

CLASSIFIEDS: STRIKER

# CLASSIFIEDS: STRIKER

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**PATHFINDER<sup>®</sup>**  
ROLEPLAYING GAME COMPATIBLE



The baron's yearly feast was in full swing. A stage set along the eastern wall sported an entire troop of performers creating the lively tunes to which the nobles of the kingdom danced. The food sat heaped high on silver trays, enough to feed an entire village. The king sat at the head of the massive table, goblet in hand, in preparation of a toast. Amidst the noise and celebration, the group of well-trained guards stood at attention, all oblivious to the cloaked figure scaling the outside walls. Like a shadow, still and silent, the Striker slipped into the palace and waited. The baron, his mark, would not live to see the rising sun.

Strikers are a select class of rogue who specialize in the art of focused killing. These individuals have the uncanny ability to move into well-protected organizations, controlled territories, and guarded strongholds undetected, all with the intent of recovering stolen items (or some other mission) typically assigned to them by their superiors. Sometimes the Strikers are there because of personal grudges or age-old vendettas against their people. Some use their talents to become professional thieves. Whatever their motivations, many that cross these dangerous individuals never live to tell the tales of their exploits.

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## Role

Strikers excel at moving about undetected and have the weapon training needed to survive in head-to-head combat. Their skill set is varied and their training and abilities allow them to be highly versatile, with great variations in expertise existing between different Strikers.

**Alignment:** Any.

**Hit Die:** d8

## Class Skills

*The Striker's class skills are* Acrobatics (Dex), Appraise(Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy(Cha), Disable Device (Dex), Disguise (Cha), Escape Artist(Dex), Intimidate (Cha), Knowledge (Dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier.

## Class Features

The following are class features of the Striker.

### Weapon and Armor Proficiency

Strikers are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

**Skirmish Fighting (Ex):** Trained in the ways of a skirmishing fighting style, Strikers gain a bonus while staying mobile in combat. This style takes the form of fluid

unpredictably and creates coordinated confusion in enemies who are the target. The Striker gains extra damage to each attack if they move 10ft or more during a round. This extra damage is 1d6 at 1st level, and increases by 1d6 every three Striker levels thereafter. Should the Striker score a critical hit with a skirmish attack, this extra damage is not multiplied. Ranged attacks can as skirmish attacks only if the target is within 30 feet.

**Favored Ground (Ex):** At 1st level a Striker may select a type of area in which he was taught his skills of stealth and combat. The choices are Urban (buildings, streets, and sewers), Underground (caves and dungeons), and Wilderness (this includes all non-underground or urban environments). While in this chosen environment, the Striker gains a +2 bonus on initiative checks and adds his favored ground bonus to all Perception, Stealth, and Survival skill checks. At 8th and 15th level, the Striker may select an additional favored ground. In addition, at each such intervals, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

**Maneuver Pool (EX):** At 1st level a Striker gains a pool of Maneuver points, energy that he can use to accomplish amazing combat attacks. The number of points in a Striker's maneuver pool is equal to 1/2 his Striker level + his intelligence modifier. These points are used to pay for the cost for the Strikers maneuver attacks (see below.) These

points are replenished after the Striker rests for 8 hours. A fatigued or exhausted Striker regains no maneuver points until after these conditions have been removed and they then have the required amount of rest to regain them as normal.

**Striker Maneuvers (Ex):** During the years of his training, the Striker has come to pick up special tricks and skills to help in their pursuits. These take the form of abilities and attacks selected from the following list. Each use of these abilities requires the use of a point from the Strikers maneuver pool. Unless otherwise stated within the description of the abilities text, each use of a maneuver costs one maneuver point. These abilities are selected from the following list at 1st level and again every three levels afterward. Activating these abilities are swift actions that do not provoke attack of opportunity unless the maneuvers description states otherwise. If an maneuver calls for a saving throw to lessen or negate it's effects all maneuvers use the formula of  $10 + \frac{1}{2}$  Striker's class level+ the Striker's Intelligence modifier to determine the difficulty class of the saving throw.

