

Way of the Warrior

This source book contains information on the fighting classes, i.e. the fighter, the samurai, and their ilk. Currently, it



focuses on prestige classes that give your fighting character a closer connection to the campaign world. Most of these classes have some connection to the supernatural and require the character to have a certain outlook on the world as well as special personal sacrifices.

Feats

Feats are the backbone of a good fighter or samurai. This book does not detail any, however, since there are already many fighter feats available and the book on Martial Arts gives enough fighting feats that can as easily be used by fighters as by monks.

Prestige Classes

The Chaos Champion

While the world as known to the denizens of the Shattered Empire is one of strict regimentation and dominance of law, there are those who would oppose the natural order and give free reign to chaos. To these people chaos is not a state of disorder but one of opportunity. A static society is one that is bound to fall eventually - only constant change prevents periodic catastrophe.

The chaos champion is dedicated to serving the chaotic spirits, opposing those of law, and causing uproar and chaos among those who have lost their free will and creativity.

Chaos Champions are chosen by the chaotic spirits. They have mortal agents searching for those who are unhappy with the current state of affairs. If they are ready to undergo the chaos ritual, the new champions will bear the mark of chaos and are let loose on the world without any further interference from their new masters. However, powerful champions can call on their patrons for guidance.

While many chaos champions are quite straightforward in their ways, slaying powerful tyrants (or other rulers if they

are evil), they are also subtle when required, sneaking into enemy strongholds and causing mischief there.

Hit Die: d10

Requirements

Alignment: any chaotic, even though chaotic neutral is preferred.

Base Attack Bonus: +5

Special: the ability to go into any kind of rage, *ki* frenzy etc. at least once per day, either naturally or with the help of a magic item. Many champions are awarded a berserking weapon during their initiation rites.

Class Skills

The class skills for a chaos champion are Animal Empathy (Cha), Bluff (Cha), Craft (Int), Disguise (Cha), Hide (Dex), Move Silently (Dex), Jump (Str), Listen (Wis), Ride (Dex), Spot (Dex).

Skill points at each level: 3 + int modifier.

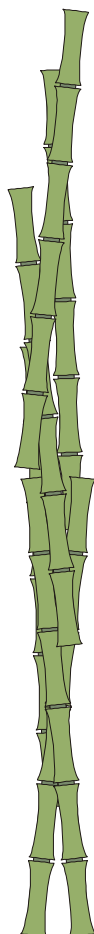
Class Features

Weapon and Armour Proficiencies:

Chaos Champions are proficient with all simple and martial weapons, as well as with all armour and shields.

Detect Law: At will the champion can *detect law* as a spell-like ability.

Chaos Mark: The chaos champion has some inhuman feature that shows his



Chaos Champion

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Detect Law, Chaos Mark, Chaos Bless
2	+2	+0	+0	+3	Smite Law (1/day)
3	+3	+1	+1	+3	Rage (1/day)
4	+4	+1	+1	+4	
5	+5	+2	+2	+4	Kiss of Chaos
6	+6	+2	+2	+5	
7	+7	+2	+2	+5	Chaotic Swirls
8	+8	+3	+3	+6	Rage (2/day)
9	+9	+3	+3	+6	
10	+10	+3	+3	+7	Eternal Champion

dedication to chaos and adversity towards the natural order. Roll 1d6 and consult Table: Chaos Marks.

Chaos Bless: The character is blessed by the chaotic spirits and is granted a +2 luck bonus against spells, spell-like, and supernatural abilities of lawful creatures, as well as spells with the *law* descriptor.

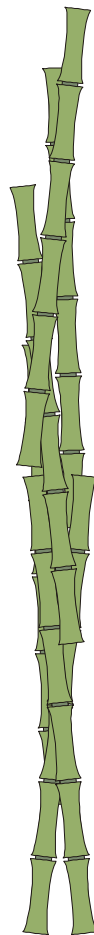
Smite Law: This ability works exactly like the Paladin's ability to smite evil but applies to lawful rather than evil creatures.

Rage: This functions either like barbarians rage or like *ki* frenzy (player's choice). In fact this ability bestows an additional rage per day (i.e. it cannot be activated in addition to the rage the character originally possessed).

Kiss of Chaos: Once per day as a full-round action the character can bestow a *protection from law* on another character with an effective caster level corresponding to the class levels in chaos champion. This is a spell-like ability.

Chaotic Swirls: As a standard action, for a total of 3 rounds per class level, the champion can activate his chaotic swirls, rainbow patterns that move around his body and deflect attacks from lawful creatures. In effect, the character gains a +2 deflection bonus against attacks by lawful creatures.

