Longarm Attack	1 Month

Level One

Haft Strike

Polearms cannot be used effectively against enemies who have closed the distance, but Initiates of Ralix soon learn that the butt of their weapon is also a viable striking surface.

Benefit: The Ralix fighter may make attacks with the butt end of his weapon against any enemy within 5 feet, using it as a club. Such an attack suffers a -2 penalty to the attack roll, but will cause 1d6 damage and has a critical multiplier of x2.

Level Two

Drive Back

Though a Ralix fighter is by no means helpless at close range, they prefer to fight using the best advantage of their long weapons. With training, they are soon able to utilise their long reach to keep enemies at bay, where the blade and point of their weapon may be used. This can be devastating when used alongside allies also armed with polearms, as one can keep an enemy back, whilst the others continue to attack.

Prerequisite: Base attack bonus +2, Power Attack.
Benefit: If a Ralix fighter successfully hits an enemy with his polearm (without using Haft Strike), he may opt to Drive Back the enemy instead of causing damage. Opposing Strength checks are made and if the Ralix fighter wins, he will prevent the enemy from coming any closer in that round of combat.

Level Three

Leverage Trip

Though rarely used for such a purpose by any outside the Ralix fighting style, the long shafts of polearms make for superb tripping tools. A Ralix fighter will train to use his weapon to readily trip enemies up and leave them helpless before further attacks.

Prerequisite: Base attack bonus +3, Improved Trip.
Benefit: When making a trip attack with his polearm, the Ralix fighter receives a +2 bonus to his Strength in the opposed check due to the leverage he gains with his weapon and, in turn, may not be tripped if he fails. This ability may not be used against adjacent opponents.

Level Four

Setting Fast

Experienced Ralix fighters are well-known for their ability to set against a charge and it is said that to assault their lines is tantamount to suicide. The ability to set fast requires a lot of practice but is lethal against an attacking enemy.

Prerequisite: Base attack bonus +5, Weapon Specialisation (longspear or any polearm).

Benefit: It only takes a move equivalent action for a Ralix fighter to set his weapon for a charge. In addition, he also receives a +1 bonus to his attack rolls whilst Setting Fast and the threat range for his weapon will increase by one.

Level Five

Longarm Attack

Whilst even an experienced Ralix fighter engages in a fighting style that is comprised of relatively simple thrust attacks, the Ralix master comes to learn there are many more techniques that may be applied with a polearm. He attacks any target that dares move into range, changing target with a mere flick of the wrists and skewering enemies with incredible speed.

Prerequisite: Base attack bonus +6, Whirlwind Attack.

Benefit: The Ralix master threatens an area of ten feet in every direction whilst armed with a polearm, rather than just five.

DESERT SCORPION

Often practised by the experienced fighters of nomadic tribes and caravans in arid areas, the Desert Scorpion style favours speed over strength. Fought with paired scimitars, those of civilised regions sometimes favour longswords instead and this division within the Desert Scorpion fighting style has led to bloody conflicts between traditionalists and the 'outsiders.' Fighters focus on the power of the desert to find their source of strength in battle, but many also come to find a fascination with the blood of their enemies, using it to enter a state of advanced meditation through which they can channel all their energy into simple killing.

'Bless me this day, oh Lord of a Thousand Stars. Make my blades a symbol of your holiness. Make my arms the instruments of your judgement. May your sands grant me shelter and your breath hold my life. I take this blood in your honour that it may purify my body, that I may then carry out your bidding with a happy heart. For I am the West Wind, and this day the wind blows strong!'

Sidi ben Gazeer of the Desert Scorpions, before the Battle of the Seven Dunes.

Style Restrictions

Required Weapons: Two scimitars or two longswords.

Required Armour: Medium or light.

Prerequisites

Base attack bonus: +3 or higher.

Hit Points: 30+.

Saves: Fortitude 4+, Will 3+.

Feats: Ambidexterity, Dodge, Expertise, Martial Weapon Proficiency, Two Weapon Fighting, Weapon Focus (scimitar or longsword).

Initiate

Sandfoot

Having trained to fight on the shifting sands of desert dunes, Desert Scorpion fighters are accustomed to battling upon treacherous terrain.

Benefit: The Initiate suffers no penalty in combat associated with poor footing and unstable ground.

North Wind

Speed Sting

The speed of the scorpion's sting is one of the focuses of this unique fighting style and those who attain the rank of North Wind train hard to match the creature's strikes. Using quick flashes of their weapons, they hope to catch an enemy off guard with a cruel slashing attack.

Prerequisite: Base attack bonus +6, Improved Initiative, Quick Draw, Weapon Specialisation (scimitar or longsword).

Benefit: When making an Initiative check at the beginning of combat, the North Wind fighter may use his Speed Sting ability. He gains a further +2 bonus to his Initiative check, but may only make a single attack in the first round of combat.

East Wind

Sandstorm

There are many rules of survival that must be obeyed within the deep desert, but granting fairness to enemies in battle is not one of them. Fighters of the Desert Scorpion begin to gain a vast repertoire of dirty tricks to be used in combat, the Sandstorm being one of the most common.

Prerequisite: Base attack bonus +8, Combat Reflexes.

Benefit: When fighting upon sand, gravel or other loose material, the East Wind fighter may attempt to kick dust into the face of any enemy within 5 feet.

The Desert Scorpion Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Sandfoot	1 Week
2	North Wind	Speed Sting	2 Weeks
3	East Wind	Sandstorm	1 Month
4	South Wind	Bleeding Slash	2 Months
5	West Wind	Blood Rage	2 Months



FIGHTING STYLES

This is a move equivalent action and is treated as a ranged touch attack. A successful attack will partially blind the target, who will then suffer a -1 penalty to his attack rolls and Armour Class for one round.

South Wind

Bleeding Slash

Water is the stuff of life within the desert and fighters of the Desert Scorpion soon begin to equate this basic necessity with the blood of their enemies. By making vicious, slashing cuts with their weapons, the fighter can cause an enemy to bleed profusely from every wound, forcing their life to ebb away even whilst defending against another brutal attack.

Prerequisite: Base attack bonus +12, Improved Critical.

Benefit: Any attack made by the South Wind fighter will cause his enemy to bleed profusely. Such wounds will continue to bleed for one point of damage per round until a Heal check at DC 15 is made, a *cure* spell applied or 10 rounds minus the enemy's Constitution modifier has elapsed. Multiple wounds are cumulative but this ability may not be used against any creature immune to critical hits.

West Wind

Blood Rage

As a fighter progresses through the study and training of the Desert Scorpion fighting style, he gradually becomes more and more obsessed with the idea that blood is the true source of strength for any warrior. The West Wind masters will begin to actually drink the blood of their

enemies, training themselves to enter a deep meditative state through which they can focus the life essence of a powerful foe and gain his strength in battle.

Prerequisite: One pint of blood from a defeated enemy of greater level/Hit Dice than the West Wind fighter. This must be an enemy the West Wind fighter has personally defeated in melee combat.

Benefit: Once per day, the West Wind master may drink a pint of blood from a defeated enemy more powerful than he and enter a waking meditative state as a full round action. For ten minutes after this, he acts under the Blood Rage, granting a +2 bonus to all attack rolls and a +4 bonus to all Will saves.



HORSEPIKE

Though not normally a weapon associated with mounted combat, advocates of the Horsepike fighting style train to use the halberd from the saddle, often attaching a sling to the butt of their weapon to hold it in place whilst charging. After the initial attack, Horsepike fighters wield their halberd with both hands, using their knees to guide their mounts, a feat requiring great skill in the saddle as well as consummate ability in arms.

Horsepike fighters tend to be very proud warriors and often attach flags and pennants just beneath the head of their halberds, proclaiming their not inconsiderable list of past victories to any enemy who dares face them.

Style Restrictions

Required Weapons: Halberd.

Required Armour: Any armour, except shields of any type.

Required Equipment: Warhorse.

Prerequisites

Base attack bonus: +4 or higher.

Equipment: Warhorse.

Feats: Martial Weapon Proficiency, Mounted Combat, Ride-By Attack, Weapon Focus (halberd), Weapon Specialisation (halberd).

Skills: Ride 6 ranks.

Initiate

Guide Without Hands

Because they rely on such a large and outlandish weapon, Initiates of Horsepike have to learn to fight effectively whilst using their knees to guide their mounts. This is the basic skill all Horsepike fighters must accomplish, for their whole style of fighting is relies upon the ability.

Benefit: The Initiate may always Take 10 to any Ride check, even whilst not using his hands.

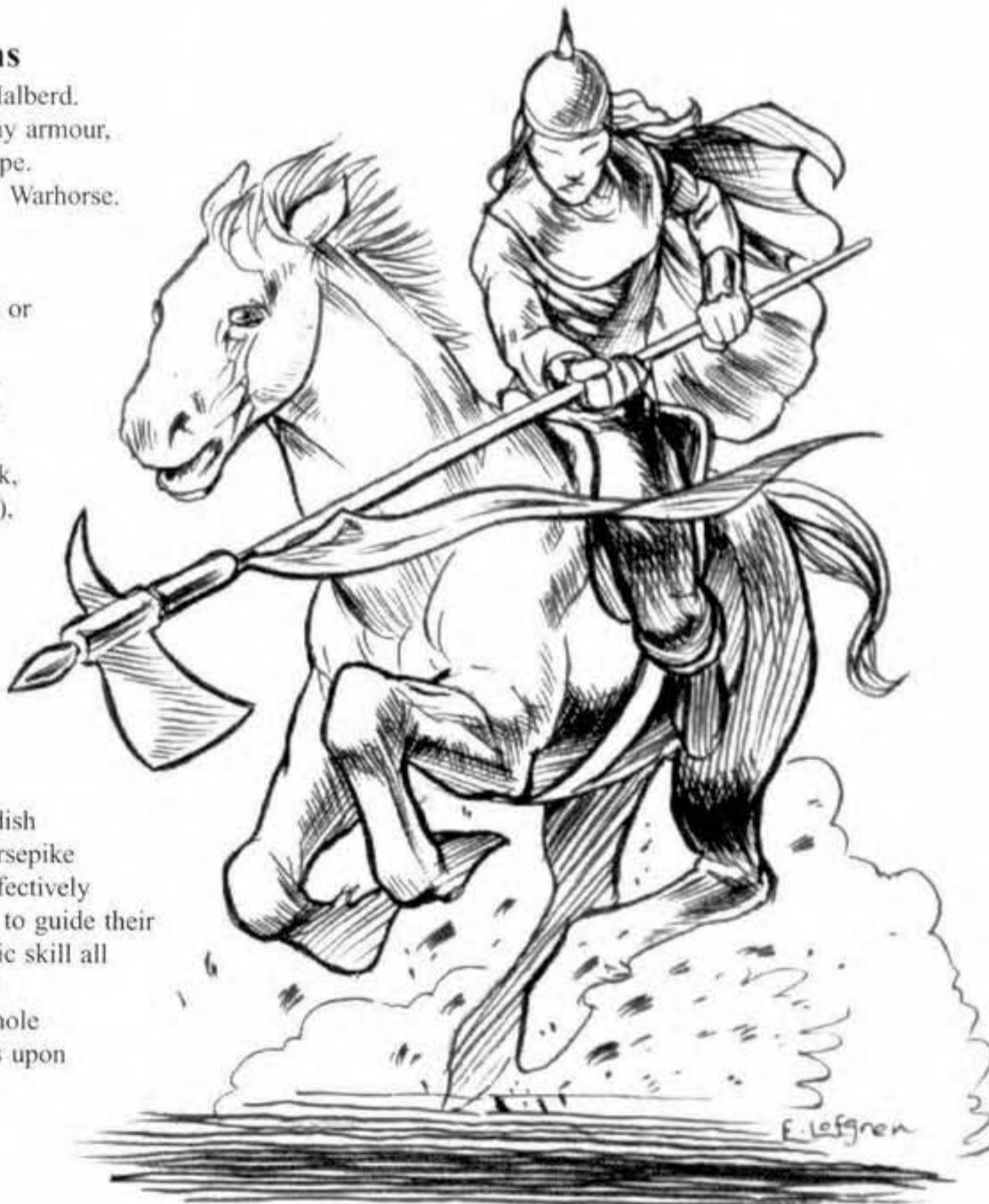
Horsehand

Mastered Charge

Whilst most mounted warriors believe the lance to be the superior weapon on the battlefield, Horsepike fighters train well to make the halberd no less effective when used skilfully.

Prerequisite: Base attack bonus +6, Spirited Charge, Ride 8 ranks.

Benefit: When using the Spirited Charge feat, the Horsehand's halberd has its damage total tripled, not doubled.



The Horsepike Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Guide Without Hands	1 Week
2	Horsehand	Mastered Charge	2 Weeks
3	Horseman	Forceful Charge	1 Month
4	Horsemaster	Roar of the Litany	2 Months
5	Horselord	Lord of the Horsemen	2 Months

Horseman

Forceful Charge

Horsemen fighters know full well the potential power of their charges but also realise not all enemies may be slain by such an attack. They train to hook their halberds upon an enemy when they charge, often pulling their victims off their feet and leaving them helpless on the floor, defenceless against the next blow.

Prerequisite: Base attack bonus +8, Improved Trip, Ride 10 ranks.

Benefit: After successfully striking an enemy during a charge, the Horseman may make an immediate and free trip attack, gaining a +4 bonus to his opposed Strength or Dexterity check. If the Horseman fails in this opposed check, he may not be tripped in return, but he will be forced to drop his halberd.

Horsemaster

Roar of the Litany

Experienced fighters of the Horsepike fighting style develop a tremendous capability to howl their hatred and disgust at their enemies, announcing a long string of victories and battles won, often unnerving them before combat begins. A skilled fighter can take great advantage of this confusion, launching a series of devastating attacks with impunity.

Prerequisite: Base attack bonus +12, Ride 14 ranks.

Benefit: The Horsemaster may unleash a dreadful, blood-curdling howl whenever he charges an enemy, known as the Roar of Litany. All enemies within 30 feet of the Horsemaster must pass a Will save at DC 20 or suffer a -2 morale penalty to all attack and damage rolls for 1d6 rounds. This ability does not function against enemies immune to fear or those of 5 or greater Hit Dice. Multiple Roars of the Litany do not stack.

Horselord

Lord of the Horsemen

The Horselord is a legendary fighter, capable of smashing apart huge formations of terrified enemy troops as he roars his litany during the charge. Few can match his skill in the saddle or at arms.

Prerequisite: Base attack bonus +16, Leadership, Ride 18 ranks.

Benefit: The Horselord may perform the Roar of the Litany as normal but the range is increased to 60 feet and enemies must make the Will save at DC 30. In addition, the morale penalty will last for 2d6 rounds and the Horselord himself will gain Damage Resistance 5/+1 whilst it is in effect. Multiple uses of this ability do not stack.

ARROWS OF WIND STYLE

Often used alongside the fighters of the Horsepike, the Arrows of Wind style is commonly found amongst nomadic horse tribes. Concentrating on the use of the short bow whilst in the saddle, the Arrows of Wind style teaches its practitioners to fire quickly and accurately at full gallop. In some regions, this style has gained a poor reputation because it is often utilised by tribal raiders, allowing them to attack an enemy and escape quickly. Useful when used by small bands of fighters, the true effectiveness of this style becomes apparent when used en masse, allowing attackers to darken the skies with arrows whilst out-maneuvring their foes.

Style Restrictions

Required Weapons: Composite short bow.

Required Armour: Light or medium armour.

Required Equipment: Warhorse.

Prerequisites

Skills: Ride 8 ranks.

Feats: Martial Weapon Proficiency, Weapon Focus (Composite Short Bow), Mounted Combat, Mounted Archery, Point Blank Shot, Rapid Shot.

The open steppe.

A falcon at your wrist.

The wind in your hair.

These are what is best in life.

Torko Khan, Wind Master of the Talons

Initiate

Steady as the Breeze

Since a great proportion of the life of the Arrows of Wind fighters is spent in the saddle, all Initiates learn to predict and compensate for the movement

of their mounts. Given time, they are as accurate on horseback as they are on solid ground.

Benefit: When firing from a mount, the Initiate suffers no penalty for making ranged attacks if the horse is taking a double move, and only a -4 penalty if the horse is running.

Wind Servant

Far As the Wind Blows

The Arrows of Wind style is at its most fearsome when used by a large group of mounted archers, allowing them to rain down fire upon their opponents from afar. Wind Servants learn to use the height of their mount and the power of their bows to the greatest advantage, increasing the range they are able to use their weapons effectively.

Prerequisite: Far shot, Ride 10 ranks.

Benefit: Wind Servants may ignore the first two points of any attack roll penalties incurred by range.

Wind Keeper

Height in Shot

Using the height of their mount and their skill in arcing arrows over cover, Wind Masters learn how to partially negate the effects of cover when mounted. Instead of firing directly at a target they learn to fire in a high arc that will bring their arrow straight down upon their target.

Prerequisite: Ride 12 ranks.

Benefit: When mounted and attacking an opponent behind cover, the Wind Master gains a +2 circumstance bonus to his attack roll.

Wind Brother

Weaving Wind

More concerned with evading ranged attacks than melee, by the time the rank of Wind Brother is attained, mount and rider behave as one. Wind Brothers learn to dodge and weave out of the way of attacks while mounted, easily riding in and out of danger.

