

Volume One

Librum Equitis



LIBRUM EQUITIS

A BOOK OF PRESTIGE CLASSES, VOLUME 1

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Dedication:

To our parents for first getting us into this game back at the tender age of 10
20 years of dungeon delves in the name of gaming.

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INTRODUCTION

22 Prestige Classes, ladies and gentlemen.

Volume 1?

Nothing more, nothing less.

All carefully hand-crafted from the finest D20 components, and playtested through gruelling combats and intense role-playing by D20 gamers world-wide, to make sure that you get the finest in kick-ass D20 Prestige Classes.

Sure, that means no art, no sample characters, etc... but it also means minimal cost to you. (It's not like we didn't TRY to include art... but after three contracts with various artists fell through, we decided releasing this was more important than waiting for the pictures to arrive - if you would like to illustrate our future products, contact us at Ambient Inc.)

We've tried to keep the classes as easy as possible to include in your own game world, while still giving them enough background to make them interesting.

Yes, we already have volume 2 in production with 16 new Prestige Classes currently in playtesting, and more on their way. In addition we'll be printing the best Prestige Classes available from other OGL sources tucked in here and there within the next few volumes.

Remember, these aren't just player resources. Some of these classes have been designed with NPCs and monsters in mind (the Raserei, while fun, makes for very short life-expectancy PCs, which is just fine for NPCs; while the Feral Ravager is expressly crafted for those Large humanoid out there in the wastelands...) - so give your players a shock when just another orc turns out to be a Chosen Warlord AND Zombie Master!

A word on formatting - we've separated prestige classes one to a page so there isn't any overlapping between classes on each page. For some classes this does mean that the second page of the class only contains the advancement table for said class. We decided to do this to reduce confusion and to facilitate printing only the Prestige Classes you want to include in your game.

PRACTICAL ONES

In the city-state of Kalis, there is a dark and sombre guild-house where many nobles send their sons and daughters for a good education. In fact, there are few institutions that can offer a better one, in reading, writing, diplomacy, foreign languages and more. So much more. Students are also taught the proper uses of poison, human anatomy and its weakest points, the concealment of weapons and how to kill quickly and silently. This is the Kalisti Assassin's Guild. The basic training course at the guild is a seven-year process, instructing the initiates in the arts of diplomacy, languages, awareness and all the important skills of hiding, sneaking and the tenderest parts of the human anatomy. By the end of these seven years, the would-be assassins (assuming they started their education here) are level 4 rogues, level 1 aristocrats, and then they may take the Graduation Exercise. In fact, any initiate may challenge the exercise at any time, but for those not brought in from a life of adventure, taking it early is tantamount to suicide. (Characters joining the guild who already have the pre-requisites can therefore challenge the test immediately for guild membership).

Once they graduate, members of the guild call themselves the Practical Ones, while the population of the city calls them Assassins (but never to their faces). They usually dress in the best in black silks and fine clothes and are usually some of the few in the city that walk around seemingly unarmed (all the more reason to give them a wide berth while travelling the streets of Kalis).

The Kalisti Assassins Guild has a strict set of rules regarding killing. A Practical One even suspected of murdering someone without a Guild Writ is immediately suspended from the guild, and if the suspicions are confirmed the guild writes an open Guild Writ for the Assassin's death.

Most members of this prestige class started within in the class as students at the school and no previous adventuring careers. Most other Practical Ones fit the same mould, Aristocrats and Rogues (often the same), some rare Bards and even a few Monks have joined the school.

Hit Die: d6

Requirements

To qualify to become a Practical One (PrO), a character must fulfill all the following criteria.

Alignment: Lawful Neutral, Lawful Evil, Neutral or Neutral Evil

Move Silently: 8 ranks

Hide: 8 Ranks

Disguise: 4 Ranks

Climb: 8 Ranks

Spot: 8 Ranks

Listen: 6 Ranks

Heal: 2 Ranks

Diplomacy: 4 Ranks

Languages: Three or more

Feats: Skill Focus in any of the prerequisite skills, Alertness

Special: Must pass the Assassin's Guild test.

Class Skills

The Practical One's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points per level: 6 + Int modifier

Class Features

All of the following are class features of the Practical One prestige class.

