



Hybrid Class: Armjack



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Hybrid Class: Armjack is compatible with
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The Armjack

Dismissed by many warriors as jackbooted dandies, armjacks possess a genuine enthusiasm for weapons and foreign customs. To them, weapons of all kinds tell the stories of cultures and give stimulating insights on how they can be implemented in war. Rarely do they rely upon a single type of weapon, for seasoned armjacks eventually learn to wield any weapon with ease. Born leaders and romantic soldiers, armjacks often serve as militant commanders of mercenary bands and free companies.

Role: To live, love, lead, and if need be, die gloriously.

Parent Classes: Bard and Fighter

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 x 10 gp (average 175gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Table: Armjack

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Bardic knowledge, cry to arms, judder strike
2nd	+2	+0	+3	+3	Clamorous combat, bonus feat
3rd	+3	+1	+3	+3	Versed in armors
4th	+4	+1	+4	+4	Arms versatility, bonus feat
5th	+5	+1	+4	+4	Weapon tuning
6th	+6/+1	+2	+5	+5	Bonus feat, outlandish ways
7th	+7/+2	+2	+5	+5	Versed in armors
8th	+8/+3	+2	+6	+6	Bonus feat
9th	+9/+4	+3	+6	+6	Weapon tuning
10th	+10/+5	+3	+7	+7	Bonus feat, jack-of-all-arms
11th	+11/+6/+1	+3	+7	+7	Versed in armors
12th	+12/+7/+2	+4	+8	+8	Bonus feat, self-styled
13th	+13/+8/+3	+4	+8	+8	Weapon tuning
14th	+14/+9/+4	+4	+9	+9	Bonus feat, rabble rouser
15th	+15/+10/+5	+5	+9	+9	Versed in armors
16th	+16/+11/+6/+1	+5	+10	+10	Anthem, bonus feat
17th	+17/+12/+7/+2	+5	+10	+10	Weapon tuning
18th	+18/+13/+8/+3	+6	+11	+11	Bonus feat
19th	+19/+14/+9/+4	+6	+11	+11	Armor mastery
20th	+20/+15/+10/+5	+6	+12	+12	Bonus feat, master of all weapons

Class Skills

The armjack's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following are class features of the armjack.

Weapon and Armor Proficiency An armjack is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Bardic Knowledge (Ex) An armjack adds half his class level (minimum 1) to all Knowledge skill checks and

may make all Knowledge skill checks untrained.

Cry to Arms (Su) An armjack is trained to use oration and similar performances to inspire his allies to feats of combat prowess. At 1st level, an armjack can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level beyond 1st, he can use cry to arms for 2 additional rounds per day.

Starting a cry to arms is a standard action, but it can be maintained each round as a free action. A cry to arms cannot be disrupted, but it ends immediately if the armjack is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. A cry to arms counts as the bard's bardic performance special ability for any effect that affects bardic performances. An armjack may learn bard masterpieces.

A cry to arms has audible components, but not visual components. Allies must be able to hear the armjack for the cry to have any effect on them. A deaf armjack has a 20% chance to fail when attempting to use a cry to arms. If he fails this check, the attempt still counts against his daily limit.

At 7th level, an armjack can start a cry to arms as a move action instead of a standard action. At 13th level, an armjack can start a cry to arms as a swift action instead.

When the armjack begins a cry to arms and then on each ally's turn, if the ally can hear the cry to arms, that ally must decide whether to accept or refuse its effects as a free action.

Whenever an armjack uses their cry to arms, they can select from any of the following performances, gaining each one at the listed level.

- **Focused Attack:** At 1st level, allies gain a +1 morale bonus to attack rolls. At 5th level and every 4 levels afterwards, this morale bonus increases by +1
- **Inspire Bravery:** At 2nd level, allies gain a +1 morale bonus on Will saves against fear. At 6th level and every 4 levels afterwards, this morale bonus increases by +1.
- **Specialized Attack:** At 4th level, allies within 60 ft. gain a +2 morale bonus to damage rolls made with manufactured weapons. At 8th level and every 4 levels afterwards, this morale bonus increases by +2.
- **Inspire Robustness:** At 6th level, allies within 60 ft. gain +1 temporary hit point for every hit die they possess. These hit points last for the duration of the cry to arms or until they are lost, whichever comes

first. A creature cannot benefit from this cry to arms more than once per 10 minutes.