Prerequisite: Dodge, Ride 14 ranks.

Benefit: When mounted and running, the Wind Brother has a +2 bonus to his Armour Class against all ranged attacks and a further +2 bonus to Reflex saves.



The Arrows of Wind Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Steady as the Breeze	2 weeks
2	Wind Servant	Far As the Wind Blows	2 weeks
3	Wind Keeper	Twin Arrow Strike	1 month
4	Wind Brother	Weaving Wind	2 months
5	Wind Master	Height in Shot	2 months

Wind Master

Twin Arrow Strike

Opponents who manage to close for melee combat are the bane of the Arrows of Wind style. Those who progress to the level of Wind Keeper learn to fire two arrows simultaneously at short range, allowing them to keep their opponents at a safe distance.

Prerequisite: Weapon Specialisation (Composite Short bow), Precise Shot, Ride 16 ranks.

Benefit: When making an attack, the Wind Keeper may fire two arrows simultaneously. Two attack rolls are made at a -4 penalty. The damage for each arrow is rolled separately. The arrows must be aimed at the same target and the Twin Arrow Strike may not be used on a target more than 30 feet away. In addition, two targets within 5 feet of one another may be targeted with the Twin Arrow Strike, with a -8 penalty made on the attack roll for each.

BLOODSTEEL STYLE

Of all fighting styles this is one of the most widely feared, more because of those who use it rather than any real inherent advantage in combat. The Bloodsteel style is practised mainly by orcs and half-orcs using their dreaded double axe, making it unwelcome in most civilised regions. Common amongst the upper echelons of orcish society, the greatest warriors of any tribe or community usually know it. Learning the style is a source of great respect amongst orcs because it demonstrates dedication, skill and knowledge of warfare.

Considering the feelings of the outside world, those of the Bloodsteel style rarely fight amongst themselves, instead proving their skills against their many enemies. If a Bloodsteel warrior defeats a particularly powerful opponent, they often take their enemy's right hand, which is then hung from a cord worn around one shoulder. Each Bloodsteel warrior

is judged on his collection of hands and his stories of where they came from. Any warrior caught lying about his collection of hands is usually executed and never spoken of again.

Style Restrictions

Required Weapons: Orc double axe.

Required Armour: No restriction.

Prerequisites

Race: Orc or half-orc.

Ability Scores: Con 14+.

Base attack bonus: +6.

Fortitude Save: +8 or higher.

Hit Points: 55+.

Feats: Ambidexterity, Cleave, Exotic Weapon Proficiency (orc double axe), Expertise, Power Attack, Two Weapon Fighting, Weapon Focus (orc double axe).

Initiate

Blocking Half

The first lesson of the Bloodsteel style shows how to use both ends of the double axe for more than simply attacking. Initiates are taught to use one end for defence while striking with the other. Though some orcs may sneer at this practice for being cowardly, it is only the first lesson of many.

Benefit: If the Initiate chooses not to use the both ends of the double axe to attack, he may instead add a +2 bonus to his Armour Class by blocking with one axe head.

Warrior

Equal in Blood

Warriors of Bloodsteel are taught to treat their weapon as a living extension of their own body, one that flows with blood of its own. They evolve into using a very fluid fighting style allowing them to

The Bloodsteel Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Blocking Half	2 weeks
2	Warrior	Equal in Blood	1 month
3	Blood Stealer	Linked in Slaughter	1 month
4	Skullcrusher	Strength in Death	2 months
5	Lord of Slaughter	Twin Thunder	3 months

more effectively use both heads of their weapon.

Prerequisite: Expertise, Weapon Specialisation (orc double axe), base attack bonus +8.

Benefit: When attacking with both ends of the orc double axe, the penalty for fighting with two weapons is reduced by one for both attacks.

each opponent who falls before them. While this rage can be dangerous when taken to extremes, it allows the warriors of Bloodsteel to stay standing on the battlefield long after other creatures would have fallen.

Blood Stealer

Linked in Slaughter

One successful attack on an opponent often creates an opening for a second attack, and Blood Stealers are taught to take advantage of such openings. They learn to quickly follow up any successful strikes with a second, allowing them to quickly defeat an enemy.

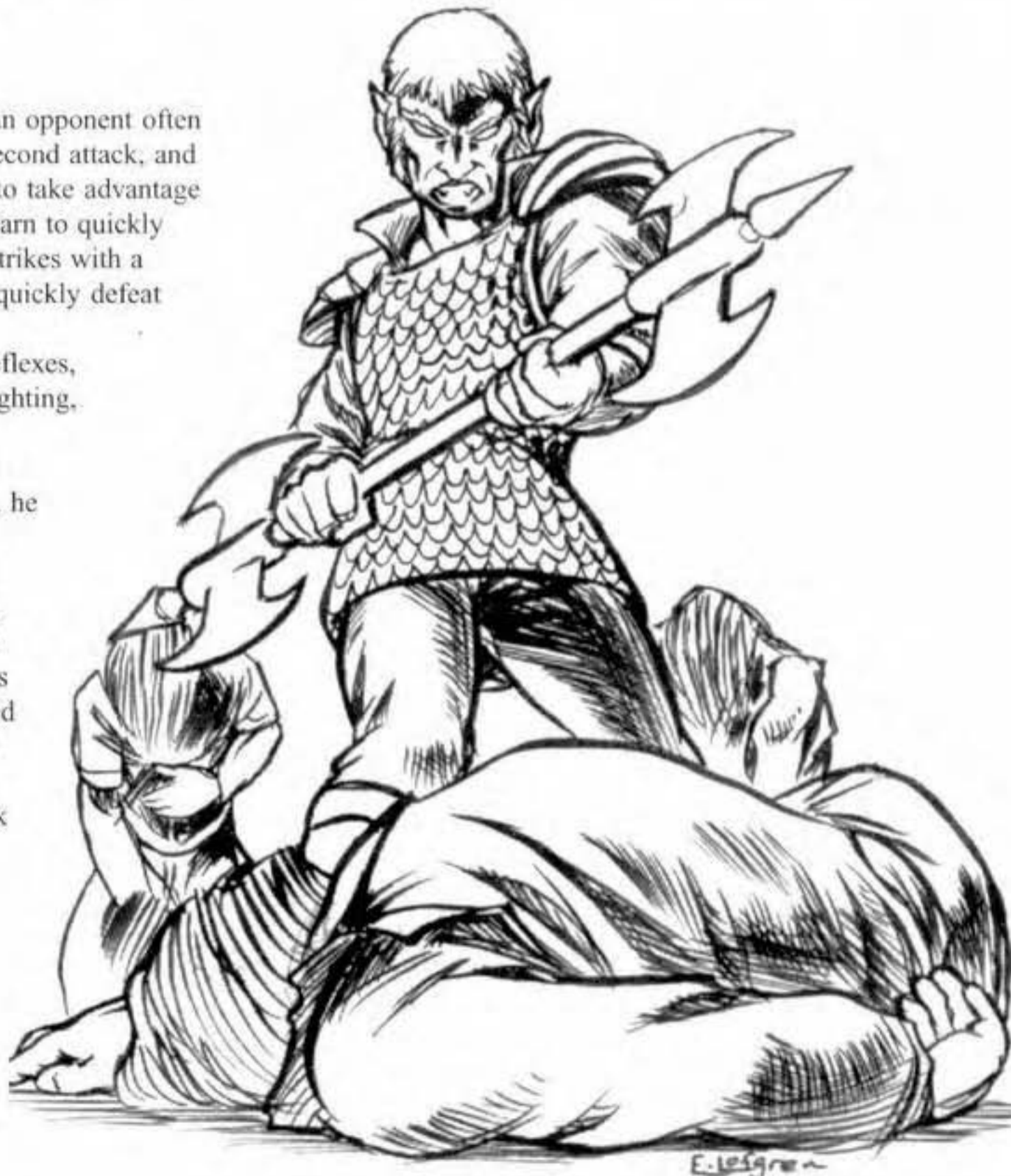
Prerequisite: Combat Reflexes, Improved Two Weapon Fighting, +12 base attack bonus.

Benefit: When the Blood Stealer hits with an attack, he may immediately make a follow up attack with the other end of their weapon. This follow up attack uses the same base attack bonus as the prior strike, modified by the penalty for striking with a second weapon. Each such follow up attack uses one of the Blood Stealer's attacks of opportunity.

Skullcrusher

Strength in Death

Taking strength from victory, Skullcrushers are driven on by the defeat of their enemies, pushing themselves harder with



Prerequisite: Hit points 100+, base attack bonus +14, Endurance.

Benefit: Once per day, when a Skullcrusher drops an opponent into negative hit points, he may choose to use this ability by making a Fortitude save at DC 20. If successful, he gains +10 temporary hit points from the sheer elation of the victory. These hit points are lost ten rounds after the Skullcrusher makes no attack roll, potentially taking him into negative hit points.

Lord of Slaughter

Twin Thunder

Once a Bloodsteel warrior becomes a Lord of Slaughter, they are truly a frightening force of violence, able to strike down multiple foes with ease. They becoming a storm of blades, striking out at all around them.

Prerequisite: Whirlwind attack, base attack bonus +16.

Benefit: When using Whirlwind Attack, the Lord of Slaughter may make an attack with both ends of his double axe against every opponent within five feet.

EAGLESHAFT STYLE

A style seen in some of the more advanced armies of the world, Eagleshaft is occasionally referred to as the Survivor's style. This is because Eagleshaft concentrates on mastery of the heavy crossbow as many serving crossbowmen do not survive beyond their first battle because of the time required to reload their weapon. In many armies crossbowmen are not expected to live any longer than their first shot. Those who do survive a few engagements often learn the Eagleshaft style to enhance their survivability.

The Eagleshaft style is mainly used by soldiers, both professional and conscripted. They are a very egalitarian group, and sometimes gather once a year in midsummer for target shooting competitions.

Style Restrictions

Required Weapons: Heavy Crossbow.

Required Armour: None, Light or Medium.

Prerequisites

Ability Scores: Str 10+.

Base attack bonus: +3.

Skills: Profession (bowyer/fletcher) 4 ranks.

Feats: Point Blank Shot, Precise Shot, Simple

Weapon Proficiency, Weapon Focus (Heavy Crossbow).

Initiate

Snap Shot

The first shot with a heavy crossbow is often the most important and Initiates learn how to fire very quickly when called upon. If an Initiate has their crossbow cocked and ready, they can often fire their weapon before an enemy can take a single step.

Benefit: If an Eagleshaft Initiate has their crossbow in hand and loaded at the beginning of combat, they receive a +4 bonus to their Initiative check.

Student

Speed Loading

Crossbowmen are rarely expected to fire more than a handful of times in battle before being cut down because of the great difficulty involved in reloading a heavy crossbow. Students of the Eagleshaft style learn to speed this process up, cranking back the string as quickly as possible.

Prerequisite: Str 12+, Quick Draw, Weapon Specialisation (heavy crossbow), base attack bonus +5.

Benefit: Students may load a heavy crossbow as a move equivalent action rather than a full round action.

Soldier

Disarm

A tool of ego as much as of martial prowess, Soldiers of the Eagleshaft style learn that shooting the weapons out of the hands of their opponents both reduces the threat of melee attack, and is very demoralising. Many Soldiers of Eagleshaft use this ability as an intimidation technique to stop fights before they start.

Prerequisite: Lightning Reflexes, base attack bonus +7.

Benefit: The Soldier may use the disarm action against any opponent within 30 feet. The disarm action is carried out as normal but the victim of the attack has no chance to disarm the Soldier in return if he fails. The soldier is considered to be using a medium sized weapon.

The Eagleshaft Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Snap Shot	1 week
2	Student	Speed Loading	2 weeks
3	Soldier	Disarm	1 month
4	Crossbowman	Upkeep With Skill	2 months
5	Master Crossbowman	Ignore Armour	2 months

Crossbowman

Upkeep with Skill

Every crossbow is different and fighters of the Eagleshaft style learn to notice even the smallest variation between two weapons. Crossbowmen always take the utmost care of their weapons, sharpening quarrels with manic intensity and constantly ensuring the string is well waxed. This enables them stay in tune with the intricacies of their individual crossbow.

Prerequisite: Profession (bowyer/fletcher) 8 ranks, base attack bonus +10.

Benefit: A Crossbowman may specify one crossbow, which he must have used for at least a month, as his chosen weapon. The Crossbowman must spend one hour each day fine-tuning his chosen weapon and sharpening its quarrels. As long as this upkeep is maintained, the Crossbowman receives a +2 circumstance bonus to all damage and attack rolls using the chosen weapon.

Master Crossbowman

Ignore Armour

Crossbows are more powerful than bows, allowing them to easily punch through armour. Master Crossbowmen of the Eagleshaft style learn to take advantage of this, aiming for lightly armoured areas of their targets, with devastating results.

Prerequisite: Alertness, base attack bonus +13, masterworked crossbow.

Benefit: When firing his chosen weapon, the Master Crossbowman makes a ranged touch attack instead of a normal attack roll.



MOSTERN STYLE

Popular in mighty arenas where gladiators fight everyday for their lives, the Mostern style is mainly taught in the high quality gladiatorial schools and rarely seen on the field of battle, being considered too flashy to be a truly effective military style. While not well suited to fighting within units, the Mostern style is very effective in skirmish battles, whether inside or outside the arena. Many soldiers have a tendency to underestimate the skills of the Mostern style, learning their mistake far too late.

Many practising the style are slaves, fighting within the arena in the hopes of one-day earning their freedom. The Mostern style gives them some edge over their opponents, allowing them to use each match as one step closer to their freedom.

Sands of Death

The Mostern style is suitable for use by any gladiator created using the rules in *Gladiator – Sands of Death*, also by Mongoose Publishing. Any gladiator meeting the prerequisites detailed below may adopt the Mostern style freely and without any further penalty.

Style Restrictions

Required Weapons: Trident and net.

Required Armour: None, light or medium.

Prerequisites

Size: Medium.

Ability Scores: Str 16+, Dex 14+, Dex 12+.

Base attack bonus: +4.

Feats: Ambidexterity, Armour Proficiency (light), Armour Proficiency (medium), Dodge, Exotic Weapon Proficiency (Net), Expertise, Martial Weapon Proficiency, Two Weapon Fighting.

Initiate

Net in Hand

The net is, in many ways, the focus of the Mostern style and Initiates learn to quickly refold their weapon after use and how to more effectively utilise an unfolded net. These lessons are the foundation for the rest of the fighting style.

Benefit: It takes an Initiate of Mostern only one full round action to refold a net and they suffer only a -2 penalty to attack rolls when using an unfolded net.

Footman

Stabbing the Captured

Once the net has been used to incapacitate a foe, the trident is brought down to wound the enemy and bring the fight to a fast end. Footmen of the Mostern style are taught to stab quickly and accurately when they have ensnared an enemy without damaging the net, allowing them to move their attention to another foe.

Prerequisite: Combat Reflexes, Weapon Specialisation (trident), base attack bonus +8.

Benefit: When striking at someone trapped in his net, the Footman receives a +2 bonus to all attack rolls and damage rolls with his trident.

Spearman

Blocking the Blade

Much as cloaks are sometimes used to parry in duels, Spearmen of Mostern learn to use their net as a makeshift shield. This tends to lead to the weapon quickly being cut to ribbons, so Spearmen constantly seek out nets of the highest quality.

Prerequisite: Mobility, Weapon Specialisation (net), base attack bonus +11, masterworked net.

Benefit: When the Spearman does not use his net to attack during a round, he may instead use it to block, granting a +2 bonus to his Armour Class. Only masterworked nets may be used to block in

The Mostern Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Net in Hand	2 weeks
2	Footman	Stabbing the Captured	2 weeks
3	Spearman	Blocking the Blade	2 weeks
4	Gladiator	Holding Fast	2 months
5	Master	Cleaning the net	2 months

Kai Pistorius stepped out onto the sand in the arena, remembering when, many years before, crowds had risen in awed appreciation when he had done no more. He looked down at the sand, and was tempted to bend over and scoop up a handful and rub it into his palms. No, that would look tacky.

In front of him, six new gladiators waited to learn the rudimentary arts of the Mostern style of fighting. They would learn it from a master. He looked them over. The elf, Nebani, and the giant barbarian, Tharg, looked the best bets. He had travelled long and hard to find those two. The rest might pan out, but if not, they'd go onto the sands of death nevertheless – or die in the learning.

He walked over to the weapons rack, casually selecting a polearm.

'This, my children, is a trident. It will become your closest friend. And this,' he paused, reaching down and seemingly casting in one move, 'is a net.'

His expression, as Tharg bent over to untangle the dwarf next to him, spoke volumes.

this fashion, and even they will disintegrate after 1d6 rounds of this kind of abuse.

Gladiator

Holding Fast

Keeping an opponent ensnared is the true purpose of a net and Gladiators of the Mostern style learn to keep even the trickiest foe tied up. They also learn how to use the barbs of their nets to damage those who become entrapped, allowing them incapacitate and wound at the same time.

Prerequisite: Improved Two Weapon Fighting, base attack bonus +14.

