

Rite Publishing Presents

# The Secrets of the Bravo



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

By Ciaran Barnes





Rite Publishing Presents:

# The Secrets of the Bravo

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**Publisher's Dedication** For Joshua "KtFish7" Guillion.  
I wish you were still with us.

**Special Thanks:** To Will McCardell and Jason Buhlman

**"Not Today."**

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Dear Qwilion,

*Listen closely my friend, and hear of one for whom danger, reward, and adventure are the only motivations needed, for these are achieved easily enough by one with sufficient daring and wit. I am a bravo: a decisive warrior testing myself through adversity, seeking my fortune in the world through savvy and bold deeds. Still, a bit of trickery, some luck, and a sharp blade never hurt. We come from many different walks of life, training relentlessly, seeking to learn the ins and outs of any dueling style a swordmaster is willing to teach. Some of us take our accomplishments with great grace and quiet appreciation for the intrinsic rewards, while those up to the challenge are more than happy to reap the benefits of wealth, fine food, excellent drink, good company, comfort, and the admiration of a paramour. Regardless of an individual bravo's magnitude of bravado or hubris, we all exhibit some measure of eccentricity or arrogance. And for good reason!*

Vourmed "Cutting Cloud"  
Bravo of Questhaven

## Adventures

Ah, the open road. What is a life that leaves what can be seen unseen? That leaves songs unsung and moments unsavored and tales untold? Adventure is the living breath and beating heart of a bravo. There exists no better way to test one's mettle. At times such endeavors are brought upon by a worthy cause, but at others the motivation comes simply from the promise of coin, the sheer excitement of it, or to flee some kind of mischief gone awry. Taste the thrill and triumph and tell me there is any other way. I should admit though, that a mere two days on the road out of a soft bed and I long for luxury and creature comforts.

Due to these common characteristics, you will find many a bravo make their homes, and seek out adventure in the great urban cities of the world, especially those in the western lands.

## Characteristics

My friends, foes, and paramours have said that my fellow bravos and I enjoy excess. They have said that we draw our fellows to recklessness and take pleasure in leading others to irreconcilable decisions. To this I say that that the mind wants but the heart needs, and that if



we bravo are to live to a great old age then we will be content only in deeds that match the needs of our heart. But, there are exceptions to this principle. The first swordmaster to take me under his wing was quite a stoic fellow - an ox of a man who drew all attention to himself with nary a word, and possessed a grace of mind and movement that belied his great size. I call him a swordmaster in deference to tradition and respect only, for his favored implements were quite the opposite: heavy, oversized bludgeoning objects he wielded with canny prowess.

## Alignment

Many believe that due to our zest for combat and hard living that we bravos are creatures of chaos. But over time as I have learned more about the wider world and dueled those who share our gifts, that while chaos may dominate many a bravos outlook there are those who swear their allegiance to crown, country, or a code. Most bravo's serve a righteous cause in their heart, there are also those who do nothing but serve the most vile forces of Damnation. So to be clear Bravo's can serve the forces of chaos, evil, good, or law or simply ignore them completely.





Many think of me as little more than a bandit from the wild steppe, and this may be true, however I have met a woman calling herself Arriane Doriane, and while perhaps naive she is the most loyal and righteous champion of the downtrodden I have ever encountered. A goodly number of bravos have even **started following her example for as she puts it** “We must champion that which is right but does not have the might to champion itself”

## Religion

As a group, we are neither overly in favor of nor against religions. As bravos' origins are as diverse as the gods themselves, upbringing and life experiences play the larger part in it. Their measure of belief follows no trend, so you are as likely to meet a bravo bestowing a deity's blessings upon weary travelers as you will one who swears vengeance upon an entire pantheon.

One commonality among even the more pious, however, is the casual way with which they adhere to the more difficult tenets of their chosen faith. Do to this

the pious amongst us in Questhaven embrace the tenants of ***Our Laughing Traveler of Passages and Messages***, a righteous and freedom loving deity whose portfolio embraces a great deal of what the Bravo embodies: adventure, borrowing, diplomacy, foxes, good fortune, guile, joy, kestrels, laughter, lending, messages, monkeys, otters, trade, travel, trickery, and wealth.