*Sickening Strike (Ex):* Aiming for a vital point, your attack causes foes to become sickened. If your attack hits the foe they becomes sickened for a number of rounds equal to  $\frac{1}{2}$  your Striker level. They may make a fortitude save to halve the number of rounds they suffer this effect. The use of this maneuver must be announced before the attack roll is made.

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*Learned Brutality (EX):* The Striker can add a bonus to his damage rolls made equal to  $\frac{1}{2}$  his Striker level. This bonus applies to all of the Strikers attack rolls during the round in which it was activated. The use of this maneuver must be announced before any attack rolls are made. A Striker must be at least 6th level before purchasing this maneuver.

*Muffling Strike (Ex):* When a Striker makes an attack against a foe he can choose to designate an attack to make it a muffling strike. If the target is dealt damage from the attack, they become unable to speak, call for help, or cast spells for 1d4 rounds. A fortitude save negates this effect.

*Piercing Strike (Ex):* When a Striker makes an attack against a foe he can choose to designate the attack as a piercing strike. During the round in which this maneuver is activated a single attack of the Striker's choice is considered to be a touch attack. A Striker must be at least 10th level before purchasing this maneuver.

*Crippling Strike (Ex):* A Striker with this ability can attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by this attack loses his next move action. An opponent who takes damage from an attack of opportunity during a move or charge action ends their movement in the square in which they took damage from this attack. Activating this maneuver is an immediate action. A Strik-

er must be at least 13th level before purchasing this maneuver.

*Expected impact (Ex):* The Striker's keen sense of combat allows him to anticipate and parry strikes that would otherwise hit. At the cost of two maneuver points, the Striker may add a bonus to his armor class equal to the amount of maneuver points left within his pool as a dodge bonus. Activating this maneuver is an immediate action and may be used after the roll to confirm the attack has been made. A Striker must be at least 16th level before purchasing this maneuver.

*Blinded Swing (Ex):* The Striker gains the abilities of the Blind Fighting feat for a number of rounds equal to  $\frac{1}{2}$  the Striker's level.

*Sure Footed (Ex):* The Striker is nimble on his feet and hard to trip. The Striker may add a dodge bonus equal to  $\frac{1}{2}$  his Striker class level to his CMD to resist the effects of a Trip, Bull Rush, or Overrun attempt. Activating this maneuver is an immediate action and must be used before an opponent's attack roll has been made.

*Surging speed (Ex):* The Striker may add a bonus to his base land speed until the end of his current round. The bonus gained to the Striker's base speed is +10ft at 1st level. This bonus increases to +20ft at 7th level, and again to +30 ft. movement at 13th level.

*Damming strike (Ex):* The Striker's attack becomes so precise that he can selectively target an opponent's strengths and exploit them. When a Striker makes an attack against a foe, he can choose to designate the attack as a damming strike. If the targeted foe takes damage from the attack, they also suffer a -6 to a chosen ability score selected by the Striker. This effect functions as a Bestow Curse spell. A will saving throw negates this effect. The use of this this maneuver must be announced before the attack roll is made. A Striker must be at least 10th level before purchasing this maneuver.

*Dazing Strike (Ex):* The Striker's strike leaves the target dazed and unable to act. The target is unable to act normally and creatures can take no actions, but has no penalty to AC. This condition lasts for 1 round. A fortitude saving throw negates the effect. The use of this maneuver must be announced before the attack roll is made and cost two maneuver points. A Striker must be at least 16th level before purchasing this maneuver.