Benefit: When an enemy is trapped within the Gladiator's net, he suffers a -10 penalty to escape the net. In addition, the Gladiator may inflict 1d4 damage on entrapped opponents as a free action every round. Every time entrapped opponents attempt to escape, they will automatically take an additional 1d6 points of damage.



Master

Cleaning the Net

When facing more than one enemy, the Mostern Master must quickly move from opponent to opponent, using his net against the greatest threats in turn. In order to speed this process, the Mostern Masters learn to get in extra attacks against those trapped in their nets, enabling them to quickly trap a new victim once the previous is vanquished.

Prerequisite: Improved Initiative, base attack bonus +17.

Benefit: When a Mostern Master has an enemy trapped in his net, he may make one attack of opportunity every round against the ensnared opponent in addition to any other attacks made.

OAKHEART STYLE

Not many beyond those who actually practice the Oakheart style know of its existence, as it is a carefully guarded secret in many regions dominated by tyrannical barons, being one of the few tools peasants have against their noble lords. Using only a simple staff, practitioners of Oakheart can best even heavily armoured knights using a combination of guile and unorthodox fighting manoeuvres. The style is also often found amongst outlaw and brigand fighters who value the nondescript appearance of the quarterstaff when moving around the countryside.

Style Restrictions

Required Weapons: Quarterstaff.

Required Armour: None or light.

Prerequisites

Size: Medium.

Ability Scores: Con 14+.

Base attack bonus: +1.

Feats: Ambidexterity, Expertise, Simple Weapon Proficiency, Two Weapon Fighting, Weapon Focus (Quarterstaff).

Initiate

Defensive Whirl

The Oakheart style teaches its Initiates that just staying alive in battle is more important than winning and its basic lessons centre around blocking attacks, not striking. They learn to maximise their efforts when concentrating on defence, allowing them time to retreat or wear out their enemies.

Benefit: When using the Total Defence action the Initiate gains an additional +2 bonus to his Armour Class.

Adept

Stunning Jab

Most strikes with a quarterstaff are done with the haft of the weapon but occasionally Adepts of the Oakheart style will use the ends of their quarterstaves in jab attacks, often catching their opponents completely off guard. The Adepts are also trained to



The Oakheart Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Defensive Whirl	1 week
2	Adept	Stunning Jab	2 weeks
3	Journeyman	Foot Sweep	2 weeks
4	Champion	Vital Strike	1 month
5	Master of the Staff	Blur of Oak	2 months

aim these jabs with great control, striking at specific locations to stun their opponents.

Prerequisite: Power Attack, base attack bonus +2.

Benefit: As a standard action, the Adept may make a Stunning Jab attack. This functions as the Stunning Fist attack described in *Core Rulebook 1* with a -4 circumstance penalty to the roll.

Journeyman

Foot Sweep

The Oakheart style dictates any advantage must be taken, even if it is considered a dirty trick. This stems from the fact that peasants are often completely outclassed in terms of equipment when they give battle. Journeymen of the Oakheart style learn that an enemy on his back is an easy target and the quarterstaff is an excellent tool to send a foe to the ground.

Prerequisite: Combat Reflexes, Improved Trip, Weapon Specialisation (quarterstaff), +4 base attack bonus.

Benefit: When making a trip attack, the Journeyman gains a +4 bonus to the opposed Strength or Dexterity check to determine his success.

Champion

Vital Strike

A strike to the eyes or crotch is often an easy way to win a fight and Champions of Oakheart specialise in such dirty tactics. They will often use these attacks against opponents with superior armour, hoping to negate the advantage of the heavy protection.

Prerequisite: Improved Critical, +6 base attack bonus.

Benefit: A Champion may use this ability as a standard action. He makes an attack roll with a -4 penalty against his opponent. If this attack is

successful, the victim suffers damage as normal and must also make a Fortitude check at DC 25 or suffer a -4 circumstance penalty to all attack rolls and saving throws for a number of rounds equal to 10 minus his Constitution modifier. Vital Strike does not affect creatures immune to critical hits.

Master of the Staff

Blur of Oak

Those who master the Oakheart style become whirling blurs of wood, striking at their enemies with amazing speed. They learn to strike repeatedly with both ends of their staff, doing so with incredible skill.

Prerequisite: Improved Two Weapon Fighting, base attack bonus +8.

Benefit: The Master of the Staff gains a free attack whenever making a full attack action.

QUISANE STYLE

One of the more unusual fighting styles, Quisane is often found amongst two disparate groups - slavers and city guardsmen. The style allows opponents to be both attacked and incapacitated without changing weapons in the midst of combat, a principle that appeals to both groups.

The Quisane style is widespread amongst the wealthiest slave merchants and the best-trained units of guardsmen, with both groups taking great pride in their skill. Contests of whip control are common, involving tests such as snuffing out candles or grabbing silverware off a table. The ability to perform impressive acts with the whip is a point of pride within the style and something all such fighters strive for.



Style Restrictions

Required Weapons: Longsword and whip.
Required Armour: None, light or medium.

Prerequisites

Size: Medium.
Ability Scores: Dex 14+.
Base attack bonus: +4.
Feats: Ambidexterity, Exotic Weapon Proficiency (whip), Martial Weapon Proficiency, Weapon Focus (Longsword), Weapon Focus (whip), Two Weapon Fighting.

Initiate

Distracting Snap

One of the great tools of the whip is the fear its use inspires within others. The snap of the whip can be very disconcerting, especially when it flashes bare inches from the face. Initiates of Quisane learn to distract their opponents with their whips, allowing their sword a wider opening.

Benefit: The Initiate may choose to use this ability in any round they do not otherwise use their whip. Instead, they may harry one opponent with the whip, distracting him from the Initiate's sword. The

enemy must make a Willpower save at DC 20 or suffer a -2 circumstance penalty to his Armour Class for the rest of the round. Distracting Snap does not affect creatures immune to critical hits.

Blade

Disarm in Twos

While disarming an opponent using a whip is relatively simple for any experienced fighter, Blades of the Quisane style are taught to make it even easier by simultaneously striking out with their longsword. The two attacks combined allow them to disarm many enemies with ease.

Prerequisite: Weapon Specialisation (longsword), Weapon Specialisation (whip), base attack bonus +7.

Benefit: When making a disarm attack with a whip, the Blade may roll a second attack against the opponent using his longsword. If both attacks are successful, the Blade receives a +4 circumstance bonus to the first to determine whether the victim is disarmed.



The Quisane Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Distracting Snap	1 week
2	Blade	Disarm in Twos	2 weeks
3	Whip	Strike and Trip	2 weeks
4	Blademaster	Strike & Strike	2 weeks
5	Whipmaster	Reach of the Wind	1 month

Whip

Strike and Trip

The entangling ability of a whip makes it very easy for those of the Quisane style to trip their opponents. Once they reach the level of Whip this ease is combined by training in use of the longsword to strike the opponent off-balance whilst entangled, toppling them easily.

Prerequisite: Improved Trip, base attack bonus +10.

Benefit: When making a trip attack against an opponent with his whip, the Blade may roll a second attack with his longsword. If both attacks are successful, the Blade receives a +4 circumstance bonus to the opposed Strength or Dexterity check.

Blademaster

Strike & Strike

Once an opponent is entangled by a Blademaster's whip, they lose a great deal of control in the combat. The Blademaster can then manoeuvre around his enemy so his longsword attacks are far more precisely aimed.

Prerequisite: Combat Reflexes, Improved Two Weapon Fighting, base attack bonus +13.

Benefit: As a standard action, the Blademaster may attempt to entangle his opponent. This requires a successful ranged touch attack against an enemy with his whip. If successful, the opponent is considered entangled and any attacks made by the Blademaster with his sword receive a +2 circumstance bonus to both attack and damage rolls. The entangled opponent may try to escape by making an opposed Strength or Dexterity check, whichever is the greater for the Blademaster and his victim. If the victim wins this opposed check they become unentangled. Strike & Strike does not function against creatures greater than large size.

Whipmaster

While whips on their own do not cause a great deal of damage, they can prove to be deadly weapons in the right hands, especially considering their reach. Whipmasters learn to strike out with their whip at any that come into range and to make such attacks cut like a blade.

Prerequisite: Masterwork or enchanted whip, Improved Initiative, base attack bonus +16.

Benefit: The attacks of the Whipmaster with his whip deal normal damage instead of subdual damage whenever he wishes. He is now also considered to threaten an area of 15 feet. However, attacks of opportunity against targets further than 5 feet away may only be made with the whip.

Hurk pushed aside the rogue. Time was a-wasting and he'd had enough. He grabbed the moneylender by the throat, practically lifting his light frame from the ground.

'Look, give us the bleedin' key to the chest or I'll cut off your grunies. Is that fair enough?'



TOURNAMENTS

Though often the pursuit of the nobility, tournaments are regular occurrences throughout the civilised world and offer a fighter the chance to prove his skill in arms before the finest noblemen and women, and earn a great amount of gold into the bargain. For the commoners, the tournament provides a break in their daily drudgery, as the event is often turned into a huge fair where they can watch the sometimes dangerous antics of the higher classes. Few commoners are permitted entry into the actual tournament games, but for the travelling fighter, the opportunity remains to take part in a variety of events and compete for the title of Lord of the Games.

Tournaments are the direct result of boredom within the noble classes. Though trained from childhood in the martial arts, few nobles gain the chance to practice their skills beyond bouts with the weapon master of their household, woodland hunts, steeplechases and archery. The true fighter may scoff at the play of nobles for it is certainly far removed from the field of battle, but many do become quite skilled in their leisure pursuits and, being nobles, constantly seek ways to prove this to the outside world. Over time, tournaments evolved from simple duels between noblemen into vast fairs where commoners may see the higher classes in all their gold-laced glory, competing for a fortune through a series of now well-defined matches.

THE TOURNAMENT

Such tournaments may be little more than a group of knights gathering at a local meadow and challenging any who pass to meet them in honourable combat. Most, however, are huge, organised affairs that mark the high spot of a town's or city's social calendar. Marked as a public holiday by a generous ruler, the tournament is the time when commoners and

nobles come together for a day or two of feasting, drinking and games.

A few tournaments, usually in far-flung regions, have strict entry requirements for competing fighters, usually demanding contestants are of proven noble background. However, most simply require a fighter provide his own horse, heavy armour and weapons, for any in possession of such things is likely to be of noble birth anyway, or else has true skill in arms – either of which tends to be acceptable to those organising the tournament.

Consisting of a series of events, fighters are permitted to enter any number during the course of a tournament, though it is likely to be a gruelling day for them. The centre point of any tournament is the joust, and this always draws the greatest crowd of commoners, all eager to see the speed of the horses and the thundering crash of lance upon armour. The overall winner of the joust is likely to earn the title Lord of the Games outright, though a fighter who has doggedly fought his way through a number of other matches may be able challenge him for the ultimate prize.

Below are detailed the various events common at tournaments, and the Games Master should ensure



that plenty are available for visiting player characters to take part in. Tournament Points are won for coming first in each event, with the fighter earning the most being named the Lord of the Games. At the start of each day of the tournament, a fighter must declare which events he will compete in, usually through a herald who will also beguile the crowd with great tales of the fighter's past exploits. The fighter will lose one Tournament Point for every event he fails to turn up to, whether intentionally or not.

Unless otherwise stated, all damage caused in tournaments is considered subdual damage. Only heavy armour is worn, weapons are padded and lances specially designed to crack and splinter in order to spare as many lives amongst the nobility as possible. It is also worth noting that magical assistance is prohibited in the vast majority of tournaments, and organisers tend to make sure they have a duly appointed tournament mage who will be watchful for any transgressions. Any fighter caught using or benefiting from magic during the tournament, beyond healing between events, will be instantly disqualified and subject to much ridicule by the throngs of commoners.

THE LISTS

The most basic event to be found at a tournament, the lists also draw a large crowd who delight in the sheer mayhem and carnage of the spectacle. A large forty foot square area is fenced off and contestants enter to fight all present. Any fighter may leave the area at any time in order to rest or rearm, and return later. The lists continue throughout the entire tournament, from dawn until dusk and whilst no Tournament Points are accrued for competing, a skilled fighter may earn a small fortune in gold for defeating opponents.

A fighter may enter the lists with any combination of weapons and heavy armour, provided they are not magically enchanted. Any opponent knocked out or forced to plead for mercy will be banned from returning to the lists and be forced to pay the victor a 'ransom' of 100 gp per character level. Any contestant unable or unwilling to pay his ransom should he be defeated, will likely forfeit all carried possessions and be lynched by the spectators, who appreciate fair and honest play. More organised tournaments tend to demand a fighter leaves his ransom as a deposit before he enters the lists in order to avoid such ugliness later.

Strategy, as well as skill at arms, plays a part during the lists, and alliances or deals are often struck between contestants before they enter.

SINGLE COMBAT

This actually comprises of several events and is usually where fighters will begin their tournament careers. Contestants compete in a series of one-on-one fights, potentially using a variety of different weapon combinations.

An area of ten feet square is fenced off and contestants enter two at a time to do battle until one is either knocked unconscious, or surrenders – it is considered extremely bad form to leave single combat in any other way. Single combat events are organised by weapon type, with all contestants required to use the same weapon as their opponent, as listed below:

Single sword
Greataxe
Sword and shield
Shortspear

The Games Master is welcome to add other single combat events as he wishes. Up to a dozen contestants may enter any one single combat event during a typical tournament and a knock-out system is usually employed to determine the winner of each.

A fighter will win a single combat event and earn himself one Tournament Point by defeating all other contestants who enter the same single combat event. As these events are generally held in the morning and take little time to resolve, a fighter may have the chance to compete in more than one single combat event, so long as he owns the appropriate weaponry. However, such efforts will depend on remarkable endurance, if he is to remain fit for the main afternoon events.

THE JOUST

Favoured amongst commoner and noble alike, the joust is the highpoint of any tournament and is always reserved for the afternoon, after lesser events have taken place and the crowd yearns for more. It is often only the joust that the nobility will deign to enter, for it is seen as the sport of the higher classes, and travelling fighters may well meet some resistance to their entry in the event.



TOURNAMENTS

The joust event uses all the rules for jousting detailed on p32. However, due to the special construction of the splintering lances used in joust events, they will automatically break upon causing any damage to an opponent.

A knock-out system, much like that of single combat events, is used for the joust in order to decide the ultimate winner and, likely as not, the Lord of the Games. Every contestant must have their own heavy armour and supply of lances (and they are likely to go through quite a few!), as well as a warhorse. Barding is optional and not necessary, though many nobles will find it the height of bad taste for a contestant not to look his absolute finest when he trots onto the jousting field.

Contestants are paired off for the initial jousts, and the event begins. They will charge one another a maximum of three times, scoring jousting points as follows;

Breaking a lance on an opponent	1 point
Breaking a lance on an opponent's head	2 points
Unhorsing an opponent	3 points

The highest scoring contestant, or the one who first reaches 3 points is deemed the winner and will be set against a contestant who also managed to defeat his opponent. This will continue until only one contestant remains in the joust, having vanquished all below him – he immediately receives 5 Tournament Points and the accolade of the crowd.

In many tournaments, a tradition exists whereby any contestant unhorsed will immediately forfeit his mount, including its barding, to his opponent.

Wandering fighters have been warned.

ARCHERY

Many tournaments and fairs organised purely by the commonfolk consist solely of an archery event, though larger tournaments will always feature this event somewhere in their schedule. Often regarded as the sport of the commoner, and thus causing many nobles to simply have retainers champion their name, an archery event consists of contestants attempting to outshoot one another at a succession of targets placed at ever greater ranges.

Longbows are the favoured weapon at archery events, though in theory, any weapon capable of firing an arrow or bolt is permitted – the use of ballistae and siege crossbows are generally discouraged. Targets are typically made of straw bundles and covered with a dyed material to show four concentric coloured rings to the contestants. Contestants score archery points based on which ring they manage to hit with each arrow fired, those in the centre of the target commanding a higher score.

To shoot at the target, a contestant makes a ranged attack roll, using all the usual modifiers. The result of this roll will determine which coloured ring is struck by the arrow and how many points are scored, as shown below;

Attack Roll	Target Struck	Archery Points
9 or less	Miss	0
10-14	Outer Edge	1
15-17	Outer Ring	3
18-19	Inner Ring	5
20 or more	Bullseye	10



Any number of contestants compete in the first round, where the target is placed at 100 ft. from the firing position. However, only the ten highest scorers will go forward to the second round, where the target will be replaced at 200 ft. After this, only the two highest scorers will go forward, where the target is set to 300 ft.

Each contestant may only fire three arrows during each round, so high accuracy is essential in order to earn a high total score and move on to the next round. In the event of any two contestants scoring the same amount during a round, each is permitted to use one arrow on the target in order to break the tie.

The overall winner of the archery event gains two Tournament Points, though there is often a smaller prize given as well for the event, such as a silvered arrow.

for the title of Lord of the Games, but there are often consolation prizes for those who have amassed a good number of Tournament Points. Such prizes vary wildly with the size of the tournament itself, but a second or third-placed contestant can expect anything up to 1,000 gp as a reward for his efforts.

