

# Khanduran Tribesman

**Alignment:** Any.

**Hit Die:** d12.

**Class Skills:** The Khanduran Tribesman's class skills (and the key ability for each skill) are Craft (Int), Climb (Str), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

**Skill Points:** 4 + Int bonus

**Weapon and Armor Proficiency:** A Khanduran Tribesman is proficient with all simple and martial weapons, light armor, medium armor, and shields.

**Table X-1: The Khanduran Tribesman**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points
1	+1	+2	+0	+0	Category 1 Ability	2
2	+2	+3	+0	+0	Category 1 Ability	3
3	+3	+3	+1	+1	Category 1 Ability	4
4	+4	+4	+1	+1	Category 1 Ability	5
5	+5	+4	+1	+1	Category 2 Ability	8
6	+6	+5	+2	+2	Category 2 Ability	11
7	+7	+5	+2	+2	Category 2 Ability	14
8	+8	+6	+2	+2	Category 2 Ability	17
9	+9	+6	+3	+3	Category 3 Ability	22
10	+10	+7	+3	+3	Category 3 Ability	27
11	+11	+7	+3	+3	Category 3 Ability	32
12	+12	+8	+4	+4	Category 3 Ability	37
13	+13	+8	+4	+4	Category 4 Ability	44
14	+14	+9	+4	+4	Category 4 Ability	51
15	+15	+9	+5	+5	Category 4 Ability	58
16	+16	+10	+5	+5	Category 4 Ability	65
17	+17	+10	+5	+5	Category 5 Ability	74
18	+18	+11	+6	+6	Category 5 Ability	83
19	+19	+11	+6	+6	Category 5 Ability	92
20	+20	+12	+6	+6	Category 5 Ability	101

Abilities from the lists may be taken at every level from the Category indicated or from a lower Category. Each ability can be taken once or twice. Choosing the same ability a second time increases its function as indicated. Some abilities require the expenditure of Power Points as indicated in the descriptions.

## Category 1 Abilities

### Axe Mastery

- 1: Gain +1 to hit with all Axes (including basic, martial and exotic axes).
- 2: Gain +1 damage with all Axes (including basic, martial and exotic axes).

### Bash

- 1: For one Power Point a tribesman can attempt a Bash attack as a full round action. Treat the attack as a normal (single) attack, if the attack hits, the tribesman and the defender make opposed Strength checks. The tribesman adds a +4 bonus for each size category that he is above the defender or a -4 penalty for each size category that he is below the defender. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable. If the tribesman beats the defender, the tribesman pushes the defender back 5 feet. If the tribesman fails to beat the defender's Strength check, nothing additional occurs.
- 2: As above, except if successful the defender is pushed back 10 feet.

### Find Potion

- 1: For a cost of one Power Point a Tribesman can spend a full round to search a freshly vanquished foe to find the ingredients of a crude healing potion that only works on the Tribesman's metabolism. There is a 1 in 8 chance that a potion will be found. Roll 1d8: 1-4 - Minor Healing Potion (1d8+1 hp); 5-7 - Light Healing Potion (2d8+3 hp); 8-9 - Standard Healing Potion (4d8+7 hp).
- 2: The chance to find a potion increases to 1 in 4 and the Tribesman gains +1 on the d8 roll to determine the potion type.

### Howl

- 1: For a cost of one Power Point, a Tribesman can let loose a bone-chilling howl as a full-round action. Opponents within 20 feet who hear this cry must attempt a Will save (DC 10 + ½ class level + Charisma bonus). Those that fail flee from you for 1d6 rounds.
- 2: As above, but with a range of 40 feet, and opponents must flee for 2d6 rounds.

### Mace Mastery

- 1: Gain +1 to hit with all Maces (including basic, martial and exotic maces, clubs and hammers).
- 2: Gain +1 damage with all Maces (including basic, martial and exotic maces, clubs and hammers).

