

# Warrior Prestige Archetype

## Sun Seeker



Carl Cramér



# Prestige Archetype

## The Sun Seeker

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**Publisher:** Purple Duck Games



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## Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

### Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

# Sun Seeker

Dwarf heroes of old were called sun seekers after the greatest epic quest they every undertook. Today, a hero taking up the title of sun seeker is calling out his intent to restore the lost glories of the dwarves.

**Prestige Class:** Skyseeker.

**Build Classes:** Ranger.

**Role:** Sun seekers are tunnel warriors and questers, leading parties of explorers to find and liberate the dwarf citadels of old.

**Alignment:** Any lawful. Most sun seekers are good and looking to insure the future of the entire dwarf race, but others are merely looking to find a domain for themselves.

**Race:** Dwarf or Adopted social trait for dwarfs.

**Hit Die:** d10.

**Table 16.1 - Sun Seeker**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Find citadel	—	—	—	—
3rd	+3	+3	+3	+1	Ancestral allies , Endurance	—	—	—	—
4th	+4	+4	+4	+1	Rune-carved armor	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy, ancestral weapon +1d6	1	—	—	—
6th	+6/+1	+5	+5	+2	Commune 1/week	1	—	—	—
7th	+7/+2	+5	+5	+2	Dwarven armor training	1	0	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	1	—	—
9th	+9/+4	+6	+6	+3	Darkvision	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, ancestral weapon +2d6	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage, commune (2/week)	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain, Runes of resistance	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Darkvision (+30 ft.)	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy, ancestral weapon +3d6	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Paths of the ancients	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Stalwart	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Call to arms, commune (3/week)	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, ancestral weapon +4d6, master hunter	4	4	3	3

**Starting Gold:** 5d6 x 10 gp (175 gp average).

## Class Skills

The sun seeker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 6 + Int modifier.

## Class Features

The following are class features for the sun seeker.

**Weapon and Armor Proficiency:** A sun seeker is proficient with all simple and martial weapons, light armor, medium armor, and shields (including tower shields).

**Favored Enemy (Ex):** At 1st level, a sun seeker selects a creature type from the favored enemies table. If the

sun seeker chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) A sun seeker must select giant, goblinoid, and orc before she can select any other type of favored enemy.

A sun seeker gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A sun seeker may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the sun seeker may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. If a specific creature falls into more than one category of favored enemy, the sun seeker's bonuses do not stack; she simply uses whichever bonus is higher.

**Track (Ex):** A sun seeker adds half his level (minimum 1) to Survival skill checks made to follow tracks.

**Wild Empathy (Ex):** A sun seeker can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his sun seeker level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the sun seeker and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The sun seeker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Levels in classes with this and similar abilities stack for the purpose of wild empathy checks.

**Find Citadel (Sp):** A 2nd level sun seeker has spent so much time studying the known dwarf citadels of old that she has memorized their locations. She can determine the direction to the nearest known citadel at will, as though using the spell know direction.

Table 16.2 - Favored Enemy List

Type (Subtype)	Type (Subtype)	Type (Subtype)
Aberration	Animal	Construct
Dragon	Fey	Humanoid (aquatic)
Humanoid (dwarf)	Humanoid (elf)	Humanoid (giant)
Humanoid (goblinoid)	Humanoid (gnoll)	Humanoid (gnome)
Humanoid (halfling)	Humanoid (human)	Humanoid (orc)
Humanoid (reptilian)	Humanoid (other subtype)	Magical beast
Monstrous humanoid	Ooze	Outsider (air)
Outsider (chaotic)	Outsider (earth)	Outsider (evil)
Outsider (fire)	Outsider (good)	Outsider (lawful)
Outsider (native)	Outsider (water)	Plant
Undead	Vermin	

**Ancestral Allies (Ex):** At third level, a sun seeker gains ancestral allies. She must choose the form these allies take. This choice cannot be changed later. The sun seeker can choose either companion allies, animal allies, or allied lands.

