

LMF Prestige Character Classes

Class	Source	Pg	Social Adj.	Notes
Bowman	BotR (WW)	2	+0	This is an LMF variation of the Sniper Prestige class
Raider	BotR (WW)	4	+0	This is an LMF variation of the Commando Prestige class
Swashbuckler	DMG	6	+0	This is an LMF variation of the Duelist
Heavy Infantry	DMG	8	+0	This is an LMF variation of the [Dwarven] Defender
Equites	Cmplt War	10	*	This is an LMF variation of the Cavalier Prestige Class
Thief-Acrobat	Cmplt Adv	12	+0	This is an LMF variation of the Thief-Acrobat Prestige Class

Bowman (Modified Prestige Class)

The Bowman is a specialist soldier who has spent years perfecting his art with a bow. This prestige class is modified from the Sniper class in Blood on the Rhine – please note some abilities have been modified for this game.

Alignment : Any. Military characters will tend to be lawful.

Hit Die : 1d8

Requirements : Ranged Attack Bonus: 8+; Wisdom: 13+; Move Silently: 8 ranks; Hide: 8 ranks; Feats: Weapon Focus (Short or Longbow), Point Blank Shot, Far Shot, Weapon Specialization (Short or Longbow).

Multiclass Restrictions: Priests may not multiclass as Bowman.

Social Level : Unchanged. The Bowman receives a +2 reaction bonus from regular soldiers.

Skills : The Bowman's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Leadership (Cha), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : A Bowman is proficient with all simple weapons and martial missile weapons. The Bowman is also proficient with Light Armour and the Buckler Shield.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Dead Eye
2 nd	+2	+3	+0	+0	Marksman
3 rd	+3	+3	+1	+1	Crippling Shot
4 th	+4	+4	+1	+1	Bonus Feat (See List Below)
5 th	+5	+4	+1	+1	Demoralising Attack
6 th	+6/+1	+5	+2	+2	Bonus Feat (See List Below)
7 th	+7/+2	+5	+2	+2	Improved Far Shot
8 th	+8/+3	+6	+2	+2	Bonus Feat (See List Below)
9 th	+9/+4	+6	+3	+3	
10 th	+10/+5	+7	+3	+3	Bonus Feat (See List Below)

Dead Eye: The Bowman automatically gains the Dead Eye feat at 1st level if he doesn't already have it. See the "House Rules" for what qualifies as an exceptional attack roll.

Bonus Feats: At 4th level, the Bowman gets a bonus feat. The Bowman gains an additional bonus feat at 6th level and every two levels thereafter.

These bonus feats must be drawn from the following list: Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Improved Critical, Improved Initiative, Improved Unarmed Strike, Mounted Combat (Mounted Archery), Precise Shot, Rapid Shot, Shot on the Run, Quick-draw, Tactician, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a Bowman cannot be acquired until the Bowman has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A Bowman can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Bowman must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Marksman: One shot, one kill, is the Bowman's creed. This ability allows the Bowman to perform a coup de grace attack at long range. To do this, the Bowman must spend one round aiming at his target and he must be using a rifle with which he is specialized. The target must not be making a double move or running. On the second round, the Bowman may make one attack at his usual bonus. This is a full round action and counts as a coup de grace. The target must be within the maximum range of the Bowman's weapon; the Bowman does not have to be adjacent to the target as with a normal coup de grace. See the "House Rules" for modifications to the DC for ranged Coup de Grace.

Crippling Shot: A Bowman in a secure position doesn't always shoot to kill. He sometimes cripples his first target and then picks off anyone who moves to aid the victim. To do this, the Bowman must declare he is shooting to cripple before he makes his attack and he must be attacking with a rifle with which he is specialized. Shooting to cripple is a full round action. If the attack hits, the target must make a Fortitude save versus a DC of 10 plus the damage caused. If the target makes this save, the attack causes normal hit point damage. If the save is failed, the attack causes temporary ability damage. The Bowman can choose to apply the damage to either Strength or Dexterity. A target that is reduced to 0 in either ability cannot move on his own; he must be carried to safety. Creatures that are immune to criticals are also immune to this attack.