Weapon and Armour Proficiency: The Practical One is proficient in all basic and martial weapons as well as with two exotic

weapons of his choice. They are proficient in light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

Advanced Study: Every three levels a Practical One is given an advanced studies course. Normally this is in one of the skills the Practical One finds crucial to his trade (and therefore gains a Skill Focus feat in the appropriate skill). Other Advanced Study courses include Knife Climbing (Using knives and daggers as pitons in climbing, reducing the difficulty of climbing any but the smoothest, crack-free surfaces to 15 for 5 feet per dagger used); Evasion (for persons who joined the guild without two levels of rogue, as per the rogue ability page 48); Defensive Roll (as the rogue special ability, page 48); and Skill Mastery (as the rogue special ability, page 48).

Concealed Blade: A Practical One is never without a knife, until they've used a few dozen at least. A Practical One with this ability can conceal on his or her person his class level plus his Dex modifier worth of throwing and climbing knives beyond those that would make immediate sense (so not counting the usual two in the belt, one in the boot, etc). To find these knives during anything short of a strip search (even then the knives will quite often remain concealed in the clothing removed and will be regained by the assassin with his clothes) requires a Search roll DC 20 + Practical One level + Wisdom bonus.

Poison Use: The Practical One is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade or other device.

Poison Identification: Whenever presented with a poison in any format, the Practical One is allowed to make a spot roll (DC 20, 25 for poisons in food and drink, 30 for very well concealed poisons) to detect its presence. A second roll (DC 35 minus the poison's DC) allows the Assassin to identify its type.

Sneak Attack: If a Practical One can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. This is treated exactly as the Rogues Sneak Attack ability, and all damage bonuses stack with other Sneak Attack bonuses the character may have.

Death Attack: This is the Practical One's ability to kill in a single blow. This ability is identical to the Assassin's Death Attack ability (Core Rulebook 2, page 30).

Acuity: The Practical One's training gives him a +2 bonus to all spot and listen checks which stacks with the bonuses given by Alertness.

Uncanny Dodge: Starting at 2nd level, the Practical One gains the extraordinary ability to react to danger before his senses would. This ability is functionally identical to the Rogue's Uncanny Dodge ability, and if the Practical One has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability to determine the character's uncanny dodge ability.

Grace: At this level, the Practical One gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the Practical One only when wearing no armour or light armour.

Blindsight: By this level the Practical One has learned to use nonvisual senses, such as sensitivity to vibrations, scent, acute hearing or echolocation to manoeuvre and fight just as well in darkness as in light. Invisibility and darkness are irrelevant, though the Practical One still cannot discern ethereal beings.

Fast Sneak: When using Move Silently or Hide, the Practical One can move at his normal speed without suffering a penalty to those skills.

Always Silent: The Practical One is always taking 10 on Move Silently. Unless the Practical One wants to be seen or heard, make opposed Listen checks to detect his presence.

Ex-Assassins: Should a Practical One ever be exiled from the guild, he can no longer progress as a Practical One (although, if evil, he may attempt to join another Assassin's Guild in another city, and follow the Assassin Prestige Class from the DMG). In fact, even if they are not exiled from the guild, a Practical One who kills someone in any other form than pure self-defence or changes alignment away from the alignments of the class must stop progressing in the Prestige Class (although they keep all abilities gained to that point).

Table 1-1 : Kalisti Assassin level advancement

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	0	0	2	0	Conceal Blades, Poison Use, Poison Identification, Sneak Attack +1d6, Death Attack
2	1	0	3	0	Acquity, Uncanny Dodge (Dex bonus to AC)
3	2	1	3	1	Sneak Attack +2d6, Advanced Study
4	3	1	4	1	Grace
5	3	1	4	1	Sneak Attack +3d6, Uncanny Dodge (cannot be flanked)
6	4	2	5	2	Blindsight 30', Advanced Study
7	5	2	5	2	Sneak Attack +4d6
8	6	2	6	2	Fast Sneak
9	6	3	6	3	Sneak Attack +5d6, Advanced Study
10	7	3	7	3	Blindsight 60', Always Silent

LIBRUM volume one EQUIPIS

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