1. Companion allies allows her to spend a move action to grant his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear her. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.
2. With animal allies she can choose an animal companion from the following list: auroch, badger, bear, boar, cat (small), dire rat, dog, monitor lizard, ram, snake (viper or constrictor), or wolf. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy bonuses. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the sun seeker's effective druid level is equal to his class level –2.
3. Allied lands grants the sun seeker the ranger's favored terrain class feature. At 3rd level, a sun seeker may



select a type of terrain from Table: Sun Seeker Allied Lands. The sun seeker gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when she is in this terrain. A sun seeker traveling through his allied land normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses). At 8th level and every five levels thereafter, the sun seeker may select an additional allied land. In addition, at each such interval, the skill bonus and initiative bonus in any one allied land (including the one just selected, if so desired), increases by +2. If a specific terrain falls into more than one category of allied lands, the sun seeker's bonuses do not stack; she simply uses whichever bonus is higher. This is a variant of the ranger's favored terrain ability; rules that apply to favored terrain also apply to allied lands.

**Endurance:** A sun seeker gains Endurance as a bonus feat at 3rd level.

**Rune-Carved Armor (Su):** At 4th level, a sun seeker learns how to imbue his armor with a small semblance of the magical resistance his dwarven ancestors were renowned for. Against incorporeal touch attacks, spells, and spell-like abilities, she gains a deflection bonus to touch AC equal to his armor bonus. This bonus can't exceed his sun seeker level. This ability functions only while the sun seeker wears armor.

**Spells:** Beginning at 4th level, a sun seeker gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A sun seeker must choose and prepare his spells in advance.

To prepare or cast a spell, a sun seeker must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sun seeker's spell is 10 + the spell level + the sun seeker's Wisdom modifier.

Like other spellcasters, a sun seeker can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 16.1 - Sun Seeker*. In addition, she receives bonus spells per day if she has a high Wisdom score (see *Table: Ability Modifiers and Bonus Spells*). When *Table 16.1 - Sun Seeker* indicates that the sun seeker gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on his Wisdom score for that spell level.

A sun seeker must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A sun

**Table 16.3 - Allied Lands\***

Aquatic	Cold	Desert
Forest	Hills	Jungle
Marsh	Mountains	Plains
Realms Within	Realms Between	Realms Beyond
Ruins	Underground	Urban

\* This is the terrain list for the Lands of Porphyra which aligns with *Monsters of Porphyra I & II*

seeker may prepare and cast any spell on the ranger spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during his daily meditation.

Through 3rd level, a sun seeker has no caster level. At 4th level and higher, his caster level is equal to his sun seeker level – 3.

**Ancestral Weapon (Su):** At 5th level the sun seeker gains the ancestral weapon ability. By inscribing ancient dwarven runes upon his weapon, a sun seeker forges it into a reflection of the legendary weapons his ancestors once bore. When wielded by the sun seeker against a favored enemy, the weapon deals an additional 1d6 points of damage on a successful hit. As a free action, the sun seeker may also identify the weapon by name when making an Intimidate check against such creatures, granting her a competence bonus on his Intimidate check equal to 1/2 his class level.

At 10th level and every five levels thereafter, the extra damage dealt by the ancestral weapon increases by 1d6, to a maximum of 4d6 at 20th level. Forging a link between a weapon and the legendary weapons of old requires a 24-hour-long ritual, and only one weapon can be designated as an ancestral weapon at a time.

**Commune (Sp):** At 6th level, a sun seeker's bond with the spirits of his ancestors grows stronger, allowing her to use the spell *commune* once per week as a spell-like ability (caster level equal to the sun seeker's class level). She gains another weekly use of the ability at level 12 and again at level 18.

**Dwarven Armor Training (Ex):** By studying the arts of his ancestors, the sun seeker learns the secret techniques of his forebears' forges and fighting styles.

At 7th level, the sun seeker gains heavy armor proficiency. If she already knows the Armor Proficiency

(Heavy) feat, she instead gains a combat feat she fulfills the prerequisites for as a bonus feat. If she has gained proficiency in heavy armor without taking the feat, there is no refund.

**Swift Tracker (Ex):** Beginning at 8th level, a sun seeker can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Darkvision (Ex):** At 9th level, a sun seeker grows more comfortable operating in the lightless depths of the dwarven ancestral homelands. She gains darkvision out to a range of 60 feet. If she already has darkvision, the range increases by 30 feet.

At 14th level, the range of the sun seeker's darkvision increases by an additional 30 feet.

