

# Khanduran Amazon

**Alignment:** Any.

**Hit Die:** d10.

**Class Skills:** The Khanduran Amazon's class skills (and the key ability for each skill) are Craft (Bowyer) (Int), Craft (Fletcher) (Int), Disable Device (Int), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

**Skill Points:** 2 + Int bonus

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

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

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 it's function as indicated. Some abilities require the expenditure of Power Points as indicated in the descriptions.

## Category 1 Abilities

### Critical Strike

1: Increase the threat range of all weapons by 1 point. This does not stack with the Improved Critical feat.

2: As above, but increase the threat range by 2 points.

### Fire Arrow

1: For 1 Power Point an Amazon can take a full-round action to enchant and shoot normal arrows as fire arrows. A hit deals normal arrow damage plus 1d4 points of nonmagical fire damage. An Amazon can turn one normal arrow into a fire arrow for each ranged attack her level allows. Arrows used in this way can't be recovered.

2: As above, but for 1 additional Power Point the fire damage is increased to 1d6+1.

### Inner Sight

1: An Amazon with Inner Sight gains a +2 circumstance bonus to Spot checks against creatures in darkened areas. She also gains a +1 circumstance bonus to attacks against such creatures if she is within 30 feet of them. She cannot be caught flat-footed or sneak attacked by creatures spotted using this ability.

2: As above, except the Amazon gains a +2 circumstance bonus to the attack rolls and the power negates any miss chance for concealment caused by darkness.

### Jab

1: An Amazon using a Piercing weapon can take a standard action to make 2 attacks at her full BAB with a -2 circumstance penalty. These attacks have a -1 circumstance penalty to damage and cannot take advantage of the Amazon's strength bonus to damage. If the weapon deals additional damage from an energy source or a special ability, that additional damage only applies once.

2: As above, but the amazon can make 3 attacks at her full BAB with a -2 circumstance penalty, dealing normal damage but not including the Amazon's strength bonus to damage.

### Magic Arrow

1: For 1 Power Point an Amazon can take a full-round action to create and fire magic arrows. These arrows gain a +6 enhancement bonus to hit and a +1 enhancement bonus to damage. An Amazon can create one magic arrow for each ranged attack her level allows. The magic arrows disappear after they hit.

2: As above, but for 2 Power Points an Amazon can create Magic Arrows with a +12 enhancement bonus to hit and a +2 enhancement bonus to damage.

## Category 2 Abilities

### Cold Arrow

1: For 3 Power Points an Amazon can take a full-round action to enchant and shoot normal arrows as cold arrows. A hit deals normal arrow damage plus 1d4 points of magical cold damage. Any creature hurt by this cold damage must make a Fort save (DC 10 + ½ class level + Con

bonus) or be *slowed* for d3 rounds. An Amazon can turn one normal arrow into a cold arrow for each ranged attack her level allows. Arrows used in this way can't be recovered.

2: As above, but for 2 additional Power Points the cold damage is increased to 1d6+1 and the *slow* effect is increased to d4+1 rounds.

### **Dodge Attacks**

1: The Amazon gains the Expertise feat.

2: The Amazon gains the Evasion rogue ability.

### **Multiple Shot**

1: For 3 Power Points an Amazon can take a full round action to enchant and fire normal arrows as multiple arrows. The arrow splits into three arrows in flight, allowing 3 attack rolls against different foes. An Amazon can only target each foe once per arrow divided by Multiple Shot, and each shot suffers a cumulative -2 attack penalty (-2 against the first target, -4 against the second, -6 against the third). An Amazon can turn one nonmagic arrow into a multiple-shot arrow for each ranged attack her level allows. Arrows used this way can't be recovered (Prerequisite: Magic Arrow ability)

2: As above, but for 2 additional Power Points, the arrow can be split into 5 arrows.

### **Poison Javelin**

1: For 3 Power Points an Amazon can take a full-round action to enchant and hurl a normal javelin as a poison javelin. The javelin streaks toward its target, leaving a trail of green vapor. If it hits, the javelin deals half damage and the creature may be poisoned. The target must make a Fortitude save (DC 14 + 1/3 class level + Cha bonus) or suffer initial damage of 2 Con and secondary damage of 1d2 Con. Breathing creatures within 5 feet of the path of the javelin are exposed to its gas trail. They must make a Fort save DC 15 or take 2 points of Con damage with no secondary damage.