Demoralizing Attack: This ability is used in conjunction with the Bowman's other two special attack forms. To use this ability, the Bowman must perform one of the following acts: He must kill an enemy soldier with a single shot. The shot must be taken from a range of at least 200 yards and the other enemies in the vicinity of the attack must not see the Bowman before or after the attack occurs. He must cripple an enemy soldier and then either kill one enemy that comes to aid the wounded victim, or, after waiting at least 6 rounds, finishing off the crippled target.

Any enemy soldiers that witness either of these actions must make a Will save versus a DC of 25. Any who fail their saves suffer a -4 morale penalty to all actions for the next 24 hours.

Improved Far Shot: Starting at 7th level, whenever a Bowman uses a Long or Shortbow with which he is specialized to make an aimed fire attack, he may double the weapon's normal range increment.

Raider (Modified Prestige Class)

The Raider is a specialist soldier who harasses the enemy in covert operations. They are the medieval or LMF equivalent of modern special forces.

Alignment : Any. Military characters will tend to be lawful.

Hit Die : 1d12

Requirements : Base Attack Bonus: 5+; Strength: 12+; Dexterity: 12+; Constitution: 14+; Intelligence: 12+; Wisdom: 13+; Move Silently: 8 ranks; Hide: 8 ranks.

Multiclass Restrictions: Priests may not become Raiders.

Social Level : Unchanged. The Raider receives a +4 reaction bonus from regular soldiers.

Skills : The Raider's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Heal (Wis), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Leadership (Cha), Listen (Wis), Move Silently (Dex), Navigation (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Dex).

Skill Points at Each Additional Level : 6 + Int Modifier

Weapons & Armour : A Bowman is proficient with all simple weapons and martial missile weapons. The Bowman is also proficient with Light Armour and the Buckler Shield.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Endurance, Improved Unarmed Strike
2 nd	+2	+3	+0	+3	Bonus Feat (See List Below)
3 rd	+3	+3	+1	+3	Sneak Attack (+1d6)
4 th	+4	+4	+1	+4	Bonus Feat (See List Below)
5 th	+5	+4	+1	+4	Sneak Attack (+2d6)
6 th	+6/+1	+5	+2	+5	Bonus Feat (See List Below)
7 th	+7/+2	+5	+2	+5	Sneak Attack (+3d6)
8 th	+8/+3	+6	+2	+6	Bonus Feat (See List Below)
9 th	+9/+4	+6	+3	+6	Sneak Attack (+4d6)
10 th	+10/+5	+7	+3	+7	Bonus Feat (See List Below)

Endurance: The Raider automatically gains the Endurance feat at 1st level.

Improved Unarmed Strike: The Raider's advanced training in unarmed combat grants him the Improved Unarmed Strike Feat at 1st level.

Bonus Feats: At 2nd level, the Raider gets a bonus feat. The Raider gains an additional bonus feat at 4th level and every two levels thereafter.

These bonus feats must be drawn from the following list: Alertness, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye For Terrain, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Incoming!, Martial Weapon Proficiency*, Mobility, Natural Born Leader, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave), Quick-draw, Run, Tactician, Toughness, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a Raider cannot be acquired until the Raider has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A Raider can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Raider must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Sneak Attack: If a Raider can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, the Raider's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Raider flanks his target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every two Raider levels thereafter. Should the Raider score a critical hit with a sneak attack, this extra damage is multiplied. (See Table 8-5: Attack Roll Modifiers and Table 8-6: Armour Class Modifiers, page 151, for combat situations in which the Raider flanks an opponent or the opponent loses his Dexterity bonus to AC.)

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A Raider can't strike with deadly accuracy from beyond that range. With a sap (blackjack) or an unarmed strike, a Raider can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack. (See Nonlethal Damage, page 146.)

A Raider can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Raider must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Raider cannot sneak attack while striking a creature with concealment (see page 152) or striking the limbs of a creature whose vitals are beyond reach. This ability stacks with any previous Sneak Attack ability from a previous class. If the character has the Skirmish ability from a previous class they may elect to increase this instead, although this will not increase the characters Armour Class, just the damage level.

Swashbuckler (Modified Prestige Class)

The Swashbuckler is a rogue of the high seas. They are a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. He always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armour, a Swashbuckler feels the best way to protect himself is not to get hit at all. The Swashbuckler may be a pirate, a privateer or a navy man.