The winner of the entire tournament, however, the Lord of the Games himself, will be the one who amassed more Tournament Points than anyone else. His prize will be well known for the organisers behind the entire tournament, usually backed by the region's ruler, will have advertised the great reward in an effort to bring ever greater numbers of contestants in. Such a prize can be almost anything within the power of the ruler to offer, but his daughter's hand in marriage is common, as is the gift of land, magical artifacts of great potency and even legitimate knighthood, if the winner does not already possess it. The Games Master is at liberty to select a suitable prize for his tournament, though it has been known for the favour of rulers to be more trouble than it is worth. . .

THE LORD OF THE GAMES

Very few fighters who enter a tournament will be able to seriously challenge the winner of the joust



MERCENARIES

Fighters grow to be natural leaders of men, able to command whole units and, eventually, entire armies with which to battle their enemies. On the smaller scale, a fighter may often find himself in the position of needing a little hired help in order to accomplish the goals of his adventuring party. No other character will know the mercenary market better than the fighter and none can match his skill in picking a good warrior from simple hired thugs.

Presented in this chapter are full details for hiring mercenaries, whether the fighter is simply looking for three or four good warriors to back him up in combat, or for hundreds of fighting men with which to man a whole castle.

RECRUITING

A fighter may simply stride into any tavern and seek the services of hired warriors, though this is unlikely to yield any great numbers of skilled mercenaries (perhaps 1d6 of random types). This may be sufficient for one-off jobs the fighter has in mind,

but not if he is looking to call together a greater number of mercenaries to form complete units ready for battle.

In order to call greater numbers of mercenaries to him and obtain their services, a character must spread the word that he is currently hiring. To do this, posters are put around any town or city, criers are hired to walk the streets and the character spends his time scouring the settlement, finding those who are in the know, passing gold, and reviewing all those who step forward. This process takes a week of the character's time and may not be conducted in any settlement smaller than a town.

At the end of the week, the character rolls 1d20 and applies his Charisma modifier. The result, times five, is the maximum number of mercenaries that come forward to offer their services. The player may select the actual type of mercenaries who make themselves available from the list below, as it is assumed that he will be advertising for these specific types throughout the week.

However, a number of adjustments may be made to this Charisma check in order to attract greater numbers of mercenaries:

Recruiting Modifier Table

Action	Charisma check modifier
Per 100 gp spent advertising (no maximum)	+1
Recruiting character has the Leadership feat	+4
Recruiting character is a fighter	+5
Recruiting character is of same race as mercenaries being hired	+2
Recruiting taking place within major city	+2

Once the player has determined how many mercenaries he has been able to hire, he may pick and choose the exact types from the list below. It should be noted, however, that mercenaries expect their payment in advance.

In addition, mercenaries generally expect to fight only half a dozen times in each month, unless they are actively involved in an ongoing military



campaign. They do not take well to being used as sword fodder by adventurers who are foolish enough to delve into the deep dungeons of the world. Most mercenaries will flatly refuse to go on such fool's missions, whilst others will demand a full share of any treasure found, on top of their monthly wage.

MERCENARIES FOR HIRE

Listed below are a range of sample mercenaries captains may employ in order to form battle ready units. This list assumes that officers and sergeants are also paid for when recruiting entire units but that their statistics and abilities are all subsumed into the Unit Roster when it is being prepared for each unit (see p109). They come equipped as shown in their entry, but players are permitted to purchase new weapons and armour for them. Players may not, however, sell the equipment mercenaries already possess.

Militia (1 gp/month)

1st level commoner

Str: 10, Dex: 11, Con: 11, Int: 10, Wis: 10, Cha: 11; HP: 2; Initiative +0; AC: 10; Attacks: Shortspear +0 melee; Damage: Shortspear 1d8; Fort: +0, Ref: +0, Will: +0; Skills: Climb +2, Craft +2, Jump +2, Swim +2; Feats: Alertness, Run.

Archer (4 gp/month)

1st level warrior

Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 5; Initiative +0; AC: 13 (+1 Dex, +2 leather); Attacks: Shortbow +2 ranged; Damage: Shortbow 1d6; Fort: +3, Ref: +0, Will: +0; Skills: Climb +4, Jump +2, Swim +2; Feats: Point Blank Shot, Precise Shot.

Light Infantry (4 gp/month)

1st level warrior

Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 5; Initiative +0; AC: 13 (+3 studded leather); Attacks: Longsword +2 melee; Damage: Longsword 1d8+1; Fort: +5, Ref: +0, Will: +0; Skills: Climb +5, Jump +2, Swim +3; Feats: Great Fortitude, Quick Draw.

Longbowman (5 gp/month)

1st level warrior

Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 5; Initiative +1; AC: 13 (+1 Dex, +2 leather); Attacks: Longbow +2 ranged; Damage: Longbow 1d8; Fort: +3, Ref: +0, Will: +0; Skills: Climb +4, Jump +2, Swim +2; Feats: Point Blank Shot, Precise Shot.

Crossbowman (6 gp/month)

1st level warrior

Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 5; Initiative +1; AC: 16 (+1 Dex, +5 chainmail); Attacks: Heavy Crossbow +2 ranged; Damage: Heavy Crossbow 1d10; Fort: +3, Ref: +0, Will: +0; Skills: Climb +4, Jump +2, Swim +2; Feats: Point Blank Shot, Precise Shot.

Heavy Infantry (6 gp/month)

1st level warrior

Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 8; Initiative +0; AC: 16 (+5 chainmail, +1 small shield); Attacks: Longsword +3 melee; Damage: Longsword 1d8+1; Fort: +3, Ref: +0, Will: +0; Skills: Climb +5, Jump +2, Swim +3; Feats: Toughness, Weapon Focus (longsword).

Scout (7 gp/month)

1st level ranger

Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 8; Initiative +0; AC: 13 (+3 studded leather); Attacks: Longsword +1 and Short Sword +0 melee; Damage: Longsword 1d8+1 and Short Sword 1d6; Fort: +5, Ref: +0, Will: +0; Skills: Climb +5, Jump +4, Swim +4, Use Rope +2, Wildernes Lore +4;





MERCENARIES

Feats: Ambidexterity, Great Fortitude, Weapon Focus (longsword), Track, Two Weapon Fighting.

Mounted Bowman (8 gp/month)

1st level warrior, light horse
Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 5; Initiative +0; AC: 13 (+1 Dex, +2 leather);
Attacks: Shortbow +2 ranged; Damage: Shortbow
1d6; Fort: +3, Ref: +0, Will: +0; Skills: Climb +2,
Jump +2, Ride +4; Feats: Mounted Archery,
Mounted Combat.

Shock Troop (8 gp/month)

1st level fighter
Str: 13, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 6; Initiative +1; AC: 15 (+1 Dex, +4 chain
shirt); Attacks: Long sword +3 melee; Damage:
Long sword 1d8+1; Fort: +3, Ref: +1, Will: +0;
Skills: Climb +5, Jump +5, Swim +3, Use Rope +2;
Feats: Cleave, Power Attack, Weapon Focus
(longsword).

Mounted Crossbowman (10 gp/month)

1st level warrior, light horse
Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 5; Initiative +1; AC: 16 (+1 Dex, +5
chainmail); Attacks: Heavy Crossbow +2 ranged;
Damage: Heavy Crossbow 1d10; Fort: +3, Ref: +0,
Will: +0; Skills: Climb +3, Jump +2, Ride +4;
Feats: Mounted Archery, Mounted Combat.

Light Horseman (10 gp/month)

1st level warrior, light warhorse
Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 8; Initiative +0; AC: 14 (+3 studded leather,
+1 small shield); Attacks: Heavy Lance +2 melee or
Longsword +2 melee; Damage: Heavy Lance
1d8+1 or Longsword 1d8+1; Fort: +3, Ref: +0,
Will: +0; Skills: Climb +3, Jump +2, Ride +4;
Feats: Mounted Combat, Quick Draw.

Berserker (12 gp/month)

1st level barbarian
Str: 14, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 7; Initiative +0; AC: 12 (+2 leather); Attacks:
Great axe +3 melee; Damage: Great Axe 1d12+3;
Fort: +3, Ref: +0, Will: +0; Skills: Climb +6,
Intimidate +4, Jump +6, Swim +6; Feats: Cleave,
Power Attack.

Medium Horseman (12 gp/month)

1st level warrior, heavy warhorse
Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 5; Initiative +0; AC: 15 (+4 chain shirt, +1
small shield); Attacks: Heavy Lance +2 melee or
Longsword +2 melee; Damage: Heavy Lance
1d8+1 or Longsword 1d8+1; Fort: +3, Ref: +0,
Will: +0; Skills: Climb +3, Jump +3, Ride +4;
Feats: Mounted Combat, Quick Draw.

Heavy Horseman (16 gp/month)

1st level warrior, heavy warhorse
Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 5; Initiative +0; AC: 17 (+5 chainmail, +2
large shield); Attacks: Heavy Lance +2 melee or
Longsword +2 melee; Damage: Heavy Lance
1d8+1 or Longsword 1d8+1; Fort: +3, Ref: +0,
Will: +0; Skills: Climb +3, Jump +3, Ride +4;
Feats: Mounted Combat, Quick Draw.

Mounted Knight (34 gp/month)

1st level fighter, heavy warhorse
Str: 14, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11;
HP: 9; Initiative +1; AC: 19 (+7 half-plate, +2
large shield); Attacks: Heavy Lance +4 melee or
Longsword +2 melee; Damage: Heavy Lance
1d8+2 or Longsword 1d8+2; Fort: +3, Ref: +1,
Will: +0; Skills: Climb +4, Jump +4, Ride +5;
Feats: Mounted Combat, Toughness, Weapon Focus
(heavy lance).

Battle Mage (50 gp/month)

1st level wizard, light horse
Str: 10, Dex: 12, Con: 10, Int: 14, Wis: 11, Cha: 11;
HP: 6; Initiative +1; AC: 11 (+1 Dex); Attacks:
Dagger +0 melee; Damage: Dagger 1d4; Fort: +0,
Ref: +1, Will: +2; Skills: Concentration +4,
Knowledge (arcana) +6, Move Silently +2, Ride +2,
Spellcraft +6; Feats: Spell Mastery, Toughness.

VETERAN MERCENARIES

Fighters, in particular, may be interested in hiring only the very best that any town or city has to offer. They will dismiss any bully boy who has deluded himself into thinking he is handy with a sword and will instead seek out the true veterans, those mercenaries who have fought in many battles and lived to tell the tale.

To make a mercenary a veteran, a player may do one or both of the following:

† A mercenary can be changed from a warrior into a fighter, simply by adding 2 gp to the cost of the mercenary per month. In most cases, this will grant the mercenary at least one additional feat of the Games Master's choosing.

† Mercenaries may also be hired who are above 1st level. For every level above that listed in the appropriate entry in Mercenaries for Hire, the cost per month is doubled.

So, for example, if a player would like to hire a unit of 3rd level fighter heavy horsemen, he would add 2 gp to make them fighters (18 gp), double the cost to make them 2nd level (36 gp) and then double it again to make them 3rd level (72 gp). Such mercenaries will prove very capable in battle, but only the very richest fighter will be able to afford a great number of them on a regular basis!

Militia may never be made into veteran mercenaries.

within his campaign world but, as a guideline, the table below may be used. He is also free to change their basic armour and weapons as he feels appropriate. No mercenary will charge less than 1 gp per month for his services.

Mercenary Races

Race	Extra Cost per Month
Bugbear	+12 gp
Dwarf	+2 gp
Elf	+2 gp
Gnoll	+6 gp
Gnome	+1 gp
Goblin	-1 gp
Half-Elf	+1 gp
Halfling	-1 gp
Half-Orc	+3 gp
Hobgoblin	+2 gp
Kobold	-1 gp
Lizardfolk	+4 gp
Minotaur	+24 gp
Ogre	+22 gp
Orc	+3 gp
Troglodyte	+6 gp

OTHER RACES

Almost any race may potentially be hired as a mercenary, though the examples above cover only humans. Through simply using the NPC adjustments listed in *Core Rulebook II*, however, a Games Master may present the players with a huge range of different races they can hire, with the minimum of book-keeping and recording of statistics.

The Games Master must always be the final arbitrator over which races may be hired as mercenaries, taking into account the exact type of soldier the players are looking for – wood elf archers may be very common, for instance, but berserkers of that race will be virtually unheard of. All a Games Master need do is take the stat blocks of the various mercenaries listed in this chapter, remove one feat and four skill points, and apply the NPC adjustments for each race, as listed in *Core Rulebook II*.

Mercenaries of races other than human, however, tend to be both rarer and able to command a much higher price of their services. The Games Master should modify the costs per month for each mercenary to suit the rarity of each race



THE OPEN MASS COMBAT SYSTEM

The high level fighter is a leader of men, standing at the head of massive armies to fight for just causes and the defence of entire nations. Fighters of lesser standing may command an entire unit of fighting men within larger battles, battling alongside their comrades in the hope of eventual victory.

Whilst the main combat rules of the d20 system are superlatively detailed for most games, they tend to break down and become overly complicated when more than a dozen or so characters are fighting on each side in battle. To handle much larger combats, a new system is required. The Open Mass Combat System (OMCS) presented here will allow combats to be fought involving hundreds or even thousands of characters on each side, greatly widening the scope of any campaign. The OMCS has much in common with the existing d20 system combat rules and players will soon find they can switch between the two quickly and easily, as and when their games dictate.

The intention of the OMCS, however, is not to super-detail huge sprawling armies and their use on the battlefield – there are hundreds of miniatures wargames available already that do this. Instead, the OMCS presents a realistic method of handling mass combats quickly and easily with just a few dice rolls, in order to allow the Games Master to concentrate on the actions of the true heroes, the player characters.

The OMCS was first presented in a cut-down form within our nautical supplement, *Seas of Blood*, where crews of fighting ships could engage in boarding actions to destroy their enemies. The full set of OMCS rules detailed here greatly expands upon these core rules, allowing multiple units of hundreds or even thousands of warriors to engage in huge, sweeping battles that may settle the destiny of kingdoms. Players will also be able to utilise many extra rules covering skirmishers, cavalry, siege engines and much, much more.

THE UNIT ROSTER

The Unit Roster Sheet on p109 is used to record the details and abilities of every fighting unit within an army. This sheet allows players and Games Masters alike to judge the effectiveness of any unit at a glance, and greatly aids combat resolution during mass combat.

The Unit Roster is used as a matter of convenience throughout these rules, from launching a devastating charge at an enemy to recording casualties when being pounded by fiery catapults. There are many circumstances in a game where the Games Master will prefer to use standard rules from *Core Rulebook I* to resolve combat and skill checks – the Unit Roster is used when large numbers of unit members need to perform one task at the same time.

A typical Unit Roster Sheet, detailing the newly recruited Fighting Men of Urusk, is shown below:

Race: Human **Class:** Warrior **Level:** 1
Unit Size: 80
Unit Type: Infantry
Unit Hit Points: 88 (+10% Constitution 12)
Initiative: +4 (+4 Improved Initiative)
Attacks: Short sword +2
Damage: Short sword 1d6+1
AC: 12 (leather armour)
Ability Scores: Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Saves: Fort: +3; Ref: +0; Will: +0
Feats: Improved Initiative, Weapon Focus (short sword).

As can be readily seen, the Unit Roster has much in common with the monster entries of *Core Rulebook III*, as do the unit combat rules detailed below.

Race, Class & Level

Unit race and class are determined by simple majority – if a unit has 3 ogre warriors and 27 human fighters, then the unit will be noted as being human warriors. The level of any unit is considered to be formed by the average level or Hit Die of every member of that unit, rounded down.

Unit Size

This is simply a record of how many members are in a unit.

Unit Type

This is a reflection of how a unit operates upon the battlefield and will list either archers, infantry, skirmish or cavalry. The full rules behind unit type are detailed on p103.

Unit Hit Points

Unit Hit Points are used to measure the damage a unit may sustain in combat before being defeated or even wiped out. This is determined simply by combining the Hit Dice of every unit member, modified as follows;

Majority of unit has Constitution modifier +/-10% per Con modifier	
Majority of unit has 3 hp or less	-25%
Majority of unit has Toughness feat	+10%
Cavalry unit	+50%

Initiative

This is the Initiative modifier (calculated in the normal d20 system way, using Dexterity modifiers, etc. . .) of the majority of the unit.

Attacks, Damage & Armour Class

These are determined by simple majority – the weapons and armour the majority of the unit are armed with are assumed to be carried by all for the purposes of the Unit Roster and unit combat. The majority of the unit are also used to determine base attack bonus and any modifiers for Strength for attack and damage, and modifiers for Dexterity with respect to Armour Class.

Feats

Any unit that has a majority of members with one or more identical feats will have such feats listed on their Unit Roster. However, the following feats have no effect upon mass combat and so are never listed, no matter how many unit members possess them. However, they may still use such feats individually when not using the OMCS rules.

Cleave, Combat Caster Defence, Combat Reflexes, Combat Rotation, Defensive Fighter, Deflect Arrows, Distract, Donning Armour, Expert Grappler, Expert Marksman, Fearsome Display, Great Cleave, Improved Armour Use, Improved Bull Rush, Improved Called Shot, Improved Disarm, Improved Dodge, Improved Trip, Mobility, Rest in Armour, Side by Side, Spring Attack, Sunder, Sure Aim, Team Flanking, Whirlwind Attack

Ability Score & Saves

Once again, the ability scores and saves of the majority of the unit are noted down on the Unit Roster.