2: As above, but for 1 additional Power Point, the poison DC is increased by 2, the initial damage is increased to d2+1 Con and the secondary damage to d4 Con. (The trail still causes no secondary damage).

### **Power Strike**

1: For 3 Power Points an Amazon can take a full-round action to attack once with a melee weapon. If it hits it discharges an electrical bolt into the foe. The bolt deals 1d8 points of electrical damage (Prerequisite: Jab ability)

2: For 2 additional Power Points the electrical bolt deals 2d8 points of electrical damage.

## **Category 3 Abilities**

### **Avoid**

1: The Amazon gains the Deflect Arrows feat. (Prerequisite: Dodge Attacks ability)

2: The Amazon gains a +2 circumstance bonus on uses of the Deflect Arrows feat.

### **Bolt of Lightning**

1: For 5 Power Points an Amazon can take a full-round action to enchant and hurl a normal javelin as a bolt of lightning. In mid-flight, the javelin transforms into a bolt of lightning dealing 2d10 points of electrical damage to whatever it strikes, with a Reflex save (DC 13 + 1/3 class level + Cha bonus) allowed for half damage. The javelin can't be recovered. (Prerequisite: Poison Javelin ability)

2: For an additional 2 Power Points the bolt of lightning deals an additional 1d10 damage.

### **Exploding Arrow**

1: For 5 Power Points an Amazon can take a full-round action to enchant and fire one normal arrow as an exploding arrow. The arrow is charged with lethal energy that deals damage to all creatures within 10 feet of the creature hit. The blast deals 1d6 points of damage for every two class levels (max 10d6). A creature not hit but in the area is allowed a Reflex save (DC 13 + 1/3 class level + Cha bonus) for half damage. Misses have no effect. The arrow can't be recovered. (Prerequisites: Fire Arrow and Multiple Shot abilities)

2: For an additional 2 Power Points, the blast has a 20 foot radius.

### **Impale**

1: An Amazon can declare an attack to be an Impaling attack. If the attack hits, the weapon deals an additional 2d6 points of damage. The weapon also takes 3 damage, bypassing the weapon's hardness. (Prerequisite: Jab ability)

2: As above, but the attack deals an additional 3d6 damage and the weapon takes 4 damage, bypassing hardness.

### **Slow Missiles**

1: For 5 Power Points an Amazon can use a full round action to make any projectile or thrown missiles coming within 10 feet of her (until her next turn) to literally slow down in flight. Those targeted by such missiles gain a +4 dodge bonus to their AC. Any enchanted missile (including the magic missile and various orb spells) must make a successful saving throw (DC 7 + class level + Cha bonus) or lose its magic. Missiles formed entirely of magic are harmlessly destroyed if they fail this save. (Prerequisite: Inner Sight ability)

2: For an additional 3 Power Points, the area of effect is increased to a 30 foot radius.

## **Category 4 Abilities**

### **Charged Strike**

1: For 7 Power Points an Amazon can take a full round action to attack once with a melee weapon and discharge an electrical bolt into the foe if it hits. In addition to dealing normal damage, the weapon is electrically charged, dealing 2d8 points of electrical damage and releasing a single charged bolt spell (3 bolts dealing 3d4 damage each hitting three different targets, no two of which can be more than 20 ft apart, Reflex save for 1/2 damage DC 13 + Cha bonus). (Prerequisites: Power Strike and Bolt of Lightning abilities)

2: For an additional 4 Power Points the electrical charge deals 3d8 points of electrical damage and the charged bolt spell deals 5d4 damage.

### **Guided Arrow**

1: For 7 Power Points an Amazon can take a full-round action to enchant and fire a normal arrow that hits the nearest foe within range, even turning corners or flying through an open door. If two or more foes are at equal range, the target is determined randomly. (Prerequisites: Cold Arrow and Multiple Shot abilities)

2: For an additional 4 Power Points, the Amazon may select a target that is the second closest target if she wishes, and the arrow gains a +2 circumstance bonus to damage.