Alignment : Any.

Hit Die : 1d10

Requirements : Base Attack Bonus: +6; Perform 3 ranks; Tumble 5 ranks; Boat & Ship Piloting 3 ranks; Feats: Dodge, Mobility, Weapon Finesse.

Multiclass Restrictions: None.

Social Level : Unchanged.

Skills : The Swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Boat & Ship Piloting (Dex), Escape Artist (Dex), Firefighting (Int), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Navigation (Int), Perform (Cha), Sense Motive (Wis), Signalling (Int), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : A Swashbuckler is proficient with all simple and martial weapons. They do not gain any armour proficiency.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Canny Defence, Sea Legs
2 nd	+2	+0	+3	+0	Improved Reaction +2
3 rd	+3	+1	+3	+1	Enhanced Mobility
4 th	+4	+1	+4	+1	Grace
5 th	+5	+1	+4	+1	Precise Strike +1d6
6 th	+6/+1	+2	+5	+2	Acrobatic Charge
7 th	+7/+2	+2	+5	+2	Elaborate Parry
8 th	+8/+3	+2	+6	+2	Improved Reaction +4
9 th	+9/+4	+3	+6	+3	Deflect Arrows
10 th	+10/+5	+3	+7	+3	Precise Strike +2d6

Canny Defence: When not wearing armour or using a shield, a Swashbuckler adds 1 point of Intelligence bonus (if any) per Swashbuckler class level to her Dexterity bonus to modify Armour Class while wielding a melee weapon. For instance, a 2nd-level Swashbuckler with an Intelligence score of 16 (+3 bonus) can add +2 to her Armour Class. If a Swashbuckler is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Sea Legs : All Swashbuckler's have a basic knowledge of shipboard life, language, and customs. Sea Legs also gives sailors a +2 on any Boat & Ship Piloting skill checks. If the character already has this ability they may elect to gain a +2 bonus in : Navigation, Signalling or Firefighting.

Improved Reaction: At 2nd level, a Swashbuckler gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility: When wearing no armour and not using a shield, a Swashbuckler gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace: At 4th level, a Swashbuckler gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a Swashbuckler only when she is wearing no armour and not using a shield.

Precise Strike: At 5th level, a Swashbuckler gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll. When making a precise strike, a Swashbuckler cannot attack with a weapon in her other hand or use a shield. A Swashbuckler's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armour with the fortification special ability) also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge: At 6th level, a Swashbuckler gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. This enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her charge target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks in particular) to successfully move over the terrain.

Elaborate Parry: At 7th level and higher, if a Swashbuckler chooses to fight defensively or use total defence in melee combat, she gains an additional +1 dodge bonus to AC for each level of Swashbuckler she has.

Deflect Arrows: At 9th level, a Swashbuckler gains the benefit of the Deflect Arrows feat (see page 93 of the Player's Handbook) when using a light or one-handed piercing weapon.

Heavy Infantry (Modified Prestige Class)

The Heavy Infantryman is a soldier trained in fighting on the battlefield in heavy armour, and in formation. He is trained to stand his ground, no matter what.

Alignment : Any Lawful.

Hit Die : 1d12

Requirements : Alignment: Any lawful; Base Attack Bonus: +7; Feats: Dodge, Endurance, Toughness.

Multiclass Restrictions: Priests may not multiclass as Heavy Infantry.

Social Level : Unchanged. The Heavy Infantry receives a +2 reaction bonus from regular soldiers.

Skills : The Heavy Infantryman's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Additional Level : 2 + Int Modifier

Weapons & Armour : Heavy Infantry are proficient with all simple weapons and martial weapons. They are also proficient with all Armour and Shields. Heavy Infantry are trained in using Tower Shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+0	+2	+1	Defensive stance 1/day
2 nd	+2	+3	+0	+3	+1	Great Fortitude
3 rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4 th	+4	+4	+1	+4	+2	Bonus Feat (See List Below)
5 th	+5	+4	+1	+4	+2	Defensive stance 3/day
6 th	+6/+1	+5	+2	+5	+2	Damage reduction 3/-, Bonus Feat (See List Below)
7 th	+7/+2	+5	+2	+5	+3	Defensive stance 4/day
8 th	+8/+3	+6	+2	+6	+3	Mobile defence, Bonus Feat (See List Below)
9 th	+9/+4	+6	+3	+6	+3	Defensive stance 5/day
10 th	+10/+5	+7	+3	+7	+4	Damage reduction 6/-

AC Bonus: The Heavy Infantryman receives a dodge bonus to Armour Class that starts at +1 and improves as the Heavy Infantryman gains levels, until it reaches +4 at 10th level. This bonus only applies in heavy armour, and if his strength is 14+.