RESOLVING UNIT COMBAT

The OMCS follows many of the rules creatures do when they fight using the core d20 system. Unless otherwise stated below, all combat rules detailed in *Core Rulebook 1* apply equally to units, the Unit Roster making this transition relatively easy. Unit combat occurs whenever two units meet in battle and engage in combat. A full summary of unit combat, together with the changes required to the rules in *Core Rulebook 1* is presented here.

Rounds

Unit combat is broken up into 6 second rounds as usual.



Initiative

Before the first round of unit combat begins, each unit involved makes an Initiative check. An Initiative check is a Dexterity check (1d20 + unit's Dexterity modifier). If the unit's leader has the Leadership feat, a +2 competence bonus is applied to their Initiative check.

Attacks

Units may attack in every round they are in contact with the enemy.

Attack Roll

To score a hit that deals damage, a unit must roll the target's Armour Class or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier

Note that size modifiers refer to creature size as normal, not to the overall Unit Size. Ranged penalties are never used in the OMCS, due to the ease of hitting large units of fighting men at any range.

Damage

The majority of attacks in the d20 system deal damage in hit points. However, units receive damage in terms of Unit Hit Points, which are effectively the number of Hit Dice of the entire unit.

Armour Class

A unit's Armour Class is the result needed for an enemy unit to successfully make an attack roll.

Armour Class: 10 + armour bonus + shield bonus + Dexterity modifier + size modifier

Unit Hit Points

Unit Hit Points represent how much damage a unit can take before they are considered to be wiped out.

Attack Options

When attacking, a unit has two basic options:

Charge: A unit not engaged in melee combat may charge any enemy with this option.

Attack: A unit may make either melee or ranged attacks. Units that can strike more than once each round may do so with this attack option.

Withdraw: If involved in melee combat, a unit may attempt to withdraw.

Individual Unit Members

Any unit member not actively engaged in unit combat may act as normal, following all the combat rules in *Core Rulebook I*. This includes making attacks of their own, casting spells or any other action permissible.

Movement

A unit's relative position once in unit combat is not truly important. Small scale movement in the description of the combat will not effect the battle.

Attacks of Opportunity

Attacks of opportunity are only used in unit combat when one unit attempts to withdraw from melee combat with another. The act of withdrawing from combat generates an attack of opportunity.

Taking Damage

The Unit Hit Points are a representation of how much damage a unit can take before they are completely slaughtered or routed. A unit reduced to 0 Unit Hit Points are considered vanquished, though they may not all be necessarily slain. Rules for determining how many survive unit combat are covered on p103.

Outmatching

When one unit heavily outmatches another, either in terms of number or ability, they will soon find they are able to cause an incredible amount of damage upon their enemies whilst suffering very little in return. The table below is used to grant attack, damage and morale modifiers to units who heavily outmatch their enemies, or are outmatched in return.

Other Considerations

If the majority of the unit have a special ability (the Barbarian Rage, for example), then this too applies to unit combat. Bonuses to attack, damage and related rolls are easy to apply to the unit combat system portrayed here. Feats are the only special abilities never used, no matter how many of the unit possess the same one.

Outmatching Table

Unit Size is . . .	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	x 10	+5
Five times enemy's	+3	x 5	+3
Three times enemy's	+2	x 3	+2
Twice enemy's	+1	x 2	+1
50% of enemy's	-1	x 1	-1
33% of enemy's	-2	x 1	-2
20% of enemy's	-3	x 1	-3
10% or less of enemy's	-5	x ½	-5

The rules for flat-footed combatants are not used in unit combat.

In addition, the following rules from *Core Rulebook I* are never used in unit combat;

Magic Actions, Miscellaneous Actions, Injury and Death, Flanking, Aid Another, Bull Rush, Disarm, Grapple, Mounted Combat, Overrun, Trip.

Unit Charge Option

Any unit not currently engaged in melee combat may charge an enemy unit. In doing so, the unit gains the normal +2 charge bonus to its attack roll. However, the unit will also suffer a -2 penalty to its Armour Class for one round. The charge option is the only way in which a unit may initiate melee combat with another.

Unit Attack Option

Unit combat is treated in the same way as combats between creatures in that Initiative checks are made, followed by attack and damage rolls. There are, however, some important differences to be aware of.

Unit Ranged Attacks

Many units equip a large proportion of their units with bows, crossbows and other missile weapons. The effect of an entire unit firing or hurling missile weapons can be devastating for whilst soldiers are not always renowned for being accurate marksmen, a huge wave of arrows directed onto a packed enemy unit can cause utter carnage. The use of ballistae on the battlefield takes this kind of warfare to a new level – huge, spear-sized bolts are launched straight into the packed mass of an enemy unit, creating absolute terror as several unit members may be impaled by each bolt.

Firing Ranged Weapons

Ranged attackers make a normal attack roll against their target's Armour Class, as described in *Core Rulebook I*.

Recording Damage

If a hit is scored, a damage roll is made for normally, with the result being deducted from the target's Unit Hit Points. This damage roll, however, is modified as shown below, depending on the unit size of the attackers – larger units are able to fire great numbers of missiles, causing an immense amount of damage against their enemies.

Unit Size of Attacker	Damage Modifier
5-10	-5
11-20	-3
21-50	-
51-100	x2
101-200	x3
200 or more	x4

A minimum of 1 point of damage will always be caused, even if the dice roll is modified to 0 or less.

Units with a Unit Size of 5 or less do not use this system – use the normal combat rules described in *Core Rulebook I* instead.

Magical Attacks

Huge explosive spells such as *fireball* can have a devastating effect on the tightly packed mass of a unit, and even a *lightning bolt* is likely to slay several warriors as it rips through their ranks. Magic is a powerful force on the battlefield and spellcasters are much sought after by generals who delight in both their attack spells, as well as arcane and divine defences.



Spells listed as having a range of touch or close may only be used against an enemy unit with whom the spellcaster is currently engaged in melee combat with. Those of medium range may be used against any unit on the battlefield with the exception of enemy archers. Spells of long range may be used against any unit, including enemy archers.

The Games Master is the final arbitrator as to the ultimate effectiveness of any spell, though the rules provided here will allow him to handle the vast majority of spells available quickly and easily.

Magicks in the OMCS

Any offensive spell will cause normal damage to a Unit's Hit Points, even if it normally affects only one subject, due to the close density of fighting men. Any spell that has an area of effect of at least 20 ft. in length, width or radius will cause double its normal damage against a Unit's Hit Points. Saving throws and Spell Resistance apply as normal.

Spells that cause affects other than damage (such as *bless* or *bane*) will only provide their bonus or penalty to a unit if the majority of its members can be affected. If only a minority are affected by the spell, it provides no benefit or penalty in unit combat. Games Masters should adjudicate how many unit members fall under the area effect of such spells, using their creature size as a guide to how much space the unit as a whole covers.

Turning Undead

Clerics may attempt to turn and rebuke undead units, despite the far greater numbers than might normally be faced. The rules for turning detailed in *Core Rulebook I* are used to determine how many Hit Dice of undead are affected as normal, and this total is deducted directly from the undead's Unit Hit Points.

Unit Withdraw Option

A unit may choose to withdraw if the fight goes against them, either to regroup before launching another attack or to attempt to break off from combat altogether.

A unit attempting to withdraw instead of attacking in a round immediately provokes an attack of opportunity from any enemy in melee combat with them.

MORALE

There are very few units who will truly fight to the death. As the enemy swarms over barricades and defences, long time comrades start to fall beneath their weapons and swarms of arrows rain down, many warriors may choose to throw down their weapons rather than risk a cruel death.

Morale checks are made in unit combat whenever the circumstances listed on the table below are met. The DC required to be rolled for each circumstance is also given.

Morale Circumstance	DC
Unit Hit Points reduced to half of original score	15
Unit Hit Points reduced to one quarter of original score	20
Unit Hit Points reduced to one third of current score in a single round	10
Unit suffers more damage in a round than enemy in melee combat	15
Unit is hit by enemy of three times or greater Unit Hit Points	15

The following modifiers apply to Morale checks;

Morale	Modifier
Unit Leader	+ Leader's Charisma modifier
Morale modifier*	+/- Morale modifier
Unit Leader with Leadership feat	+ Leader's Character Level
Player Character actions	See p108
Unit already fleeing	-4
Enslaved unit +	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, the *bless* spell grants a +1 morale bonus to attack rolls – however, in unit combat, it will also grant a bonus to Morale checks.

+ Includes any unit whose members have been forced into combat against their will and without any form of pay or reward.

If a Morale check is failed, the unit automatically makes a withdraw option in its next round and will continue to leave the battlefield at the fastest possible speed. A unit must pass a Morale check at DC 20 in order to rally and make another attack option in the following round. Player characters are under no obligation to flee but from this point, they will be fighting on their own! There is also, however, no guarantee that an enemy will necessarily allow an enemy to escape and will mercilessly charge them again and again, causing great carnage and destruction. Units fleeing in this will suffer a -4 circumstance penalty to all attack rolls until rallied. In addition, such a unit may not charge or make ranged attacks.

Recovering Casualties

Unit Hit Points do not track actual deaths amongst a unit, though there are certainly likely to be plenty of those. Instead it demonstrates a unit's ability to continue fighting through individual death, injury and surrender.

At the end of every unit combat, whether involving ranged or melee attacks, a percentage of the lost Unit Hit Points may be automatically recovered as those injured are helped, those who ran come out of hiding and the death toll is finally totalled.

Ranged Combat: At the end of any combat involving purely ranged weapons, 50% rounding down, of lost Unit Hit Points may be recovered.

Winning Melee Combat: At the end of any melee, the victor of the combat may recover 50% rounding down, of lost Unit Hit Points.

Losing Melee Combat: At the end of any melee, the defeated side may recover 25% rounding down, of lost Unit Hit Points.

These percentages are further modified as follows;

Cleric with healing spells present	+2% per level per cleric (max. +10%)
Character with at least rank 4 in Heal skill present	+1% per character (max. +10%)

UNIT TYPES

There are four different unit types used in the OMCS to reflect differing capabilities and special skills upon the battlefield. The proper use of such units can ensure victory for a general, even in the face of overwhelming opposition.

Infantry

Infantry units form the core of most forces and comprise of any unit that does not meet the requirements of archers, cavalry or skirmishers. Such units receive no special bonuses or penalties within the OMCS.

Archers

Any unit armed with a ranged weapon with a range increment of at least 50 ft. is designated as an archer unit. Archer units are able to keep their distance from the main line of battle and rain missile weapons down upon their enemies from a distance.

Cavalry

Any unit riding any kind of mount into battle is designated as cavalry. Cavalry units are fast moving forces in the battlefield, able to attack enemy units almost at will. Any Ride checks are made by the unit as a whole.

Skirmishers

Any unit wearing no or light armour may be designated as a skirmish unit, taking to the field in a small dispersed formation that allows them to operate with great flexibility. A skirmisher unit only suffers normal damage from any ranged or magical attack and gains a +2 competence bonus to all Initiative checks. However, no skirmisher unit may have more than 20 members at any one time. Cavalry units with light horses or warhorses wearing no barding may also be designated as skirmisher units and gain these bonuses and penalties. Such units are known as skirmishing cavalry.

FULL-SCALE BATTLE

The unit combat rules presented thus far will allow player characters to lead a group of fighting men into battle against an organised enemy and, hopefully, triumph in the face of such adversity. However, the OMCS is capable of reflecting much larger battles, where multiple units on each side engage in a desperate fight to claim victory.



THE OPEN MASS COMBAT SYSTEM

Whenever several units are present on one side during a battle, the following rules are used in addition to the unit combat detailed above.

Opposing armies comprised of several units each start a battle facing one another. None are considered to be in melee combat to begin with and all are within range of any archer units. Initiative checks are made for each unit, who may then decide to charge, make ranged attacks or simply hold their position for a turn and do nothing.

A unit may charge any enemy unit it wishes on its Initiative turn, though no unit may be engaged in melee combat by more than two units at a time. Individual unit combats are handled by the rules described above.

Archers

A unit charging archers must spend a full round reaching their target before launching the charge in the next round, as archers are kept far back from the line of battle. In addition, any unit charging archers

will generate an attack of opportunity from them before the unit is able to make an attack roll, as archers are adept at standing their ground and hammering any closing enemy with repeated volleys.

Any infantry, cavalry or skirmishing unit not in melee combat may be designated as supporting one archer unit. Such supporting units do not make an Initiative check every round and may make no action of their own. However, they may automatically intercept any enemy unit charging the archers they are supporting at any time. Any unit charging archers will instead be forced to charge the supporting unit, as well as face the attack of opportunity they suffer from the archer unit. Up to two units may support one archer unit at any one time.

Cavalry

Cavalry units are much faster than infantry and so need not spend a turn moving into position in order to attack an archer unit. They will, however, be forced to charge any supporting units that are present.

Continuing Battle

Melee and ranged combat continues between all units present on the battlefield until one side is completely destroyed, surrenders or retreats.

When one unit has destroyed another, it may charge a new enemy unit in its following round, though the normal restrictions for engaging a maximum of two enemy units and charging archers apply as normal.

WAR MACHINES

Upon the battlefield, a general may find himself facing an enemy force comprising of far more than mere infantry, cavalry and archers. Arrayed against his own units may be dreaded ballistae, catapults and awesome mobile fortresses. These are the war machines, giant constructions that can dominate any battlefield with their firepower and sheer strength.

War machines are treated as if each were a unit in its own right within the OMCS.



However, to reflect their increased capabilities, war machines have a slightly different profile to regular units as well as some special rules which give them the capability to crush hordes of enemy warriors with their great weaponry.

The War Machine Roster

The War Machine Roster Sheet on p107 is used to record the details and abilities of every war machine within an army. This sheet allows players and Games Masters alike to judge the effectiveness of any war machine at a glance, and greatly aids combat resolution within the OMCS.

A typical War Machine Roster Sheet, detailing a medium-sized catapult, is shown below;

Medium Catapult

Structure Dice: 1d10 (5 sp)
Hardness: 5
Size: Large
AC: 12 (-1 large, +3 natural)
Attacks: 1 Catapult shot
Damage: Catapult shot 4d6/2d6
Rate of Fire: 6
Crew: 3
Special Qualities: None
Cost: 675 gp

As can be readily seen, the War Machine Roster has much in common with the monster entries of *Core Rulebook III*, as do the unit combat rules detailed below.

Structure Dice

The majority of attacks in the d20 system deal damage in hit points, whilst units in the OMCS deal damage in Unit Hit Points. However, war machines receive damage in terms of structure points.

An attack by a single character or creature must cause ten full hit points worth of damage to deal one structure point of damage to a war machine. Any lesser amount is ignored and disregarded, the attack simply bouncing off the side of the war machine.

Some war machine weapons are listed as causing structural damage. These weapons deal damage directly to a war machine's structure points. Hardness is never applied to structural damage as

such attacks are simply too powerful. Attacks by units in the OMCS automatically cause structural damage to war machines, due to the large numbers of fighting men attacking together.

Note that whilst part of the OMCS rules, structural damage is also used when characters attack larger constructions, such as ships in *Seas of Blood* or strongholds on p110, as part of their normal adventuring.

Hardness

War machines only use their hardness score when attacked by single characters, never when attacked by units.

Size

This lists how large the war machine is in relation to creatures.

AC

This is the Armour Class of the war machine, used to defend itself against all attacks it may face.

Attacks

War machines have devastating weapons, enabling them to slaughter huge numbers of warriors with each attack. Detailed here is each attack a war machine possesses.

Damage

Many war machines are capable of causing structural damage to other war machines and strongholds. If a war machine is listed as having two types of damage for a single weapon, the latter will reflect structural damage, the former the damage caused to single characters and units alike.

Rate of Fire

Despite having a many crewmen, most war machines are incredibly slow to reload, aim and fire. Listed here is how many full-round actions the crew must expend to fire and reload the war machine's weapons.

Crew

This is simply the number of crew required to maintain the war machine at peak efficiency in battle. Each weapon may lose up to a quarter of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled.



Cost

Simply a guide as to how much a general must pay to own this war machine and have it within his army.

WAR MACHINES IN BATTLE

In most respects, war machines are handled within the OMCS and, indeed, the normal d20 combat system in the same way as any other creature or object, taking into account new rules such as structural damage. However, there are some exceptions within the OMCS that reflect ponderous nature of war machines upon the battlefield.

† All war machines suffer a -4 circumstance penalty to their Initiative checks.

† Ballistae within the OMCS attack all units as if they had an Armour Class of 10, and any resulting damage is deducted straight from the Unit's Hit Points as the power of the huge bolts used allow a single one to skewer many fighting men. However, other war machines are attacked as if the ballista were a single character – the ballista will need to deal 10 points of damage after it has overcome the target's hardness in order to deal 1 point of structural damage.

† Catapults and trebuchets within the OMCS hit all targets, both war machines and units, as if they had an Armour Class of 10. The amount of damage they cause is deducted from the Unit's Hit Points as they are fully capable smashing several warriors to a pulp with each shot. Against war machines, they cause structural damage, as detailed in their descriptions below.

† No war machine can ever make an attack of opportunity.

There are many different types of war machine that may be taken to the battlefield, from small ballistae to huge trebuchets and mobile fortresses. Players and Games Masters are encouraged to create their own, using the examples below as a guideline to cost and effectiveness.

