

הַבִּיטְהוּ אֶת הַבְּרִית הַזֶּה בְּלִבְכֶּם וְהַבִּיטְהוּ אֶת הַבְּרִית הַזֶּה בְּלִבְכֶּם

# SHATTERED SKIES

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## CAMPAIGN SETTING



# MYRMIDON

## HYBRID CLASS

BY ROBERT GRESHAM



PUBLISHING





# MYRMIDON HYBRID CLASS

AUTHOR Robert Gresham  
COVER ARTISTS Storn Cook  
INTERIOR ARTIST Storn Cook  
CREATIVE DIRECTOR Robert Gresham  
EDITOR Robert Gresham  
WAYWARD ROGUES PUBLISHING LOGO BY  
Robert Gresham  
PAGE BACKGROUNDS Lord Zsezse  
LAYOUTS BY Robert Gresham  
PUBLISHER Robert Gresham

## CONTENTS

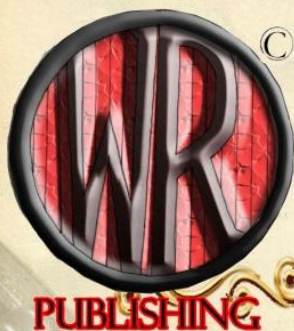
MYRMIDON HYBRID CLASS .....	2
OGL .....	7

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## MYRMIDON

The myrmidon is a soldier at heart, a fighter battling a war that will never end. When others cave in to fear or fatigue, the myrmidon strives on. Unlike the barbarian who succumbs to his rage, a myrmidon rides her battle frenzy but never loses sight of strategy, or the path to victory.

**Role:** Myrmidons are front line fighters that draw the aggression of their enemies while boosting the confidence and prowess of their allies. They are dour figures that dedicate their lives to the battle, wherever that takes them. More than just brutes with swords, myrmidon's are surprisingly intelligent, a fact their foes often underestimate.

**Parent Classes:** Fighter and Witch

**Alignment:** Any

**Hit Die:** d10.

**Starting Wealth:** 5d6 × 10 gp (average 175gp.) In addition, a myrmidon begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The myrmidon's class skills are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (local)(Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2+Int Modifier.

## CLASS FEATURES

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

**Exclamations.** Myrmidon's utter and groan distractive but beneficial noises, called exclamations, that grant them powers or weaken foes. At 1st level, a myrmidon gains one exclamation of her choice. She gains an additional exclamation at 2nd level and for every 2 levels attained after 2nd level, as noted on Table: Myrmidon. A myrmidon cannot select an individual exclamation more than once.

Unless otherwise noted, using an exclamation is a standard action that does not provoke an attack of opportunity. The save to resist an exclamation is equal to 10 + 1/2 the myrmidon's level + the myrmidon's Intelligence modifier. The target of a myrmidon's exclamation must be able to see,

hear, or smell the myrmidon to be subject to her exclamation ability, but doesn't need to speak the same language as the myrmidon to be affected.





TABLE: MYRMIDON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Exclamation, ferocious
2nd	+2	+3	+0	+0	Exclamation, steel will
3rd	+3	+3	+1	+1	Armor training 1, tough as steel
4th	+4	+4	+1	+1	Exclamation
5th	+5	+4	+1	+1	Weapon Training 1
6th	+6/+1	+5	+2	+2	Exclamation
7th	+7/+2	+5	+2	+2	Heart of the Hero
8th	+8/+3	+6	+2	+2	Exclamation
9th	+9/+4	+6	+3	+3	Heart of the Hero
10th	+10/+5	+7	+3	+3	Booming Exclamation
11th	+11/+6/+1	+7	+3	+3	Heart of the Hero
12th	+12/+7/+2	+8	+3	+3	Exclamation
13th	+13/+8/+3	+8	+4	+4	Heart of the Hero
14th	+14/+9/+4	+9	+4	+4	Exclamation
15th	+15/+10/+5	+9	+4	+4	Heart of the Hero
16th	+16/+11/+6/+1	+10	+5	+5	Exclamation
17th	+17/+12/+7/+2	+10	+5	+5	Heart of the Hero
18th	+18/+13/+8/+3	+11	+5	+5	Exclamation
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Unbreakable Mind

**Adaptive Brawler (Ex):** Once per day as a move action, the myrmidon can gain the benefit of a combat feat that she does not possess for 1 minute. She must otherwise meet the feat's requirements.

A myrmidon must be at least 4th level before selecting this exclamation.

**Special:** If the myrmidon has the martial flexibility class feature, she instead gains one additional use per day of that ability.

**Adrenaline Surge (Ex):** This acts as a *cure light wounds* spell targeting only the myrmidon, using the myrmidon's level for her caster level. She can use this power a number of times

per day equal to her Intelligence modifier (minimum 1). At 5th level, this exclamation acts like *cure moderate wounds*.

