

# ATHLETE

The ancient games of the leites spread across Ashlenyr, popularized centuries ago as alternatives to the violent blood sports and gladiatorial combats of KlinAhr. Combined with the arts of Tekka, the leitean Games were (and still are) the primary method to disseminate Tekkan culture and ideals to client states and allies. The heroes of the leitean Games are athletes—physically fit, disciplined, and superb warriors in their own right. Athletes are not only paragons of endurance and power, but also role models for the common folk that exult in their victories. Athletes garner considerable followings, bordering on fanaticism, once their victories accrue.

**Role:** Athletes excel at any stunt or deed requiring agility, physical power, stamina, and preferably a healthy dose of courage. They are highly mobile, climbing, leaping, swimming, and running across the battlefield to strike multiple foes or assist their allies when needed most. They are also skilled with thrown weapons, as riders and charioteers, and as boxers and wrestlers.

The athlete is an alternate class for the monk core class.

**Alignment:** Any.

**Hit Die:** d8.

## CLASS SKILLS

The athlete's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Heal (Wis), Knowledge (history), Knowledge (religion), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## CLASS FEATURES

The following are class features of the athlete.

**Weapon and Armor Proficiency:** Athletes are proficient with all simple weapons plus the bolas, gladius, net, shortsword, and trident.

Athletes are proficient with light armor but not shields.

When wearing medium or heavy armor, using a shield, or carrying a medium or heavy load, an athlete loses his AC bonus, as well as his fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When wearing light or no armor and unencumbered, the athlete adds his Wisdom bonus (if any) to his AC and his CMD. In addition, an athlete gains a +1 bonus to AC and CMD at 4<sup>th</sup> level. This bonus increases by 1 for every four athlete levels thereafter, up to a maximum of +5 at 20<sup>th</sup> level.

These bonuses to AC apply even against touch attacks or when the athlete is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears medium or heavy armor, when he carries a shield, or when he carries a medium or heavy load.

**Flurry of Blows (Ex):** Starting at 1st level, an athlete can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special athlete weapon (simple weapons, bola, gladius, net, shortsword, trident) as if using the Two-Weapon Fighting feat (even if the athlete does not meet the prerequisites for the feat). For the purpose of these attacks, the athlete's base attack bonus is equal to his athlete level. For all other purposes, such as qualifying for a feat or a prestige class, the athlete uses his normal base attack bonus.

At 8th level, the athlete can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the athlete does not meet the prerequisites for the feat).

At 15th level, the athlete can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the athlete does not meet the prerequisites for the feat).

An athlete applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. An athlete may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. An athlete cannot use any weapon other than an unarmed strike or a special athlete weapon as part of a flurry of blows. An athlete with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

**Unarmed Strike (Ex):** At 1st level, an athlete gains Improved Unarmed Strike as a bonus feat. An athlete's attacks may be with fist, elbows, knees, and feet. This means that an athlete may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for an athlete striking unarmed. An athlete may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually an athlete's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

An athlete's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

An athlete also deals more damage with his unarmed strikes than a normal person would, as per the monk's unarmed damage tables (*Pathfinder RPG Core Rulebook*, p. 58).

**Bonus Feats:** At 1st level, 2nd level, and every 4 levels thereafter, an athlete may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything.

At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility.

At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack.

An athlete need not have any of the prerequisites normally required for these feats to select them.

**Stunning Fist (Ex):** At 1st level, the athlete gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the athlete gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The athlete must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

**Evasion (Ex):** At 2nd level or higher, an athlete can avoid damage from many area-effect attacks. If an athlete makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if an athlete is wearing light armor or no armor. A helpless athlete does not gain the benefit of evasion.

**Fast Movement (Ex):** At 3rd level, an athlete gains an enhancement bonus to his land speed, as per the monk ability (*Pathfinder RPG Core Rulebook*, p. 59). An athlete in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

**Maneuver Training (Ex):** At 3rd level, an athlete uses his athlete level in place of his base attack bonus when calculating his Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

**Pain Points (Ex):** At 3<sup>rd</sup> level, an athlete's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of his stunning fist by 1.

