



PATHFINDER

STONEHELM CAMPAIGN

20 LEVEL CLASSES

TABLE 3-1: ARCAKNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Auras Known	Spells per Day					
							1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Arcane shield, aura of magic, cantrips, weapon bond	0	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Arcane aura 1/day, arcane defense	1	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Eldritch strike (1d6) 1/day	1	3	-	-	-	-	-
4th	+3	+4	+1	+4	Weapon bond (magic)	1	3	1	-	-	-	-
5th	+3	+4	+1	+4	Evocation	2	3	2	-	-	-	-
6th	+4	+5	+2	+5	Arcane defense +1	2	4	3	-	-	-	-
7th	+5	+5	+2	+5	Eldritch strike (2d6) 2/day	2	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Arcane aura 2/day	3	4	3	2	-	-	-
9th	+6/+1	+6	+3	+6	Evocation	3	4	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Arcane defense +2, weapon bond (alignment)	3	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7	Eldritch strike (3d6) 3/day	4	5	4	3	2	-	-
12th	+9/+4	+8	+4	+8		4	5	4	4	3	-	-
13th	+9/+4	+8	+4	+8	Evocation	4	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Arcane aura 3/day, arcane defense +3	5	5	5	4	3	2	-
15th	+11/+6/+1	+9	+5	+9	Eldritch strike (4d6) 4/day	5	5	5	4	4	3	-
16th	+12/+7/+2	+10	+5	+10	Weapon bond (adamantine)	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Evocation	6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Arcane defense +4	6	5	5	5	4	4	3
19th	+14/+9/+4	+11	+6	+11	Eldritch strike (5d6) 5/day	6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Arcane aura 4/day, arcane champion	7	5	5	5	5	5	5

ARCAKNIGHT

Just as the paladin serves as the military arm of a church under the leadership of the cleric, the arcaknight functions as the martial arm of the arcane arts, supporting and protecting wizards, sorcerers, and other arcane spellcasters during battle. Though many arcaknights are noble born, those from more humble beginnings have risen to the highest ranks of this magical brotherhood of sword and sorcery. Regardless of their various upbringings, arcaknights are viewed as true eldritch knights, trained in the traditions of arcane chivalry. Some arcaknights prefer hit and run tactics to weaken their enemies, relying upon their agility, speed, and finesse to gain victory in battle. Others choose a more direct approach, resorting to protective and offensive spells, and brute strength as they take the battle directly to their foes. Regardless of their preferred tactics, arcaknights are formidable opponents whose skills with weapon and spell are to be both respected and feared.

Role: Arcaknights are specialized arcane warriors who use spells to enhance other arcane spellcaster's offensive and defensive capabilities as well as their own. They rely upon protective spells to guard against mundane and magical attacks, and to stand toe-to-toe against their enemies in defense of their more vulnerable companions.

Alignment: Any

Hit Die: d8

Class Skills

The arcaknight's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (nobility) (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All the following are class features of the arcaknight.

Weapon and Armor Proficiency: Arcaknights are proficient with all simple and martial weapons, but not with any armor or shields.

Spells: An arcaknight casts arcane spells drawn from the arcaknight spell list presented in Chapter 6. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an arcaknight must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an arcaknight's spell is 10 + the spell level + the arcaknight's Charisma modifier.

Like other spellcasters, an arcaknight can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 3-1**. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-3 in the *Pathfinder Core Rulebook*).

The arcaknight's selection of spells is extremely limited. An arcaknight begins play knowing four 0-level spells and two 1st-level spells of the arcaknight's choice. At each new arcaknight level, she gains one or more new spells, as indicated on **Table 3-2**. (Unlike spells per day, the number of spells an arcaknight knows is not affected by her Charisma score. The numbers on **Table 3-2** are fixed.)

Upon reaching 5th level, and at every third arcaknight level after that (8th, 11th, and so on), an arcaknight can choose to learn a new spell in place of one she already knows. In effect, the arcaknight "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must

TABLE 3-2: ARCAKNIGHT SPELLS KNOWN

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

be at least one level lower than the highest-level arca knight spell the arca knight can cast. An arca knight may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

An arca knight need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Cantrips: Arcaknights learn a number of cantrips, or 0-level spells, as noted on Table 3–2 under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Arcane Shield (Sp): At will, an arca knight can use *shield*, as the spell.