PLAYER CHARACTERS

In the centre of the action of any role-playing scenario are the player characters and in the OMCS, they truly have the opportunity to act as heroes. As their unit crashes into the enemy, the fighters lead their men forward, seeking to engage the opposing unit leaders as their unit fight a desperate combat against their own counterparts. Rogues nimbly dodge poorly aimed sword swings as wizards cast awesome magicks, pummelling the enemy into submission.

The rules presented in this chapter are designed to allow the easy integration of player characters into the OMCS, with as little work as possible required on the part of either Games Masters or players. The length of a combat round, be it featuring the actions of characters or entire unit is always six seconds. Thus, whatever a character could normally attempt in a normal combat round will apply equally in the OMCS.

Attacking and Damaging War Machines

When attempting to hit a war machine with a ranged attack, the normal d20 system rules are used. War machines, however, tend to be very large and so can be very difficult for a character to actually miss! The equivalent creature size of each war machine is listed in their entries on p107. When a character attempts to hit a war machine with a close combat weapon, assume the war machine has an Armour Class of 0 – even a cross-eyed fighter will have a great deal of difficulty in missing a such a large object whilst standing next to it. . .

Situations may arise whereby a player wishes to attack a war machine in a direct and specific manner – firing a flaming arrow into an arrow slit, for instance, or hacking apart a wooden wheel to stop it moving. In such circumstances, the Games Mater should determine the outcome of such actions using the rules given in the Core Rulebooks, using the war machine's hardness score as a base line with which to work out damage.

Unit Combats

Player characters are never counted as part of the unit when calculating the Unit Roster – they always act independently, even if they are mere foot soldiers, thus allowing them to do all sorts of heroic (or cowardly) things. Under normal circumstances,

Ballista

Structure Dice: 1d6 (3 sp)
Hardness: 5
Size: Large
AC: 10 (-1 large, +1 natural)
Attacks: 1 Bolt
Damage: Bolt 3d6/-
Rate of Fire: 3
Crew: 1
Special Qualities: None
Cost: 500 gp

Heavy Catapult

Structure Dice: 3d6 (10 sp)
Hardness: 5
Size: Huge
AC: 12 (-2 huge, +4 natural)
Attacks: 1 Catapult shot
Damage: Catapult shot 5d6/3d6
Rate of Fire: 8
Crew: 5
Special Qualities: None
Cost: 800 gp

Light Catapult

Structure Dice: 1d6 (3 sp)
Hardness: 5
Size: Large
AC: 12 (-1 large, +3 natural)
Attacks: 1 Catapult shot
Damage: Catapult shot 3d6/1d6
Rate of Fire: 5
Crew: 2
Special Qualities: None
Cost: 550 gp

Arrow Catapult

Structure Dice: 2d6 (7 sp)
Hardness: 5
Size: Large
AC: 12 (-1 large, +3 natural)
Attacks: 1 Arrow flight
Damage: Arrow flight 1d10/-
Rate of Fire: 6
Crew: 2
Special Qualities: None
Cost: 300 gp

Medium Catapult

Structure Dice: 2d6 (7 sp)
Hardness: 5
Size: Large
AC: 12 (-1 large, +3 natural)
Attacks: 1 Catapult shot
Damage: Catapult shot 4d6/2d6
Rate of Fire: 6
Crew: 3
Special Qualities: None
Cost: 675 gp

Trebuchet

Structure Dice: 4d6 (14 sp)
Hardness: 5
Size: Huge
AC: 14 (-2 huge, +6 natural)
Attacks: 1 Trebuchet shot
Damage: Trebuchet shot 6d6/4d6
Rate of Fire: 10
Crew: 6
Special Qualities: None
Cost: 1,400 gp





THE OPEN MASS COMBAT SYSTEM

combat for player characters in melee combat is handled in exactly the same way as presented in *Core Rulebook I*. They are, however, permitted to attack enemy units.

If two units are in combat with one another, player characters may choose to aid one side. To do so, they engage in combat with one or more members of the enemy unit, using the normal combat rules presented in *Core Rulebook I*. Everyone involved in the combat acts in Initiative order, so the player characters may have the chance to act before anyone else. However, if they manage to slay or subdue any of their enemies, then the Hit Dice of the creatures they overcome is immediately deducted from the Unit Hit Point score. For example;

Whilst leading his heroic unit to attack the mercenary ogre unit Blood Hammerers in a desperate charge, Torgrim the Fighter, rolling the highest initiative of the combat, attacks a big ogre as the rest of his men engage the remainder of the enemy. The Unit Hit Points of the ogres is 87, a combination of ogres and hobgoblins. Torgrim dispatches his ogre foe in one round of combat – a normal ogre has 4 HD, and thus the mercenaries lose 4 Unit Hit Points immediately, bringing them down to a total of 83. The units now fight, in remaining initiative order.

It should be noted that some spells, such as *fireball*, may be particularly destructive in such engagements when fighting men are crowded together in a unit. In such cases, the spell is handled as detailed in *Core Rulebook I* and the Games Master should use his own judgement as to the ultimate effectiveness of it, based upon its listed area of effect

Unit Morale

Player characters are immune to the effects of unit morale, as detailed on p102, though units are likely to take a dim view of players who continue to fight as they try to surrender. However, many of a player character's actions in combat may have a direct influence on how their unit fights. The table below lists some of the more common actions a player character may attempt to boost the morale of his unit, though the Games Master is welcome to add others as the need arises – basically, a player should always be awarded for bravery and will certainly earn the respect of the unit. The morale bonus earned applies to the unit's attack and damage rolls for the rest of the combat, as well as to morale rolls made on the table on p102.

Player Character Action	Morale Bonus to Unit
Slaying enemy unit leader	+2
Slaying enemy officer/sergeant	+1
Destroying enemy war machine	+1
Fleeing battle	-4
Slaying 10% or more of enemy unit in one attack	+1

Gaining Experience

Experience point awards can be incredibly difficult to calculate in mass battles unless the Games Master is prepared to be very flexible. The sheer amount of variables involved in unit size, type and armament make a mockery of any simple award system without having to resort pages and pages of cross-referencing tables. So, a far quicker and easier system is required;

Player characters will always gain experience as normal for the creatures *they themselves defeat*. For example, if they personally lead a unit and end up slaying the enemy leader and six of his unit, they receive an experience award as normal based on the leader and six men, even if their own unit butchered everyone else in the unit.

Story awards are given by the Games Master to player characters who lead entire units or armies and are victorious. The actual size of the story award will vary greatly between units, as well as with relative type and armament, not to mention the player character's own level. Guidelines on how to present story awards are provided in *Core Rulebook II*.

As a last word, it should be noted that defeating a unit does not necessarily mean slaying every last member them – capturing a unit without a single weapon being used will earn a story award, as will outsmarting or sneaking round an enemy. The Games Master should be flexible in granting experience point and reward players for all the achievements of their characters.

Unit Experience

In our playtesting, we tended to find the actions of player characters pretty much guaranteed a high turn over of men in a unit, due to casualties, so that soldiers were ever likely to be in the position to gain experience themselves. However, if players are taking a great amount of care over the risks they put their units through, Games Masters may discover that the majority do, in fact, survive encounters.

As with player characters themselves, there are no hard and fast rules for units to gain experience themselves, but the Games Master is welcome to periodically raise the quality of a unit, perhaps every six months during a military campaign, so long as the majority survive each battle. In this way, slave and militia units may become solid soldiers and veterans may actually start to rise in character level.

Non-Player Characters

It is strongly recommended that these rules for player characters also be adopted for important non-player characters, including large monsters such as dragons and demons, be they allies to the party or enemies. In this way, even a lowly goblin tribe should not have its warlord subsumed into the Unit Roster – he will act as an independent character,

encouraging his unit and attacking the player characters at their weakest points. He can even earn the morale bonuses presented above.



UNIT ROSTER SHEET

Race:	Class:	Level:	Unit Size:	Unit Leader:		
Unit Type:				Race:		
Unit Hit Points:				Class:		
Initiative:				Level:		
Attacks:				Hit points:		
Damage:				AC:		
AC:				Str:	Dex:	Wis:
Saves:	Fort:	Ref:	Will:	Int:	Wis:	Cha:
Feats:				Attacks:		
				Damage:		
				Fort:	Ref:	Will:
				Feats:		

STRONGHOLDS

It is the dream of every fighter to one day gain enough wealth and fame to begin the construction of his own stronghold. Whether a small border fortress or an immense multi-walled castle, whether upon land granted by a great lord or in territory won by his own sword, this, surely is the very pinnacle of what a fighter may hope to achieve in one lifetime. Such a stronghold will be filled with hired mercenaries and loyal retainers, and function as the centre stage for all further adventures the fighter embarks upon. Incredible weapons will be found within, all ready to repel the attack of monsters and armies that threaten the fighter's land.

The responsibilities a fighter has increases with the acquisition of a stronghold. He may be placed squarely within a feudal system whereby he is forced to obey the orders of his liege lord whilst protecting the lives of the commoners sent to work his land. The guards and soldiers forming the front line of defence in the stronghold will look to him for direction and leadership in protecting them from the worst the worlds of fantasy have to offer. No longer able to drop all he is doing to set foot on yet another adventure, the fighter must always ensure the safety of his stronghold, for the sheer cost of its construction makes it almost invaluable. However, in return, the stronghold provides the fighter with status, recognition of his powerful skill in battle, and a place of impregnability in which to withdraw should his many enemies decide to end his life once and for all.

This chapter will provide everything a fighter needs to know in order to begin construction of his stronghold, from clearing the land of evil monsters and humanoids, to staffing massive castles with retainers and weapons of devastating power.

TERRITORY

The fighter must first ensure he has adequate territory on which to build his stronghold and there are two principle ways of gaining such land. Many fighters may be awarded land within civilised nations in return for having served a liege lord well and to such ambitious men, this land can be worth more than raw gold for it grants them the opportunity to lay the foundations of their stronghold and become a major force in the region. However, this land usually comes with a heavy obligation – the fighter must

obey his liege lord in all things and supply fighting men should war ever come to the land. In addition, he will also be expected to pay taxes and protect the commoners who work on the land. Once this territory has been granted, the fighter may immediately start building his stronghold, for the hard work of clearing the area of monsters and other deadly enemies has already been done, perhaps many centuries ago.

Other fighters, however, will strike out into the wilderness, determined to forge the start of their own nation and bring peace and order to territory that has so far known only war and strife. The further away from civilised nations the fighter chooses as his territory, the less likely it is that existing rulers will object to his presence and the building of a stronghold. However, it will also get progressively more difficult to clear the area and protect the stronghold as it is being constructed.

CLEARING THE LAND

To guarantee at least relative safety, the fighter will have to clear a radius of at least 5 square miles around the planned site for the stronghold. To do this, he must either annihilate, drive out or bargain with the existing inhabitants of the region – the Games Master should determine who and what these



actually are using the encounter tables in *Core Rulebook II* as a basis. Once such an area has been cleared, regular patrols must be set in place to keep the region free of encroaching enemies. At least two patrols should be travelling the area at any one time, each with a unit size (see p98) of at least 10. The Games Master should adjudicate as to the success of these patrols and of which, if any, creatures will attempt to take back the land by attacking the patrols, as well as the effect of the fighter either increasing the size and regularity of the patrols, or pulling them back after heavy losses.

Once the stronghold has been completed, the fighter need only send out one patrol at a time in order to keep the region relatively safe. However, fighters may be determined to increase their region of control, by sending additional patrols to cover more areas of 25 square miles each. Once again, two patrols will be needed to do this until a garrison (small fortress) can be built, when only one patrol will be needed for the 25 square mile area. The Games Master is free to adjudicate that certain areas near to the main stronghold no longer need continual patrols once the fighter has established himself in the wilderness and controls at least 100 square miles of territory in total.

BUILDING THE STRONGHOLD

Once adequate territory has been gained, the fighter can then take the very expensive step of building his stronghold. This will take a great deal of gold and a very long time, but it is only when the last stone is laid that a fighter can truly feel that all his sword work throughout the years has finally been justified, for he will be lord of all he surveys!

To build the stronghold, the fighter need only work through the Construction List below, selecting what he needs. Both player and Games Master should at this point begin drawing up an accurate map of the stronghold, whether it is a small fort or a huge castle, in order to properly gauge what is needed. Players should be warned – there are a lot of very nice options that can be taken when building a stronghold, but they are also very expensive!

There are several rules that a fighter should be aware of when choosing items from the Construction List with which to build his stronghold;

INCOME AND TAXES

Building a stronghold is incredibly expensive but running one will drain the coffers of even the wealthiest fighter. It will very soon become apparent, even to the most kind-hearted fighter, that taxes will be necessary in order to continue funding his stronghold.

Taxes are levied upon the commoners who dwell within the territory the fighter controls. If the fighter was awarded land by a liege lord, it is likely that there are many commoners already present and anything up to 3,000 gp may be yielded every month from every 25 square mile area the fighter controls. A proportion of this, as well as any other gold the fighter obtains, will be sent to his liege lord – anything up to a quarter may be taken in this way. Anything left belongs to the fighter to fund his stronghold and spend how he sees fit.

However, whilst a fighter can rely on many of the workers who helped build his stronghold to settle in the territory, far fewer commoners will be present if he has claimed a wilderness area. Initial taxes may yield as little as 500 gp per month and it may take a great many years before the fighter has claimed enough territory and attracted enough settlers to substantially raise the monthly taxes. On the other hand, the fighter will have no need to send tithes to a liege lord.

The Games Master is the final adjudicator on how many taxes may be gleaned from any territory, taking into account how far into the wilderness it is and the presence of any monsters or humanoids that prey upon settlers.

The settling of new land and the building of an entire nation will be covered in more detail within *Dynasty of Heroes*, a future supplement from Mongoose Publishing.



STRONGHOLDS

† All the costs of hiring and feeding workers are taken into account within the prices on the Construction List.

† One engineer must be hired for every 50,000 gp, or part of, spent on building the stronghold. See Staff below for further details.

† When building a stronghold in difficult terrain (such as mountains, swamp or desert), all costs on the Construction List must be doubled to take into account the difficulty of creating solid foundations or simply transporting materials through the wilderness.

† The stronghold will take one week to construct for every 2,000 gp spent on the Construction List. The fighter may reduce this time to one week for every 5,000 gp by increasing all costs by 50% as he hires more workers.

† All constructions may be built larger than their base size listed below on the Construction List. Doubling any dimension (height, width or length) will double the cost of the construction. Tripling any dimension will also triple the cost. Such costs are cumulative – for example, a wall doubled to 60 ft. high will cost 8,000 gp. If the width of it is also doubled to 40 ft. wide, the final cost will be 16,000 gp. No dimension may be more than tripled in size and no construction may be more than twice as high as its width.

† When increasing the size of a construction, the Structure Points of it will also increase in

proportion to the cost increase. So, for example, the wall above would have 600 Structure Points when its height was doubled, and 1200 when its width was also doubled. The use of structure points is covered on p105.

† All constructions are considered to have a Hardness score of 8. This may be increased to 10 by doubling the final cost of the construction.

† All constructions are assumed to have adequate doors, trapdoors, windows and arrow slits, as the player desires.

Barbican: The barbican is a combined construction, consisting of a gatehouse and two towers, all specially reinforced to provide a highly defensible entrance to the stronghold. The drawbridge is of hardened wood and has a hardness of 6 and 30 Structure Points. In addition, the barbican also has a portcullis with a hardness of 10 and 10 Structure Points. When listed the height of the barbican is that of its two towers. The actual gatehouse will always be half the height of the towers.

Bastion: The bastion is a half-tower used to provide extra defence to a wall. The bastion must be mounted against a wall and no more than one may be built for every 100 ft. of wall length.

Buttress: Designed to give extra strength and reinforcement to walls under constant bombardment by siege engines and magic, a set of buttresses take the form of several stone supports built along the outer side of a wall. A set of buttresses grant a 20% bonus to the total Structure Points of a wall. No wall may have more than one set of buttresses. The buttresses may be increased in height to give a wall

Construction List

Construction	Cost	Height	Width	Length	Structure Points
Barbican	55,000 gp	40 ft.	20 ft.	100 ft.	800
Bastion	6,000 gp	30 ft.	20 ft.	-	400
Buttress	750 gp	20 ft.	-	-	+20%
Gatehouse	8,000 gp	20 ft.	20 ft.	50 ft.	100
Keep, Round	120,000 gp	80 ft.	40 ft.	40 ft.	1,250
Keep, Square	80,000 gp	80 ft.	40 ft.	40 ft.	1,000
Moat	500 gp	20 ft.	20 ft.	100 ft.	-
Outbuilding, Stone	900 gp	10 ft.	20 ft.	20 ft.	
Outbuilding, Wood	600 gp	10 ft.	20 ft.	20 ft.	
Tower, Round	25,000 gp	30 ft.	20 ft.	20 ft.	800
Tower, Square	18,000 gp	30 ft.	20 ft.	20 ft.	600
Underground Corridor	150 gp	10 ft.	5 ft.	5 ft.	-
Wall	4,000 gp	20 ft.	20 ft.	100 ft.	300

either a 40% or 60% (by doubling or tripling their height, respectively) increase in Structure Points, but not buttresses may be higher than the wall they support.

