

Fighters

Zakharans divide fighters into two groups: career soldiers who are trained to fight in their youth and are paid by a ruler, and those who learned to fight through necessity or possess raw talent with the blade. Both groups share a disdain for each other.

Career soldiers (*askar* and *mamluk*) are usually connected to a military organization and act most effectively when coordinating as a group. They generally are skilled tacticians, competent equestrians, and have well-honed armaments. Whether groomed since childhood or raised in a warrior culture, fighting is in their blood.

Those who wield a sword for other causes (*guard*, *nadim*, and *sahib*) may or may not receive payment, and often have conflicting motives. For example, a harem guard may allow favorable suitors to come and go under the caliph's nose, or a *nadim* may still respect the sultan he served though the sultan now hunts him like a dog for his offensive poems. Generally, such fighters are fierce when cornered but lack the tactical finesse and superior arms of professional soldiers.

Display Weapon Prowess

Every Zakharan fighter has the ability to put on a stunning display with their weapon, whether a traditional sword dance or splitting a melon with an arrow. Doing so requires both a standard and a move action, and allows the fighter to use their Strength or Dexterity (whichever is higher) as a modifier to an Intimidate check instead of Charisma.

The Warrior's Code

Fighters come in many alignments, from the most valiant harem guard to the menacing and heartless mercenary. However, nearly all Zakharan fighters subscribe to “the warrior’s code”, at least in lip service if not in deed. At the DM’s discretion, failing to uphold the warrior’s code can result in the loss of 1 degree of station.

Answer any challenge to your honor, if from a worthy adversary.

Face an equal enemy one-on-one.

Honor the dying request of a fellow warrior, even if they have been your enemy.

Askar(a)

“Who abandons his home lessens his value.”

When wars break out petty rulers prefer to call upon cheap infantrymen drawn from the ranks of their own citizens. You are one of the *askar*, inheritor of a proud family tradition of honor, warrior spirit, and loyalty to the homeland; indeed, you can recount back a dozen generations of brave ancestors. Their legacy lives on in you. Whether your home is a humble oasis or grand Huzuz it is “the greatest of all places in Zakhara”, an assertion you are happy to prove at sword point. When your ruler needs your service, you rise from your post as city watch or town sheriff to lift your father’s sword once again. While the more educated claim you are chauvinistic, provincial, hard-drinking, and loud-mouthed, they do not know the depth to which your family’s enemies and the enemies of your home have wronged you. Everything you do, no matter how bloody, is to restore and protect your family’s honor. When the battle is won will you stay the blade or will you take on your ancestor’s vengeance as your own?

Class Features: Combat Challenge, Combat Superiority, For Honor & Family*

Class Skills: Athletics, Endurance, History, Intimidate, Streetwise

Station: 8

Suggested Feat: Weapon Focus

Suggested Skills: History, Intimidate, Streetwise

Suggested At-Will Powers: *oath strike**, *reaping strike*

Suggested Encounter Power: *passing attack*

Suggested Daily Power: *honor’s mark**

Suggested Paragon Paths: Peacemaker*, Scimitar Dancer*, Servant of Fate*

For Honor & Family

As long as you are in good standing with your family, gain a +1 bonus to saving throws. Should you dishonor your family in some way, replace this bonus with +1 damage against whoever caused you to lose face until you make restitution.

Guard

“Trust makes way for treachery.”

There are many treasures in this world – from royal vaults filled with the spoils of war to the irreplaceable life of a child – and many who would seize them were it not for you, the stoic and unyielding guard. You may have begun tending caravans or city gates, but now you are concerned with grander tasks – treasuries, royal heirs, and harems are your wards. While you may be richly rewarded, you have a deeper conviction, a commitment to the cause and your profession. Your eagle eye identifies threats, and your intimidating presence can help to dissuade would-be assailants, but when the time for action arrives your response is unwavering and you become an impassible wall of death. Even if your life pays the forfeit, your charge will remain secure. When faced with a choice will you follow your heart or your honor?

Class Features: Guard’s Challenge*, Combat Superiority, Warding Talent*

Class Skills: Athletics, Endurance, Insight, Intimidate, Perception

Station: 8

Suggested Feat: Alertness

Suggested Skills: Insight, Intimidate, Perception

Suggested At-Will Powers: *tide of iron, warding strike**

Suggested Encounter Power: *covering attack*

Suggested Daily Power: *comeback strike*

Suggested Paragon Paths: Iron Vanguard, Servant of Fate*, Tasked Minder*

Warding Talent

When using the total defense action you may apply the benefits to one adjacent ally of your choice, in addition to yourself.

Guard’s Challenge

At the start of an encounter choose a target (character or place) you are guarding. Enemies attempting to attack or enter the target are marked by you. If an enemy you have marked attempts to attack or enter the target, you may make an immediate interrupt basic melee attack against them. You can mark a number of enemies equal to your Wisdom modifier.

Mamluk(a)

“Death follows on the heels of slaves.”

Sultans cannot depend on feuding amirs and power-hungry generals for their loyalty, and thus they turn to a cadre of slave-warriors with ties to no one. Captured in your youth during a raid or war, you are a *mamluk*, taken far from a home you barely remember, raised in the ways of the Enlightened faith and given intensive training in archery, horsemanship, and strategy. Your fierce facial tattoos are a sign of your honor – you owe a debt to the sultan who commands your loyalties and rewards you with position in the civil service. Rising through the ranks, you could even become a general one day; you find freedom from your lot in life as a slave in the meritocratic culture of the *mamluks* who value raw ability and tenacity. Should your sultan prove to be unworthy, will you stand by your brethren or overthrow the tyrant?