- **Penetrating Attack:** At 10th level, allies within 60 ft. ignore up to 5 points of damage reduction or hardness when attacking with manufactured weapons. At 16th level, allies can ignore up to 10 points of damage reduction or hardness.

Judder Strike (Su) At 1st level, as a free action, an armjack can cause his weapon to sing with vengeful tones, granting the weapon a +1 bonus to damage rolls. This bonus is sonic damage, and increases by 1 at level 5 and every 5 levels thereafter, up to a maximum of +5. At 20th level. The bonus damage dealt by judder strike is multiplied on a critical strike. This ability can only be activated while the armjack is under the effects of a bardic or skald performance.

Clamorous Combat (Ex and Su) At 2nd level, and every 4 levels thereafter, an armjack gains a bonus feat in addition to those gained from normal advancement (meaning that the armjack gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." In addition, the armjack can modify the specifics of any combat feat by substituting Charisma in place of Strength. For example: The Double Slice feat normally has a benefit that allows you to add your Strength bonus to damage rolls made with your off-hand weapon. Clamorous combat instead allows the armjack to add his Charisma bonus.

Upon reaching 6th level, and every 4 levels thereafter (8th, 12th, and so on), an armjack can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the armjack loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. An armjack can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Finally, for the purposes of these feats, the armjack can select feats that have a minimum number of fighter levels as a prerequisite, treating his armjack level as his fighter level.

Versed in Armors (Ex) Starting at 3rd level, an armjack learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases

the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

The armjack also becomes versed in using armor to dampen harmful sounds. While wearing armor, the armjack gains a bonus on saving throws made against bardic performance, sonic, language-dependent effects, and deafening. This bonus is equal to the AC bonus of the armor being worn.

In addition, an armjack can also move at his normal speed while wearing medium armor. At 7th level, an armjack can move at his normal speed while wearing heavy armor.

Beginning at 7th level, instead of increasing the benefits provided by armor training (reducing his armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), an armjack can choose an advanced armor training option (see Advanced Armor Training below). If the armjack does so, he still gains the ability to move at his normal speed while wearing medium armor at 3rd level, and while wearing heavy armor at 7th level. This class feature is treated as armor training for the purposes of being able to select advanced armor trainings and their effects.

Arms Versatility (Ex) At 4th level, the armjack becomes a master of weapon theory and with uncanny luck can quickly learn to use almost any technique when needed. As a swift action the armjack can gain any combat feat he qualifies for a number of rounds equal to his Charisma modifier. He can use this ability one additional time per day for every 4 levels he possesses beyond 4th, to a maximum of four times per day at 17th level. If an armjack stops using one feat and switches to a new one, he must expend a new use of this ability.

Weapon Tuning (Ex) Starting at 5th level, an armjack can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls when using judder strike. This extra damage is sonic damage, and is multiplied on a critical hit.

Every four levels thereafter (9th, 13th, and 17th), an armjack becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when an armjack reaches 9th

level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Beginning at 9th level, instead of selecting an additional fighter weapon group, an armjack can choose an advanced weapon training option (see Advanced Weapon Training below) for one fighter weapon group that he previously selected with the weapon training class feature. This class feature is treated as weapon training for the purposes of being able to select advanced weapon trainings and their effects.

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

- **Axes:** bardiche, battleaxe, collapsible kumade, dwarven waraxe, gandasa, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe, and tongi.
- **Blades, Heavy:** ankus, dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.
- **Blades, Light:** bayonet, butterfly knife, butterfly sword, chakram, dagger, deer horn knife, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manopla, pata, quadrans, rapier, sawtooth sabre, scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.
- **Bows:** composite longbow, composite shortbow, longbow, and shortbow.
- **Close:** bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, klar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.
- **Crossbows:** double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