### Polearm Mastery

- 1: Gain +1 to hit with all Polearms (including basic, martial and exotic two-handed melee weapons excluding axes, spears and swords).
- 2: Gain +1 damage with all Polearms (including basic, martial and exotic two-handed melee weapons excluding axes, spears and swords).

### Spear Mastery

- 1: Gain +1 to hit with all Spears (including basic, martial and exotic spears, javelins and tridents).
- 2: Gain +1 damage with all Spears (including basic, martial and exotic spears, javelins and tridents).

### **Sword Mastery**

- 1: Gain +1 to hit with all Swords (including basic, martial and exotic swords).
- 2: Gain +1 damage with all Swords (including basic, martial and exotic swords).

### **Thrown Mastery**

- 1: Gain +1 to hit with all Thrown Weapons (including basic, martial and exotic daggers, darts, thrown axes and rocks).
- 2: Gain +1 damage with all Thrown Weapons (including basic, martial and exotic daggers, darts, thrown axes and rocks).

## **Category 2 Abilities**

### **Double Swing**

- 1: Gain the benefits of the Two-Weapon Fighting feat
- 2: Gain the benefits of the Improved Two-Weapon Fighting feat

### **Leap**

- 1: For 3 Power Points a Tribesman can perform a Bash attack against several foes by jumping into the midst of them. The Tribesman must precede the attack with a jump (a move-equivalent action). Each foe adjacent to the Tribesman's landing point must make an opposed Strength check or be knocked backward 5 feet. A foe gets a +4 bonus for each size category it is larger than the Tribesman or a –4 penalty for each size category it is smaller than the Tribesman. The Tribesman gets a +2 bonus for every 5 feet jumped. A foe rolling equal to or better than the Tribesman does not move at all.
- 2: As above but for an additional Power Point the Tribesman gains a +5 on his jump check and his opposed strength check.

### **Shout**

- 1: For 3 Power Points the Tribesman can roar with fury, disorienting foes as a standard action. All foes within 40 feet must make a successful Will check (DC 12 + ½ class level + Cha bonus) or suffer a –2 penalty to all attack rolls for the next 2d4 rounds.
- 2: As above, but for an additional Power Point the shout has a range of 60 feet and those failing the save suffer a –2 penalty to damage rolls in addition.

### **Taunt**

- 1: For 2 Power Points the Tribesman uses a combination of crude gibes and gestures to goad a single foe into fighting the taunting Tribesman exclusively. As a partial action, the Tribesman forces the foe to attempt a Will save (DC 18 + Cha bonus). A foe that fails moves towards the taunting Tribesman and attacks him for the next 1d6 rounds. The foe must be able to perceive the Tribesman to be affected by the taunts – foes with no intelligence rating are not affected. (Prerequisite: Howl ability)
- 2: As above, but for an additional Power Point the taunt DC rises to 22 + Cha bonus and the foe must attack for 2d4 rounds.

## **Group 3 Abilities**

### **Double Throw**

- 1: As a standard action the Tribesman can throw 2 weapons in the same round (one from each hand) with all the normal penalties for two-weapon fighting (but not requiring a full round action to use both weapons). (Prerequisite: Double Swing ability or Two Weapon Fighting)
- 2: As above, except that the penalties to hit with both thrown weapons (due to two-weapon fighting) are reduced by 2.

### **Find Item**

- 1: For a cost of one Power Point a Tribesman can spend a full round to search a freshly vanquished foe for a 1 in 6 chance to find a base item or its value in gold pieces. This ability and Find Potion cannot be used on the same corpse. (Prerequisite: Find Potion ability)
- 2: As above, except the chance rises to 1 in 3.

### **Increased Stamina**

- 1: The Tribesman gains the benefits of the Endurance feat.
- 2: The Tribesman gains a +4 bonus to Constitution checks to resist subdual damage caused by lack of food or water. The character becomes fatigued due to starvation or dehydration only after failing two Constitution checks, rather than one.