Class Features: Combat Challenge, Formation Tactics*, Fighter Weapon Talent

Class Skills: Athletics, Endurance, Heal, History, Intimidate

Station: 6

Suggested Feat: Mounted Combat

Suggested Skills: Athletics, Heal, History

Suggested At-Will Powers: *reaping strike, tide of iron*

Suggested Encounter Power: *steel serpent strike*

Suggested Daily Power: *brute strike*

Suggested Paragon Paths: Servant of Fate*, Slave of the Promise*, Swordmaster

Formation Tactics

When you flank an enemy, add your Wisdom modifier to your basic attacks. When you hit an flanked enemy on an opportunity attack, one ally also flanking the enemy gains an opportunity attack.

MAMLUK SOCIETIES

Society	Specialty	Influence
The Dauntless	Artifact recovery	Mamluk & Heart Cities
The Defenders	City defense	Qudra
The Devoted	Holy war	Pantheist League
The Devout	–	Ruined Kingdoms
The Dutiful	–	All Zakhara
The Exalted	Peacekeeping	Pantheist League
The Faithful	–	North & Heart Cities
The Honored	Bodyguards	Huzuz
The Respected	Coups	North Cities
The Studious	Espionage	Mamluk Cities
The Valiant	Raids	Mamluk Cities
The Wanderers	Naval battles	Mamluk Cities
The Wondrous	Palace guards	Medina al-Afyal

Nadim(a)

"Half of man is composed of his tongue, the other half his heart – the rest is only an image of flesh and blood."

What matter the great deeds of the warrior if his tales fall flat on children's ears, or worse, are forgotten? You are a warrior-poet, a *nadim*, respected for your courage in combat, and your lyrical reciting after. Whether your origins are in the desert tribes or bustling cities, your poetic tongue transcends the class divisions of Zakhara. Love poems, praise for wise rulers, and eulogies for fallen warriors join the occasional political jab or call for justice in your repertoire. A hopeless romantic, you challenge the purity strictures of Zakharan society, and are quickly accused of being a hedonist or even a false believer. Yet your heart tells you that your deeds exalt life and your beloved ... whether for life or for a night. When confronted with that which is beyond words, will you attempt to proudly capture it or let go with wild abandon?

Class Features: Warrior-Poet's Challenge*, Combat Savvy*, Heart of Valor*

Class Skills: Athletics, Bluff, Diplomacy, Heal, History

Station: 6

Suggested Feat: Improved Initiative

Suggested Skills: Athletics, Bluff, History

Suggested At-Will Powers: *blade of wit**, *cleave*

Suggested Encounter Power: *passing attack*

Suggested Daily Power: *valiant charge**

Suggested Paragon Paths: Damsel-of-Distress*/Dashing Anti-Hero*, Fate Blade* Reveler

Heart of Valor

Each turn, you may either delay ongoing damage till the end of your turn or make a saving throw at the start of your turn.

Warrior-Poet's Challenge

Every time you attack an enemy, whether the attack hits or misses, you can choose to mark the target.

The mark lasts until the end of your next turn. While marked, a target takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes an old mark.

In addition, whenever a marked enemy moves adjacent to or attacks one of your allies, you shout out a warning granting one ally a basic attack as an immediate interrupt against that enemy.

Combat Savvy

You gain a bonus to opportunity attacks equal to your Charisma modifier. When you strike an enemy with an opportunity attack, they can't take immediate or opportunity actions until the end of their next turn.

Sahib(a)

*"Nobility is not being superior to others.
True nobility is being superior to who you were."*

By moonlight a shrewd observer may witness a cloaked figure slip from a palace window, vanishing into the perilous night. You are a prince (*sahib*) or princess (*sahiba*) who lives for the thrill of adventure, often evading your own bodyguards to seek it out. Whether delving into the sealed treasure vaults of a defeated king or braving bitter winds in a desert horse race, anything is preferable to the banality of palace life. When forced to put on airs at the palace, you find respite in swordplay, which you practice for hours a day, and the hunt, whether it be for elusive game with bow, seeking a fabled treasure, or wooing foreign dignitaries. Among the people you travel in disguise, lest your royal family attempt to drag you back to court (there could be no worse a fate!). When faced with opposition that requires you to rise to your royal standing, will you succeed at courtly intrigue or resort to the scimitar?

Class Features: Combat Challenge, Combat Maneuverability*, Evasive Talent*

Class Skills: Acrobatics, Athletics, Diplomacy, History, Stealth

Station: 12

Suggested Feat: Defensive Mobility

Suggested Skills: Athletics, Diplomacy, Stealth

Suggested At-Will Powers: *leaping strike**, *sure strike*

Suggested Encounter Power: *spinning sweep*

Suggested Daily Power: *villain's menace*

Suggested Paragon Paths: Damsel-of-Distress*/Dashing Anti-Hero*, Munificent and Elusive Ruler*, Swordmaster

Evasive Talent

When wearing light or no armor you gain a +1 bonus to AC and Reflex defense.

Combat Maneuverability

Add your Wisdom modifier as a bonus to opportunity attacks. If you hit an enemy on an opportunity attack provoked by movement, you may move along with the enemy as a free action. At the end of their move you remain adjacent to the enemy.