Gatehouse: The gatehouse is little more than an opening within a section of wall to allow entrance to the stronghold. It has a drawbridge of hardened wood with a hardness of 6 and 30 Structure Points. In addition, there is also a portcullis with a hardness of 10 and 10 Structure Points.

Keep, Round: The centre-point of any large stronghold, the keep is the main building within the courtyard, often dwarfing its defences in size and majestic glory. A keep may have any amount or arrangement of rooms and floors within, as chosen by the player building the stronghold. Round keeps are difficult to construct but are able to weather bombardments that would crush a more basic square design.

Keep, Square: Square keeps are identical to those with rounded walls but are far easier to construct. However, they are also more vulnerable to attack.

Moat: Moats are relatively simple to construct and greatly add to the defensibility of a stronghold. However, they can also take a lot of resources away from the construction of the stronghold itself if they are designed to completely surround it, as such digging requires a lot of manpower. Most moats are simple ditches, though an engineer may be lucky enough to have a close river with which to divert water to fill it, making the moat virtually impassable. Once a moat has been filled with water, enterprising adventurers often fill it with a variety of unpleasant surprises, from poisons to aquatic creatures to cause further trouble to an attacker. Any drawbridge of the stronghold will automatically be long enough to cross the moat safely when fully extended. The height of the moat listed on the Construction List above actually refers to its depth, and many adventurers will be keen to make it even deeper, in the usual manner of increasing the size of constructions.

Outbuilding, Stone: Outbuildings are common within the courtyards of strongholds and are typically used as storehouses, stables and barracks for mercenaries and guards. Players may choose any arrangement of rooms within an outbuilding as they desire, and may add additional floors simply by increasing the height of it. Several outbuildings may be joined together to form larger constructions.

Outbuilding, Wood: Many engineers reject the notion of constructing stone outbuildings inside a stronghold, where they will be protected from attack by the immense walls and towers surrounding them. Wooden outbuildings are far cheaper and quicker to

construct than their stone counterparts.

Tower, Round: Designed to be the most defensible point of any stronghold, round towers are mighty constructions that can withstand a great deal of bombardment before being destroyed. The arrangement of any rooms and floors within the tower may be left to the player.

Tower, Square: Far easier and cheaper to build than round towers, the square design is the most common found on strongholds, though it is less resilient to attack.

Underground Corridor: Many strongholds have underground areas designed for defence, stores or even prisons. The cost listed is for a single 10 ft. high square of 5 ft. on each side to be burrowed into the ground and constructed with appropriate support to avoid cave-ins. Players may join such squares together to form long corridors, intersections and subterranean rooms.

Wall: The basic defence for any stronghold, walls provide a protective enclosure for other buildings. A player may decide to have a single five foot wide passage built inside the wall free of cost, in order to allow movement within the stronghold and provide firing positions for archers.

Weapons and Defences

Any fighter worth his sword will make sure any stronghold of his is well stocked with skilled mercenaries and guards in order to repel any attack. However, many will also recognise the need to add far stronger weapons and defences in order to not only drive off an invading force, but to utterly destroy them as they hurl themselves against the high walls of the stronghold.

The Stronghold Weapons table below features several weapons a fighter may like to employ in the defence of his new stronghold. Unless otherwise noted, all weapons detailed below require a 10 ft. square space in which to operate. The use of such weapons against massed units and whole armies is covered on p104.

Structural Damage

The full rules for using Structural Damage are covered on p105.

Rate of Fire

Though often crewed by several men, many of the weapons found within a stronghold are huge and complicated devices, not easily or quickly operated. Each weapon on the table above is listed as having a



STRONGHOLDS

rate of fire – this is how many full-round actions must be spent by the crew reloading the weapon before it may fire again.

Crew

Each weapon may lose up to 25% of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled.

Arrow Catapult:

This is a special kind of catapult, designed to specifically target massed units. Several arrows are loaded into a wooden rack and are launched by a spring action that sends them raining down on to the enemy. A Profession (siege engineer) check at DC 20 is made as for firing a catapult and, if the shot successfully strikes a target, will cause 1d10 hit points of damage to all subjects within 20 feet of its point of impact.

Ballistae & Catapults: The full rules for using ballistae and catapults are covered in *Core Rulebook II*. Catapults may launch flaming shots, designed to start fires on board attacking war machines. Flaming shot is used in exactly the same way as regular catapult ammunition but in addition to normal damage, will also cause 1 point of Fire Damage on any war machine it successfully hits. Flaming shot costs 250 gp for 20 shots.

Fire Projector: These are one of the most feared weapons employed upon the walls of a stronghold, for whilst short ranged, they can spell the doom of any attacking war machine. By using a highly combustible alchemical mix of gases and minerals, the fire projector can shoot a huge torrent of searing flame for many feet, setting enemy war machines alight and annihilating units unfortunate enough to come within range. Fire Projectors cause Fire

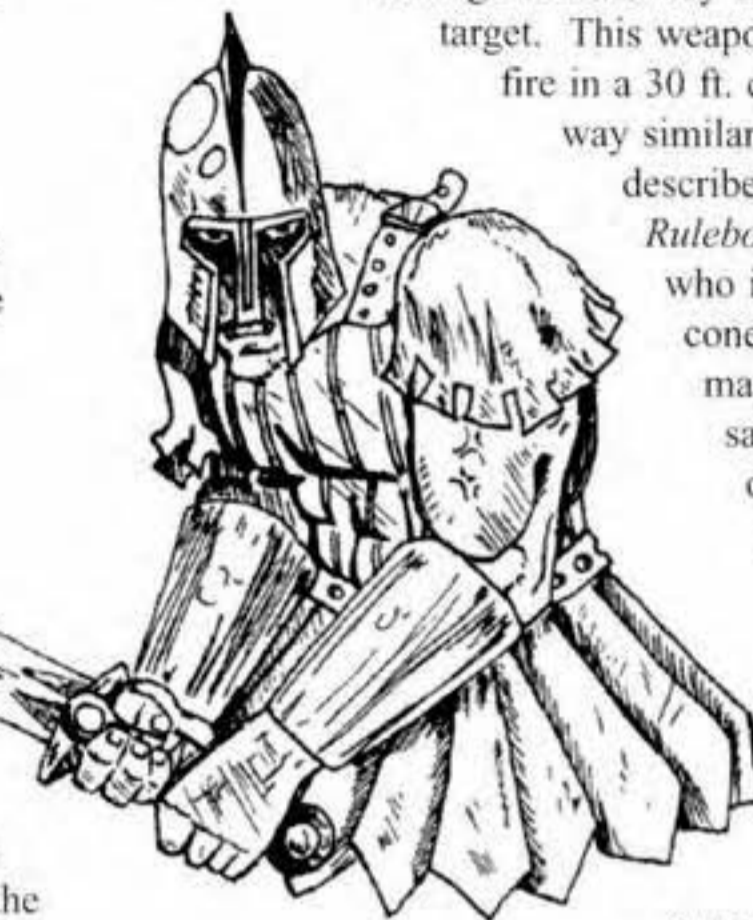
Damage equal to the amount of structural damage rolled every time they hit a target. This weapon is considered to fire in a 30 ft. cone, in the same way similar spells do, as described in *Core*

Rulebook I. A creature who is caught in the cone of a fire projector may make a Reflex save at DC 10 in order to receive half damage.

However, 1d20 should be rolled every time a fire projector is used. On the roll of a 1, the fire projector will automatically explode,

igniting its lethal ammunition in a spectacular display of pyrotechnics. Everything within 10 feet will sustain its normal damage.

Trebuchet: Trebuchets are immense weapons, slightly different in principle to catapults but working in an identical fashion. Trebuchets require a 20 ft. square space in which to operate.



STAFF

Every stronghold of note has a large staff working behind its walls, hired by the fighter to ensure the smooth running of his fortress and allowing him to concentrate on important matters of territory and warfare. From the lowly cook who feeds the entire garrison of the stronghold, to the skilled engineer who ensures its walls are always maintained in the finest condition, a fighter will soon come to recognise that he needs to hire far more than simple mercenaries.

Stronghold Weapons

Weapon	Cost	Damage	Structural Damage	Critical	Range Increment	Rate of Fire	Crew
Arrow Catapult	300 gp	Special	-	-	100 ft. (min. 100 ft.)	6	2
Ballista	500 gp	3d6	-	x3	120 ft.	3	1
Catapult, Heavy	800 gp	5d6	3d6	-	200 ft. (min. 100 ft.)	8	5
Catapult, Light	550 gp	3d6	1d6	-	150 ft. (min. 100 ft.)	5	2
Catapult, Medium	675 gp	4d6	2d6	-	150 ft. (min. 100 ft.)	6	3
Fire Projector	3,600 gp	4d6	1d6	-	30 ft. max.	2	4
Trebuchet	1,400 gp	6d6	4d6	-	200 ft. (min. 200 ft.)	10	6

Unless otherwise stated, all staff may be considered to be either 1st or 2nd level experts in their field, or commoners, as appropriate. The Games Master is welcome to generate abilities and statistics for them as appropriate. Not all the staff listed below are required for every stronghold, but fighters will find their affairs are managed a lot better if they employ the right people for the right jobs. Other player characters may adopt certain positions if the fighter deems them fit for the post.

Staff Member	Cost per Month
Alchemist	800 gp
Armourer	125 gp
Captain of the Guard	2,000 gp
Castellan	500 gp
Chamberlain	50 gp
Cook	5 gp
Engineer	500 gp
Herald	25 gp
Mage Protector	2,500 gp
Sage	1,000 gp
Siege Engineer	100 gp
Stable Master	10 gp
Weaponsmith	100 gp

Alchemist: Few strongholds can afford the additional luxury of a permanent alchemist, much less take the risk that his experiments may cause major structural damage! However, such an alchemist will be able to automatically provide 40 rounds of flaming catapult shot per month. In addition, the Games Master may rule that he may be set other tasks of the player's choosing.

Armourer: Armourers are essential in keeping the equipment of mercenaries and guards in good working order. One armourer is necessary for every 100 armed men present within the stronghold. If sufficient armourers are not present, units will receive a -1 circumstance penalty to their Armour Class in unit combat until enough armourers are present.

Captain of the Guard: Only the very greatest of strongholds are likely to have a captain of the guard. Such a man ensures the defences of the stronghold are kept tight at all times and he personally manages all mercenaries present. The captain of the guard is a barbarian, fighter or ranger of a level equal to half that of the fighter who owns the stronghold, rounding down.

Castellan: Second only to the captain of the guard, the castellan is responsible for the safety of the stronghold. Managing the placement of defences and fortifications, he is often a vital component for the smooth running of any stronghold. The castellan

is a fighter or ranger of a level equal to a third that of the fighter who owns the stronghold, rounding down.

Chamberlain: The chamberlain manages all non-military aspects of the stronghold and handles all domestic duties, such as the hiring of suitable cooks. He is essential for any fighter who does not wish to get bogged down by the day-to-day routines of the stronghold.

Cook: Cooks provide foods and drink for every member of the stronghold's forces. One cook is needed for every 50 people present in the stronghold.

Engineer: Every stronghold requires the services of an engineer to ensure walls, towers and keeps are well maintained and able to stand in battle. A stronghold without one engineer for every 100,000 gp of its original value will lose 1d6 Structure Points from every construction each month.

Herald: Many crude and brutish fighters dispense with the need for a herald, but a skilled hireling can make all the difference during visits from knights and other nobles. If a herald is present, the fighter gains a +2 competence bonus to all Diplomacy checks made within his stronghold.

Mage Protector: The most expensive staff member a fighter can gain the services of, many only have a permanent mage protector if they can convince a close friend or adventuring comrade to remain within the stronghold. The mage protector is responsible for all magical aspects of the stronghold and the surrounding territory, and is a worthy ally in battle. He will be of a level one less than the fighter who owns the stronghold.

Sage: As with alchemists, few fighters bother with the permanent hiring of a sage, but such a staff member can easily pay for himself by locating the most obscure knowledge to enable the fighter to overcome the problems he faces.

Siege Engineer: Dedicated siege engineers are essential for the proper function of all stronghold weapons. One will be required for every weapon, or the rate of fire for each will be doubled due to the lack of speed of untrained crews.

Stable Master: The stable master is responsible for the welfare of all mounts and beasts within the stronghold. One is required for every 20 such creatures.

Weaponsmith: Weaponsmiths are essential in keeping the arms of mercenaries and guards in good working order. One weaponsmith is necessary for every 100 armed men present within the stronghold. If sufficient weaponsmiths are not present, units will receive a -1 circumstance penalty to all attack rolls they make in unit combat until enough weaponsmiths are finally hired.



DESIGNER'S NOTES

So ends the first of the Collector's Series from Mongoose Publishing, a set of sourcebooks intended to take character classes and races to new heights of flexibility and grant players a greater range of options than ever before. However, it has always been our goal, throughout every one of our books, to expand and enhance the d20 system, never to outright change it, a principle I believe we have followed with *The Quintessential Fighter*. This is by no means a 'player advantage' book. By picking up *The Quintessential Fighter*, your character will not automatically become better, or more awesome. He will not be able to fend off any more goblins than before, nor slay any bigger dragons. His sword will not even get any larger. However, your character will have a far greater range of options available to him during the course of future games and this, more than anything, is the intention behind the entire Collector's Series – to give players and Games Masters 'cool' things to do without disrupting the balance within the existing d20 system. Through the use of this sourcebook, your fighter will now be able to engage in jousts and even full tournaments against the local nobility – no doubt annoying a fair number of them in the process. He can study a huge range of new fighting styles and gain mastery and discipline within several of them. Fighters can now build entire strongholds, fortresses and castles – how cool is that?

The character concepts grew from a need to define fighters as far more than sword-swinging thugs in the party and is a chapter we will continue across the entire Collector's Series. Whereas in the past players have had to rely on in-depth role-playing skills and higher level prestige classes in order to give their characters shape, now it is a simple matter of selecting a concept, applying it and off you go! There is no longer any need to wait until mid-level before you can take a prestige class and call yourself something other than a fighter. You want to be a tribesman or professional soldier from the very start? You now have the tools with which to do so. Speaking of character development, prestige classes are a superb addition to the d20 system but we wanted to provide a set that players would actually want to aspire to, rather than merely as tools to get more mileage out of a fighter in combat. So, we have introduced more interesting prestige classes for fighters to consider, such as the perennial

swashbuckler and also the legend. There are going to be a few Games Masters casting a leery eye over the legend, I imagine, but consider the actual entry requirements – and then think about what the likes of wizards and clerics can do at 15th level and beyond. The legend is there to take a fighter right up to 20th level and actually start constructing a myth around himself within the campaign world, just as high level characters should be doing.

The fighting styles and all the rules within the Tricks of the Trade chapter were designed to completely open the fighter class up and get them doing all the cool things you see fantasy heroes going about in both film and book. Jousting rules, at last, have been fully documented, as has the fighter who insists on forging his own weapon as he will trust no one else to do it for him. Called shots add a new dimension for all characters in combat, though fighters will always be the best at them due to their raw skill in battle. Primarily, they give players another option when fighting tougher opponents to simply doing more damage with critical hits, but they also allow players to utter those famous words, 'called shot to the head!' With some imagination, they also provide rules for those situations where a player declares he is going to 'kick the orc in the nuts and run!' So, a bit of fun all round, really.

Fighters now have a great deal more to spend their hard earned gold upon, something that many players have always had some problems with before – if you are playing a wizard or cleric, it is incredibly easy to squander a great amount of money in a very short space of time but unless a Games Master has conveniently placed a magic weapons and armour shop in his campaign, fighters have always tended to be either hoarders or wasters of gold. Now, with new equipment such as the dragonscale armour that almost *every* fighter is going to want to own, there are plenty of ways to relieve them of their treasure trove. Continuing a trend started in *Seas of Blood*, we have also included strongholds, the very best way the spend huge amounts of gold in the game – be warned, they are incredibly expensive and you will have to work hard to make them pay for themselves. However, our forthcoming supplement, *Dynasty of Heroes*, will allow characters to create entire families and nations, building upon the stronghold rules presented here. This, combined with the Open Mass Combat System will allow fighters, and other characters, to take their place on a wider world stage on their way to becoming true heroes.

The top of the staircase looking down into the great hall was by far the best position to fully take in the splendour of the castle. So Helgar, wife of Kai Pistorius, informed him on a regular basis. It was also the best place to view one's enemies, thought Pistorius pragmatically. Below him, the hubbub died down as the partygoers became aware of the presence of their host. Starting slowly, before rising to a crescendo, applause filled the hall.

'May I be the first to congratulate you, *my lord*,' said Wobert, the city banker, clearly keen to keep on the good side of the new General of the army.

Pistorius smiled gently, nodding his head in dignified acceptance. 'Thank you, sirrah,' he replied formally. His guests by now surrounded him, and he wondered where his own family might be, such was the size of the vast castle hall. A wine goblet appeared in his hand, guided into place by a magnificently accoutred attendant, resplendent in the red and beige colours of Pistorius. Rarely had he been in the presence of so many unarmed people before, he thought. Nevertheless, old habits died hard, and he took every opportunity to study those around him, looking for potential danger. Pistorius moved over to one of the great windows which looked down upon the courtyard of the castle.