*Exhausting strike (Ex):* The Striker's attack saps the strength and coordination of their opponents, leaving them winded and barely able to carry on in the battle. A fortitude saving throw negates this effect. If the foe has the endurance feat, they receive a +4 to their saving throw to avoid this maneuver's effects. If the target of an exhausting strike fails the fortitude saving throw they become exhausted: An exhausted character moves

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Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Skirmish Fighting (1d6), (1st) Favored Ground, Maneuver Pool, Maneuver
2nd	+1	+0	+3	+0	Combat Style Feat
3rd	+2	+1	+3	+1	Training, Evasion
4th	+3	+1	+4	+1	Skirmish Fighting (2d6), Maneuvers
5th	+3	+2	+4	+1	Uncanny Dodge
6th	+4	+2	+5	+2	Combat Style Feat
7th	+5	+2	+5	+2	Skirmish Fighting (3d6), Training, Maneuvers
8th	+6/+1	+3	+6	+2	(2nd) Favored Ground
9th	+6/+1	+3	+6	+3	Striker's Stride
10th	+7/+2	+3	+7	+3	Skirmish Fighting (4d6), Maneuvers, Combat Style Feat
11th	+8/+3	+4	+7	+3	Training, Camouflage
12th	+9/+3	+4	+8	+4	Improved Uncanny Dodge
13th	+9/+4	+4	+8	+4	Skirmish Fighting (5d6), Maneuvers
14th	+10/+5	+5	+9	+4	Combat Style Feat, Training Mastery
15th	+11/+6/+1	+5	+9	+5	(3rd) Favored Ground, Training
16th	+12/+7/+2	+5	+10	+5	Skirmish Fighting (6d6), Maneuvers
17th	+12/+7/+2	+5	+10	+5	Maneuver Mastery
18th	+13/+8/+3	+6	+11	+6	Combat Style Feat, Inescapable
19th	+14/+9/+4	+6	+11	+6	Skirmish Fighting (7d6), Training, Maneuvers
20th	+15/+10/+5	+6	+12	+6	Maneuver Mastery

at half speed, cannot run or charge, and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. The use of this maneuver must be announced before the attack roll is made. A Striker must be at least 16th level before purchasing this maneuver.

*Blinding Strike:* A well-placed strike sends your targeted foe reeling. When a Striker makes an attack against a foe, he can choose to designate the attack as a blinding strike. If the targeted foe takes damage from the attack, they also become blinded. A fortitude

saving throw negates this effect. The creature cannot see and suffers from the blind condition for 1d4 rounds. A Striker must be at least 4th level before purchasing this maneuver.

*Nimble blades (Ex):* When using the duel dagger combat style the Striker may expend the use of a maneuver point to gain, the effects of Haste (as per the spell) equal to ½ his Striker level.

*Critical strike (Ex):* The Striker's attacks carry with them the promise of a mortal wound. When a Striker makes an attack against a foe, he can choose to designate the attack as a critical strike. If that attack hits, it is considered

a critical threat. The Striker must roll to confirm as usual. The use of this maneuver must be announced before the attack roll is made and costs two maneuver points. A Striker must be at least 19th level before purchasing this maneuver.

*Sweeping shot (Ex):* When using the whispering bow combat style you may use this maneuver to attempt to knock foes off balance with expertly placed arrow attacks. When a Striker makes an attack against a foe, he can choose to designate the attack, as a sweeping shot. The use of this maneuver must be announced before the attack roll is made. In addition to your standard damage dealt, you may make a trip attempt with a bo-

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nus equal to  $\frac{1}{2}$  your Striker class level to the CMB. A Striker must be at least 7th level before purchasing this maneuver and use the Whispering Bow combat style.

*Recovery attack (Ex):* This grand maneuver allows you to re-roll a missed attack, if that attack was a fumble gain a +4 to that attack roll. A Striker must be at least 19th level in order to purchase this ability. This activating this maneuver is an immediate action and costs two points.

*Refocus (Ex):* As a standard action, the Striker may spend two maneuver points in order to refocus his energy and provide healing to him-self through techniques learned in his training. The Striker heals 1d8 at 1st level; this amount increases to 2d8 at 5th level, and again every 5 levels afterward to a maximum of 5d8 at 20th level.

**Evasion (Ex):** At 2nd level and higher, a Striker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Striker is wearing light armor or no armor. A helpless Striker does not gain the benefit of evasion.

**Striker Training (Ex):** These acquired skills are of great use to the Striker and are chosen in the exact way as the Striker's maneuver abilities but use the following list. These abilities require no maneu-

ver points in which to use and are always active so long as the Striker has at least one point remaining within his maneuver pool. These abilities are selected from this list at 3rd level and again every four levels afterward.

