

BLADE OF THE TIGER

Original PrC by unknown EN World member; Renamed and modified (a lot) for World of Kulan by Robert Blezard

The Tiger Guild is known throughout the Eastern Shores for its expertise in covert operations. It employs the best spies and sneak thieves in the region. For years the guild worked within the boundaries of the military hierarchy of the Kingdom of Thallin but that all changed when King Travathian Dragonguard died and his vicious son, Varath, became King of Thallin. The new king outlawed the Tiger Guild in Thallin and the guild's membership was forced to flee and go underground.

Now, the guildmaster of the Tiger Guild, Carl Tigerstorm, has moved the guild's headquarters to the city of Tian and was pivotal in protecting the city during the Bugbear War of 749 to 750 N.C. The rangers, rogues, and bards of the guild are considered heroes in that city and the guild has an official charter from the Duke Jace Brookwater to operate within the Duchy of Minar; although, the guild is not officially affiliated with the Duchy. Now the guild operates more like a mercenary company offering its services to whoever can afford it and even some that can't.

The Tiger Guild is known for its diversity of members and this diversity has increased since the Purge in Thallin. The renowned Bard's College of Fruen was destroyed and most of its membership was enslaved or killed outright. Those that survived were forced to join other guilds and many of them chose to travel to Tian and apply to become members of the Tiger Guild. Of course, there has always been a place for bards in the guild and the addition of so many trained bards has increased the notoriety of one branch of the Tiger Guild made famous by the half-elf named Jeddard Silversun.

The members of this branch of the Tiger Guild are known as the Blades of the Tiger. They are an elite group of weapon masters that have the ability to give as good as they get in combat; although, they do not have the knowledge of weaponry and armor of that of a true fighter. They are known for their showmanship and their ability to strike at an enemy without warning. Blade bards, as they are sometimes called, relish combat almost as much as they enjoy performing for a crowd. In fact, many Blades of the Tiger see little difference between the two disciplines.

Blades of the Tiger almost always start out as bards but it has been known for an occasional rogue or fighter to follow this path. The prestige classes' requirements makes this difficult for fighters and other warriors, however, without taking levels in bard or rogue. Scouts have been known to follow this path as well but they are rare.

Requirements

To become a Blade of the Tiger, a character must fulfill all the following criteria.

Alignment: Lawful Neutral, Neutral Good, Chaotic Good, Chaotic Neutral.

Base Attack Bonus: +5

Skills: Intimidate – 6 ranks, Knowledge (history) – 4 ranks, Knowledge (local) – 6 ranks, Perform (weapon drill) – 4 ranks *, Tumble – 5 ranks.

* A skill described in *D&D Complete Warrior*.

Feats: Blind-Fight, Weapon Finesse, Weapon Focus (any bladed melee weapon).

Special: In order to take the Blade of the Tiger prestige class, a character must be a member of the Tiger Guild located in Tian. Joining this guild isn't easy, as the character must have a sponsor from within the guild. The character must train at the guild for a full year, but he doesn't need to return to the guild every year.

Class Features

All of the following are the class features of the Blade of the Tiger prestige class.

Weapon and Armor Proficiency: A blade of the tiger is proficient with all simple weapons. Additionally, the blade of the tiger is proficient with one of the following weapons: cutlass *, hand axe, longsword, rapier, scimitar, short sword, or throwing axe. A blade of the tiger is proficient with light armor and shields (except tower shields).

*A new weapon from the Equipment document for World of Kulan.

Fearsome Display (Ex): At 1st-level, a blade of the tiger may take a full round to put on a fearsome display so long as he has a melee weapon drawn. The blade selects one opponent within 30 feet to be the

target and makes an Intimidate check (DC 10 + target's character level). The blade's opponent suffers a -2 morale penalty on attack and damage rolls for a number of rounds equal to the blade's ranks in Intimidate.

