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CLASSES OF NEOEXODUS: PROTECTORATE PEACEKEEPER



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COMBAT

The Arman Protectorate Peacekeeper is a warrior who draws strength and power from his faith, conviction and devotion. Most are generic champions of the Arman Protectorate and the Sanguine Covenant, using their faith to gird them against the plots of heretics, infidels and pagans while defending the members of the Covenant. Other Peacekeepers are devoted to a specific holy duty, perhaps one that has been entrusted to their family for generations. Peacekeepers often dedicate themselves to a specific cause, such as the death of black sorcerers, the destruction of undead, or the promotion of law and justice.

While different Peacekeepers express their devotion to the faith of the Sanguine Covenant in different ways, they all share the ability to drive themselves further because of this faith. Peacekeepers can drive their mind, body and soul further because of their belief they should be able to do so. Some of the potency they gain through their unflinching faith is an extension of their normal talents, while others are simply bonuses to skills and abilities earned through devout practice and training.

Peacekeepers are warriors first and foremost, and carry the trappings common to that profession – heavy armor, large weapons, and often a large shield. They are also experts in the use of machines and siege engines, relying on the power of levers and cogs rather than unholy magics or pacts with dark powers. Peacekeepers also spend their time delving into the tenets of their faith. They are devout students of the writings and cannons of their faith and their lands, sometimes even becoming religious scholars and philosophers. This constant study helps Peacekeepers focus the power of their convictions, giving them abilities and endurance beyond the ken of common fighters.

Peacekeepers are held to the highest standard by those who share their beliefs, but are equally ridiculed by those who do not share their beliefs. The fact that a Peacekeeper accepts the tenets of his faith or duty so totally is seen as a sign of stupidity by skeptics. They seek to point out logical fallacies and failings of the Peacekeeper's beliefs, hoping to shatter his conviction and destroy his powers of faith. But a Peacekeeper knows determination and belief in something greater than yourself can overcome such petty concerns as logic and reason.

Peacekeepers expect to spend their lives facing danger, traveling far from home, and overcoming overwhelming odds. The entire point of their dedication to a single faith or duty is to protect its beliefs and leaders, and carry out the duties associated with it. The Peacekeepers are small in number, and used to fighting against overwhelming odds, often with only a few local farmers or priests to support them. A Peacekeeper thus seeks to be self-sufficient and well-educated, prepared to fight for every advantage his great conviction or advanced theories of war can earn him. Of course not every moment is consumed with the needs of his duties, leaving Peacekeepers free to aid others in worthy quests, as long as they are compatible with the goals of the Sanguine Covenant.

Peacekeepers do well as primary front-line melee combatants. While they lack the resilience of barbarians or the sheer combat power of fighters their advanced training and powers of conviction compensate well for these lacks. They are able to function anywhere a fighter could, and may be able to aid party members or help outside combat in ways a fighter cannot. Of course Peacekeepers work well with other melee combatants, often directing allies in ways that make them even more effective.

Peacekeepers work well with anyone who is not clearly an enemy of the Arman Protectorate or Sanguine Covenant and respects the Peacekeeper's devotion. However, their extreme mistrust of magic not firmly under the Covenant's control prevents them from being able to trust any sorcerer or wizard. Additionally, mercenaries or wanderers who lack any strong guidelines of their own, including many bards and rogues, irritate Peacekeepers.

TRAINING

A Peacekeeper trains from a young age in the dogma of the Arman Protectorate and the Sanguine Covenant and the arts of war and engineering. In smaller towns and villages lacking the monasteries and cathedrals to provide such training, Peacekeepers are sometimes taught in family schools or in the houses of local retired Peacekeepers and older nobles.

A Peacekeeper expects to lead a hard life, and though he does not seek death in the service of his faith, knows that martyrdom may be the best fate he can hope for. The personality of a Peacekeeper is heavily influenced by the dogma he subscribes to. Often

PROTECTORATE PEACEKEEPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Call artillery, mechanical advantage +1
2	+1	+1	+3	+3	Bonus feat, leader
3	+2	+1	+3	+3	Diligence
4	+3	+1	+4	+4	Mechanical advantage +2
5	+3	+2	+4	+4	Bonus feat
6	+4	+2	+5	+5	Greater Diligence
7	+5	+2	+5	+5	Mechanical advantage +3
8	+6	+3	+6	+6	Bonus feat
9	+6	+3	+6	+6	Greater Diligence
10	+7	+3	+7	+7	Mechanical advantage +4

Peacekeepers see themselves as buffers, warriors who do the unpleasant tasks required by their position so others need not take on such burdens.