*Keen Hearing (Ex):* The Striker has developed sense of awareness. The Striker gains a +2 to all Perception checks.

*Tumbler (Ex):* The Striker gains a +2 to all Acrobatics checks.

*Fast Stealth (Ex):* This ability allows a Striker to move at full speed using the Stealth skill without penalty.

*Ledge Walker (Ex):* This ability allows a Striker to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a Striker with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

*Nimble Charge (Ex):* This ability allows a Striker to run or charge across difficult surfaces without requiring an acrobatics check

*Surprise Attack (Ex):* During the surprise round, opponents are always considered flat-footed to a Striker with this ability, even if they have already acted.

*Shadowed Stealth (Ex):* The Striker gains a +2 bonus to all stealth checks.

*Quick ascension (Ex):* The

Striker has the ability to ascend vertical surfaces such as walls, trees, and other obstacles with uncanny speed. The Striker gains a climb speed equal to  $\frac{1}{2}$  his base movement. This movement can only be used to ascend and the Striker loses this ability if descending a surface. The Striker cannot use this ability to climb sheer, slippery, or smooth surfaces.

*Repelling Grapple (Ex):* The Striker gains the ability to repel down anchored ropes (like those tied to a grappling hook) at twice his base speed without making a climb check.

*Whispering shot (Ex):* The Striker suffers only half of the penalties when attempting a stealth check after make an attack action with a ranged weapon.

*Trained Lies (Ex):* The Striker is exceedingly good at telling lies and half-truths. The Striker gains a +2 bonus to all bluff and diplomacy checks.

*Light Sleeper (Ex):* Trained to be ready at a moment's notice for danger, the Striker sleeps with one eye open. When making perceptions while asleep the Striker suffers only  $\frac{1}{2}$  the listed penalty.

*Many Faces (Ex):* The Striker has great training in disguise and impersonation. The Striker gains a +2 bonus to all disguise checks.

*Forgery Expert (Ex):* The

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Striker gains a +2 bonus to all linguistics checks to reveal hidden codes and to create forgeries.

**Unbound Spirit (Ex):** The Striker gains a +2 bonus to all escape artist checks.

*Magically Trained (Ex):* The Striker gains a +2 bonus to all use magic device checks.

*Quick Fingers (Ex):* The Striker gains a +2 bonus to all Sleight of hand checks.

**Combat Style (Ex):** Striker's choose to make use of weapons that are light weight, draw little attention, and can easily be hidden. At 2nd level, they receive the choice of mastering one of the two types of weapon styles used in their profession. The choices are duel dagger or silent bow. The Striker's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the Striker selects silent bow, he can choose from the following list whenever he gains a bonus feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 10th level, he adds Improved Precise Shot and Many shot to the list. At 16th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the Striker selects duel dagger style, he can choose from the following list whenever he gains a bonus feat: Double Slice, Quick Draw, and Two-Weapon Fighting. At 10th level, he adds Improved

Two-Weapon Fighting and Two-Weapon Defense to the list. At 16th level, he adds Greater Two-Weapon Fighting and Two Weapon Rend to the list. The benefits of the Striker's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his bonus feats when wearing heavy armor. Once a Striker selects a combat style, it cannot be changed.

**Uncanny Dodge (Ex):** Starting at 5th level, a Striker can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A rogue with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a rogue already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Camouflage (Ex):** A Striker of 11th level or higher can use the Hide skill in his chosen favored ground, even if the environment doesn't grant cover or concealment.

**Improved Uncanny Dodge (Ex):** At 12th level and higher, a Striker can no longer be flanked. This defense denies rouge the ability to sneak attack the Striker by flanking him, unless the attacker has at least four more rogue levels than the target has Striker levels. If a character already has uncanny dodge (see

above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Striker's Stride (Ex):** Beginning at 9th level, a Striker can move at his normal speed while following tracks within his favored ground without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Training Mastery (Ex):** At 14th level the Striker gains training mastery. All bonuses granted to skills through any training are now doubled (+4 instead of +2.)