Eternal Champion: The character becomes a spirit of chaos, effectively changing to an outsider of spirit subtype.



The Champion of Order

Stability and conformity are the things that keep the world from the brink of destruction. Change is only needed when things are wrong - but once the ideal state is reached, there is only stasis. This is the reasoning of the followers of law.

While lawful alignment is dominant in most parts of the Shattered Empire, the champions of order are not particularly well-liked. While they stand for the same values as do the rulers of most provinces, they are in direct opposition to those very nobles. The champions believe that true order can only exist when the pantheon of the lawful entities rules supreme, something most Imperial humans regard as abhorrent, preferring to worship their ancestors and the immortal spirits instead.

Many champions of order serve the red-gloved daimyo as part of a religious order with strict rules and static hierarchy. While utterly lawful, most champions are not evil and therefore they are often at odds with the dark samurai, if not for ends but for means.

Hit Die: d10

Requirements

Alignment: any lawful, even though lawful neutral is preferred

Base Attack Bonus: +5

Table: Chaos Marks

1	Patterns: there are bizarre patterns all over the characters skin that change every 1d6 minutes.
2	Mercurial Face: the facial features of the character completely change every 1d4 minutes but are always appropriate for his race.
3	Emotional Skin: the skin colour of the character changes according to his mood.
4	Dancing Hair: the characters hair moves as if it has its own will
5	Stroboscope: the character moves rather abruptly, as if seen under stroboscopic light.
6	Colourful: the character's colours are always brighter than they naturally would be. Also, he is not black and white when seen in darkvision.

Knowledge (religion): 5 ranks

Concentration: 5 ranks

Remain Conscious Feat

Class Skills

The class skills for a champion of order are: Concentration (Con), Craft (Int), Diplomacy (Cha), Profession, Search (Int), Climb (Str), Jump (Str)

Skill points at each level: 3 + int modifier.

Class Features

Weapon and Armour Proficiencies:

Chaos Champions are proficient with all simple and martial weapons, as well as with all armour and shields.

Mark of Law: The character has perfect skin without any hairs, moles, or other imperfections. There are not even pores or finger nails. His hair is always as if it just had been done and his facial features are completely average.

Detect Chaos: At will the champion can *detect chaos* as a spell-like ability.

Sight of Law: The character is very good at recognising violations of the natural order and therefore gains a +2 insight bonus vs. spells and spell-like abilities of the illusion sub-school.

Smite Chaos: This ability works exactly like the Paladin's ability to smite evil but applies to chaotic rather than evil creatures.

Defender of the Cause: When fighting against chaotic creatures the champion can act normally, even when below 0 hit points. Normally, the remain conscious feat just allows partial actions.

Authority of Order (su): Once per day, as a standard action, the champion can inspire confidence in her allies. All allies (excluding the champion) within 20 feet get a +1 morale bonus on attacks, saving throws, and AC. The effect lasts for 2 rounds per class level.

Act as One: when aiding somebody in combat, the resulting bonus is +3 instead of +2.

Eternal Champion: The character becomes a spirit of law, effectively changing to an outsider of spirit subtype.



The Dark Samurai

The Samurai are the noble class of the piratical followers of the Red-Gloved Daimyo. A few, however, develop strong interest in religion and devote their souls to the foul entities from the Realms Beyond. Utterly evil, these dark samurai enjoy doing evil, performing wicked rites, and finally becoming more and more like their sinister masters.

Dark Samurai usually wear black armour and life-force draining katanas if they can put their hands on them. They also love to use magic items that cause fear. It is

Champion of Order					
Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Mark of Law, Detect Chaos, Sight of Law
2	+2	+0	+0	+3	Smite Chaos (1/day)
3	+3	+1	+1	+3	Defender of the Cause
4	+4	+1	+1	+4	Smite Chaos (2/day)
5	+5	+2	+2	+4	
6	+6	+2	+3	+5	Authority of Order
7	+7	+2	+4	+5	Act as One
8	+8	+3	+5	+6	
9	+9	+3	+6	+6	Smite Chaos (3/day)
10	+10	+3	+7	+7	Eternal Champion

rumoured that the Daimyo herself is a Dark Samurai of the highest rank.

Requirements

Alignment: lawful evil

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks and knowledge (spirits) 4.

Special: Must have personally sacrificed a close relative to the dark entities.

Class Skills

The following skills are class skills for the Dark Samurai:

Climb (str), Craft (int), Diplomacy (cha), Iaijutsu Focus (cha), Intimidate (cha), Jump (str), Knowledge (religion), Profession (wis), Ride (dex), Sense Motive (wis), Swim (str).