Most Peacekeepers are lawful, as great conviction comes most easily to those with orderly, organized beliefs. Fanaticism does not require logic however, and there certainly are chaotic and neutral Peacekeepers who accept the laws and rules of the Arman Protectorate and Sanguine Covenant on pure faith, with no need to understand the basis of those laws. Though such fanatics are no less effective than their more orderly brethren, they are often less well received by others who fear their unpredictability.

REQUIREMENTS

To qualify to become a Protectorate Peacekeeper, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Proficiency with at least four martial weapons, including at least one sword and one crossbow, Self-Sufficient.

Skills: Knowledge (*religion*) +4, Sense Motive +4

Special: Must be trained by senior Protectorate Peacekeeper. Must not be able to cast any spell unless also ordained by the Sanguine Covenant (*and even then only spells specifically approved by the Covenant*). A Peacekeeper who gains such spellcasting ability must immediately choose to forgo such ability, or lose all special abilities as a Peacekeeper.

HIT DICE

A Protectorate Peacekeeper gains 1d10 plus Constitution modifier hit points per level.

CLASS SKILLS

The Protectorate Peacekeeper's class skills (*and the key ability for each skill*) are Appraise (*Int*), Climb (*Str*), Craft (*Int*), Disable Device (*Int*), Handle Animal (*Cha*), Heal (*Wis*), Jump (*Str*), Knowledge (*all skills, taken individually*) (*Int*), Open Lock (*Dex*), Ride (*Dex*), Search (*Int*), Sense Motive (*Wis*), Speak Language, Survival (*Wis*), Use Rope (*Dex*).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Protectorate Peacekeeper.

WEAPON AND ARMOR PROFICIENCY

Protectorate Peacekeepers are proficient with all simple and martial weapons and with all armor and shields, including tower shields.

CALL ARTILLERY

A Peacekeeper knows a soldier's force pales before that of a siege engine. The Protectorate army is replete with mangonels, ballistas and trebuchets which a Peacekeeper can direct to attack foes or locations near him with great precision.

If you are within firing range of a functional siege engine manned by friendly forces, you can direct it to attack an area near you once per encounter, by giving precise signals on targeting and range. The more expe-

rience you have, the more accurate (*and thus more damaging*) the attack is. As a standard action you can call down a strike that deals 1d10 hp/Peacekeeper level in a 10 ft. radius.

MECHANICAL ADVANTAGE

At 1st level a Peacekeeper has learned enough about the basics of machines and their best to gain an advantage over less trained individuals when utilizing a machine.

You gain a +1 bonus to any skill or ability check or damage roll involving a machine. For this purpose a machine is any device that uses gears, leavers, pulleys, screws, springs, or locks, as well as anything with similar mechanical method of storing or multiplying physical force. This includes all crossbows and slings (*though not standard bows, as peacekeeper training does not apply to them*), a block and tackle, crowbars, locks, manacles, portable rams, and all skill and tool kits.

This advantage increases to +2 at 4th level, +3 at 7th, and +4 by 10th level.

BONUS FEAT

The Protectorate's mastery with machines and weapons of war leads Peacekeepers to constantly be attempting to master their existing tools or exploring the possibilities of new, often bizarre, weapons.

At 2nd level you gain a bonus feat from the following list. Far Shot, Mounted Archery, Mounted Combat, Exotic Weapon Proficiency, Improved Shield Bash, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, or Weapon Focus. You must meet any prerequisites. You gain additional bonus feats at 5th and 8th level. At 8th level you may also select Greater Weapon Focus, treating your Peacekeeper levels as fighter levels for purposes of this feat's prerequisites.

LEADER

You add your Peacekeeper level to your leadership score for the Leadership feat. Any ally able to see and hear you receives a +4 bonus to all saves against fear and despair spells and effects.

DILIGENCE

By 3rd level the diligence of the Peacekeeper is so great he can draw upon it to perform impressive physical or mental deeds.

