

## **THE GENERAL**

**Alignment:** Any (Usually Lawful)

**Hit Die:** 1d12

**Class Skills:** Str: Climb, Swim, Jump Int: Craft: (Weapon smithing and Armor making)

Knowledge (Royalty and Nobility) Wis: Sense Motive Cha: Intimidate

**Skill Points:** (2+int mod)X4 at first level, 2+int. mod every other level past first

**Abilities:** A General needs a Good Con to stay alive and use his most famous ability, Also good STR help a general inflict damage and good CHA helps with intimidate a useful skill for a lot of the Generals abilities

### 1. Code:

Lv	BAB	Fr	Rf	Wl	Special
01)	+1	+2	+0	+0	Suck it Up! 1x
02)	+2	+3	+0	+0	Improved Toughness, Bonus Feat
03)	+3	+3	+1	+1	Hey I'm getting This Heavy Armor Stuff Down!
04)	+4	+4	+1	+1	see 3rd level , Endurance, Suck it Up! 2x
05)	+5	+4	+1	+1	Big Shield Little Problem
06)	+6/+1	+5	+2	+2	Runnings for Coward's!, DR 1/-
07)	+7/+2	+5	+2	+2	Bonus Feat, Super Power Attack
08)	+8/+3	+6	+2	+2	Chain Weapon, Suck it Up! 3x, DR 2/-, see 3rd
09)	+9/+4	+6	+3	+3	If you wanna fight, FIGHT ME!
10)	+10/+5	+7	+3	+3	DR 3/-, Light Fortifications
11)	+11/+6/+1	+7	+3	+3	Timber!!!
12)	+12/+7/+2	+8	+4	+4	Feat: Armor Specialization DR 4/- Suck it Up! 4x
13)	+13/+8/+3	+8	+4	+4	
14)	+14/+9/+4	+9	+4	+4	See Running's for Cowards's, DR 5/-
15)	+15/+10/+5	+9	+5	+5	Medium Fortifications
16)	+16/+11/+6/+1	+10	+5	+5	DR 6/-, Suck it Up! 5x
17)	+17/+12/+7/+2	+10	+5	+5	See If You Want to Fight, FIGHT ME!
18)	+18/+13/+8/+3	+11	+6	+6	DR 7/-, Bonus Feat
19)	+19/+14/+9/+4	+11	+6	+6	
20)	+20/+15/+10/+5	+12	+6	+6	DR 8/-, Suck it Up! 6x, Heavy Fortifications

### **Class Features:**

All of These are Class features of The General

**Weapon and Armor Proficiency:** A General is Proficient with All One Handed and Light Simple and Martial Weapons and All Simple and Martial REACH weapons, All Armor (Especially heavy) , and Shields (including tower shields) (Especially Tower Shields)

The Bonus Feats a general can choose from are: Active Shield Fighter, Agile Shield Fighter, Diehard, Combat Expertise, Shield Specialization, Dodge, Shield Charge, Shield Ward, Great

Fortitude, Iron Will, Combat Reflexes, Titan Fighting, Throw Anything, Improved Toughness, Toughness, Improved Shield Bash, Skill Focus (Intimidate), power attack and cleave

**Suck it up!:** At 1 level and 1 more for 1 more time at 4 level and 1 additional time every 4 levels higher. As an immediate action a General can “Suck up” an enemy attack, When an a general is hit by an enemy attack he can expand a Suck it up to reduce the damage To reduce the damage there is a 1d20 fort. Save + 2xGeneral Level of DC = Damage Dealt+Total Levels, if save succeeds the general takes ½ damage rounded down, Additionally suck it up! Can be applied to other damage you receive before the start of your next turn (no spell damage though). A flat-footed or helpless general can not Suck it Up! Note this is applied before damage reduction. A general can only use this ability while wearing heavy or medium armor.

At 2nd level a general receives improved toughness the feat (1 extra HP per level)

**Hey I’m Getting This Heavy Armor Stuff Down!:** at 3 level a general wearing heavy armor gains +1 more dex. bonus and two less armor check penalty, At 4 level a general gains endurance and can sleep in heavy armor At 6 level and every 2 levels above 6 a general gains one more DR/- when wearing heavy armor, At 8 level a general gains one more dex. Bonus from heavy armor along with one less check penalty when wearing heavy armor

**Big Shield, Little Problem:** at 5 level a general no longer has -2 to attack when using a tower shield.

**Running’s for coward’s:** starting at 6 level If an enemy is in a generals reach and tries to move out of melee combat with a General (more than a 5 foot step) then a general can immediately make an intimidate check opposed by a HD+wis mod. Check if the general wins then the opponent can’t move out of the generals attack range until next round. A general can only do this to one enemy per encounter (but repeated times as long as its the same enemy.) Also a general gets +4 saves vs. fear and fear effects. Until he gets to 14 level then he can stop as many enemies as he wants from running. This is a mind effecting fear ability. An enemy who successfully saves against Running's for Coward's gets +4 on his next save against it for the next 24 hours, If your opponent successfully saves again then he's immune to the same general's Running's for Coward's ability for 24 hours.

**Super Power Attack:** At 7 level If a General has Power Attack then he does 2 damage for every 1 to hit when wielding a weapon in one hand when using power attack.

**Chain Weapon:** At 8 level a general can attach a chain to one of his weapons. Doing so take 1 minute, The chain has hardness and HP’s of a spiked chain of its size it can be made out any material and CAN be sundered (counts as a light weapon) but NOT disarmed (the weapon can not be disarmed either). The chain allows a general to attack with the weapon +5ft further. A General Can only equip a Chain to Heavy armor

**If you want to fight, fight ME!:** At 9 level a general can at the beginning of a general’s turn as a free action can (but the general can’t move including 5ft step) he “challenges” all enemies that are capable of taking a full attack against the general do so Also, enemies who are effected by If

you want to fight, fight ME! Cannot take a 5ft step after there attack during there turn unless they make a will save = The general's intimidate check, Enemies do not have to attack the general the next round. A general may only use this ability once per encounter. At 17 level all enemies who can melee attack the general in any way must attack him. A general can use this ability wearing any armor but should be wearing heavy as he's about to be attacked big!

**Fortifications:** at 10 level When wearing Armor you get 25% chance to negate sneak attacks and critical's at 15 level the protection improves to 50% and 20 level it improves to 100% (this only applies when not flatfooted)

**TIMBER!!!!**: starting at 11 level by using a Suck it up charge A general who is knocked down unconscience or dead by an attack or a spell which doesn't destroy your body can fall on an adjacent enemy an enemy must make a reflex save (+4 for every size catogorie bigger and -4 for every size category smaller) =  $10 + \frac{1}{2} \text{ general level} + \text{Armor bonus}$  or take  $4d6 + y$  where x is  $\frac{1}{2}$  the AC bonus of the armor rounded down and y is your DR granted by Hey I'm getting the hang of this heavy armor stuff! Or by Armor Specialization feat or armor DR (like Adamantine Armor) Also the Enemy is knocked Prone. A general can only use timber while in heavy armor and only once a day