Skill points per level: 4 + int modifier.

Hit Dice: d10

Class Features

The Dark Samurai does not gain any additional weapon proficiencies but gains the heavy armour proficiency.

Detect Good (su): At will the Dark Samurai can detect good creatures within 300 feet as by the spell *detect good*.

Smite Good (su): Once per day, a Dark Samurai can smite good in a way similar to the *smite evil* power of paladins

Command Undead (su): The Dark Samurai can command or rebuke undead just like an evil cleric of two levels lower.

Shadow Blade (su): The daisho of a Dark Samurai can ignore armour once per day, hitting with a touch attack. This power is only available to the samurai.

Aura of Fear (su): all enemies and even allies within 10 feet of the Dark Samurai must make a will save vs. DC 10 + cha modifier or be *shaken* (-2 on attacks, skill rolls and saves) until the encounter with the Samurai is over.

Harbinger of Death

The harbinger of death is a cultist of a grave domain spirit who cares little about learning spells and who has a rather different form a prayer. For this foul warrior, prayer means to slay others in combat and to dedicate their souls to his ghostly master. Harbingers favour the scythe as a weapon and often dress in black, covered with symbols of death. Not all are evil but few are good, due to the tenets of their profession.

Fighters, Samurai, Sohei, and Barbarians become Harbingers most often. While there is some appeal to those with at least some shaman levels, the loss of spell casting progression generally prevents most from taking many levels in this class.



Dark Samurai					
Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+2	Detect Good
2	+2	+3	+3	+3	Smite Good (1/day)
3	+3	+4	+4	+4	Command Undead
4	+4	+4	+4	+4	
5	+5	+5	+5	+5	Shadow Blade
6	+6	+5	+5	+5	
7	+7	+6	+6	+6	Aura of Fear
8	+8	+6	+6	+6	
9	+9	+7	+7	+7	Smite Good (2/day)
10	+10	+7	+7	+7	

Requirements

Base Attack Bonus: +5

Skills: Weapon Focus (Scythe), Endurance, Iron Will, Toughness, Remain Conscious.

Special: Must have personally sacrificed a close relative to the dark entities.

Class Skills

The following skills are class skills for the Harbinger of Death:

Climb (str), Concentration (Con), Craft (int), Diplomacy (cha), Intimidate (cha), Jump (str), Knowledge (religion), Profession (wis), Ride (dex)

Skill points per level: 2 + int modifier.

Hit Dice: d12

Class Features

The Dark Samurai does not gain any additional weapon or armour proficiencies.

Servant of the Grave (su): The harbinger becomes infused with the energy of the grave. This confers several abilities on him. First, he gains all benefits of the grave domain, i.e. the special ability *death touch*, and for divine spellcasters access to new domain spells.

Reaper (su): When fighting with a scythe, the Harbinger gets the *great cleave* feat for free, even if he does not have the prerequisite feats. The weapon becomes ghostly after hitting the first

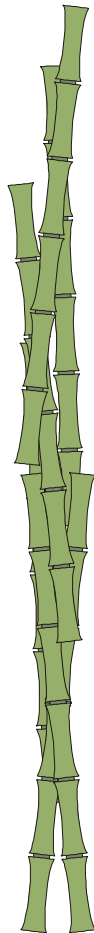
body and thus moves through it to attack others.

Vampiric Scythe (sp): As a full round action that can be interrupted the same way as a spell completion item use (e.g. scrolls), the Harbinger can use his scythe for a touch attack that has the effect of a *vampiric touch* spell. This power can be performed 1 + cha bonus times per day (minimum 1).

Sacrifice (su): When killing a humanoid or monstrous humanoid with his scythe, the Harbinger gains the same benefits as if he had performed a *death knell* on the creature. Multiple killings do only prolong the duration.

Greater Death Touch (su): The death touch of the harbinger is performed as if he was 2 levels higher (i.e. two extra dice are added).

Slay Living (sp): as a standard action, the Harbinger can use *slay living* as a spell-like ability once per day.



Harbinger of Death

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Servant of the Grave, Reaper
2	+2	+3	+0	+3	
3	+3	+4	+1	+4	Vampiric Scythe
4	+4	+4	+1	+4	
5	+5	+5	+2	+5	Sacrifice
6	+6	+5	+3	+5	
7	+7	+6	+4	+6	Greater Death Touch
8	+8	+6	+5	+6	
9	+9	+7	+6	+7	Slay Living
10	+10	+7	+7	+7	Slay Living (2/day)