**Runes of Resistance (Su):** At 13th level, a sun seeker can use his armor to shrug off all manner of magical attacks for a short period of time. As a move action, the sun seeker can gain spell resistance equal to 5 + his Hit Dice if wearing light armor or 10 + his Hit Dice if wearing medium or heavy armor. Dismissing this ability is a swift action. A sun seeker can use this ability for a number of rounds per day equal to his class level. These rounds need not be consecutive.

**Paths of the Ancients (Ex):** Other labyrinths pale in comparison to the tangled maze of tunnels left behind by the ancient sun-seeking dwarves.

At 16th level, a sun seeker gains immunity to the maze spell and cannot become lost while exploring subterranean environments.

**Stalwart (Ex):** At 17th level, a sun seeker has honed his mental resiliency to avoid certain attacks. If she succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can be used only if the sun seeker is wearing armor. A helpless sun seeker does not gain the benefit of the stalwart ability.

**Call to Arms (Sp):** At 18th level, a sun seeker grows so attuned with the spirits of his ancestors that she can channel them into the physical world to battle his enemies. Once per day as a swift action, she can summon up to 1d4+1 ghostly dwarven allies, who must appear

within 60 feet of the sun seeker. These dwarves function exactly as an ally produced by the spell *spiritual ally* (caster level equal to the sun seeker's class level), except that they always appear as dwarves wielding warhammers and they share the sun seeker's favored enemy and favored terrain bonuses (if any). On subsequent turns the sun seeker can direct a single dwarven ally to move as a swift action, or she can direct multiple allies to move simultaneously as a move action.

**Master Quester (Ex):** A sun seeker of 20th level becomes a master quester. She can always move at full speed while using Survival to follow tracks or a difficult trail without penalty. She can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the sun seeker's level + the sun seeker's Wisdom modifier. A sun seeker can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A sun seeker can use this ability once per day against each favored enemy type she possesses, but not against the same creature more than once in a 24-hour period.

## Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever she gains a sun seeker level, the following races may select the following alternate bonuses based on their race.

**Dwarf:** Add +1/5 to the sun seeker's favored terrain bonus if they selected underground terrain. If the sun seeker doesn't have favored terrain from their ancestral allies ability, they gain a +1/5 favored terrain bonus for underground terrain.

**Elf:** Add +1/4 to the sun seeker's favored enemy bonus against drow. If the sun seeker hasn't selected elf as a favored enemy, they gain a +1/4 favored enemy bonus against drow.

**Gnome:** Add +1/5 to the sun seeker's favored enemy bonus against giants. If the sun seeker hasn't selected giants as a favored enemy, they gain a +1/5 favored enemy bonus against giants.

**Half-Elf:** Gain 1/6 of the stonecunning dwarven racial trait. Upon gaining this bonus six times, further selection grants you 1/6 of the Improved StonecunningAPG feat.

**Half-Orc:** Add +1/5 to the sun seeker's ancestral

weapon bonus on Intimidate checks. After selecting this benefit ten times, the sun seeker gains Dazzling Display as a bonus feat, but may only use it while wielding their ancestral weapon.

**Halfling:** While underground, the sun seeker may ignore 1 foot of difficult terrain. This has no effect until selected five times.

**Human:** Add +1 hit point or skill rank to the sun seeker's animal companion gained from their ancestral allies ability.

## Sample Sun Seeker Character

Below is a sample sun seeker character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

### Regga

*"I will find and liberate the home of my ancestors. Stand with me, or get out of my way."*

#### Regga (CR 1/2; XP 200)

Female dwarf sun seeker 1

LN Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

#### Defense

**AC** 14, touch 11, flat-footed 13)

(+3 armor, +1 Dex)