## Races

Many bravos come from among the more nimble races, but by my estimation they make up just over half our number. We see many humans of course, but elvenkind, halflings, and some of those with orc blood are well represented. In Questhaven we also see a number of Ironborn (who enjoy the appearance of clockwork swordsmen), Wyrds (whose hubris fits in quite well), and with the very rare lurker (who act more like dueling assassins). These are the best known warriors whom the swordmasters have forged into bravos, wielding weapons both courtly and culturally favored.





There exists also the rare gnomish bravo - who bring unique perspective to the path - and even goblins, which you must see to believe. As they are often subject to mockery, be prepared for sudden, aggravated violence if you find yourself laughing. Once I chanced upon a dwarven bravo. With a heavy waraxe in hand he executed flawless footwork and ripostes, all while heavily armored chin to toe, and upon his head a silken beret befeathered with peacock's plumage. I have however yet to encounter a gargoyle bravo in Questhaven, though I dream of the maneuvers one could perform dueling in flight over the city.

## Classes

We bravo are cosmopolitan at heart, and thrive best where the populous carries with it culture, knowledge, and gold. Unsurprisingly, our closest associates are similarly urban. It's not that we dislike druids, rangers, and barbarians, nor undervalue their skills, but often we do not often see eye to eye regarding the way with which a weary adventurer should enjoy his free time. Though they do not represent a majority of their kind,

we do believe some fighters and wizards carry their extensive training as though it were a burden. This is a tragedy, for we prize their talents and admire their dedication to their craft.

Time has shown me that bravo carry on best with rogues, bards, and sorcerers. We tend to appreciate the minds of those who approach problems from unique angles and view appropriate underhandedness as a virtue.

## Role

Obviously, any bravo worthy of the title is a skilled melee combatant able to go toe to toe with the very best, be it a single foe or crowded mob. But then, he handles many challenges with ease, though we have no skill with magic. A bravo is both mobile and physically able, and more than adept in social interactions requiring carefully chosen words and unflinching nerve. Where his true colors show, however, is in the heat of the moment where a sharp wit and no shortage of good luck carry him through.

## Bravo Base Class Table

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+2	+2	+0	Feint, Fighting Technique, Opportune Attack
2 <sup>nd</sup>	+2	+3	+3	+0	AC Bonus, Bonus Feat
3 <sup>rd</sup>	+3	+3	+3	+1	Engaging Feint
4 <sup>th</sup>	+4	+4	+4	+1	Élan
5 <sup>th</sup>	+5	+4	+4	+1	Fighting Technique
6 <sup>th</sup>	+6/+1	+5	+5	+2	Bonus Feat, Compound Attack
7 <sup>th</sup>	+7/+2	+5	+5	+2	Debilitating Attack
8 <sup>th</sup>	+8/+3	+6	+6	+2	Amazing Élan
9 <sup>th</sup>	+9/+4	+6	+6	+3	Fighting Technique
10 <sup>th</sup>	+10/+5	+7	+7	+3	Bonus Feat
11 <sup>th</sup>	+11/+6/+1	+7	+7	+3	Improved Compound Attack
12 <sup>th</sup>	+12/+7/+2	+8	+8	+4	Deadly Feint
13 <sup>th</sup>	+13/+8/+3	+8	+8	+4	Fighting Technique
14 <sup>th</sup>	+14/+9/+4	+9	+9	+4	Bonus Feat
15 <sup>th</sup>	+15/+10/+5	+9	+9	+5	Immediate Adaptation
16 <sup>th</sup>	+16/+11/+6/+1	+10	+10	+5	Greater Compound Attack
17 <sup>th</sup>	+17/+12/+7/+2	+10	+10	+5	Fighting Technique
18 <sup>th</sup>	+18/+13/+8/+3	+11	+11	+6	Bonus Feat
19 <sup>th</sup>	+19/+14/+9/+4	+11	+11	+6	Master of Five Styles
20 <sup>th</sup>	+20/+15/+10/+5	+12	+12	+6	True Élan

**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.

### Class Skills

The bravo's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

**Weapon and Armor Proficiency:** A bravo is proficient with all simple and martial weapons and with light armor and shields (except tower shields).

- **Bravo Weapons:** Many class features refer to bravo weapons, which are light and one-handed weapons not wielded two handed. In any given round of combat, only one weapon can be considered a bravo weapon.