**Master Athlete (Ex):** At 4th level, an athlete may use his athlete level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes, the bola, gladius, net, shortsword, trident, or weapons with the performance quality.

**Exploit Weakness (Ex):** At 4th level, as a swift action, an athlete can observe a creature or object to find its weak point by making a Wisdom check and adding his athlete level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the athlete gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness. An athlete may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his athlete level until the start of his next turn.

**Extreme Endurance (Ex):** At 5th level, an athlete gains immunity to fatigue. At 10th level, he also gains immunity to exhaustion. At 15th level, he gains immunity to stunning. At 20th level, he gains immunity to death effects and energy drain.

**High Jump (Ex):** At 5th level, an athlete adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics.

**Physical Resistance (Ex):** At 7th level, if an athlete suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This reduction increases by 1 for every three levels beyond 7th (to a maximum reduction of 5 at 19th level).

**Improved Evasion (Ex):** At 9th level, an athlete's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless athlete does not gain the benefit of improved evasion.

**Defensive Roll (Ex):** At 13<sup>th</sup> level, the athlete can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other

blow, not a spell or special ability), the athlete can attempt to roll with the damage. To use this ability, the athlete must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the athlete's evasion ability does not apply to the defensive roll.

The athlete may use a defensive roll once per day at 13<sup>th</sup> level, plus once per three levels beyond 13th (to a maximum of 3 times a day at 19th level).

**Whirlwind Master (Ex):** At 15th level, once per day as a full-round action, an athlete can attempt a single combat maneuver against every opponent he threatens, as long as the combat maneuver does not require movement. He makes a single combat maneuver check, and it applies to all targets.

**Greater Defensive Roll (Ex):** At 19th level, an athlete suffers no damage on a successful defensive roll, and only half damage if the Reflex saving throw fails.

## THE ATHLETE

Level	Attack Bonus	Fort	Ref	Will
1 <sup>st</sup>	+0	+2	+2	+2
2 <sup>nd</sup>	+1	+3	+3	+3
3 <sup>rd</sup>	+2	+3	+3	+3
4 <sup>th</sup>	+3	+4	+4	+4
5 <sup>th</sup>	+3	+4	+4	+4
6 <sup>th</sup>	+4	+5	+5	+5
7 <sup>th</sup>	+5	+5	+5	+5
8 <sup>th</sup>	+6/+1	+6	+6	+6
9 <sup>th</sup>	+6/+1	+6	+6	+6
10 <sup>th</sup>	+7/+2	+7	+7	+7
11 <sup>th</sup>	+8/+3	+7	+7	+7
12 <sup>th</sup>	+9/+4	+8	+8	+8
13 <sup>th</sup>	+9/+4	+8	+8	+8
14 <sup>th</sup>	+10/+5	+9	+9	+9
15 <sup>th</sup>	+11/+6/+1	+9	+9	+9
16 <sup>th</sup>	+12/+7/+2	+10	+10	+10
17 <sup>th</sup>	+12/+7/+2	+10	+10	+10
18 <sup>th</sup>	+13/+8/+3	+11	+11	+11
19 <sup>th</sup>	+14/+9/+4	+11	+11	+11
20 <sup>th</sup>	+15/+10/+5	+12	+12	+12