Aura of Magic (Su): An arca knight has a particularly powerful aura linked to the magic within her. This functions much like a cleric's alignment aura, but is arcane in nature and becomes more powerful as the arca knight gains levels (see the *detect magic* spell for details). This aura is also the source from which the arca knight's auras and arcane defense are derived.

A *detect magic* spell will reveal any magical items upon the arca knight's person, but if they are of a lower power level than her aura, they remain unrevealed as magical until they are beyond the aura's radius. Thus, an arca knight can use her aura of magic to mask the power level of her own magical items. In addition, an arca knight's aura of magic can be affected by the *magic aura* spell or magic that alters or hides the magical aura emitted by objects.

Weapon Bond (Su): An arca knight forges a powerful bond with a melee weapon of her choice (usually a sword), infusing it with arcane energies and causing it to shed light as a torch for 1 minute per arca knight level. It also becomes an arcane focus for casting spells.

An arca knight that attempts to cast a spell without her bonded weapon in hand or on her person must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

As an arca knight gains levels, her bonded weapon becomes magically enhanced. Beginning at 4th level, it becomes a +1 weapon, and is treated as a magic weapon for the purpose of overcoming damage reduction. Every four levels thereafter, the weapon gains another +1 bonus, to a maximum of +5 at 20th level. These enhancement bonuses can be added to the weapon, or at higher levels, expended to add weapon properties as described hereafter.

At 7th level and higher, an arca knight may add any of the following weapon properties to her bonded weapon, at a cost to their overall enhancement bonus equal to each property's equivalent bonus: *bane*, *brilliant energy*, *dancing*, *defending*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *thundering*.

Therefore, if an arca knight adds a +1 equivalent weapon property to her bonded weapon she must expend a +1 enhancement bonus to activate it. However, if the weapon is not magical, at least a +1 enhancement bonus must be added to the weapon before any other abilities can be added. These bonuses apply to only one end of a double weapon.

An arca knight can use this ability once per day at 4th level, and one additional time per day for every four levels beyond 5th (9th, 13th, and 17th), for a total of four times per day at 17th level. These weapon properties remain in effect for 1 round per arca knight level.

At 10th level, an arca knight's bonded weapon is treated as chaotic, good, lawful, or evil aligned for the purposes of overcoming damage reduction, according to the arca knight's alignment. This ability functions while the arca knight is conscious, but not if she is unconscious or dead.

At 16th level, the weapon is treated as an adamantine weapon for the purpose of overcoming damage reduction.

If a bonded weapon is damaged, it is restored to full hit points the next time the arca knight prepares her spells. If the bonded weapon is lost or destroyed, it can be replaced after 1 week's time in a special ritual that costs 200 gp per arca knight level. This ritual takes 8 hours to complete. A bonded weapon will only function for the arca knight to whom it is bonded, including any magic abilities added to the object. This means that they cannot be sold.

Arcane Aura (Su): Beginning at 2nd level, an arca knight can tap into the arcane energies stored within her to create an arcane aura. Auras emanate from the arca knight in a 20-foot radius and effect only allied arcane spellcasters that are within the aura's radius. All bonuses granted by arcane auras are arcane bonuses, which stack with all other bonus types.

An arca knight learns one aura at 2nd level, and one additional aura every three levels thereafter (5th, 8th, 11th, etc.) to a maximum of seven at 20th level. An arca knight

can maintain an active aura for a number of rounds per day equal to her arcaknight level, and need not be consecutive rounds. An arcaknight can activate one aura per day at 2nd level, and one additional aura per day for every six levels thereafter (8th, 14th, and 20th), to a maximum of four auras per day. Only one arcane aura may be active at any given time within a 24 hour period. Once an aura has been activated, the arcaknight may deactivate and reactivate it throughout the day. Doing so does not count against the arcaknight's number of auras she can activate in a day. The duration of an aura that has been deactivated and reactivated cannot exceed the total number of rounds an arcaknight can maintain an aura within that 24 hour period. When an arcaknight deactivates an aura, and activates another aura, doing so does count against the number of auras an arcaknight can activate in a day. Arcane auras can be activated or deactivated as a free action.