**Feint (Ex):** A bravo gains Improved Feint as a bonus feat, even if he does not meet the prerequisites. Furthermore, he adds his bravo class level to Bluff checks he makes to feint, as well as to the DC for another to feint him. He adds only half his class level (minimum +1) when he uses a shield or attacks with

more than one weapon in the same round. The benefit of this class feature applies only when he wields a bravo weapon.

**Fighting Technique (Ex):** A bravo learns fighting techniques by studying with another or on his own, in order to better take advantage of his opponent and the terrain. Below are five of the most popular techniques, identified by the name of the sword master who developed it and the animal that symbolize its spirit. At 1st level, he selects one he has learned from this chart:

Technique	Focused Form	Passive Form
<i>Broyle</i> (cobra)	Critical confirmation rolls	Climb & Swim
<i>Eduke</i> (wolf)	Combat Maneuver Bonus	Disguise & Knowledge (local)
<i>Fahrns</i> (lion)	Damage rolls	Diplomacy & Intimidate
<i>Macahn</i> (fox)	Saving throws	Bluff & Sense Motive
<i>Silveri</i> (hare)	Five times the bonus as in increase to base speed	Acrobatics & Escape Artist

Craft (Int), Knowledge (nobility) (Int), Perform (Cha), Ride (Dex), .

A bravo can use a fighting technique he has learned in either a passive or focused form, but the effects of one do not stack with the other. He gains a bonus to a number of capabilities while in either form. The use of a fighting technique is automatically be noticed by a





creature with a base attack bonus equal to or greater than the bravo. A fighting technique automatically ends if he is immobilized or helpless.

The passive form of fighting techniques he has learned can be used in one hour increments for a number of hours per day equal to his Intelligence bonus (minimum 1). Beginning it is a standard action and ending it is a free action. When a bravo uses the passive form, he gains a +2 bonus to the two skills listed in the fighting technique he is using.

A bravo is much more limited in the length of time he can use the focused form of a fighting techniques he has learned. He can do so for a number of rounds per day equal to 4 + his Intelligence bonus, plus 2 additional rounds per level he has attained. Beginning it is a swift action and ending it is a free action. When a bravo uses the focused form, he gains a +2 bonus to AC and attacks with bravo weapons. He also gains the bonus to the specific benefit and the two skills listed in the fighting technique. The benefits of using the focused form of a fighting technique apply only when his base speed is

not reduced in any way, such as from armor, encumbrance.

At 5th level and every four levels thereafter the bravo learns one additional fighting technique of his choice. He can use either form of only one fighting technique at a time and the old one ends if he enters a new one. At 6th level and every six levels thereafter the bonus associated with fighting techniques goes up by 1, to a maximum of +5 at 18th level.

**Opportune Attack (Ex):** A bravo recognizes an opportunity and knows well how to take advantage of it. He adds his level as a bonus to damage rolls with bravo weapons when his target would be denied a Dexterity bonus to AC, and when he makes an attack of opportunity.

**AC Bonus (Ex):** A bravo uses distracting and suggestive movement to confuse and mislead his foes. Beginning at 2nd level, a bravo adds his Charisma bonus as a dodge bonus to his AC. He also gains a +1 dodge bonus to AC at 4th level and every four bravo



levels thereafter, up to a maximum of +5 at 20th level. He loses these bonuses if he wears armor, or if his base speed is reduced in any way, such as from encumbrance.

**Bonus Feat (Ex):** At 2nd level and every four levels thereafter, a bravo gains a bonus feat in addition to those gained from normal advancement. The benefits of a bravo's bonus feats apply only when his base speed is not reduced in any way, such as from armor, encumbrance. These bonus feats must be selected from those listed as Combat Feats.

Upon reaching 6th level, and every four levels thereafter (8th, 12th, and so on), a bravo can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the bravo 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. A bravo 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.

**Engaging Feint (Ex):** A bravo's prowess demands his enemy's attention. Beginning at 3rd level, an opponent under the effect of a bravo's feint cannot make attacks of opportunity against him, and she provokes an attack of opportunity from the bravo if she makes an attack that does not include him. Using an ability that targets multiple opponents does not provoke an attack of opportunity in this way, as long as the bravo is one of the targets.