- **Double:** bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, monk's spade, orc double axe, quarterstaff, taiaha, two-bladed sword, and weighted spear.
- **Firearms:** all one-handed, two-handed, and siege firearms.
- **Flails:** battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, gnome pincher, halfling rope-shot, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.
- **Hammers:** aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika, and warhammer.
- **Monk:** bo staff, brass knuckles, butterfly sword, cestus, dan bong, deer horn knife, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.
- **Natural:** unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.
- **Polearms:** bardiche, bec de corbin, bill, crook, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.
- **Siege Engines:** ballista, bombard, catapult, corvus, firedrake, firewurm, gallery, ram, siege tower, springal, trebuchet, and all other siege engines.
- **Spears:** amentum, boar spear, chain spear, elven branched spear, javelin, harpoon, lance, longspear, orc skull ram, pilum, planson, shortspear, sibat, spear, tiger fork, trident, and weighted spear.
- **Thrown:** aklys, amentum, atlatl, blowgun, bolas, boomerang, brutal bolas, chakram, club, dagger, dart, deer horn knife, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestrom, light hammer, net, pilum, poisoned sand tube, rope dart, shortspear, shuriken, sibat, sling, sling glove, spear, starknife, throwing axe, throwing shield, trident, and wushu dart.

Outlandish Ways (Ex) At 6th level, the armjack has adopted (or appropriated) the customs of other races and foreigners. He gains a +1 bonus to Diplomacy and Intimidate. In addition, he can ignore the racial requirements of combat feats.

Jack-of-All-Arms (Ex) At 10th level, the armjack becomes familiar with the form and function of all arms. He gains proficiency with all exotic weapons and firearms. In addition, he can select one type of exotic weapon or firearm. Any combat feats that apply to a selected weapon (such as Weapon Focus) now also apply to this weapon.

Self-Styled (Su) At 12th level, the armjack ordains himself with a unique title or rank. This honorific may or may not be official, yet it still grants him an air of legitimacy. The armjack is treated as lawful for the purpose of benefiting from lawful and axiomatic spells effects, no matter what his true alignment is. In addition, the armjack also gains DR 5/chaotic.

Rabble Rouser (Su) At 14th level, the armjack can use his inspire bravery cry to arms without using up any rounds of cry to arms.

Anthem (Su) At 16th level, in commemoration of the armjack's many victories (real or imagined), he has composed a song or poem to celebrate himself and his allies. Once per day, the armjack can cast *heroes' feast* as a spell-like ability.

Living Legend (Su) At 18th level, the armjack becomes a living symbol of his own ideals. He can continue, but not begin, his cry to arms ability even while paralyzed, stunned, or knocked unconscious. When an armjack falls unconscious, they can decide to continue to use their cry to arms, doing so until they have run out of rounds or regain consciousness, at which point they can decide to continue or end their cry to arms.

Armor Mastery (Ex) At 19th level, an armjack gains immunity to sonic damage and the deafened condition whenever he is wearing armor or using a shield.

Master-of-All-Arms (Ex) At 20th level, an armjack can apply any "weapon" feat he possess and apply it to any weapon he wields. He offsets any and all penalties a weapon might give him (such as size or off-hand penalties) by a number equal to his Charisma bonus.

Alternate Favored Class Bonuses

Instead of adding a hit point or a skill point when increasing in the favored class of armjack, an armjack may instead choose the alternate class bonus, based on their race. Fractional increases must reach whole numbers to be effective.

Avoodim Add +1 to CMD when resisting a bull rush or drag attempt.

Dhampir Add +1 to CMD when resisting a grapple or dirty trick attempt.

Dhosari Add +1 to CMD when resisting a disarm or sunder attempt.

Drow Add +1 to CMD when resisting a grapple or dirty trick attempt.

Dwarf Add +1/6 sonic damage to judder strike.

Elf Add +1 to CMD when resisting a disarm or sunder attempt.

Erkunae Add +1 to CMD when resisting a bull rush or drag attempt.

Eventual Add +1/6 sonic damage to judder strike.

Goblin Add +1 to total number of cry to arms rounds per day.

Gnome Add +1 to total number of cry to arms rounds per day.

Gripli Add +1 to CMD when resisting a disarm or sunder attempt.

Half-Elf Add +1/6 sonic damage to judder strike.

Half-Orc Add +1/6 sonic damage to judder strike.

Halfling Add +1 to CMD when resisting a grapple or dirty trick attempt.

Hobgoblin Add +1 to CMD when resisting an overrun or trip attempt.

Human Add +1 to CMD when resisting a disarm or sunder attempt.

Ifrit Add +1/6 sonic damage to judder strike.

Ith'n ya'roo Add +1 to total number of cry to arms rounds per day.

Kobold Add +1 to CMD when resisting a grapple or dirty trick attempt.

Kripar Add +1 to CMD when resisting a bull rush or drag attempt.

Nagaji Add +1 to total number of cry to arms rounds per day.