An arcaknight gains no benefits from her own auras, but does gain the benefits from auras emitted by other arcaknights if she is within their aura's radius. If the activated auras from two or more arcaknights overlap each other, any arcane spellcasters caught within the radius of each aura gains the benefits of all. However, the effects of similar overlapping auras do not stack, and only the benefits from the highest level arcaknight's aura are used. Unless otherwise noted, an arcaknight cannot select an individual aura more than once.

Aura of Counterspelling: All arcane spellcasters within the aura's radius may counter a spell by casting a spell from the same school, instead of having to use the same spell. This aura can be maintained for 1 round per three levels of the arcaknight. The arcaknight must be at least 8th level before choosing this aura.

Aura of Empowerment: All variable, numeric effects of an arcane spell cast within the aura's radius are increased by one-half. This aura can be maintained for 1 round per two levels of the arcaknight.

Aura of Enlargement: The range (both the static and level variable portions) of any arcane spell cast within the aura's radius is doubled. Thus a spell with a range of 25 ft. + 5 ft./level would now have a range of 50 ft. + 10 ft./level. Spells whose range is touch or is not defined by distance are unaffected. This aura can be maintained for 1 round per level of the arcaknight.

Aura of Enlightenment: Arcane spellcasters are granted a +2 arcane bonus to all Intelligence based skill checks made within the aura's radius. This bonus increases to +4 at 11th level, and +6 at 20th level. This aura can be maintained for 1 round per level of the arcaknight.

Aura of Extension: The duration of any arcane spell cast within the aura's radius is doubled. Spells with a duration of concentration, instantaneous, or permanent are not affected. This aura can be maintained for 1 round per level of the arcaknight.

Aura of Focusing: Any arcane spell cast within the aura's radius gains a +1 arcane bonus to the Difficulty

Class for all saving throws against that spell. This bonus improves to +2 at 11th level, and +3 at 20th level. These bonuses stack with those from the Spell Focus or Greater Spell Focus feats. This aura can be maintained for 1 round per two levels of the arcaknight.

Aura of Heightening: The effective level of any arcane spell cast within the aura's radius can be increased to the maximum level spell the spellcaster is able to cast. Thus, a 10th level wizard can increase a 1st level spell's effective level as high as 5th level. All spell level-dependent effects of the spell are calculated according to, and is as difficult to prepare and cast as the spell's new effective level. This aura can be maintained for 1 round per four levels of the arcaknight. The arcaknight must be at least 11th level before choosing this aura.

Aura of Maximizing: All variable, numeric effects of an arcane spell cast within the aura's radius are maximized. This aura can be maintained for 1 round per three levels of the arcaknight. The arcaknight must be at least 5th level before choosing this aura.

Aura of Penetration: Any arcane spellcaster within the aura's radius gains a +2 arcane bonus on their caster level checks made to overcome a creature's spell resistance. This bonus improves to +4 at 11th level, and +6 at 20th level. These bonuses stack with those from the Spell Penetration and Greater Spell Penetration feats. This aura can be maintained for 1 round per three levels of the arcaknight. The arcaknight must be at least 5th level before choosing this aura.

Aura of Protection: All wizards or sorcerers within the aura's radius gain a +2 arcane bonus to their AC. This bonus increases to +4 at 11th level, and +6 at 20th level. Additionally, the arcaknight may ward a single subject within the aura's radius at the time that the aura is activated. The warded subject takes only half damage from attacks that deal hit point damage (melee, natural weapons, special abilities, etc.), while the arcaknight takes the other half. When the aura is deactivated, or the subject moves outside of the aura's radius, this warding effect is negated. This aura can be maintained for 1 round per two levels of the arcaknight.

Aura of Quickenning: Any arcane spell cast within the aura's radius is cast as a swift action, allowing the caster to perform another action, even casting another spell in the same round, without provoking an attack of opportunity. Any spell with a casting time more than a 1 full-round action is unaffected. This aura can be maintained for 1 round per four levels of the arcaknight.

Aura of Resistance: Any wizard or sorcerer within the aura's radius gains a +1 arcane bonus to their saving throws. This bonus increases to +2 at 11th level, and +3 at 20th level. This aura can be maintained for 1 round per two levels of the arcaknight.

Aura of Silencing: Any arcane spell cast within the aura's radius can be cast with no verbal components. Spells without verbal components are not affected. This

aura can be maintained for 1 round per level of the arca knight.