**Élan (Ex):** At 4th level, a bravo gains a pool of points representing his skill, style, and spirit to accomplish amazing deeds. The number of élan in this pool is equal to 1/2 his bravo class level + his Charisma bonus. By spending 1 point from his élan pool, a bravo can choose one of the following and use the listed benefit:

- **Feint:** as a swift action, he can attempt to feint an opponent.
- **Lunge:** as a free action before using a standard action to make an attack, he can move one quarter his speed directly towards the target of the attack in the manner of a charge, ending the movement in the closest square from which he can attack. This movement does not provoke an attack of opportunity from the target.
- **Luck:** as an immediate action even if the result is already known, a bravo can add half his bravo class level as a luck bonus to any check (though not attack or damage rolls), as long as the check



represents a span of time of no more than 1 minute.

- **Parry:** as an immediate action he may add half his level as an dodge bonus to his Armor Class against a single attack, even if the result is already known. If this makes the bravo's AC higher than the opponent's attack roll, the attack misses.
- **Riposte:** as a free action once per round, he can make an attack of opportunity with a bravo weapon against an opponent who has just missed him with an attack. This attack of opportunity does not count against his normal limit of attacks of opportunity he can make in one round.

**Compound Attack (Ex):** By strategically performing a series of false attacks against his enemy, a bravo gains an advantage. Beginning at 6th level, as a special attack that uses a standard action, he can either make a single attack with a bravo weapon, rolling two times and using the highest result, or he can attempt to feint two opponents.

**Debilitating Attack (Ex):** Beginning at 7th level, once per round when a bravo makes a successful attack with a bravo weapon, he can force his opponent to **make a Fortitude save** (DC = 10 + 1/2 the bravo's class level + his Intelligence modifier). Succeeding this saving throw makes the opponent immune to that bravo's debilitating attack for 24 hours. If the creature





fails its saving throw, the bravo can spend 1 point from his élan point to inflict one of the following debilitating effects on the creature, depending on which fighting technique the bravo is currently using:

Fighting Technique	Effect
Broyle (cobra)	Sickened
Eduke (wolf)	-4 penalty to AC
Fahrns (lion)	Shaken
Macahn (fox)	Cannot make attacks of opportunity
Silveri (hare)	fatigued

If he so chooses, or if he is not using a fighting technique, the bravo can instead inflict 2 points of ability damage to one ability score he chooses.

An effect caused by debilitating attack can be removed with a successful Heal skill check (as a standard action with the same DC), or one of the following spells: *cleanse*, *heal*, *greater restoration*, *limited wish*, *miracle*, *regenerate*, *restoration*, or *wish*. The spell *accept affliction* spell will transfer it to the caster, while *surmount affliction* will suspend the effect for the duration of the spell. Regeneration (from the Universal Monster Rules) also negates this effect, although Fast Healing does not. Ability damage can also heal as normal.

**Amazing Élan (Ex):** At 8th level, a bravo can spend 2 points from his élan pool to choose one of the following and use the listed benefit:

- **Opportunity:** as a swift action, he does not provoke attacks of opportunity for one round.
- **Rapid Action:** as an immediate action, he can use a move action.
- **Surprise Maneuver:** he can attempt a combat maneuver in place of an attack of opportunity.
- **Improved Compound Attack (Ex):** Beginning at 11th level, as a special attack that uses a standard action, a bravo can either make a single attack with a bravo weapon, rolling three times and using the highest result, or he can attempt to feint three opponents.

**Deadly Feint (Ex):** A bravo is a deadly force in any battle fought on his own terms. Beginning at 12th level, against a creature under the effect of his feint, bravo weapons he wields that have a critical multiplier of X2 become X3, and those that have critical range of 20 become 19-20.

**Immediate Adaptation (Ex):** The greatest bravos adapt to danger before it strikes. Beginning at 15th level, a bravo can enter a fighting technique as an immediate action.



**Greater Compound Attack (Ex):** Beginning at 16th level, as a special action that uses a standard action, a bravo can either make a single attack with a bravo weapon, rolling four times and using the highest result, or he can attempt to feint four opponents.