'What exactly has he done to deserve all of this?' the hand gestured wildly, spilling drink from the goblet it held, 'I'm damned if I know.'

Pistorius stopped. He knew instinctively that the conversation concerned him and it intrigued him to let the fellow go on, unaware as he was that Pistorius stood so close. The others in the group tried, as subtly as possible, to silence their companion, but to no avail. 'What? Am I to be scared to voice an opinion? What will happen? Perhaps the *great* General will have me executed for voicing an opinion?'

'And what exactly *is* your opinion, Sirrah Janosz?' asked Pistorius, his voice calm and even.

Janosz swung around, surprised, but to his credit, unafraid. He gathered himself up and continued: 'I was saying, *my lord*, that I was unable to see why you, in particular, should be so fortunate as to enjoy such grandiose luxuries.' The others gasped audibly, but Janosz went on. 'I see no apparent reason why a man, so...how can I put it? So unimpressively lineaged, should attain so much, whilst others struggle, despite being bred into the finest traditions of society.'

Pistorius smiled into his wine before looking up. 'You are saying that I am an undeserving upstart then?' he asked, no trace of anger or annoyance on his face.

'If I must, then yes,' carried on Janosz. He had not noticed that the room was now silent. All eyes were turned to this conversation.

Pistorius knew though. He fancied he knew where every person in the room was. Certainly he had some time ago sighted Helgar not too many yards away, his boy Eirik at her side. She was looking at him now in some concern, but he would not meet her glance. Something had to be done here. Something to quell these people, for he knew in his gut that what Janosz had the courage to say, the rest certainly thought.

He made his mind up. 'I tell you what, good Sirrah Janosz,' he began, loud enough that all might hear. 'Let you and I go down into the courtyard. There I'll have the master-at-arms load up ten crossbows. Then you stand against that wall down there and I'll fire all ten at you from, say, one hundred yards. If you live, you can have all this. You can even take my wife. I gather that she is regarded as being too good for me as well.'

There were gasps all around the room then, but not from Helgar, who knew her man better than any of these, and guessed now at his mind. More, she approved.

'That, *my lord*, is a rank stupid idea, if you don't mind me saying so,' replied Janosz, more than a trifle puzzled at the unexpected way the conversation was going.

'How so?' asked Pistorius, his face a mask of innocence. 'To get all this, I've faced that a thousand times over.' He turned on his heel and sought the company of his highly-born wife.

RULES SUMMARY

Fighter Feats

Feat	Prerequisite
Combat Caster Defence	Dex 13+, Lightning Reflexes, BAB +5
Combat Rotation	Mobility, BAB +3
Defensive Fighter	Dex 13+, BAB +2
Distract	Cha 13+
Donning Armour	-
Expert Grapppler	Str 13+, Dex 15+, Weapon Focus (grapple)
Expert Marksman	Dex 15+, Weapon Focus
Fearsome Display	Intimidate 6+, BAB +3
Improved Armour Use	BAB +1
Improved Called Shot	BAB +2
Improved Weapon Focus	Weapon Proficiency, Weapon Focus, BAB +8
Power Charge	Str 15+, Power Attack
Reckless Attack	Str 15+, Power Attack
Rest in Armour	Con 13+, Toughness
Side by Side	BAB +3
Team Flanking	BAB +6
Total Defence	Dex 15+, Dodge, Defensive Fighter
Two-Handed Power Strike	Str 15+, Power Attack

General Feats

Feat	Prerequisite
Armour Penetration	BAB +6
Armour Specialisation	Armour Proficiency, BAB +2
Improved Dodge	Dex 13+, Dodge, Lightning Reflexes
Increased Reload	Exotic Weapon Proficiency (blackpowder)
Incredible Endurance	Con 15+, Endurance
Lightening Initiative	Reflex 6+, Improved Initiative
Off-Hand Weapon Expert	Dex 13+, BAB +4
Sure Aim	Weapon Focus, BAB +3
Twin Shot	Weapon Proficiency, Ambidexterity

Jousting Injury Table

D20 Injury

- 1-4 **Dislocated Shoulder:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 10.
- 5-9 **Dislocated Arm:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 10. In addition, he will also suffer a -2 circumstance penalty to all attack rolls and skill checks requiring the use of his arm.
- 10-15 **Dislocated Leg:** The rider is fatigued for 1d3+1 days unless magically cured or a Heal check is made at DC 15. In addition, he will also suffer a -2 circumstance penalty to all Reflex saves.
- 16-17 **Broken Arm:** The rider is fatigued for 1d3+1 weeks unless magically cured. A Heal check at DC 15 will reduce this time to 1 week. In addition, he will also be completely unable to use the arm during this time for any action at all.
- 18-19 **Broken Leg:** The rider is fatigued for 1d3+1 weeks unless magically cured. A Heal check at DC 20 will reduce this time to 1 week. In addition, he will also be completely unable to use the leg during this time for any action at all.
- 20 **Broken Neck:** The rider is immediately reduced to -1 hit points and will begin to die as normal. Heal checks to deliver first aid to the rider will be made at DC 25, due to the seriousness of the injury. Even if magically healed, the character will require complete bed rest for 1d3 weeks, being completely unable to take any action during recovery. A *regeneration* spell will negate the need for complete rest.

Weapons Table

Simple Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Carpenter's Axe	Small	1 gp	1d6	x3	-	3 lb.	Slashing
Sawtooth	Medium	10 gp	1d8	x3	-	4 lb.	Slashing
Spiked Helmet	Small	25 gp	1d6	19-20/x2	-	3 lb.	Piercing

Martial Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Aclis	Medium	1 gp	1d6	x2	10 ft.	3 lb.	Bludgeoning
Angle-Knife	Small	10 gp	1d4	18-20/x2	10 ft.	3 lb.	Piercing
Ankus	Medium	2 gp	1d4	x2	-	3 lb.	Piercing
Bec-de-Corbin	Large	30 gp	2d4	x4	-	15 lb.	Piercing or Bludgeoning
Flamberge	Large	125 gp	2d6	18-20/x2	-	16 lb.	Slashing
Flametongue	Small	8 gp	1d4	18-20/x2	-	2 lb.	Piercing
Flax	Large	8 gp	2d4	19-20/x2	-	10 lb.	Slashing
Gladius	Small	300 gp	1d6	18-20/x2	-	3 lb.	Piercing
Half-Moon Longspear	Large	10 gp	2d4	19-20/x2	-	15 lb.	Slashing
Karvar	Medium	5 gp	1d6	x3	-	4 lb.	Slashing
Khopesh	Medium	15 gp	1d8	19-20/x2	-	4 lb.	Slashing
Pike	Large	10 gp	1d10	x3	-	17 lb.	Piercing
Spider Throwing Knife	Small	10 gp	1d4	19-20/x3	20 ft.	2 lb.	Piercing
Sword Cane	Medium	35 gp	1d6	18-20/x2	-	3 lb.	Piercing
Sword Gauntlet	Medium	45 gp	1d8	18-20/x2	-	5 lb.	Slashing
Sword-Pike	Large	35 gp	1d10	19-20/x2	-	18 lb.	Slashing and Piercing
Tulwar	Medium	20 gp	1d6	18-20/x2	-	4 lb.	Slashing
War-Rake	Large	5 gp	1d8	x3	-	12 lb.	Piercing

Martial Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Bladed Bow	Large	95 gp	1d6/1d4	x3/x2	60 ft./-	4 lb.	Piercing or Slashing
Pilum	Medium	5 gp	1d6	x3	20 ft.	5 lb.	Piercing
Staff Sling	Large	3 gp	1d6	x2	100 ft.	5 lb.	Bludgeoning

Exotic Weapons - Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Crescent Sword	Medium	30 gp	1d6	x2	-	4 lb.	Slashing
Double-Bladed Dagger	Small	8 gp	1d4	19-20/x2	-	2 lb.	Slashing
Mancatcher	Large	40 gp	Special	-	-	12 lb.	Special
Sword-Breaker	Small	10 gp	1d4	19-20/x2	-	3 lb.	Slashing
Sword-Catcher	Tiny	6 gp	1d3	19-20/x2	-	1 lb.	Piercing



RULES SUMMARY

Exotic Weapons - Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Bolas, 3-ball	Medium	15 gp	1d6	x2	10 ft.	4 lb.	Bludgeoning
Chakram	Small	35 gp	1d8	x3	10 ft.	3 lb.	Slashing
Footbow	Large	175 gp	1d10	x3	150 ft.	7 lb.	Piercing
Footbow Arrows (20)	-	5 gp	-	-	-	6 lb.	-
Iron-Breaker	Medium	35 gp	1d10	x2	100 ft.	6 lb.	Bludgeoning
Iron-Breaker Bullets (10)	-	1 gp	-	-	-	10 lb.	-
Siege Crossbow	Large	250 gp	2d6	19-20/x2	150 ft.	24 lb.	Piercing
Siege Crossbow Bolts (20)	-	25 gp	-	-	-	9 lb.	-

Blackpowder Weapons

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Fuse Gun, large	Medium	50 gp	2d8	x3	20 ft.	10 lb.	Piercing
Fuse Gun, small	Small	20 gp	1d12	x3	10 ft.	5 lb.	Piercing
Matchlock Pistol	Small	300 gp	1d10	x3	30 ft.	4 lb.	Piercing
Matchlock Rifle	Medium	600 gp	1d12	x3	60 ft.	10 lb.	Piercing
Wheelock/Flintlock Pistol	Small	750 gp	1d10	x3	50 ft.	4 lb.	Piercing
Wheelock/Flintlock Rifle	Medium	1,200 gp	1d12	x3	100 ft.	11 lb.	Piercing
Blackpowder (100 charges)	-	60 gp	-	-	-	1 lb.	-

Armour Table

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light Armour								
Silk Shirt	25 gp	-	-	-	-	30 ft.	30 ft.	-
Medium Armour								
Back & Breast	50 gp	+2	+2	-5	20%	20 ft.	15 ft.	15 lb.
Bugbear Hide	475 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lb.
Dragonscale	4,500 gp	+10	+3	-4	30%	20 ft.	15 ft.	30 lb.
Hydra Hide	1,500 gp	+6	+4	-3	20%	20 ft.	15 ft.	25 lb.
Heavy Armour								
Bronze Plate	900 gp	+6	+2	-5	30%	20 ft.	15 ft.	40 lb.
Shields								
Shield, dragon	3,000 gp	+3	-	-	-	-	-	10 lb.
Extras								
Roundels	50 gp	+1	-1	-1	-	-	-	10 lb.

Equipment Table

Item	Cost	Weight
Arrows, Armour Piercing (20)	7 gp	3 lb.
Arrows, Barbed (20)	10 gp	3 lb.
Arrow, Fire	20 gp	3 lb.
Arrows, Fishing (20)	4 gp	3 lb.
Arrows, Flight (20)	1 gp	3 lb.
Arrows, Game (20)	4 gp	3 lb.
Arrows, Whistling (20)	10 gp	3 lb.
Atl-Atl	2 gp	1 lb.
Bow Sling	1 gp	-
Bow Stabiliser	100 gp	2 lb.
Bowyer/Fletcher's Tools	20 gp	2 lb.
Gunsmith's Tools	150 gp	4 lb.
Gunsmith's Tools, Masterwork	800 gp	4 lb.
Hunting Fletchings (20)	2 gp	-
Leatherworker's Tools	70 gp	175 lb.
Powder Horn	5 gp	2 lb.
Reinforced Barrel	4 gp	20 lb.
Serrated Blade	+300 gp	-
Smithy	600 gp	1,250 lb.

OMCS Morale Table

Morale Circumstance	DC
Unit Hit Points reduced to half of original score	15
Unit Hit Points reduced to one quarter of original score	20
Unit Hit Points reduced to one third of current score in a single round	10
Unit suffers more damage in a round than enemy	15
Unit is struck by enemy of three times or greater Unit Hit Points	15

The following modifiers apply to Morale checks;

Morale	Modifier
Unit Leader	+ Leader's Charisma modifier
Morale modifier*	+/- Morale modifier
Unit Leader with Leadership feat	+ Leader's Character Level
Player Character actions	See p108
Enslaved unit	-4

OMCS Unit Outmatching Table

Unit Size is...	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	X 10	+5
Five times enemy's	+3	X 5	+3
Three times enemy's	+2	X 3	+2
Twice enemy's	+1	X 2	+1
50% of enemy's	-1	X 1	-1
33% of enemy's	-2	X 1	-2
20% of enemy's	-3	X 1	-3
10% or less of enemy's	-5	X ½	-5

OMCS Ranged Attack Table

Unit Size of Attacker	Damage Modifier
5-10	-5
11-20	-3
21-50	-
51-100	X2
101-200	X3
200 or more	X4

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The Quintessential Fighter



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 RACE _____ ALIGNMENT _____
 PATRON DIETY / RELIGION _____
 PLACE OF ORIGIN _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

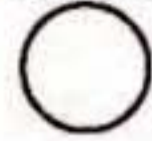
HIT POINTS

HIT POINTS

HIT DIE:

DAMAGE REDUCTION:

ARMOUR = 10 +



CLASS

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

ARMOUR WORN

FEATS

NAME	EFFECT

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN ELAF FOOTED
 AC VERSUS TOUCH ATTACKS
 MISS CHANCE
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 ARCANE SPELL FAILURE
 SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

WEAPON AND ARMOUR PROFICIENCIES

WEAPONS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

FIGHTING STYLES

STYLE / RANK	ABILITY / EFFECT

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

SKILLS

MAX RANKS	LVL +3 (2)	CROSS CLASS	KEY ABILITY	TOTAL ABILITY	MODIFIERS RANKS	MISC
ALCHEMY		Y / N	INT			
ANIMAL EMPATHY		Y / N	CHA			
APPRAISE ✓		Y / N	INT			
BALANCE ✓		Y / N	DEX*			
BLUFF ✓		Y / N	CHA			
CLIMB ✓		Y / N	STR*			
CONCENTRATION ✓		Y / N	CON			
CRAFT ✓ ()		Y / N	INT			
DECIPHER SCRIPT		Y / N	INT			
DIPLOMACY ✓		Y / N	CHA			
DISABLE DEVICE		Y / N	INT			
DISGUISE ✓		Y / N	CHA			
ESCAPE ARTIST ✓		Y / N	DEX*			
FORGERY ✓		Y / N	INT			
GATHER INFORMATION ✓		Y / N	CHA			
HANDLE ANIMAL		Y / N	CHA			
HEAL ✓		Y / N	WIS			
HIDE ✓		Y / N	DEX*			
INNUENDO		Y / N	WIS			
INTIMIDATE ✓		Y / N	CHA			
INTUIT DIRECTION		Y / N	WIS			
JUMP ✓		Y / N	STR*			
KNOWLEDGE ()		Y / N	INT			
KNOWLEDGE ()		Y / N	INT			
KNOWLEDGE ()		Y / N	INT			
KNOWLEDGE ()		Y / N	INT			
LISTEN ✓		Y / N	WIS			
MOVE SILENTLY		Y / N	DEX*			
OPEN LOCK		Y / N	DEX			
PERFORM ()		Y / N	CHA			
PICK POCKET		Y / N	DEX*			
PROFESSION ()		Y / N	WIS			
READ LIPS		Y / N	INT			
RIDE ✓		Y / N	DEX			
SCRY ✓		Y / N	INT			
SEARCH ✓		Y / N	INT			
SESMOTIVE ✓		Y / N	WIS			
SPELLCRAFT		Y / N	INT			
SPOT ✓		Y / N	WIS			
SWIM ✓		Y / N	STR*			
TUMBLE		Y / N	DEX*			
USE MAGIC DEVICE		Y / N	CHA			
USE ROPE ✓		Y / N	DEX			
WILDERNESS LORE ✓		Y / N	WIS			
		Y / N				
		Y / N				
		Y / N				

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (- Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x 4)		Special	

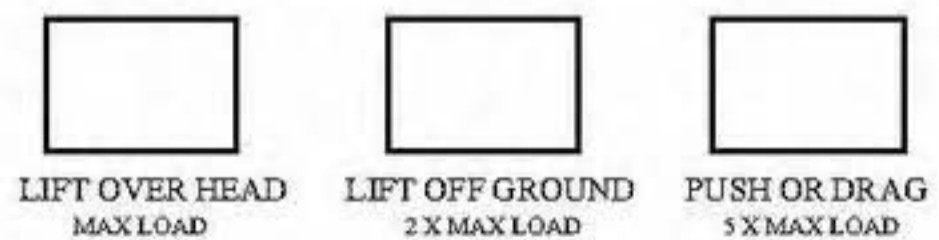
Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

MONEY & GEMS

CP -
 SP -
 GP -
 PP -
 GEMS -

EXPERIENCE

TOTAL EXPERIENCE
XPS NEEDED FOR NEXT LEVEL



LANGUAGES

RACIAL ABILITIES

ABILITY	EFFECT

CLASS ABILITIES

ABILITY	EFFECT

MAGIC ITEMS

--

SPELLS

--

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	CLASS / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

CHARACTER DESCRIPTION

PHYSICAL DESCRIPTION	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE

CHARACTER PORTRAIT

PERSONALITY

ENEMIES AND ALLIES

BACKGROUND & NOTES

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