Aura of Stillness: Any arcane spell cast within the aura's radius can be cast with no somatic components. Spells without somatic components are not affected. This aura can be maintained for 1 round per level of the arca knight.

Aura of Widening: All numeric measurements of a burst, emanation, line, or spread shaped arcane spell cast within the aura's radius are doubled. Spells that do not have an area of one of these four sorts are not affected. This aura can be maintained for 1 round per three levels of the arca knight. The arca knight must be at least 5th level before choosing this aura.

Arcane Defense (Su): At 2nd level, an arca knight can alter her *mage armor* spell to take on the illusionary appearance of full plate armor, which she can be visually customized to her specifications. In addition, when she activates her *arcane shield*, it can also assume the illusionary appearance of a matching heavy shield, thus, providing an arca knight with the appearance of a true arcane knight.

As the arca knight gains levels, she can enhance the armor bonus of any *mage armor* spell she casts upon herself. At 6th level, this arcane bonus improves by +1, and an addition +1 for every four arca knight levels thereafter (10th, 14th, and 18th), to a maximum of +4.

Note: The arcane bonus granted by arcane defense does stack with the armor bonus granted by *bracers of armor*, since the item is created with the *mage armor* spell. Thus, a pair of +5 *bracers of armor*, worn by a 14th level arca knight would provide her with a total armor bonus of +8, equal to that of a suit of full plate. Such an enhancement could be made permanent through the use of a *permanency* spell.

Eldritch Strike (Su): Once per day, a 3rd level arca knight can make an eldritch strike with one normal melee attack, unleashing raw magical energy upon her foe. She adds her Charisma bonus (if any) to her attack roll and deals 1d6 extra points of damage. At 7th level, and every four levels thereafter, the damage of the eldritch strike and number of uses per day increase by 1d6 and one respectively, as indicated on **Table 1-1**, to a maximum of 5d6 damage and five uses per day at 19th level.

Evocation (Su): At 5th level, and every four levels thereafter, an arca knight can select one evocation that can be used by expending her eldritch strike attacks. Once an evocation is selected, it cannot be changed. Each evocation functions exactly like the spell, using the arca knight's level as the caster level. As the arca knight gains levels, she gains access to more powerful evocations. An arca knight may select any evocation that she has access to, even lower level ones.

At 5th level, the arca knight can select from the following initial evocations. The arca knight must spend one eldritch strike to use the following evocations.

- *Burning hands*
- *Magic missile*
- *Shocking grasp*

At 9th level, an arca knight adds the following evocations to the list of those that can be selected. The arca knight must spend one eldritch strike to use the following evocations.

- *Scorching ray*
- *Shatter*
- *Flaming sphere*

At 13th level, an arca knight adds the following evocations to the list of those that can be selected. The arca knight must spend two eldritch strikes to use the following evocations.

- *Fireball*
- *Lightning bolt*
- *Shout*

At 17th level, an arca knight adds the following evocations to the list of those that can be selected. The arca knight must spend three eldritch strikes to use the following evocations.

- *Cone of cold*
- *Greater shout*

Arcane Champion (Su): At 20th level, an arca knight becomes a conduit for arcane energies. She gains damage reduction 5/-, and whenever she uses any of the spell-like abilities requiring her to expend eldritch strikes, she maximizes their damage. In addition, she gains spell resistance equal to 5 + her arca knight level, for a number of rounds per day equal to her arca knight level + her Charisma modifier, and need not be consecutive rounds. This can be activated or deactivated as a swift action.

ARCAKNIGHT SPELLS

0-Level Arca knight Spells (Cantrips)

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Flare: Dazzles one creature (–1 on attack rolls).

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

1st-Level Arca knight Spells

Command: One subject obeys selected command for 1 round.

Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Expedition Retreat: Your speed increases by 30 ft.

Mage Armor: Gives subject +4 armor bonus.

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Stabilize: Cause a dying creature to stabilize.

True Strike: +20 on your next attack roll.

2nd-Level Arcaknight Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Daze Monster: Living creature of 6 HD or less loses next action.

Deathwatch: Reveals how near death subjects within 30ft. are.

Keen Edge: Doubles normal weapon's threat range.