Level	Special
1 <sup>st</sup>	Bonus feat, flurry of blows, stunning fist, unarmed strike 1d6
2 <sup>nd</sup>	Bonus feat, evasion
3 <sup>rd</sup>	Fast movement +10 ft., maneuver training, pain points
4 <sup>th</sup>	AC +1, exploit weakness, master athlete, unarmed strike 1d8
5 <sup>th</sup>	Extreme endurance (immunity to fatigue), high jump
6 <sup>th</sup>	Bonus feat, fast movement +20 ft.
7 <sup>th</sup>	Physical resistance
8 <sup>th</sup>	AC +2, unarmed strike 1d10
9 <sup>th</sup>	Extreme endurance (immunity to exhaustion), fast movement +30 ft., improved evasion
10 <sup>th</sup>	Bonus feat
11 <sup>th</sup>	
12 <sup>th</sup>	AC +3, fast movement +40 ft., unarmed strike 2d6
13 <sup>th</sup>	Defensive roll 1/day
14 <sup>th</sup>	Bonus feat
15 <sup>th</sup>	Extreme endurance (immunity to stunning), fast movement +50 ft., whirlwind master
16 <sup>th</sup>	AC +4, defensive roll 2/day, unarmed strike 2d8

17 <sup>th</sup>	
18 <sup>th</sup>	Bonus feat, fast movement +60 ft.
19 <sup>th</sup>	Defensive roll 3/day, greater defensive roll
20 <sup>th</sup>	AC +5, unarmed strike 2d10, extreme endurance (immunity to death effects and energy drain)

levels if they find a new sponsor, receive the benefit of an *atonement* spell, or win a substantial victory (depending on the circumstances).

## CODE OF CONDUCT

Although not as formal as the pledges and oaths sworn by members of other classes, athletes observe an unspoken code that governs their behavior. Athletes are motivated by *glory* and *honor*. Generally speaking, chaotic athletes care more for glory while lawful athletes cherish their honor. In practical terms, an athlete must pursue both ideals. An athlete without glory is not worth consideration, an athlete without honor is not worth respect.

Engaging a superior opponent without hesitation, long strings of consecutive victories, facing danger with bravery (and a bit of arrogance) are the deeds that bring glory to an athlete. Glory is a combination of attitude, bravado, and panache—but it ultimately boils down to victories. An athlete that faces a long string of losses has no glory. Chaotic athletes usually pursue glory because they are self-motivated, they seek exultation and fame. Glory is worth more than gold to those who seek to have songs composed of their deeds and acolytes flock to their gymnasium.

The tenet of glory requires that an athlete prove his prowess at every reasonable opportunity. When an opponent of approximately equal rank publicly challenges him to a contest, he must accept (although he is free to stipulate the terms of the contest). He may freely ignore challenges from opponents of significantly greater or lesser prowess without risking his glory, however—no one expects an athlete to enter a contest against an insecure braggart or a novice that he can easily defeat. An athlete may refuse such a challenge if the opponent is more than two levels above or below him in level.

Honoring one's word, refusing to take advantage of an injured opponent, and enduring physical pain and discomfort with Stoicism are the hallmarks of an honorable athlete. To an athlete, honor is essentially playing by the rules—he treats his opponents with respect, is humble in victory, and graceful in defeat. An athlete that brings disgrace to his gymnasium or city-state is not welcome there, nor anywhere where honor is cherished. Lawful athletes usually pursue honor because they hold high ideals that they consider more important than their own agendas. Honor is precious to those who fight in the name a city-state or gymnasium, or that simply seek the highest standards of excellence.

The tenet of honor requires that an athlete treat his opponents and other athletes with respect. He cannot strike a fatal blow against an opponent that surrenders or is unable to mount a credible defense (such as a disarmed opponent). Furthermore, the athlete must represent a particular city-state, mentor, or gymnasium in athletic competitions, which is the athlete's sponsor. In many ways, the athlete functions as a *de facto* ambassador and spokesperson for their sponsor to the greater world, the athlete's conduct reflects on the sponsor. While the tenet of honor technically only applies to other athletes, honorable athletes apply these strictures to other persons as well.

Neutral athletes pursue glory and honor is roughly equal measure. They may hold both ideals as equally important, or perhaps they are more interested in the contest itself more than what they can win.

## EX-ATHLETES

An athlete that breaks ties with his sponsor, who willfully breaks the tenets of honorable competition, or does not win a significant contest or victory each season cannot gain new levels as an athlete but retains all athlete abilities. Such an athlete may gain new athlete