

SCHOLARLY WARRIOR

The Scholarly Warrior is a fighter whose training includes a strong academic streak. They are usually knowledgeable about history, speak many languages, and are well-traveled. To a Scholarly Warrior, combat and war are simply another area in which to study and strive. A learned medieval knight or Japanese samurai might make an ideal scholarly warrior. Sean Connery's character in Highlander, Juan Sanchez Villa-Lobos Ramirez, is an example of a scholarly warrior.

Alignment: Scholarly warriors tend to be meticulous in their studies and self-disciplined in their approach to daily life. But their philosophical leanings are occasionally independent of their personal habits. Scholarly warriors are generally lawful, but may be of any alignment.

Background: Scholarly warriors generally have significant formal training, either from a college or from private tutors. As such, most come from a fairly well-off family.

Races: While Humans and Elves are the most common scholarly warriors, all races may take this class.

GAME RULE INFORMATION

Scholarly Warriors have the following game statistics.

Abilities: Intelligence determines the effectiveness of many of a scholarly warrior's abilities. At the same time, Strength, Constitution and Dexterity are fundamental to any warrior.

Alignment: Any

Hit Die: d8

Class Skills

A Scholarly warrior's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Chr), Gather Information (Chr), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), and Speak Language.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the scholarly warrior.

Weapon and Armor Proficiency: A scholarly warrior is proficient with all simple and martial weapons as well as with shields and all types of armor.

Insightful Action: A scholarly warrior may add a +2 insight bonus to any one d20 roll once a day. The decision to do so must be made before the roll is made. This ability reflects a scholarly warrior's ability to quickly understand and assess a situation. At each odd level the scholarly warrior gains the ability to do this one additional time per day. Further, the amount of the bonus improves as the scholarly warrior gains levels. The bonus becomes equal to his intelligence bonus + 1 at third level, and increases by one levels 11 and 17. The bonus can never be less than +2.

Breadth of Knowledge: A scholarly warrior gains certain bonuses to different skills. At first level this provides a +1 bonus to all knowledge skills. At level 6 this improves to +2 and a +1 bonus to all skills that have Intelligence as its key ability. At level 11 this bonus further improves to +3 for knowledge skills, +2 skills with Intelligence as a key ability and +1 for skills with Wisdom as a key ability. The bonuses each improve by one more at level 16 to +4, +3 and +2 respectively.

Insightful Strike: A scholarly warrior of second level or higher may add an insight bonus to his weapon damage. *This bonus may never exceed his intelligence bonus.* The maximum bonus increases by one for every 5 levels after level 2. This damage bonus counts as precision damage, so it only effects those creatures which have discernable anatomy, can only be used on range attacks if within 30 feet, etc.

Extra Skill Points: At level 2 and every even level thereafter, the scholarly warrior gains extra skill points. At each level they are earned at least half of them must be spent on knowledge skills.

Bonus Skill Focus: At level 3 and every 5 levels thereafter, the scholarly warrior gains a bonus skill focus feat. At level 3 this skill focus must be taken in a knowledge skill. At level 8 it may be taken in any skill that has Intelligence or Wisdom as a key ability. At level 13 any skill it may be taken in any skill that has Intelligence, Wisdom or Charisma as a key ability. At level 18 the skill focus may be taken in any skill.

Table 1: The Scholarly Warrior

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Insightful Action Uses</i>	<i>Extra Skill Points</i>	<i>Special</i>
1st	+1	+2	+0	+1	1		Breadth of Knowledge Insightful Action: (+2)
2nd	+2	+3	+0	+1	1	2	Insightful Strike +1
3rd	+3	+3	+1	+2	2		Bonus Skill Focus Insightful Action: (Int+1)
4th	+4	+4	+1	+2	2	4	Bonus Class Skill
5th	+5	+4	+1	+2	3		Bonus Feat
6th	+6/+1	+5	+2	+3	3	4	Breadth of Knowledge
7th	+7/+2	+5	+2	+3	4		Insightful Strike +2
8th	+8/+3	+6	+2	+4	4	4	Bonus Skill Focus
9th	+9/+4	+6	+3	+4	5*		Bonus Class Skill
10th	+10/+5	+7	+3	+5	5*	6	Bonus Feat
11th	+11/+6/+1	+7	+3	+5	6*		Breadth of Knowledge Insightful Action: (Int+2)
12th	+12/+7/+2	+8	+4	+6	6*	6	Insightful Strike +3
13th	+13/+8/+3	+8	+4	+6	7**		Bonus Skill Focus
14th	+14/+9/+4	+9	+4	+6	7**	6	Bonus Class Skill
15th	+15/+10/+5	+9	+5	+7	8**		Bonus Feat
16th	+16/+11/+6/+1	+10	+5	+7	8**	8	Breadth of Knowledge
17th	+17/+12/+7/+2	+10	+5	+8	9**		Insightful Strike +4 Insightful Action: (Int+3)
18th	+18/+13/+8/+3	+11	+6	+8	9**	8	Bonus Skill Focus
19th	+19/+14/+9/+4	+11	+6	+8	10***		Bonus Class Skill
20th	+20/+15/+10/+5	+12	+6	+9	10***	8	Bonus Feat

(The * After Insightful Action Uses indicate the number of times *Reactive Action* may be used per day.)

Bonus Class Skills: At level 4 and every 5 levels thereafter the scholarly warrior may add a skill to his list of class skills. At levels 4 and 9 this skill must have either Intelligence or Wisdom as a key ability. At level 14 this skill must have either Intelligence, Wisdom or Charisma as a key ability. At level 19 any skill may be added as a class skill.

Bonus Feats: At level 5 and every 5 levels thereafter the scholarly warrior may take a bonus feat. This feat may be any feat that he meets the requirements for and that does not have a minimum Strength, Constitution, or Dexterity requirement either directly or indirectly (through other feats that do have such a requirement.)

Reactive Action: Starting at ninth level a scholarly warrior may use his Insightful Action ability once a day *after* the d20 has been rolled, but before the success or failure of that roll has been determined. This increases to twice a day at level 13 and three times a day at level 19.