You choose one of the diligence abilities listed below. Once you've made this choice, you cannot change it.

- **Fearless (Ex):** By learning to mentally recite religious tracks in times of stress, you have made yourself immune to all magical and mundane fear.
- **Great Strength (Ex):** You can use prayer and devotion to inspire yourself to great acts of power. Once per day you may gain a +10 bonus to a single Strength check or Strength skill check lasting no more than one round (*including break DC checks*).
- **Inspired Tactics (Ex):** Your constant study of the art of war allows you to develop complex, brilliant plans of combat, which you believe to be divinely inspired. If you have a few minutes to make a plan prior to a conflict, you grant you allies a morale bonus to attack and damage rolls and saving throws equal to your Wisdom modifier (*to a maximum of one-half your total peacekeeper levels*). The bonus does not come into play until you declare the plan active, which you can do at any point during the conflict as a free action. This bonus lasts three rounds, then reduces in value by one per round after that.
- **Preacher (Ex):** You are dedicated to spreading the word of the Sanguine Covenant, and spend considerable time preaching to the faithful and debating with heathens. As a result, you have gained a +2 morale bonus to all Charisma skill or ability checks that involve talking, negotiation or discussion.
- **Religious Fervor (Ex):** You may enter a state of religious ecstasy once per day. This grants you a +1 morale bonus to attack rolls and a +2 moral bonus to weapon damage rolls. Your religions fervor lasts for a number of rounds equal to your Peacekeeper level plus your Wisdom modifier (*minimum 1 round*).
- **Shield of Faith (Ex):** You depend on your divine faith to protect you from the vile magics forbidden by the Sanguine Covenant. You gain a +2 morale bonus to all saving throws against spells and spell-like abilities, accept those cast by individuals ordained into the Sanguine Covenant.

GREATER DILIGENCE

At 6th and 9th level a Peacekeeper's diligence grants him further abilities.

You may select one of the greater diligence abilities below, or two abilities from the diligence ability list. An ability that you only use once per day may be selected multiple times, each time increasing the number of times per day you can use it by one.

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- **Act of Faith (Ex):** Once per day you may reroll any one attack, damage roll, saving throw, or skill check. You must use the second roll, even if it worse than the first.
- **Exorcism (Ex):** Once per day, as a standard action, you can quote the tenets of the Sanguine Covenant with such conviction that your supernatural foes are unnerved. Only foes of the elemental, extraplanar, outsider, or undead type and those able to cast spells or spell-like abilities are affected, and any creature that faithfully follows the tenets of the Sanguine Covenant is immune. All foes within a 60 ft.-radius of you must make a Will save (DC 10 + your Peacekeeper level + your Charisma modifier), or suffer a -2 penalty to all attack and damage rolls, skill checks, and saving throws for the remainder of the encounter.

Additionally, any creature faithful to the Sanguine Covenant that is suffering a possession or mind-affecting spell or spell-like ability that hears your verbal exhortation gets an immediate saving throw to be free of that effect. The creature may use its Will save, or yours, whichever is better.

- **Purity (Ex):** You are immune to mundane and magical diseases.
- **Shake it Off (Ex):** Once per day you may, as a move action, convince yourself your wounds are not as serious as they seem. You heal a number of hit points equal to your Wisdom modifier times your Peacekeeper level (*minimum 1 hp/level*).

FEATS

The following feats are common among members of the Arman Protectorate Peacekeeper, though anyone who qualifies for them may take them.

MENACING-GENERAL

You are particularly adept at making it difficult for spellcasters to concentrate.

Benefit: Any target that you threaten, or make an attack roll against (*even if you miss*) has the DC of a Concentrate check made to cast a spell defensively increased by +5 for one round.

PRESSING ATTACK-GENERAL

You've learned to keep close to a chosen opponent.

Prerequisite: Dodge

Benefit: You may stay close to a foe you are adjacent to, and are currently receiving an AC bonus from with

the Dodge feat. If the target takes movement away from you, you may automatically follow the target even if it is not your turn. You may move up to a maximum of your move rate. This movement does not provoke an attack of opportunity from anyone threatening the you, and it counts against your movement in the following round (*preventing you from taking a 5 foot adjustment, as you are considered to have moved this round, and generally leaving you with only a partial action*).