Defensive Stance: When he needs to, a Heavy Infantryman can become a stalwart bastion of defence. In this defensive stance, a Heavy Infantryman gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the Heavy Infantryman's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a Heavy Infantryman cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Heavy Infantryman may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the Heavy Infantryman is winded and takes a -2 penalty to Strength for the duration of that encounter. A Heavy Infantryman can only use his defensive stance a certain number of times per day as determined by his level. Using the defensive stance takes no time itself, but a Heavy Infantryman can only do so during his action. (A Heavy Infantryman can't, for example, use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution.)

Bonus Feat: At 4th level, the Heavy Infantryman gets a bonus feat. The Heavy Infantryman gains an additional bonus feat at 6th level and 8th level.

These bonus feats must be drawn from the following list: Blind Fighting, Combat Reflexes, Diehard, Eye For Terrain, Improved Critical†, Improved Initiative, Improved Shield Bash, Improved Unarmed Strike, Power Attack (Cleave (Great Cleave), Improved Bull Rush, Improved Overrun, Improved Sunder), Quick-draw, Tactician, Two-Weapon Fighting (Two-Weapon Defence, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting), Weapon Focus*† (Weapon Specialization*†, Greater Weapon Focus*†, Greater Weapon Specialisation*†).

Some of the bonus feats available to a Heavy Infantryman cannot be acquired until the Heavy Infantryman has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A Heavy Infantryman can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Heavy Infantryman must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. In addition, feats marked (†) can only be taken for melee weapons.

Damage Reduction: At 6th level, a Heavy Infantryman gains the ability to shrug off some amount of injury from each blow or attack. Subtract 3 points from the damage the Heavy Infantryman takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0. (That is, the Heavy Infantryman cannot actually gain hit points in this manner.)

Mobile Defence: At 8th level, a Heavy Infantryman can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Equites (Modified Prestige Class)

The Equites is a noble knight who holds to the high ideals of chivalry. They are the classical knight in shining armour, riding the trusty steed.

Alignment : Any lawful.

Hit Die : 1d10

Requirements : Base Attack Bonus: +8; Handle Animal 4 ranks; Knowledge (nobility and royalty) 4 ranks; Ride 6 ranks; Feats: Spirited Charge, Weapon Focus (lance), Mounted Combat, Ride-By Attack, Literate.

Multiclass Restrictions: The Equites may progress as a Squire, Holy, Impious or Superlative Knight without hindrance if they qualify for those classes as well. Some of these classes may not allow him to return to this class without penalty though.

Social Level : Upon being knighted the character's Social Level becomes 10, unless it was already higher.

Skills : The Equites's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Leadership (Cha), Perform (Cha), Profession (Int), Ride (Dex), Sense Motive (Wis) and Speak Language.

Skill Points at Each Additional Level : 2 + Int Modifier.

Weapons & Armour : The Equites is proficient with all simple and martial melee weapons. They are proficient with all armour and shields.

Leve l	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+0	+2	+1	Code of Chivalry, Mounted Weapon Bonus (Lance) +1, Ride Bonus +2, Courtly Knowledge
2 nd	+2	+3	+0	+3	+1	Deadly Charge 1/day, Mounted Weapon Bonus (Sword) +1
3 rd	+3	+3	+1	+3	+1	Burst of Speed
4 th	+4	+4	+1	+4	+2	Deadly Charge 2/day, Ride Bonus +4
5 th	+5	+4	+1	+4	+2	Mounted Weapon Bonus (Lance) +2
6 th	+6/+1	+5	+2	+5	+2	Deadly Charge 3/day, Full Mounted Attack, Mounted Weapon Bonus (Sword) +2
7 th	+7/+2	+5	+2	+5	+3	Ride Bonus +6
8 th	+8/+3	+6	+2	+6	+3	Deadly Charge 4/day
9 th	+9/+4	+6	+3	+6	+3	Mounted Weapon Bonus (Lance) +3, Ride Bonus +8
10 th	+10/+5	+7	+3	+7	+4	Unstoppable Charge 5/day, Mounted Weapon Bonus (Sword) +3

AC Bonus: As the Equites increases in level his ability to manoeuvre in heavy armour improves. If the Equites strength is 14+ and he is wearing heavy armour, apply the AC bonus as noted.