Make Whole: Repairs an object.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Status: Monitors condition, position of allies.

3rd-Level Arcaknight Spells

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Dispel Magic: Cancels magical spells and effects.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Weapon, Greater: +1/four levels (max +5).

Phantom Steed: Magic horse appears for 1 hour/level.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

Telepathic Bond: Link lets allies communicate.

4th-Level Arcaknight Spells

Dimensional Anchor: Bars extradimensional movement.

Displacement: Attacks miss subject 50% of the time.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Freedom of Movement: Subject moves normally despite impediments.

Globe of Invulnerability, Lesser: Stops 1st- through 3rdlevel spell effects.

Invisibility Purge: Dispels invisibility within 5 ft./level.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Stoneskin^M: Ignore 10 points of damage per attack.

Wall of Force: Wall is immune to damage.

5th-Level Arcaknight Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Death Ward: Grants immunity to death spells and negative energy effects.

Dismissal: Forces a creature to return to native plane.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

6th-Level Arcaknight Spells

Antimagic Field: Negates magic within 10 ft.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Forcecage^M: Cube or cage of force imprisons all inside.

Iron Body: Your body becomes living iron.

Mage's Sword^F: Floating magic blade strikes opponents.

Restoration^M: Restores level and ability score drains.

Spell Resistance: Subject gains SR 12 + level.

Transformation^M: You gain combat bonuses.

TABLE 3-13: WARLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Battle leader, inspired word
2nd	+2	+3	+0	+0	Tactical maneuvers
3rd	+3	+3	+1	+1	Medal of valor
4th	+4	+4	+1	+1	Battle zeal
5th	+5	+4	+1	+1	Leadership
6th	+6/+1	+5	+2	+2	Quick march
7th	+7/+2	+5	+2	+2	Defiant surge
8th	+8/+3	+6	+2	+2	Battle prowess
9th	+9/+4	+6	+3	+3	Hard to kill
10th	+10/+5	+7	+3	+3	Battlefield control
11th	+11/+6/+1	+7	+3	+3	Chief Captain
12th	+12/+7/+2	+8	+4	+4	Bolster the troops
13th	+13/+8/+3	+8	+4	+4	Battle awareness
14th	+14/+9/+4	+9	+4	+4	Mantle of command
15th	+15/+10/+5	+9	+5	+5	Battle ready
16th	+16/+11/+6/+1	+10	+5	+5	Field Marshal
17th	+17/+12/+7/+2	+10	+5	+5	Quick recovery
18th	+18/+13/+8/+3	+11	+6	+6	Battle hardened
19th	+19/+14/+9/+4	+11	+6	+6	Unbalancing blow
20th	+20/+15/+10/+5	+12	+6	+6	Veteran of War

WARLORD

Accomplished and competent battle leaders, warlords stand on the front line issuing commands and bolstering their allies, while leading the battle with weapon in hand. Warlords know how to rally their companions to win a fight. A warlord's ability to lead others to victory is a direct result of his history. He could be a minor war chief looking to make a name for himself, a pious knight-commander on leave from his militant order, a youthful noble eager to apply years of training to life outside the castle walls, a calculating mercenary captain, or a courageous marshal of the borderlands who fights to protect the frontier. Regardless of his background, the warlord is a skillful warrior with an uncanny gift for leadership.

Role: Warlords are inspiring commanders who have become masters of battle tactics through endless hours of training and practice, personal determination, and sheer physical toughness. Their armor is no hindrance and a worn weapon serves as a natural extension of their arms.

Alignment: Any

Hit Die: d10

Class Skills

The warlord's class skills are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Perform (oratory) (Cha), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All the following are class features of the warlord.

Weapon and Armor Proficiency: Warlords are

proficient with all simple and martial weapons, with light, medium and heavy armor, and with shields (including tower shields).

Battle Leader (Ex): A warlord is highly trained in battlefield tactics and leadership. Once per day, a warlord can give an inspiring speech to his allies by making a Diplomacy skill check as a free action, prior to the commencement of an encounter. Any ally within 30 feet of the warlord that can hear and understand him, including himself if he desires, gains a +1 circumstance bonus to initiative during the course of the encounter, or for a number of rounds equal to the 4 + his Charisma, whichever comes first. This bonus increases to +2 at 6th level, +3 at 11th, and +4 at 16th level. A warlord can attempt this check twice per day at 9th level, and three times per day at 18th level.