**hp** 14 (1d10+4)

**Fort** +5, **Ref** +3, **Will** +1

**Defensive Abilities** defensive training; **SR** 6

#### Offense

**Speed** 20 ft.

**Melee** spear +3 (1d8+3/x3)

**Ranged** javelin +2 (1d6+2)

**Special Attacks** favored enemy (giants +2), giant hunter, relentless

#### Statistics

**Str** 14, **Dex** 12, **Con** 16, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Power Attack

**Skills** Climb +5, Heal +5, Knowledge (dungeoneering) +5, Perception +5, Stealth +4, Survival +5, Swim +5

**Languages** Common, Dwarven, Giant

**SQ** greed, rock stepper, weapon familiarity, wild empathy +0

**Combat Gear** *potion of cure light wounds*; **Other Gear** studded leather, spear, javelin (3), amentum<sup>UE</sup>, bedroll, belt pouch, candle (2), chalk, flint and steel, hammer, hemp rope (50 ft.), hooded lantern, masterwork back-

pack<sup>UE</sup>, oil flask (4), piton (4), sack (2), tindertwig (4), trail rations (5 days), 2 pp, 6 gp, 8 sp, 7 cp

#### Regga (CR 4; XP 1,200)

Female dwarf sun seeker 5

LN Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +10

#### Defense

**AC** 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

**hp** 52 (5d10+20)

**Fort** +7, **Ref** +5, **Will** +3

**Defensive Abilities** defensive training, rune-carved armor; **SR** 10

#### Offense

**Speed** 20 ft.

**Melee** mwk spear +9 (1d8+3/x3)

**Ranged** javelin +6 (1d6+2)

**Special Attacks** ancestral weapon +1d6, favored enemy (giants +4, orcs +2), giant hunter, relentless

**Spells Prepared** (CL 2nd; concentration +4)

1st—*lead blades*<sup>APG</sup>, *returning weapon*<sup>UC</sup>

#### Statistics

**Str** 14, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 8

**Base Atk** +5; **CMB** +7; **CMD** 18

**Feats** Endurance, Lunge, Power Attack, Weapon Focus (spear)

**Skills** Climb +8, Heal +9, Intimidate +4, Knowledge (dungeoneering) +9, Linguistics +2, Perception +10, Stealth +6, Survival +10, Swim +6

**Languages** Common, Dwarven, Giant, Orc

**SQ** ancestral allies (companions), find citadel, greed, rock stepper, weapon familiarity, wild empathy +4

**Combat Gear** *oil of magic weapon* (2), *potion of bull's strength* (2), *potion of cure moderate wounds* (2), *potion of jump*, *potion of pass without trace* (2); **Other Gear**

masterwork agile breastplate<sup>UE</sup>, masterwork spear, javelin (3), amentum<sup>UE</sup>, backpack, bandolier<sup>UE</sup> (2), bedroll, belt pouch, chalk, everburning torch, hammer, hemp rope (50 ft.), *muleback cords*<sup>UE</sup>, piton (4), sack (2), trail rations (5), 2 pp, 6 gp, 2 sp, 9 cp

#### Regga (CR 9; XP 6,400)

Female dwarf sun seeker 10

LN Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 90 ft.; Perception +15

#### Defense

**AC** 18, touch 11, flat-footed 17

(+7 armor, +1 Dex)

**hp** 99 (10d10+40)

**Fort** +11, **Ref** +9, **Will** +6

**Defensive Abilities** defensive training, dwarven armor training, rune-carve armor; **SR** 15

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#### Offense

**Speed** 20 ft.

**Melee** +1 *spear* +14/+9 (1d8+4/x3)

**Ranged** mwk javelin +12 (1d6+2)

**Special Attacks** ancestral weapon +2d6, favored enemy (giants +6, goblins +2, orcs +2), giant hunter, relentless

**Spell-Like Abilities** (CL 10th; concentration +9)

1/week—*commune*

**Spells Prepared** (CL 7th; concentration +9)

2nd—*barkskin* (2)

1st—*lead blades*<sup>APG</sup> (2), *returning weapon*<sup>UC</sup>

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#### STATISTICS

**Str** 14, **Dex** 12, **Con** 16, **Int** 12, **Wis** 15, **Cha** 8

**Base Atk** +10; **CMB** +12; **CMD** 23

**Feats** Diehard, Endurance, Lunge, Power Attack, Self-Sufficient, Weapon Focus (spear)

**Skills** Climb +13, Heal +14, Intimidate +12, Knowledge (dungeoneering) +11, Linguistics +3, Perception +15, Stealth +11, Survival +19, Swim +9

**Languages** Common, Dwarven, Giant, Goblin, Orc

**SQ** ancestral allies (companions), find citadel, greed, rock stepper, swift tracker, weapon familiarity, wild empathy +9