**Inescapable (Sp):** At 18th level, the target of a Striker can never escape. The Striker gains the use of the Locate Person or Locate Object spell once per day as a spell like ability. The caster level is equal to their Strikers class level to determine duration. The range is doubled for the duration of the spell.

**Maneuver Mastery (Ex):** At 20th level, a Striker becomes a master of his training. The Striker can activate one maneuver as a free action without paying the maneuver point cost a round. This allows the striker to use up to two maneuvers per round. Each maneuver must be applied to a separate attack. A striker may only use is ability on his turn.

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## Striker Archetypes

The archetypes present below are the Saboteur and the Infiltrator. Both are a more task focused class options that work well with the striker's combat maneuvers. At a DM's option the new maneuvers present below may be selected by a striker class without selected the alternate class options.

### Saboteur

**Favored Device (Ex):** At 1st level, an saboteur may select a category of devices in which he was taught the skills of bypass and disabling. The choices are mechanical traps (Pitfalls, Blade Traps etc.), Magical traps (traps which replicate spells in the effects and construction), and Hazards (natural occurring hazards such as avalanches and cave ins.). While dealing with traps of this nature, the saboteur gains a +2 bonus on all disable device and craft checks made to create, disable, or bypass these obstacles. At 8th and 15th level, the saboteur may select an additional Favored Device. In addition, at each such interval, the skill bonus in any one favored device (including the one just selected, if so desired), increases by +2. This class feature replaces the strikers Favored Ground class feature.

**Maneuvering Disarm (Ex):** At 1st level, the saboteur gains the ability to use maneuver points to bolster his ability to construct, disarm and bypass the functions of a device, hazard, or trap. If the device, trap or hazards falls into a category of

the saboteurs' favored device class feature, the saboteur may spend a maneuver point from his pool to gain an additional +2 bonus while attempting any of the options listed above. This class feature replaces the skirmisher's bonus damage dice at first level. The skirmisher receives the bonus damage dice and skirmish fighting class feature, albeit not until 4th level and at one dice lower than listed.

### Saboteur Maneuvers

**Delay Activation (Ex):** This maneuver may be used once a saboteur has successfully bypassed a trap, device, or hazard. By spending 2 maneuver points from his pool the saboteur may rig the obstacle to automatically activate within 10 minutes +1 minute per striker level. This time must be determined at the time this maneuver is used. The saboteur must select this as his 4th level maneuver. A striker( with the permission of the DM) must be at least 4th level to purchase this maneuver.

**Quick Key (Ex):** Many devices (such as locks or mechanical traps) stand no chance against your knowledge of how to disarm them quickly before they function. After a failed disable device attempt the saboteur may make another disable device attempt as an immediate action. Activating this maneuver costs 2 points. This second attempt occurs directly after the failure but before the trap activates. The saboteur must select this as his 7th level maneuver. A striker( with the permission of the DM) must be at least 7th level to purchase this maneuver.

### Saboteur Training

**Reactive Step (Ex):** Your defensive reaction causes you to step back moments before the trap activates. The study of mechanical traps has saved your life more than once. The saboteur gains a +1 bonus on all Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

### Spy Master

These characters have trained in the arts of deception and heavy espionage. They are skilled in the liberal use of poisons and lies. In a moment they able to turn their personalities and allegiances to best suit the often dangerous situations they find themselves in. Spies are manipulators, and even those hire them often find that the spy has many underlying reasons for accepting a mission that serve the spies' own interests and hidden goals.

**Expert Liar (Ex):** Whenever a spy uses the Bluff skill to attempt to deceive someone they gains a bonus on the opposed roll equal to 1/2 their striker level (minimum +1). This bonus also applies to the use of the feint skill. This ability replaces the striker's 2nd level bonus combat feat.

**Poison Use (Ex):** A 3rd level, a spy is trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade. This ability replaces the striker evasion class feature.

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**Confused Aura (Ex):** At 9th level attempts to discern the spy's alignment becomes almost impossible. Spells which affect creatures with specific alignments still effect the spy, but if a spell has differing effects depending on alignment of its target the spy is able to choose which effect is applied. This replaces the striker's stride class feature.