TEAM FIGHTER-GENERAL

You can direct allies to be more effective in a fight.

Benefit: As a move action, you can shout warnings and instructions to all allies within 30 feet of you. You may grant them either a +1 bonus to their next attack roll taken within one round, or +1 to AC against the next attack made against them in the next round.

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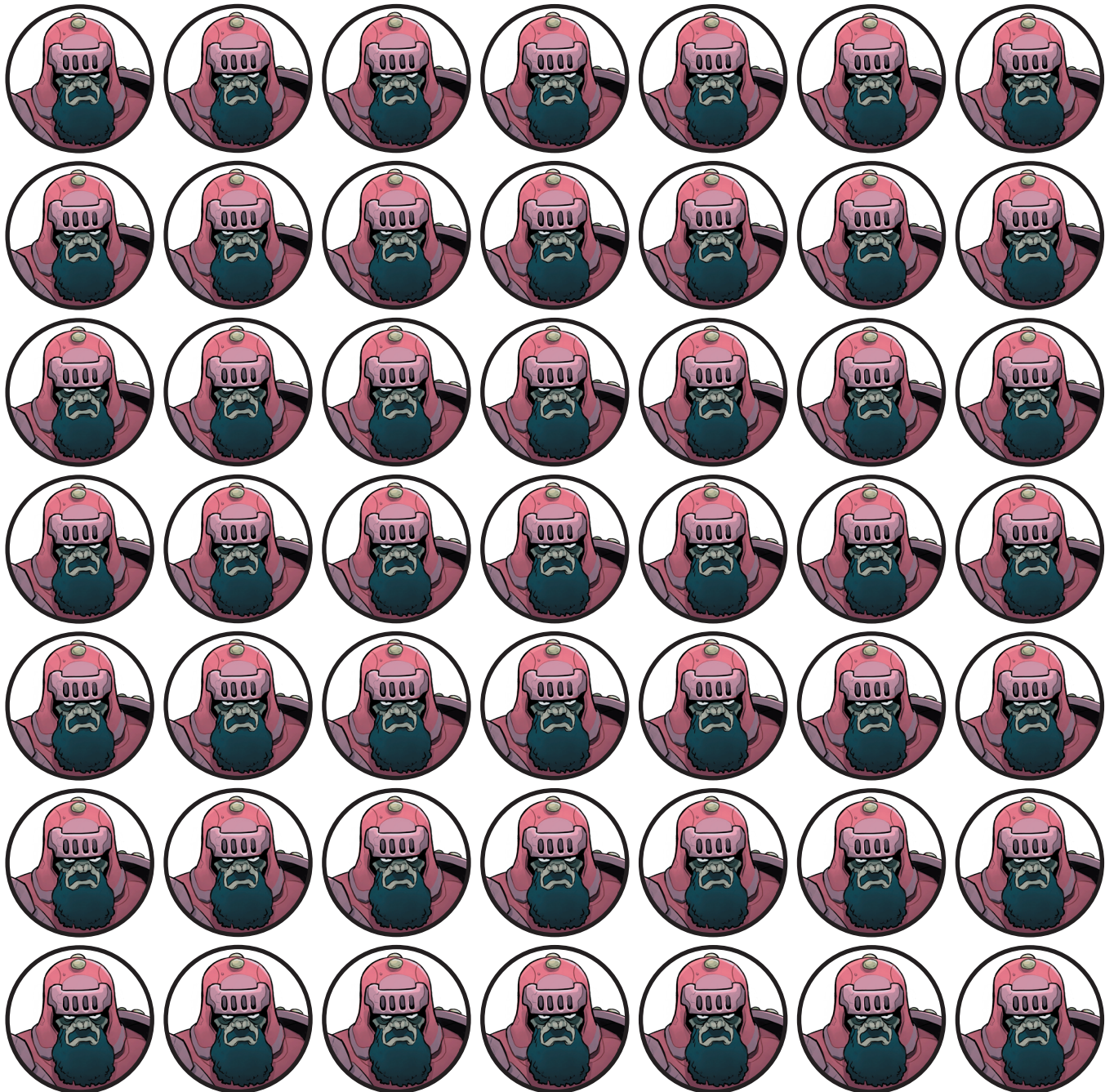
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