Inspired Words (Ex): A warlord with 1 or more ranks in Diplomacy can inspire allies, even himself if he so desires, to perform well beyond their normal capacities and reach greater heights of endurance, resilience, and prowess in battle. The targets must be able to hear the warlord's words for a total of 3 full rounds. An affected ally receives a +1 circumstance bonus on all Strength- and Dexterity-based skill checks. This bonus increases to +2 at 6th level, and by +1 every five levels thereafter (+3 at 11th, and +4 at 16th). The effect lasts for a number of rounds equal to one-half the warlord's level.

Tactical Maneuvers (Ex): At 2nd level, a warlord can improve an ally's ability to maneuver on the battlefield. Any ally within 30 feet of the warlord, and the warlord himself if he desires, is able to take one extra move action during the course of an encounter. This ability can be activated once per day, and an additional time per day for every eight levels thereafter (10th, 18th), to a maximum of three times per day.

Medal of Valor (Ex): At 3rd level, a warlord gains a +4 morale bonus on all saving throws against fear effects.

Battle Zeal (Ex): At 4th level, a warlord can enhance an ally's quickness in battle. Once per day, the warlord, and any ally within 30 feet of the warlord can take one extra attack at their highest attack bonus during the course of an encounter. A warlord can activate this ability twice per day at 10th level, and three times per day at 16th. The effect lasts for a number of rounds equal to one-half the warlord's level.

Leadership: At 5th level, a warlord gains the Leadership feat, even though it usually cannot be accessed until 6th level.

Quick March (Ex): At 6th level, a warlord can compel his allies to greater speeds. Once a day, any ally (including the warlord) within 30 feet of the warlord gains a bonus of 5 feet to his land speed. This bonus increases by an additional 5 feet every six warlord levels (11th, and 16th), to a maximum of 15 feet. This benefit applies only when the ally is not carrying a heavy load. Apply this bonus before modifying the ally's speed because of any load carried. A warlord can activate this ability twice per day at 12th level, and three times per day at 18th. The effect lasts for a number of rounds equal to half the warlord's level.

Defiant Surge (Ex): At 7th level, a warlord can enhance an ally's resistance to physical and mental attacks once per day. Any ally within 30 feet of the warlord gains a +1 bonus to all saves, and an additional +1 every four warlord levels thereafter (11th, 15th, and 19th), to a maximum of +4. A warlord can activate this ability twice per day at 12th level, and three times per day at 17th. The effect lasts for a number of rounds equal to one-half the warlord's level.

Battle Prowess (Ex): At 8th level, a warlord can greatly enhance an ally's skill-at-arms. Once per day, any ally within 30 feet of the warlord gains a +1 competence bonus on attack rolls, and a +2 bonus on damage rolls. These bonuses increase to +2 and +4 respectively at 13th level, and +3 and +6 respectively at 18th level. A warlord can activate this ability twice per day at 12th level, and three times per day at 16th. The effect lasts for a number of rounds equal to one-half the warlord's level.

Hard to Kill (Ex): At 9th level, a warlord can bolster an ally to resist the onset of death and remain conscious despite his grievous wounds. Once per day, any ally (including the warlord) within 30 feet of the warlord gains the benefits of the Diehard feat, even if they do not qualify for it. Unlike the feat, the maximum number of negative hit points that an ally can sustain and remain conscious before succumbing to death is equal to the warlord's level in negative numbers. Thus, any ally bolstered in this manner by a 12th level warlord can remain conscious until he reaches -12 hit points, and dies at -13 hit points. A warlord can activate this ability twice per day at 14th level, and three times per day at 19th. The effect lasts throughout

the course of the encounter in which the ability was activated.

Battlefield Control (Ex): At 10th level, any opponent that begins its turn within the warlord's threatened area treats all the squares that he threatens as difficult terrain. Thus, the movement of opponents affected by this ability is slowed. At 15th level, the warlord's threat area increases by 5 feet, and an additional 5 feet at 19th level, for a total of 10 feet. This reach increase functions only for the purposes of this ability.