**Combat Gear** *potion of bull's strength* (2), *potion of cure moderate wounds* (4), *potion of jump* (2), *potion of pass without trace* (2); **Other Gear** +1 *agile breastplate*<sup>UE</sup>, +1 *spear*, masterwork javelin (3), *amentum*<sup>UE</sup>, *bandolier*<sup>UE</sup> (2), *bedroll*, *belt pouch*, *chalk*, *climber's kit*, *cloak of resistance* +1, *everburning torch*, *handy haversack*, *hemp rope* (100 ft.), *piton* (4), *ring of sustenance*, *sack* (2), *traveler's any-tool*<sup>UE</sup>, 4 pp, 10 gp, 2 sp, 9 cp

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#### Regga (CR 14; XP 38,400)

Female dwarf sun seeker 15

LN Medium humanoid (dwarf)

**Init** +5; **Senses** darkvision 120 ft.; Perception +25

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#### DEFENSE

**AC** 20, touch 12, flat-footed 19

(+8 armor, +1 deflection, +1 Dex)

**hp** 147 (15d10+60)

**Fort** +14, **Ref** +12, **Will** +10

**Defensive Abilities** defensive training, dwarven armor training, rune-carved armor, runes of resistance; **SR** 20

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#### OFFENSE

**Speed** 20 ft.

**Melee** +1 *keen spear* +21/+16/+11 (1d8+7/19-20/x3)

**Ranged** mwk javelin +17 (1d6+4)

**Special Attacks** ancestral weapon +3d6, favored enemy (giants +6, orcs +4, goblins +2, monstrous humanoids +2), giant hunter, quarry, relentless

**Spell-Like Abilities** (CL 15th; concentration +18)

2/week—*commune*

**Spells Prepared** (CL 12th; concentration +15)

4th—*freedom of movement*

3rd—*burrow*<sup>UM</sup> (2), *greater animal aspect*<sup>UC</sup>

2nd—*barkskin* (2), *bear's endurance*

1st—*lead blades*<sup>APG</sup> (2), *returning weapon*<sup>UC</sup> (2)

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#### STATISTICS

**Str** 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 8

**Base Atk** +15; **CMB** +19; **CMD** 31

**Feats** Alertness, Diehard, Endurance, Improved Initiative, Lunge, Power Attack, Self-Sufficient, Survivor (see below), Weapon Focus (spear)

**Skills** Climb +23, Heal +20, Intimidate +17, Knowledge (dungeoneering) +12, Linguistics +3, Perception +25, Sense Motive +5, Spellcraft +9, Stealth +16, Survival +20, Swim +14

**Languages** Common, Dwarven, Giant, Goblin, Orc

**SQ** ancestral allies (companions), camouflage, find citadel, greed, rock stepper, swift tracker, weapon familiarity, wild empathy +14

**Combat Gear** *potion of cure serious wounds* (4), *potion of jump* (2), *potion of pass without trace* (2); **Other Gear** +2 *agile breastplate*<sup>UE</sup>, +1 *keen spear*, masterwork javelin (3), *amentum*<sup>UE</sup>, *bandolier*<sup>UE</sup> (2), *bedroll*, *belt of giant's strength* +4, *belt pouch*, *boots of the cat*<sup>UE</sup>, *chalk*, *climber's kit*, *cloak of resistance* +2, *everburning torch*, *handy haversack*, *piton* (4), *ring of protection* +1, *ring of sustenance*, *sack* (2), *silk rope* (100 ft.), *traveler's any-tool*<sup>UE</sup>, 8 pp, 2 gp, 2 sp, 9 cp

Regga grew up in the landed Kingdom of Iskander. Before The Calling, her clan helped to hold the line against the expansion of the Jheriak Continuance. Now on the new world of Porphyra, Regga is unsure how best to serve her clan and bring it to even greater glory.

## Survivor

*Only the strong thrive in your homeland, and you are no weakling, even among your kin.*

**Prerequisite:** Con 13, Diehard, Endurance.

**Benefit:** You gain a +5 bonus on all Constitution checks made to stabilize while dying. Once per day, if you are struck by a critical hit or sneak attack, you can spend an immediate action to negate the critical or the sneak attack damage, making the attack a normal hit.



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