## Infiltrator

Infiltrators are trained in the art of stealth and deception. The infiltrator gains abilities that help him in his pursuits be they his own objectives, or others who have hired him to perform an undercover operation that requires his talents.

**Favored Deception (Ex):** At 1st level, an infiltrator may select a type of deception in which he has become a master of its skills. The choices are Disguise (Impersonations and costuming), Forgeries (linguistics) (legal documents, the written word), and Lying (Bluff/Sense Motive) (the spoken word and body language.). While dealing with deceptions of this nature, the infiltrator gains a +2 bonus on all skill checks. At 8th and 15th level, the infiltrator may select an additional favored deception. In addition, at each such interval, the skill bonus in any one favored deception (including the one just selected, if so desired), increases by +2. This class feature replaces the strikers Favored Ground class feature. A character who has the handicap of being unable to read or write cannot select the forgeries deception and may instead opt to have the +2 bonus apply again to either Lying or Disguise.

**Maneuvering Conversation (Ex):** At 1st level, the infiltrator gains the ability to use maneuver points to bolster his ability of a spoken deception, disguise, and to read the body language of others. The infiltrator may spend a maneuver point from his pool to gain an additional +2 bonus while attempting any of the following skills: Bluff, Sense Motive, or disguise. This class feature replaces the skirmisher's bonus damage dice at first level. The skirmisher receives the bonus damage dice and skirmish fighting class feature, albeit not until 4th level and at one dice lower than listed.

### *Infiltrator Maneuvers*

**Known Shadows (Ex):** You have traveled the city's streets for many years. Through the busy market, docks, and alleys you have found the places in which to walk unseen. As a swift action you can make a stealth check even if the surrounding environment does not provide concealment or cover. The use of this maneuver cost 2 points and lasts for 1 round + 1 round equal to one-half the infiltrators dexterity modifier. The saboteur must select this as his 10th level maneuver. A striker( with the permission of the DM) must be at least 10th level to purchase this maneuver.

**Trustful Boasting (Ex):** Your knowledge of the surrounding city, town, or villages make you seem more trustworthy to the local population. With a quick joke, or rumor

those whom you speak to regard you as one of their own. The use of this maneuver costs 2 points and must be used before making a diplomacy check. You may use this ability to shift the targets attitude one-step higher towards helpful. You may not use this ability on a creature with the starting attitude of hostile. The target of this ability must share a common language with you. The infiltrator must select this as his 13th level maneuver. A striker( with the permission of the DM) must be at least 13th level to purchase this maneuver.



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## New Feats

### Artful Dodge (Combat)

*You quickly step beneath your opponents blade to slash at them and step back again.*

**Prerequisite:** base attack bonus +7, Dodge

**Benefit:** During a full round action you may make two five foot steps instead of one. You may make this movement at anytime during your full round action and this movement doesn't incur attacks of opportunity.

**Normal:** You may only take a single five foot step during a round in which you make a full attack action.

### Distracting Wound (Combat)

*Your blade finds a weak point in your foes defenses and causes them to ignore all others except you.*

**Prerequisite:** base attack bonus +6, Weapon Focus

**Benefit:** As a full round action you may make a single attack against a creature you threaten. If that attack hits the target of the attack cannot make opportunity attacks until its next round.

### Improved Skirmish

*Your combat skirmishing skill confounds and confuses foes to your advantage.*

**Prerequisites:** Dex 16, Skirmish class feature, 6th level Striker

**Benefit:** Gain an additional +1d6 to your skirmish damage.

**Normal:** You gain skirmish fighting dice based on your striker level.

### Mob Strike (Combat)

*You are skilled at striking foes distracted by others.*

**Prerequisite:** Base attack +1.

**Benefit:** You gain a +2 to hit enemies who are threatened by 2 or more of your allies.

### Mob Fighting

#### Teamwork (Combat)

*Your fighting technique improves in brawls, and team members know how to take advantages of such chaos.*

**Prerequisite:** Base attack bonus +10, Mob Strike, Swarming Tackle

**Benefit:** As a full round action you may make a single attack against a creature you threaten. If that attack hits each ally who has this feat, and threatens the creature, is entitled an attack of opportunity against the target of this attack.