At 5th-level, the blade of the tiger can put on a fearsome display for a number of targets equal to his level in this prestige class, and, finally, at 10th-level, the blade can put on a fearsome display for a number of targets equal to twice his level in this prestige class.

| TABLE 1BT: THE BLADE OF THE TIGER (Hit Die: d8) | | | | | |
|--|--------------------------|----------------------|---------------------|----------------------|---|
| LEVEL | BASE ATTACK BONUS | FORT SAVE | REF SAVE | WILL SAVE | SPECIAL ABILITIES |
| 1 | +1 | +2 | +2 | +0 | Fearsome Display (one), Expert Disarm |
| 2 | +2 | +3 | +3 | +0 | Tiger Strike |
| 3 | +3 | +3 | +3 | +1 | Parry +1 |
| 4 | +4 | +4 | +4 | +1 | Foil Cover (-1 AC) |
| 5 | +5 | +4 | +4 | +1 | Fearsome Display (equal to class level) |
| 6 | +6/+1 | +5 | +5 | +2 | Parry +2 |
| 7 | +7/+2 | +5 | +5 | +2 | Foil Cover (-2 AC) |
| 8 | +8/+3 | +6 | +6 | +2 | Riposte |
| 9 | +9/+4 | +6 | +6 | +3 | Greater Weapon Focus, Parry +3 |
| 10 | +10/+5 | +7 | +7 | +3 | Fearsome Display (equal to twice class level), Foil Cover (-3 AC) |

Class Skills (6 + Int modifier per level): Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Wis), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Stamina (Con) *, Tumble (Dex).

* A new skill for World of Kulan.

Expert Disarm (Ex): At 1st-level, when an opponent rolls a natural 1 on an attack roll against the blade of the tiger, the blade may attempt to expertly disarm the opponent. The blade makes a contested Dexterity check against his opponent adding ½ his blade of the tiger class level to his roll.

If he is successful, then his opponent is disarmed, and the blade can knock the weapon away with a successful Dexterity check (DC 15). If the check is successful, the blade determines where the opponent's weapon is directed and can even direct it towards an ally for their use. The opponent's weapon cannot be knocked a distance of more than twice the blade's natural reach.

The blade can also choose to have the weapon drop in his own 5-ft. square without having to make the Dexterity check.

The blade cannot disarm an opponent who is using a locked gauntlet.

Tiger Strike (Ex): At 2nd-level, the blade of the tiger may make a special Tumble check (DC 25) against an adjacent opponent as a full-round action. If the blade succeeds, he may make a single melee attack at his highest bonus against the opponent (who is denied her Dex bonus to AC, if any). If he fails the check, then he falls to the ground and is considered prone (see pg. 311 of the *D&D PHB v.3.5* for the effects of being prone).

Parry (Ex): At 3rd-level, while the blade of the tiger has a weapon ready, he gains a +1 dodge bonus to AC against any one opponent adjacent to him during melee combat. At 6th-level, the dodge bonus increases to +2 and the blade can use the bonus against two opponents including any opponents that flank him. At 9th-level, the dodge bonus increases to +3 and the blade can use the bonus against all opponents that are adjacent to him.

Foil Cover (Ex): At 4th-level, when attacking an opponent who has cover with a crossbow or any thrown weapon with which the blade of the tiger is proficient, the opponent's cover bonus is reduced by one for the blade's attack roll. The blade can only use this ability once per round regardless of how many attacks he has per round.

At 7th-level, the blade of the tiger's opponent's cover bonus is reduced by two, and finally at 10th-level, the blade's opponent's cover bonus is reduced by three.

Riposte (Ex): At 8th-level, once per combat, the blade of the tiger can counterstrike at an opponent who has just made a melee attack against him in order to try to hit a vital spot. After the opponent's action is resolved, the blade makes a single melee attack at his highest base attack bonus. If the blade's attack hits, it is automatically considered a critical hit.

Riposte is considered equal to an attack of opportunity; therefore, the blade cannot make another AoO in the round unless he has the Combat Reflexes feat.

Greater Weapon Focus (Ex): At 9th-level, a blade of the tiger gains Greater Weapon Focus as a bonus feat. The blade must use this feat for a bladed weapon that he already has Weapon Focus for. If he already has Greater Weapon Focus for all his bladed weapons, the blade gains Weapon Focus for any simple weapon instead.