Chief Captain (Ex): At 11th level, a warlord is viewed as a legitimate and powerful military authority, and becomes more resilient to physical damage. He gains DR 1/magic and adamantine, and any Diplomacy or Intimidate skill checks now require only a standard action. In addition, a warlord receives a second cohort who serves as his personal bodyguard. This second cohort is always a fighter whose level is four levels lower than that determined by the warlord's leadership score, and no higher than four levels lower than the warlord's class level. The bodyguard should be equipped with gear appropriate for its class, level, and duties. The chief captain can try to attract a cohort of a particular race, gender, and alignment.

Bolster the Troops (Ex): At 12th level, a warlord can strengthen an ally's resolve to fight on. Any ally within 30 feet of the warlord gains a number of temporary hit points equal to 5 x one-half of the warlord's level + his Charisma modifier, during the course of an encounter. This ability can be activated once per day, and an additional time per day at 17th level. Any damage taken by allies is subtracted from these temporary hit points first, once they have been received, and do not count against their normal hit points at full health.

Battle Awareness (Ex): At 13th level, a warlord gains a +5 competence bonus to his Knowledge (engineering), Knowledge (nobility), and Perception checks, due to his increased experience with siege warfare and battlefield command.

Mantle of Command (Su): A warlord possesses an undeniable presence of command on the field of battle. Once per day, a 14th level warlord can demand the unquestionable obedience of a single ally and have him fulfill a simple task, as the *command* spell. A warlord can use this ability twice per day at 18th level.

Battle Ready (Ex): At 15th level, a warlord gains the Improved Initiative feat. If the warlord already has the Improved Initiative feat, he gains a +4 insight bonus on his Perception checks.

Field Marshal (Ex): At 16th level, a warlord becomes an indispensable and decisive front line commander. His DR increases to 3/magic and adamantine, he gains immunity to fear (magical or otherwise), and a +4 morale bonus against charm and compulsion effects. Each ally within 10 feet of the warlord also gains a +4 morale bonus on saving throws against fear effects.

Quick Recovery (Su): At 17th level, a warlord can increase the efficiency of an ally's natural ability to heal. Once per day, any ally within 30 feet of the warlord gains fast healing 1 for a number of rounds equal to the warlord's level + his Charisma modifier. This improves to fast healing 2 at 20th level.

Battle Hardened (Ex): Starting at 18th level, a warlord's fighting spirit enables him to push his body beyond the normal limits of endurance. He no longer automatically fails a saving throw on a roll of 1. He might still fail the save if his result fails to equal or beat the DC.

Unbalancing Blow (Ex): At 19th level, a warlord can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunity from creatures threatening its square. This ability works only on creatures up to one size category larger than the warlord.

Veteran of War (Ex): At 20th level, a warlord earns the honored title of veteran of war. His DR increases to 5/magic and adamantine, and he gains immunity to charm and compulsion effects. In addition, a warlord can take 10 on all Diplomacy and Intimidate skill checks.

Alternate Configuration of the Warlord's Class Features

Inspired Words: A warlord is trained to use the Diplomacy skill to inspire those around him through oration to perform well beyond their normal capacities, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a warlord can use inspired words for 2 additional rounds per day. Each round, the warlord can produce any one of the types of inspired words that he has mastered, as indicated by his level.

A warlord can start his inspired words as a standard action, but it can be maintained each round as a free action. To change his inspired words from one effect to another requires the warlord to stop his previous oration and start a new one as a standard action. A warlord's inspired words cannot be disrupted, but it ends immediately if the warlord is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A warlord cannot have more than one inspired words effect active at one time.

At 9th level, a warlord can start his inspired words oration as a move action instead of a standard action. At 15th level, a warlord can start his inspired words oration as a swift action. The targets must be able to hear the warlord for his inspired words to have any effect, and such orations are language dependent. A deaf warlord has a 20% chance to fail when attempting to use his inspired words. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are unaffected by the warlord's inspired words.

Enhanced Aptitude (Ex): At 1st level, a warlord can use inspired words to increase one or more allies' ability to perform physically. Each ally within 30 feet of and able to hear the warlord (including the warlord himself) receives a +1 circumstance bonus on all Strength- and Dexterity-based skill checks. This bonus increases by 1 every five levels thereafter (6th, 11th, and 16th) to a maximum of +4. The warlord can affect one ally (and himself) at 1st level, and an additional ally for every three levels the warlord has attained beyond 1st level.

