

# The Tempest

The tempest is the point of calm within a whirling barrier of deadly blades. Poets use colorful terms such as dancer to describe the movements of a tempest and her two blades, but mastery of this fighting style is not about dancing. Nor is it about impressing anyone – least of all poets. The tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose – the destruction of her enemies.

Typically hardy individualists, tempests rarely learn their skills through any sort of formal training. Instead, they master their art through constant application of its disciplines and experimentation on their foes. Similarly, no matter how famous tempests become, it's rare for them to take on students. Their art, they say, is one that can be learned but never taught.

This prestige class is open to all classes and races. Though tempests are rare, every humanoid race has boasted at least a few. Elves make for nimble, clever tempests whose dexterity works to their advantage. Dwarves, perhaps because they favor heavy armor and heavy weapons, are the least likely characters to become tempests. Even members of the smaller races can find the tempest's path appealing.

**Hit Die:** d10

## Requirements

To qualify to become a tempest, a character must fulfill all the following criteria:

**Base Attack Bonus:** +6

**Feats:** Dodge, Mobility, Spring Attack, Two-Weapon Fighting, and Weapon Finesse (any one-handed melee weapon) or Weapon Focus (any one-handed melee weapon or double weapon)

## Class Skills

The tempest's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

The following are class features of the tempest.

**Weapon and Armor Proficiency:** Tempests gain no weapon or armor proficiencies. They may not use their Improved Two-Weapon Fighting, Superior

Ambidexterity, Whirling Defense, Twin Strike, Greater Two-Weapon Fighting, or Perfect Two-Weapon Fighting abilities when wearing medium or heavy armor.

**Improved Two-Weapon Fighting:** Beginning at first level, the tempest may fight with two weapons as if she had the Improved Two-Weapon Fighting feat.

**Superior Ambidexterity (Ex):** Beginning at second level, the tempest may add her full strength bonus to damage rolls with her off-hand. At fifth level, she may also reduce her attack penalties for fighting with two weapons by 1; at 8th level, she may reduce it by 2. Thus, if she fights with a light weapon in her off-hand, she suffers no penalties on her attack roll for fighting with two weapons. (If the off-hand weapon is not light, she suffers a -2 penalty on attack rolls with both her primary hand and off-hand).

**Whirling Defense (Ex):** At 3rd level, the tempest may designate a single opponent at the beginning of her action when fighting with two weapons. Until her next action, she gains a +2 armor bonus to her AC against that opponent as she uses her two weapons to frustrate his attacks. This is treated as though it were a bonus from a shield: it stacks with bonuses from existing armor, but not with armor bonuses from shields. At 7th level, the tempest gains a second +2 armor bonus, and may apply each bonus the same foe (gaining a total +4 armor bonus) or a different one (for a +2 bonus against each).

**Twin Strike (Ex):** At 4th level, a tempest gains the ability to perform a twin strike on a standard attack or an attack of opportunity, when she would not normally be able to attack with her off-hand weapon. When using this ability, she may make two attacks (one with each of her weapons); however, she makes her off-hand attack at a -5 penalty. A tempest may use this ability in conjunction with the Spring Attack feat, combining her two attacks with her movement in any way she chooses (she may move, attack, move, attack again, and move). At 9th level, she may use this ability without penalty to her off-hand attack.

**Greater Two-Weapon Fighting:** Beginning at 6th level, the tempest may fight with two weapons as if she had the Greater Two-Weapon Fighting feat.

**Perfect Two-Weapon Fighting:** At 10th level, the tempest may fight with two weapons as if she had the Perfect Two-Weapon Fighting feat.

**TABLE: THE TEMPEST**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special Abilities
1	+1	+0	+2	+0	Improved two-weapon fighting
2	+2	+0	+3	+0	Superior ambidexterity (full strength bonus)
3	+3	+1	+3	+1	Whirling defense (+2)
4	+4	+1	+4	+1	Twin strike
5	+5	+1	+4	+1	Superior ambidexterity (+1)
6	+6	+2	+5	+2	Greater two-weapon fighting
7	+7	+2	+5	+2	Whirling defense (+4)
8	+8	+2	+6	+2	Superior ambidexterity (+2)
9	+9	+3	+6	+3	Improved twin strike
10	+10	+3	+7	+3	Perfect two-weapon fighting