**Agony of Defeat (Ex):** Myrmidon's have a tendency to leave their defeated foes demoralized and depressed which can cause them to remain in a wounded state long after the fight is over. For a number of days equal to 3 + the myrmidon's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the myrmidon's level) to end the effects of this exclamation. If the check fails,





the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this exclamation to 1 round. At 5th level, the victim of this exclamation also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury.

This is a curse effect and can be removed by remove curse.

**Charming Demeanor (Ex):** A myrmidon's rakish movements and expressions can charm an animal or humanoid creature within 30 feet. This improves the attitude of an animal or humanoid creature by 1 step, as if the myrmidon had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Myrmidon's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this exclamation again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

**Combat Dancing (Ex):** Through strict training, the myrmidon becomes more skilled in the ways of combat. The myrmidon chooses a combat feat in place of an exclamation. She must meet all of the prerequisites for the selected combat feat. Unlike other exclamation's, the myrmidon may choose this exclamation multiple times, each time selecting a combat feat for which she meets the prerequisites.

**Confident Laugh (Ex):** A myrmidon can laugh confidently as a move action. Any creature that is within 30 feet that is under the effects caused by an overawe exclamation, charming exclamation, dazzling groan exclamation, dazzling intimidation exclamation, insult your skill exclamation, inspiring word exclamation, or insulting taunt exclamation caused by the myrmidon has the duration of that exclamation extended by 1 round.

**Dazzling Groan (Ex):** The myrmidon gains dazzling display as a bonus feat even if she does not meet the prerequisites for the feat (weapon focus in a weapon). While wielding weapons from her chosen associated weapon group, a myrmidon can perform a bewildering show of prowess as a full-round action. She makes an Intimidate check to demoralize all foes within 30 feet who can see her display.

**Finesse Fighting (Ex):** A myrmidon often exhales loudly while dancing around an opponent, almost as if she was singing or humming as she strikes. A myrmidon that selects this exclamation gains Weapon Finesse as a bonus feat without having to meet the prerequisites of that feat.

**Hostile Movement (Ex):** Through taunts, feints, and tactical maneuvering, the myrmidon can scare her foes. This exclamation acts as the spell doom, but the range is only 60 feet.

**Inspiring Word (Ex):** The myrmidon can inspire a creature within 30 feet granting a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. The target must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this exclamation is extended by 1 round. Once a creature has benefited from the inspiring word exclamation, it cannot benefit from it again for 24 hours.

**Insult your Skill (Ex):** The myrmidon's impressive fighting style causes doubt and anxiety to creep into the mind of a foe she locks eyes with. The target must be within 30 feet of the myrmidon and takes a -2 penalty on one of the following (myrmidon's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This exclamation lasts for a number of rounds equal to 3 + the myrmidon's Intelligence modifier. A Will save reduces this to just 1 round.

This is a mind-affecting effect. At 8th level the penalty increases to -4.

**Peacebond (Su):** A myrmidon's aggressive body language can be so threatening, it causes the palms of her foes to sweat and shake so badly, they can't draw weapons. A myrmidon can use this exclamation on a creature to prevent it from drawing a weapon for a number of rounds equal to the myrmidon's level. This exclamation has no effect on natural weapons or weapons already in a creature's hands, but does prevent an archer from drawing arrows. A Will save negates this effect, and whether or not the save is successful, a creature cannot be the target of this exclamation again for 1 day.

**Snide Remarks (Ex):** The myrmidon's facial expressions and crude utterances can cause a creature within 30 feet to miscalculate their actions for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this exclamation. At 8th level and 16th level, the duration of this exclamation is extended by 1 round. This exclamation affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this explanation again for 1 day.



**Booming Exclamations:** starting at 10th level and every two levels thereafter, a myrmidon can choose one of the following booming exclamations whenever she could select a new exclamation.

**Combat Maneuver Defense (Ex):** With each flurry of movement, the myrmidon shouts in unison with her strikes, startling her opponent's. When the myrmidon is wielding weapons from the associated weapon group, her weapon training bonus applies to her CMD against all combat maneuvers attempted against her, instead of just against disarm and sunder combat maneuvers.

**Dazzling Display (Ex):** Through grunts, growls, and impressive performances of prowess, the myrmidon applies her weapon training bonus to Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If she has the Dazzling Display feat, she can use it as a standard action instead of a full-round action.

**Ferocious Finesse (Ex):** The myrmidon gains the benefits of the Weapon Finesse feat with all melee weapons that belong to the associated myrmidon weapon group (even if they cannot normally be used with Weapon Finesse). The myrmidon must have the Weapon Finesse feat before choosing this option.

**Inspiring Confidence (Ex):** The Myrmidon's bold bravado can rally allies with a simple gesture, expression, or encouraging grunt. Once per day equal to her weapon training bonus as a swift action, the myrmidon can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends. A myrmidon can use this option even when not wielding a weapon from the associated weapon group.