Orc Add +1/6 sonic damage to judder strike.

Polkan Add +1 to the polkan's total number of cry to arms rounds per day.

Qit'ar Add +1 to CMD when resisting a disarm or sunder attempt.

Ratfolk Add +1 to CMD when resisting a grapple or

dirty trick attempt.

Tiefling Add +1/6 sonic damage to judder strike.

Urisk Add +1 to CMD when resisting a bull rush or drag attempt.

Xesa Add +1 to CMD when resisting a disarm or sunder attempt.

Zendiqi Add +1 to total number of cry to arms rounds per day.

Glory Hound (Archtype)

Those who fail to make their mark upon the world are doomed to be forgotten. The glory hound is all too aware that time is fleeting and charm is deceptive. Consumed by desire to reform the world into a reality more to their own morals and understanding, glory hounds set out carve their names upon the lands and bodies of their enemies, no matter the cost. The sacrifice of blood supplies the ink that writes history.

Bloody Cry to Arms (Su) When the glory hound inspires his allies to fight, it is with little regard for their safety. Victory is all that matters. The following effects replace and alter the standard effects of cry to action.

- **Focused Attack:** At 1st level, allies gain a +1 morale bonus to attack rolls. At 5th level and every 4 levels afterwards, this morale bonus increases by +1
- **Inspire Vigor:** Starting at 2nd level, allies ignore the effects of the fatigue condition.
- **Drown Them In Your Blood:** At 3rd level, allies gain the benefits of the Diehard feat for the duration of this performance.
- **Bury Them With Your Bodies:** At 6th level, allies gain the benefit of the Deathless Initiate feat.
- **Cold Dead Fingers:** At 10th level, allies within 60 ft. that die can, as a final standard action, make a grapple attempt on a single target they threaten. This provokes no attacks of opportunity. If the check succeeds, the target is considered entangled by the corpse until they make a Strength check equal to the corpse's former Strength modifier + their Base Attack Bonus.
- **No Time For Mourning:** At 14th level, allies within 60 ft. gain a bonus to saving throws against mind-affecting effects. This bonus is equal to the glory hound's Charisma modifier.
- **Deathless Mob:** At 18th level, allies within 60ft. gain DR 5/magic.

Strutting Peacock (Su) At 6th level, the glory hound moves with a vain and ostentatious gait. He may add his Charisma modifier in place of Dexterity when making Reflex saving throws. This replaces outlandish ways.

Vigorous Rebellion (Su) At 14th level, whenever an ally within 60ft. of the glory hound makes a save against an effect that would fatigue or exhaust them, they can make an additional saving throw, taking the better of the two. This replaces rabble rouser.

Fallen Empire (Su) At 16th level, the glory hound razes the works of his enemies to make room for a better world. He can cast *sympathetic vibration* once per day as a spell-like ability. This replaces anthem.

Revolutionary (Archetype)

Sometimes the best way to win a war is to change the way wars are fought. Revolutionaries seek to innovate and improve upon past ideas to achieve their goals. Consummate gun crafters, they believe creating unique firearms will help them win the conflicts to come.

Weapon and Armor Proficiency A revolutionary is proficient with all simple, martial weapons, and all firearms, as well as with light and medium armor. This alters weapon and armor proficiency.

Gunsmith At 1st level, a revolutionary gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The revolutionary also gains Gunsmithing as a bonus feat. This replaces judder strike.

Firearm Training and Innovations (Ex) This functions like the fighter weapon training class feature with the following changes:

- The revolutionary may select only the Firearm Weapons Group throughout his career, and gains no other weapon groups at 9th, 13th, and 17th level.
- The bayonet, club, and greatclub now all count as weapons in the firearm weapon group. Additionally, the revolutionary can use a one-handed firearm as a

club, and a two-handed firearm as a greatclub.