Code of Chivalry: Just like the Squire, the Equites must be just, loyal, courteous, generous, and, most importantly, reverent; they must protect the poor and the weak, and never deny protection to a lady or maiden; they must remain clean and chaste in spirit and in flesh (though it is permissible to love from afar); they must strive for candour and flee from pride; and they must face death at all times with courage and good bearing. No king is foolish enough to believe that all of his knights can live up to this code all of the time, he will not knight anybody who displays more than minor deviations from these standards.

Mounted Weapon Bonus: A Equites gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter.

Ride Bonus: A Equites gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge: A Equites adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge: When mounted and using the charge action, a Equites of 2nd level or higher may declare a “deadly charge” before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed: At 3rd level and higher, a Equites can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Full Mounted Attack: At 6th level and higher, a mounted Equites can make a full attack when his mount moves more than 5 feet but no farther than a single move action would carry it. The Equites cannot combine this full attack with a charge.

Unstoppable Charge: When making a deadly charge, a 10th level Equites deals quadruple damage with a melee weapon (or quintuple damage with a lance).

Thief-Acrobat (Modified Prestige Class)

The thief-acrobat is a master cat burglar, combining the skills of the thief with the acrobat to further his trade as master at breaking and entering.

Alignment : Any.

Hit Die : 1d6

Requirements : Balance 8 ranks; Climb 8 ranks; Jump 8 ranks; Tumble 8 ranks; Special: Evasion class feature.

Multiclass Restrictions: None.

Social Level : Unchanged.

Skills : The Thief-Acrobat's class skills (and the key ability for each skill) are : Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : A Thief-Acrobat is proficient with all simple weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Fast Acrobatics, Kip Up, Steady Stance
2 nd	+1	+0	+3	+0	Agile Fighting +1/+2, Slow Fall 20 ft.
3 rd	+2	+1	+3	+1	Acrobatic Charge, Defensive Roll 1/day
4 th	+3	+1	+4	+1	Agile Fighting +2/+3, Skill Mastery, Slow Fall 30 ft.
5 th	+3	+1	+4	+1	Defensive Roll 2/day, Improved Evasion

Fast Acrobatics: A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. He ignores the normal -5 penalty when making a Balance check while moving at his full normal speed. He can climb at half his speed as a move action without taking a -5 penalty on his Climb check. Finally, he can tumble at his full speed without taking the normal -10 penalty on his Tumble check.

Kip Up: A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armour and carries no more than a light load.

Steady Stance: A thief-acrobat remains stable on his feet when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Agile Fighting: A whirling, spinning thief-acrobat is a devilishly difficult target. Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armour Class. When fighting defensively or using total defence, this bonus becomes +2. At 4th level, these bonuses increase by 1 (to +2 and +3, respectively). In addition, a thief-acrobat takes no penalty to his Armour Class or on his melee attack rolls when kneeling, sitting, or prone. This ability works only if a thief-acrobat wears light or no armour and carries no more than a light load.

Slow Fall: Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to reduce the effective distance of falls by 30 feet. See the Monk class feature, page 41 of the *Player's Handbook*. If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge: Starting at 3rd level, a thief-acrobat can charge in situations where others cannot. He can charge over difficult terrain that normally slows movement or through allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to his target. Depending on the circumstance, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll: Beginning at 3rd level, once per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it than he otherwise would. See the Rogue class feature, page 51 of the *Player's Handbook*. At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery: At 4th level, a thief-acrobat has become so confident in the use of certain skills that he can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, he can take 10 even if stress and distractions would normally prevent him from doing so.

Improved Evasion: A 5th level thief-acrobat can avoid damage from certain attacks with a successful Reflex save and takes only half damage on a failed save. See the Monk class feature, page 42 of the *Player's Handbook*.