**Overawe (Ex):** With a sharp growl, a myrmidon grunts this exclamation toward one creature within 60 feet, causing them to become sick to their stomach. The target is nauseated for a number of rounds equal to the myrmidon's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this exclamation again for 1 day.

**Ferocious (Ex):** Myrmidon's remains conscious and continue fighting at negative hit points. They gain the staggered condition but lose 1 hit point each round unless healed to 0 hit points. The myrmidon still dies when her hit point total reaches a negative number equal to her Constitution score. When using this ability, the myrmidon gains a +2 bonus on Intimidate checks.

**Steel Will (Ex):** At 2nd level, the myrmidon gains a +1 bonus on Will saves against fear and mind-affecting effects. This bonus increases by 1 for every 4 levels beyond 2nd to a maximum of +5 at 18th level.

**Armor Training (Ex):** At 3rd level, a myrmidon learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1.

In addition, a myrmidon can also move at her normal speed while wearing medium armor. At 7th level, a myrmidon can move at her normal speed while wearing heavy armor.

**Tough as Steel (Ex):** At 3rd level, a myrmidon gains Endurance as a bonus feat.

**Weapon Training (Ex):** At 5th level, a myrmidon selects one group of weapons, as noted below. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

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, gandas, 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, manople, pata, quadrens, 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, 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, orc double axe, quarterstaff, 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, fire-drake, 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, kestros, light hammer, net, poisoned sand tube, rope dart, shortspear, shuriken, sibat, sling, sling glove, spear, starknife, throwing axe, throwing shield, trident, and wushu dart.





**Heart of the Hero (Ex):** Beginning at 7th level the myrmidon gains the first in a series of feats that symbolize her ability to seemingly shake off grievous wounds and fight on long after she should have succumbed to them.

**Heroic Recovery (Ex):** At 7th level, a myrmidon gains the Heroic Recovery feat as a bonus feat, if she does not have it already. If she already has this feat, the myrmidon can choose any combat feat instead. In addition, she may use this feat one additional time per day for every four levels after 7th (to a maximum of 4 times per day at 19th level).

**Heroic Defiance (Ex):** At 9th level, a myrmidon gains the Heroic Defiance feat as a bonus feat, if she does not have it already. If she already has this feat, the myrmidon can choose any combat feat instead. In addition, she may use this feat one additional time per day for every four levels after 9th (to a maximum of 3 times per day at 19th level).

**Quick Recovery (Ex):** At 11th level, a myrmidon needs only 15 minutes of rest or to be subject to a healing spell or effect to recover from the fatigued condition.

**Stalwart (Ex):** At 13th level, when a myrmidon succeeds on a Fortitude or Will save against a spell or spell-like ability that has a partial effect even on a successful save, she is completely unaffected by it.

**Unlimited Endurance (Ex):** At 15th level, when a myrmidon is exhausted, she only suffers the effects of the fatigued condition instead, but does require 1 hour of rest to reduce this condition to the actual fatigued condition.

**Miraculous Recovery (Ex):** At 17th level, when a myrmidon makes a saving throw to recover from an ongoing effect, she may roll twice and choose the better roll.

**Unbreakable Mind (Ex):** At 20th level, a myrmidon becomes nearly impossible to sway with honeyed words or magic. She gains immunity to mind-affecting effects.

## NEW FEAT

### VERBAL COMBATANT

*By uttering loud growls and grunts in tune with your strikes, you place your opponents off guard.*

**Prerequisites:** Int 13

**Benefit:** You gain the ability to use myrmidon exclamations. Choose an exclamation from the list of basic exclamations available to myrmidons. The save to resist an exclamation is equal to 10 + your Intelligence modifier. You may select this feat additional times, each time choosing a different myrmidon exclamation.

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# MYRMIDON

## HYBRID CLASS

A SOLDIER WITH AN UNBREAKABLE SPIRIT; THE MYRMIDON DANCES INTO COMBAT, GRUNTING EXCLAMATIONS THAT AFFECT ENEMIES LIKE A WITCHES HEX. SHE GOES WHEREVER THERE IS BATTLE, FIGHTING WARS FOR KINGS SHE HAS NO LOYALTY FOR, AND THEN MOVING ONTO THE NEXT SKIRMISH.

CONTAINED HEREIN:

- THE MYRMIDON HYBRID CLASS; A COMPLETE 1-20 LEVEL CHARACTER CLASS OPTION.
- THE EXCLAMATION CLASS FEATURE: A MARTIAL ANSWER TO WITCH HEXES.
- NEW FEAT THAT ALLOW OTHER CLASSES TO ACCESS SOME OF THE MYRMIDON'S ABILITIES.

BY ROBERT GRESHAM

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