

MATHORIAN

pron: mae THOR ē ahn

"The only blood your blade will drink from today will be your own."

CLASS TRAITS

Role: Defender. You guard nearby allies with your shield, intercept and deflect attacks, and keep nearby enemies off balance with disruptive interrupts and well-timed counter attacks.

Power Source: Martial. Some ancient songs and lore speak of the forgotten Elven art of "shield dancing" and how the most skilled practitioners would be hand-picked to serve a life-long dedication to the Ary'Amarthora – an Elven phrase which loosely translates to "Great Defenders of Nobility." It is rumoured that a few people are still trained in these forgotten arts, but none can be for certain - except you of course.

Key Abilities: Dexterity, Wisdom, Constitution.

Armor Proficiencies: Cloth, Leather, Hide, Light Shield, Heavy Shield.

Weapon Proficiencies: Light Blades, Spears, Hand Crossbow, and Shield.

Bonus to Defence: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution score.

Hit Points per level Gained: 6

Healing Surges per Day: 9 + Constitution modifier.

Trained Skills: Acrobatics (Dex). From the class skills listed below choose 2 more trained skills at 1st level. **Class Skills:** Athletics (Str), Endurance (Con), Healing (Wis), Intimidate (Cha)

Build Options: Disruptor and Protector

Class Features: Shield Mastery, Shield Fighting, Disruptive Guard

Mathorians are rare and incredibly effective defenders. What they lack offensively, they make up for with disruptive attacks and unparalleled defense. Their entire combat system revolves around the use of a shield both defensively and offensively.

While many Mathorians use to struggle with uncovering the secrets behind their Elven training, this obsession has waned over the generations, and for many, the art of "shield dancing" has become a gruelling dedication passed down from one generation to the next. To be mentored or apprenticed by an Ary'Amarthor Master is a tremendously rare honor and privilege.

MATHORIAN OVERVIEW

Characteristics: You are arguably the best pure defender. You don't have the healing capabilities of a Paladin or the reliably raw damage output of a Fighter. You do, however, have many abilities which lend themselves to defending nearby allies

as well as attacking and disrupting nearby threats – a combination which tends to result in your companions needing less healing over the course of a battle. What you lack in pure armor, you make up for with increased shield effectiveness and reflexes.

You tend to function best when you can stick close to higher level or elite enemies. Be careful of being overwhelmed by legions of minions.

Religion: Mathorians tend to worship Elven Gods of protection or nature, but certainly not always.

Races: Elves make great natural Mathorians with their bonuses to Dex, Wis, Speed, and Wild Step ability. Humans, as always, fill the role nicely.

CREATING A MATHORIAN

All Mathorians rely heavily on Dexterity for many of their attacks and also the light armor bonus to AC so this should be your highest ability score. While you may chose any Mathorian powers you wish, many Mathorians go down one of two basic paths: the Disruptor (Con) or the Protector (Wis). Wisdom can help with many exploits which involve anticipating enemy attacks, actions, and movements. Constitution is important for keeping up your stamina and relentlessness on the battlefield.

MATHORIAN DISRUPTOR

You tend to stay close to your allies and even closer to your enemies. You focus primarily on keeping key enemies off balance and frustrated throughout combat which is effective at disrupting enemy tactics and formations.

- Suggested Feat:* <FEAT> (Human Bonus: <FEAT>)
- Suggested Skills:* <Skills>
- Suggested At-Will Powers:* <2 Powers>
- Suggested Encounter Power:* <Power>
- Suggested Daily Power:* <Power>

MATHORIAN PROTECTOR

Elven songs depict legendary acts of Ancient Ary/Amarthora Protectors who could catch every droplet of rain on their shield before it ever touched the ground. Many claim you can do the same to arrows and steel. Simply put, you prevent your allies from being hit and your enemies swear you are everywhere they turn – thwarting their every attempt to inflict damage.

- Suggested Feat:* <FEAT> (Human Bonus: <FEAT>)
- Suggested Skills:* <Skills>
- Suggested At-Will Powers:* <2 Powers>
- Suggested Encounter Power:* <Power>
- Suggested Daily Power:* <Power>

MATHORIAN CLASS FEATURES

You have the following class features.

SHIELD MASTERY

All shields aren't created equal, nor are the people who wield them. In your skilled hands, all shields perform better than normal.

You receive an additional +1 Shield Bonus to AC and Reflex defenses for each tier (1st, 11th, and 21st). This means at level 1, a Light Shield is +2 AC and Reflex while a Heavy Shield is +3 AC and Reflex. In addition, Heavy Shields only incur a -1 penalty for skill checks involving an armor penalty.

All effects or powers originating from a Magical Shield in your hand do so with a +2 bonus. For example, a Bashing Shield's Daily Power would push the target 1d4 +2 squares while a Shield of Defiance would allow you to spend a healing surge and heal an additional 2 HP when doing so.

SHIELD FIGHTING

While normal people can use shields to help defend themselves from attacks, your years of training have granted you the ability to actually inflict pain and manipulate your enemies with them. For Mathorians, shields are an instrument of destruction just as much as they are an instrument of protection.

For all intents and purposes, you are able to treat a shield as a weapon. In fact, many of your exploits do so. Instead of seeing the normal 1[W] you will

see a 1[S]. This works the same way as [W], but you use the values for your Shield as a weapon instead of your normal weapon (see table below). This is also represented by the addition of a new keyword for some of your powers – Shield. This serves the same purpose as the Weapon Keyword used by other classes and their powers.

If you multiclass, you may use your Shield as a weapon wherever you see the Weapon keyword in a power.

You may use your shield or your normal weapon when performing a Basic Melee or Basic Ranged (Light Shield only) Attack. Basic Melee still uses Str mod and Basic Ranged still uses your Dex mod.

Your shield inherits the magical enhancement bonus and critical hit bonus from whatever magical weapon you may be wielding at the time. If you are wielding a Flaming Shortsword +3, then your shield will perform all attacks as if it were a +3 weapon for attack and damage rolls but it will not be Flaming.

The chart for the shield weapon group is as follows:

Weap	Pro	Dmg	Range	Property
L.Shield	+3	1d6	5/10	Hvy Thrown
H.Shield	+2	2d4	-	-