### **Stun**

- 1: For 5 Power Points the Tribesman's next attack can be a stunning attack. The attack suffers a –2 penalty to hit, but if successful, the foe must attempt a Fortitude save (DC 10 + ½ class level + Strength bonus) in addition to taking regular damage. If the save fails, the foe is stunned for 1 round (until the Tribesman's next action). Creatures immune to critical hits are also immune to stunning. (Prerequisite: Bash ability)
- 2: As above, but for 2 additional Power Points there is no penalty to hit and the Fortitude save DC is increased by 2.

## **Group 4 Abilities**

### **Battle Cry**

- 1: For 7 Power Points the Tribesman lets loose with a bloodcurdling yell as a standard action. Opponents within 30 feet who hear it must make a Will save (DC 10 + ½ class level + Cha bonus). Those that fail suffer a –2 penalty to AC and damage rolls for 2d4 rounds. (Prerequisite: Taunt ability)
- 2: As above, but for 3 additional Power Points the range increases to 50 feet and opponents failing their save are also caught flat-footed for the next round (until the Tribesman's next action).

### **Concentrate Attack**

- 1: If the Tribesman uses no other special abilities in a round, he may choose a single creature to attack in melee. The Tribesman gains a +2 competence bonus to all melee attacks against this creature. Also, until his next turn, the Tribesman gains a +2 dodge bonus against any other creature that makes a melee attack against him and suffers a –2 dodge penalty against melee attacks by the creature he is concentrating on. (Prerequisite: Stun ability)
- 2: As above, except the Tribesman's bonus to hit increases to +4

### **Iron Skin**

- 1: The Tribesman's skin becomes more dense, through exercise, diet and conditioning (and excessive battle scarring). The Tribesman gains a +2 natural armor bonus.

2: As above, except granting a +4 natural armor bonus.

#### ***Leap Attack***

1: The Tribesman can jump to an enemy and attack as a full-round action. A normal jump roll is required to make the leap, but the maximum leaping distance is not limited by the Tribesman's height. The distance of the move does not draw an attack of opportunity from any spaces traveled through, nor does the attack. The Tribesman gains a +2 charge bonus to hit. (Prerequisite: Leap ability)

2: As above, but for 3 Power Points the Tribesman gains a +5 bonus to his jump roll and gains a +4 charge bonus to hit and a +2 charge bonus to damage.

### **Group 5 Abilities**

#### ***Battle Orders***

1: For 7 Power Points the Tribesman can bark out commands to his allies within 30 feet as a move-equivalent action. This gives a +2 inspiration bonus to all allies' attack rolls until your next action. (Prerequisite: Shout ability)

2: As above, but for an additional 4 Power Points the range increases to 40 feet and the inspiration bonus applies to attack and damage rolls.

#### ***Frenzy***

1: For 9 Power Points the Tribesman can make a Frenzied melee attack as a standard action (as a normal melee attack). If the attack hits the Tribesman can attack again with the same weapon at half the attack bonus of the previous attack (round down). If the second attack hits, the cycle repeats itself until either the Tribesman misses an attack or the attack bonus is reduced below +1. Frenzy can only be triggered once per round and cannot be combined with feats such as Cleave and Great Cleave. (Prerequisite: Double Swing ability)

2: As above, but for 2 additional Power Points the Frenzy can be combined with feats such as Cleave and Great Cleave.

#### ***Grim Ward***

1: For 9 Power Points the Tribesman can assemble the bones and viscera of defeated foes into a macabre warning sign as a full round action. Enemies cannot approach within 20 feet of the ward unless they make a successful Will save (DC 10 +  $\frac{1}{2}$  class level + Cha bonus). The ward lasts for 1 round per class level. (Prerequisite: Find Item ability)

2: As above, but for an additional 4 Power Points the range is extended to 40 feet and the save DC is increased by 2.

#### ***Increased Speed***

1: The Tribesman's base speed is increased by 10 feet when wearing no armor, light armor or medium armor. When wearing heavier armor, the Tribesman's speed increases by 5 feet. (Prerequisite: Increased Stamina ability)

2: As above, but double the speed increase.