- The extra damage granted by this class feature is fire damage, for the bullets, barrels, and blades of the revolutionary's firearms are hot enough to sear flesh. This fire damage is not multiplied on a critical hit, and cannot function with actual clubs or greatclubs.
- Finally, at 5th, 9th, 13th, and 17th level, the revolutionary can add 2 innovations (see below) to a single masterwork firearm that he has successfully crafted.
 - **Extended Range:** The range increment of the firearm is increased by 50% (minimum 10 ft.).
 - **Martial Ammunition:** The firearm can fire martial weapon ammunition (such as arrows). The damage die of the firearm does not change, but if the arrow has a special function, it keeps that function.
 - **Messenger Gun:** The firearm can launch a rolled up 1 foot square sheet of parchment or paper by using one dose of black powder, up to a maximum range of 5 range increments. The parchment or paper lands harmlessly on its target, a bit scorched around the edges, but still remaining perfectly readable. The firearm can also fire long stem flowers this way.
 - **Rust-Proof:** The firearm is immune to mundane and magical rusting.
 - **Safety Switch:** Anyone attempting to use this firearm must make DC 25 disable device check to fire this weapon unless they are aware of the safety switch. It takes a swift action to engage or release a safety switch.
 - **Surefire Way:** The firearm's misfire chance is lessened by 1. This innovation can be selected twice per firearm. Its effects stack.
 - **Trigger Trap:** The firearm contains a hidden mechanical trap that reverses the ammunition's trajectory. Wielders automatically shoot themselves when firing the weapon unless the trap's hidden switch is bypassed (roll damage as normal). Locating the switch requires a 25 DC Perception check. Resetting or bypassing the switch is a swift action.
 - **Violent Report:** The firearm can be fired without ammunition to deliver a concussive blast of air. The blast deals non-lethal damage, and has a maximum range of 50 feet. A dose of black powder is still needed to fire the weapon.
 - **Winter-Proof:** The firearm is immune to cold damage.

Feats

The following new feats are designed to function with the armjack class.

Chiseled Jawline (Combat)

Your good looks protect you from harm.

Prerequisites: Cha 13

Benefit: You may add your Cha modifier to Fortitude saves against physical attacks that would render you stunned, dazed, or unconscious.

Deafening Judder (Combat)

Your judder strike rings loud enough to deafen your foes.

Prerequisites: Judder strike class feature, Improved Critical

Benefit: On a successful critical hit while using judder strike, your target must make a Fortitude saving throw (DC 10 + 1/2 the armjack's level + the armjack's Cha modifier), or else become permanently deafened. This only affects living targets.

Debonair

You know how to dress for every occasion.

Prerequisites: Cha 13. Must maintain a wardrobe of clothing consisting of at least 5 different kinds of outfit.

Benefit: The weight of your clothing, magical clothing, and magical or masterwork armor, is considered negligible and does not count against your carrying capacity.

Drill the Recruits

You know how to train others in a hurry.

Prerequisites: Cha 13, at least 3 combat feats, Armjack level 6th

Benefit: Once per day, you can grant a number of targets equal to your level the benefits of a single combat feat that you possess for 24 hrs. These targets must qualify for this feat. This requires 1 hour of uninterrupted drilling.

Flamboyant Effigy (Combat, Style)

You burn your enemies like the stuff-shirted scarecrows they are!

Prerequisites: Improved Dirty Trick, base attack bonus +10, Flamboyant Style, Cha 13

Benefit: When wielding a melee weapon that deals fire damage, you can catch a target on fire by making a single successful melee attack, at your highest base attack bonus, with that weapon. If the attack hits and deals damage, the target catches on fire. This is a standard action.

Flamboyant Soul (Combat, Style)

When killing your enemies with a flaming weapon, you cause pieces of their very soul to burn, offering them a taste of damnation before departing this life.

Prerequisites: Improved Dirty Trick, base attack bonus +14, Flamboyant Style, Flamboyant Effigy, Cha 13

Benefit: Those you kill with your flaming weapons cannot be brought back by magic without a successful caster check DC 15 + 1/2 your level + your Cha modifier. In addition, when you deal fire damage as part of a critical strike with a melee attack, the fire damage is multiplied by x2.

Flamboyant Style (Combat, Style)

You become outrageously deft with flaming weapons, blinding your foes with dazzling flourishes.

Prerequisites: Improved Dirty Trick, base attack bonus +6, Cha 13

Benefit: When wielding a melee weapon that deals fire damage, you gain a +2 bonus to dirty trick combat maneuvers when attempting to blind or dazzle a target.

Lover of Music and Poetry

Artful words and sounds uplift your being with health renewed.

Benefit: While under the effects of a bardic performance, you heal 1 hit point per round, up to a number of hit points equal to your hit die.

Musical Judder

Your weapon rings with the clarity of music.

Prerequisites: Judder strike class feature, Perform (any instrument or sing) 1 rank.