### Swarming Tackle

#### Teamwork (Combat)

*You fight in coordinated strikes with companions to bring the largest of foes to their knees.*

**Prerequisite:** Base attack bonus +3, Mob strike.

**Benefit:** You receive a +2 to your CMB for each ally with this feat who also threatens the target of your combat maneuver. The ally must be able to take opportunity actions( cannot be stunned, staggered, or paralyzed) at the time of your action to receive this bonus.

## Equipment

### Dagger, Spring-Loaded

This peculiar item is notable not for the dagger itself, but instead for its carefully crafted sheath. A spring-loaded dagger is kept in a slender, leather sheath meant to be strapped to the wrist. When the user twists his hand in a particular way, the dagger pops from its sheath into the user's hand. To successfully draw this weapon, the user must make a Dexterity check (DC 10). On a success, he draws the dagger as a free action and may immediately attack with it, possibly catching his opponent flat-footed, if the Games Master rules the target did not expect an attack. Otherwise, the user fumbles with the dagger and must follow the standard rules for drawing the weapon. A character with the Quick Draw feat does not need to make a Dexterity check to properly use a spring-loaded dagger.

### Bladed Cloak

Bladed cloaks are stealthy weapons that are not easily detected by casual observation, thus they are useful for combat in places where weapons would not normally be allowed. A character is always considered armed when wearing a bladed cloak, thus he need not draw his weapon to make an attack. The bladed cloak may not be disarmed or sundered.

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WEAPON	COST	DMG(s)	DMG(m)	CRIT	RANGE	WEIGHT	TYPE
Dagger (spring loaded)	30gp	1d3	1d4	19-20/x2	10ft.	2lbs.	P
Bladed Cloak	40gp	1d4	1d6	19-20/x2	-	8lbs.	S
Bladed Boots	20gp	1d3	1d4	19-20/x2	-	2lbs.	P
Climbing Clws	5gp	1d2	1d3	x2	-	1lb.	P

## Weapon Harness

This lightweight harness crosses over the user's back and over the shoulders. It has two chest belts (one directly below the chest, the other across the chest) that must be secured to prevent the harness falling off. The harness has sheaths for two swords on the back, as well as two hooks that snap together and hold two Medium-size weapons at the waist. There is also a sheath on the belt of the weapon harness and six sheaths along the front straps to hold daggers. Weapon Harness: 5gp; 5 lb.

## Knockout Powder Vial

This powder is made from a combination of chemicals that cause the inhale to lose consciousness. Typically the powder is held in a small vial that is opened when the character wishes to use it and whipped into the face of an opponent. To deliver the knockout powder the character must make a successful touch attack. If successful the opponent must make a Fortitude save (DC 12) or fall unconscious for 1d4 minutes. Knockout Powder Vial: 100 gp; ½ lb.

## Bladed Boots

These specially-made boots have the additional modification of a blade hidden in the soles of their

footwear. These blades are a favorite amongst Strikers as they are rarely discovered because of the way in which they are concealed. The blades are typically extended via a spring located in the heel and activated by pressing firmly down upon it. In addition to this a monk is able to use his unarmed base attack, including the more favorable number of attacks per round, along with other applicable attack modifiers when using bladed boots. An opponent cannot use a disarm action to disarm a character's bladed boots. The cost and weight given are for a single bladed boot. An attack with a bladed boot is considered an armed attack. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a bladed boot.

## Climbing Claws

These pieces of equipment are quite useful for climbing especially in conjunction with foot spikes. Characters who use them receive a +1 circumstance bonus to Climb checks and can also use them as impromptu weapons. In addition to this a monk is able to use his unarmed base attack, including the more favorable number of attacks per round, along with other applicable attack modifiers when using climbing

claws. The cost and weight given are for a single climbing claw. An attack with a climbing claw is considered an armed attack.





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