### **Ice Arrow**

- 1: For 7 Power Points an Amazon can use a full-round action to enchant and fire a normal arrow as an ice arrow. In addition to its normal damage, the arrow deals 2d6 points of cold damage. Further, the foe struck by the arrow must make a Fort save (DC 14 + 1/3 class level + Cha bonus). Failure leaves the foe frozen in place and helpless for 1d3 rounds. (Prerequisite: Cold Arrow ability)
- 2: For an additional 4 Power Points, the Cold Damage is increased to 3d6 points and the freeze duration is increased to d4+1 rounds.

### **Penetrate**

- 1: For 7 Power Points an Amazon can use a ranged weapon ignoring 1 point of the target's AC (from armor, natural armor and shields only) for every 5 class levels. (Prerequisite: Critical Strike ability)
- 2: For an additional 4 Power Points, the AC reduction is increased to 1 point for every 3 class levels.

### **Plague Javelin**

- 1: For 7 Power Points an Amazon can enchant and hurl a normal javelin in the same round. The javelin streaks toward its target, leaving a trail of green vapor. If it hits, the javelin deals half damage and the target creature may be poisoned. The creature must make a Fort save (DC 14 + 1/3 class level + Cha bonus) or suffer initial damage of 2 Con and secondary damage of 1d4 Con. A cloud of noxious gas expands outward 15 feet from its point of impact and remains until the next round. Creatures in this area are exposed to the poison as if struck. Breathing creatures within 5 feet of the path of the javelin are exposed to its gas trail. They must make a Fort save at DC 15 or take initial damage of 2 Con and no secondary damage. (Prerequisite: Bolt of Lightning)
- 2: For an additional 4 Power Points the primary damage is increased to d3+1 Con and the secondary damage to d4+1 Con.

## **Category 5 Abilities**

### **Decoy**

- 1: For 9 Power Points an Amazon can take a full-round action to shape magical energy into a semisubstantial copy of herself. The decoy behaves like her, but deals no damage with its attacks. Opponents that fail a Will save (DC 15 + 1/3 class level + Cha bonus) attack or pursue the decoy in preference to you. The decoy lasts 2 rounds. (Prerequisite: Slow Missile ability)
- 2: For an additional 6 Power Points, the decoy lasts 1 round per three class levels.

### **Evade**

- 1: Gain a +2 Dodge bonus to AC and the rogue's Evasion ability. (Prerequisite: Avoid ability)
- 2: Gain the rogue's Improved Evasion ability

### **Fend**

- 1: Gain the Great Cleave feat
- 2: Gain the ability to take a 5 foot step before making a Cleave / Great Cleave attack.

### **Immolation Arrow**

- 1: For 9 Power Points an Amazon can use a full-round action to enchant and fire a normal arrow as an immolation arrow. When the arrow hits, it creates a fiery explosion. In addition to normal damage, the arrow deals 4d6 points of fire damage. An additional burst effect covers a square area 15 feet by 15 feet with the target at the center. That burst deals 1d6 damage per 3 class levels to all within it (Reflex save DC 15 + 1/3 class level + Cha bonus for half damage). The area continues to burn for 1d4 rounds, dealing 2d6 damage to all in the area each round. (Prerequisite: Exploding Arrow ability)
- 2: For an additional 6 Power Points, the burst extends an additional 5 feet, and deals 1d6 damage per 2 class levels, and continues to burn for d4+1 rounds for 2d6 damage per round.

### **Strafe**

- 1: For 9 Power Points an Amazon can fire a single arrow at each foe at close range (30 feet) in a 180 degree arc, all in the same round. The first attack is made normally and each following attack takes a cumulative -2 penalty to hit. This ability can only be used with ranged weapons that do not require move-equivalent actions to reload or ready. (Prerequisite: Guided Arrow)
- 2: For an additional 6 Power Points, the range is extended to 45 feet and the cumulative -2 penalty to hit is only applied after the second target.