Benefit: Any manufactured weapon you wield functions like a musical instrument. If the weapon is masterwork, it is also treated as a masterwork instrument.

Quivering Judder (Combat)

The unnerving vibrations of your arm give swift death to your enemies.

Prerequisites: Judder strike class feature, 15th-level armjack

Benefit: You can set up vibrations within the body of another creature that are fatal. You can use this quivering judder attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering judder attack succeeds. If the target cannot make a Fortitude saving throw (DC 10 +

1/2 the armjack's level + the armjack's Cha modifier), it dies instantly. If the saving throw is successful, the target is no longer in danger from that particular quivering judder attack, but it may still be affected by another one at a later time.

Ranged Judder (Combat)

Your ranged attacks ring with the power of your judder.

Prerequisites: Judder strike class feature

Benefit: Your judder strike ability is now applied to your damage rolls made by attacks from ranged manufactured weapons and ammunition that you wield.

Suave

Your words are smoother than silk.

Prerequisites: Cha 13, Skill Focus (Bluff)

Benefit: You gain a +4 bonus to Bluff checks when conveying a secret message or suggesting a course of action.

Sample Armjack NPC

Below is a sample armjack NPC.

Captain Mynxie Marie (CR 10; XP 9,600)

Female elf armjack 11

CN Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +16

Defense

AC 21, touch 14, flat-footed 17

(+7 armor, +4 Dex)

hp 98 (11d10+33)

Fort +10, **Ref** +8, **Will** +6; +3 vs. fear

Defensive Abilities

Offense

Speed 30 ft., climb 20 ft.

Melee +1 handaxe +17/+12/+7 (1d6+3/19–20, x3)

Ranged dagger +17 (1d4+1/19–20) or mwk composite longbow +17/+12/+7 (1d8+1/x3)

Special Attacks arm versatility 2/day, clamorous combat, cry to arms 38 rounds/day (focused attack +3, inspire bravery +3, inspire robustness, penetrating attack -5 DR, specialized attack +4), judder strike +3, weapon tuning (axes +2, close +1)

Statistics

Str 12, **Dex** 19, **Con** 14, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +11; **CMB** +12 (+16 disarm); **CMD** 26 (+30 vs. disarm)

Feats Combat Expertise, Critical Focus, Improved Critical (handaxe), Improved Disarm, Extra Performance (2), Greater Disarm, Iron Will, Sickening Critical, Tough-

ness, Weapon Finesse, Weapon Focus (handaxe), Weapon Specialization (handaxe),

Skills Acrobatics +14, Diplomacy +14, Disguise +13, Intimidate +14, Linguistics +6, Perception +12, Perform (Sing) +13, Sleight of Hand +12

Languages Common, Elven, Orc

SQ bardic knowledge +5, dreamspeaker, elven magic, jack-of-all-arms (whip), keen senses, magical training, outlandish ways, sociable, versed in armor 3

Combat Gear *potion of barkskin*, *potion of eagle's splendor*, *potion of cat's grace*, *potions of cure moderate wounds* (2), *potions of protection from good* (CL 2nd) (2), *silver-sheen*; **Other Gear** +1 breastplate, +1 handaxe (2), daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, *slippers of spider climbing*, 121 gp

Demographics

Homeland Haunted Sea

Faith Nise

Many and notorious are the exploits of Mynxie Marie, pirate queen of the Brown Coast. In some parts of the world she is half-jokingly worshipped as a fertility goddess, for she enjoys pirating grain and other foodstuffs and distributing the goods to poor shanty towns. Added to her nautical transgressions, she is famed for inventing new crimes, such as “seduction with malicious intent”, and “unlawful yet non-violent use of a handaxe”. Countless verses have been written in her honor.

Mynxie Marie shan't pay no taxes,
She pays all fees with steel handaxes,
Ye'll come to love this curvy elf,
With endowments like a lacquered shelf,
Her eyes an ever-shifting hue,
Her voice a cry to rouse her crew,
Her skill at arms a gale of woe,
Beware her dreaded Yo-ho-ho!
Mynxie Marie shan't pay no tariffs,
'Round her pinky are all port sheriffs,
Ye'll come to fear this untamed wench,
With features soft and muscles hench,
Her charms enrapture misers and monks,
Her treasure takes up several trunks,
And if ye float where Mynxie's wind blows,
Beware her dreaded Yo-ho-ho!

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