**Master of Five Styles (Ex):** Having mastered the techniques of the greatest sword-masters, he is a master in his own right and blends them together seamlessly. Beginning at 19th level, a bravo can enter the focused form of a fighting technique without ending the effects of another, thereby gaining the benefits of each. The effects do not stack. Using more than one fighting technique in this way consumes a proportionate number of additional rounds or uses. When he is using more than one fighting technique and uses Debilitating Attack, he chooses which fighting technique determines the effect.

**True Élan (Ex):** At 20th level, a bravo's élan is nigh unstoppable. The first point of élan he spends each round is not spent.

## New Feats

### Extra Élan

*You can use your élan pool more times per day than most.*

Prerequisite: Élan pool class feature.

Benefit: Your élan pool increases by 2.

Special: You can gain Extra Élan multiple times. Its effects stack.

### Extra Fighting Technique

*You can use your fighting style ability more than normal.*

Prerequisite: Fighting Technique class feature.

Benefit: You can use the focused form of fighting techniques for 6 additional rounds per day.

Special: You can gain Extra Fighting Technique multiple times. Its effects stack.

## Beyond the Basics

The five basic techniques were written to be simple and neatly fit in a small space, and to not have special exceptions or clauses on how to use them. Included here are some optional techniques that are a bit more complex and do not follow the same rules as the basic ones.



### Russelvar (bear)

- **Passive Form:** the bravo gains a +2 bonus to Knowledge (nobility) and Perception checks. At 6th level and every six levels thereafter this bonus increases by 1.
- **Active Form:** the bravo gains 2 temporary hit point at the beginning of each turn. These temporary hit points do not stack. At 6th level and every six levels thereafter this number of temporary hit points he gains increases by 1.
- **Debilitating Effect:** the target suffers bleed damage equal to the bravo's level at the beginning of each turn. This bleeding can be stopped by a successful Heal skill check (DC = 10 + 1/2 the bravo's level + his Intelligence modifier) or through the application of any magical healing.

### Origametti (crane)

- **Passive Form:** the bravo gains a +2 bonus to Heal checks and to one Craft skill selected when the fighting technique is first learned. At 6th level and every six levels thereafter this bonus increases by 1.
- **Active Form:** Once per turn when the bravo scores a critical hit, the target takes 1 point of Dexterity ability damage. Beginning at 12th level, the target instead takes 2 points of Dexterity ability damage.



- **Debilitating Effect:** the target cannot use one extraordinary or supernatural ability chosen by the bravo. The bravo must have seen the target use the ability or have previously made a successful Knowledge check to identify the ability.

#### Edwin (horse)

- **Passive Form:** the bravo gains a +2 bonus to initiative checks and Ride checks. At 6th level and every six levels thereafter this bonus increases by 1.
- **Active Form:** the bravo gains a +2 bonus to all Dexterity-based checks. This does not stack with bonuses from the passive form. At 6th level and every six levels thereafter this bonus increases by 1.
- **Debilitating Effect:** the target suffers a -2 penalty to attacks, initiative, Acrobatics, Fly, Perception, and Swim Checks. The target also takes a 10 foot penalty to the speed of it's primary form of movement.

#### Herpestid (mongoose)

- **Passive Form:** any ability damage inflicted upon the bravo by poison is reduced by 2 points. At 6th level and every six levels thereafter this reduction

improves by 1 point.

**Active Form:** the bravo gains a +2 bonus to all Dexterity-based checks. At 6th level and every six levels thereafter this bonus increases by 1.

- **Debilitating Effect:** the target's base speed is reduced by half.

#### Highercrest (falcon)

- **Passive Form:** the bravo gains a +2 bonus to Fly and Perception checks. At 6th level and every six levels thereafter this bonus increases by 1.
- **Active Form:** the bravo gains a +2 bonus to attack and damage rolls with projectile ranged weapons. While using this stance, the bravo does not gains the usual bonus to AC and attacks with bravo weapons. At 6th level and every six levels thereafter this bonus increases by 1.
- **Debilitating Effect:** the target suffers a -2 to ranged attacks and a -10 to Perception checks that rely on sight. While using this stance, the bravo can use Debilitating Attack with projective ranged weapons instead of bravo weapons. If he is using more than one stance, such as allowed by the master of five styles class feature, he can use either.





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# In the Company of Dragons



**PATHFINDER**  
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by Wendall Roy