Tactical Maneuvers (Ex): At 2nd level, a warlord can use inspired words to improve maneuverability of one of more allies on the battlefield. Each ally within 30 feet of and able to hear the warlord (including the warlord himself) can take one extra move action during the course of a single encounter. The warlord can affect one ally (and himself) at 2nd level, and an additional ally for every three levels the warlord has attained beyond 2nd level. In addition, the warlord can use this ability twice per day at 9th level, and three times per day at 16th level.

Battle Zeal (Ex): At 4th level, a warlord can use inspired words to enhance the quickness of one or more allies in battle. Once per day, each ally within 30 feet of and able to hear the warlord (including the warlord himself) can take one extra attack at their highest attack bonus during the course of a single encounter. The warlord can affect one ally (and himself) at 4th level, and an additional ally for every four levels the warlord has attained beyond 4th level.

Quick March (Ex): At 6th level, a warlord can use inspired words to urge one or more allies to greater speeds. Once per day, each ally within 30 feet of and able to hear the warlord (including the warlord himself) gains a bonus of 5 feet to his land speed. This bonus increases by an additional 5 feet every six levels the warlord has attained (11th and 16th), to a maximum of 15 feet. This benefit applies only when an ally is not carrying a heavy load. Apply this bonus before modifying the ally's speed because of any load carried. The warlord can affect one ally (and himself) at 6th level, and an additional ally for every three levels the warlord has attained beyond 6th level. In addition, the warlord can use this ability twice per day at 12th level, and three times per day at 18th level.

Defiant Surge (Ex): At 7th level, a warlord can use inspired words to enhance the resistance to physical and mental attacks of one or more allies. Once per day, each ally within 30 feet of and can hear the warlord (including the warlord himself) gains a +1 resistance bonus to all saving throws. This bonus increases by 1 every four levels thereafter (11th, 15th, and 19th), to a maximum of +4. The warlord can affect one ally (and himself) at 7th level, and an additional ally for every four levels the warlord has attained beyond 7th level.

Battle Prowess (Ex): At 8th level, a warlord can use inspired words to greatly enhance the fighting ability of one or more allies. Once per day, each ally within 30 feet

of and can hear the warlord (including the warlord himself) gains a +1 bonus on attack rolls, and a +2 bonus on damage rolls. These bonuses increase to +2 and +4 respectively at 13th level, and +3 and +6 respectively at 18th level. The warlord can affect one ally (and himself) at 8th level, and an additional ally for every six levels the warlord has attained beyond 8th level.

Hard to Kill (Ex): At 9th level, a warlord can use his inspired words to fortify one or more allies to resist the onset of death and remain conscious despite his grievous wounds. Once per day, each ally within 30 feet of and can hear the warlord (including the warlord himself) gains the benefits of the Diehard, even if they do not qualify for it. Unlike the feat, the maximum number of negative hit points that an ally can sustain and remain conscious before succumbing to death is equal to the warlord's level in negative numbers (minimum of -10). Thus, any ally fortified in this manner by a 12th level warlord can remain conscious until he reaches -12 hit points, and dies at -13 hit points. The warlord can affect one ally (and himself) at 9th level, and an additional ally for every five levels the warlord has attained beyond 9th level.

Bolster the Troops (Ex): At 12th level, a warlord can use inspired words to bolster the resolve of one or more allies to fight on in battle. Once per day, each ally within 30 feet of and can hear the warlord (including the warlord himself) gains a number of temporary hit points equal to twice the warlord's level + his Charisma modifier. Any damage taken by those affected by this ability is subtracted from these temporary hit points first, once they have been received, and do not count against an individual's normal hit points at full health. The warlord can affect one ally (and himself) at 12th level, and an additional ally for every four levels the warlord has attained beyond 12th level.

Quick Recovery (Su): At 17th level, a warlord can use inspired words to increase the efficiency of the natural ability to heal of one or more allies. Once per day, each ally within 30 feet of and can hear the warlord (including the warlord himself) gains fast healing 1 for a number of rounds equal to the warlord's level + his Charisma modifier. The warlord can affect one ally (and himself) at 17th level, and an additional ally at 20th level. In addition, this ability improves to fast healing 2 at 20th level.

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