

Pocket Sourcebook

UNORTHODOX RANGED COMBATANTS



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Unorthodox Ranged Combatants

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Thanks

Thank you for purchasing Unorthodox Ranged Combatants. As this is the final Unorthodox book we will be releasing this year (2004), we wanted to just say “Thanks” to our loyal and new customers. The Unorthodox line of books would not have been successful without all of you.

Please consider posting reviews and / or leaving feedback for this product. We love hearing from our customers. For long reviews, we recommend GamingReport.com, Rpg.net, and ENWorld.org (The Le Games is *not* affiliated with these sites)

Game Notes

It is important to remember that not all d20 fantasy campaign worlds are made equally -- it is important to tweak these classes to best fit your world.

Recommendations for balancing:

- Change Hit Dice
- Change Skill Points per level
- Weaken or strengthen the Progression Charts (Base Attack Bonuses, Fort/Ref/Reflex saves, etc)
- Change Skill Points per level

This purchased product also contains a rich-text-document version. This will allow you to easily edit, copy, cut, paste, and printout with minimal fuss.

Please also note that when rounding fractions, always round down unless otherwise noted.

For spells and spell-like abilities, assume the caster level is equal to the class level, unless otherwise noted.

Other Information

Special Thanks to the authors, James Desborough and David Gallant.

Our freelance cover artist, Bradley K. McDevitt is available for contract. His portfolio and contact info can be found at:
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Demolitionist

Demolitionists are part of the conspiracy of black powder crafts and a sibling of the Pistolier. Demolitionists are not interested so much in the firing of projectiles as they are in the possibilities of large explosions caused by this wondrous, alchemical powder. Where the Pistolier is a warrior the Demolitionist is a thinker, applying their knowledge practically and acting with more reason than bravado. Because of their inventiveness and the power of their powder to break fortifications, many Demolitionists are courted or kept by princes, kings and other noblemen, tolerated despite their near-heretical beliefs because of their usefulness.

Adventurers

Demolitionists like to learn from the world around them and to take inspiration from nature. They also like to test their new devices under field conditions and where better to test than the dungeons and ruins of the world? Out in the wilds with a band of adventurers they will run into many interesting situations and creatures, learn a lot about the natural world and be able to test their explosives



without fear of harming or alarming anyone innocent. Within an adventuring party the Demolitionist can seem almost like a one-trick Wizard until the other uses for their skills are revealed.

Characteristics

Not available in Preview

Alignment

Not available in Preview

Religion

Not available in Preview

Background

Not available in Preview

Races

Not available in Preview

Other Classes

Not available in Preview

Game Rule Information

Not available in Preview

Class Skills

Not available in Preview

Class Features

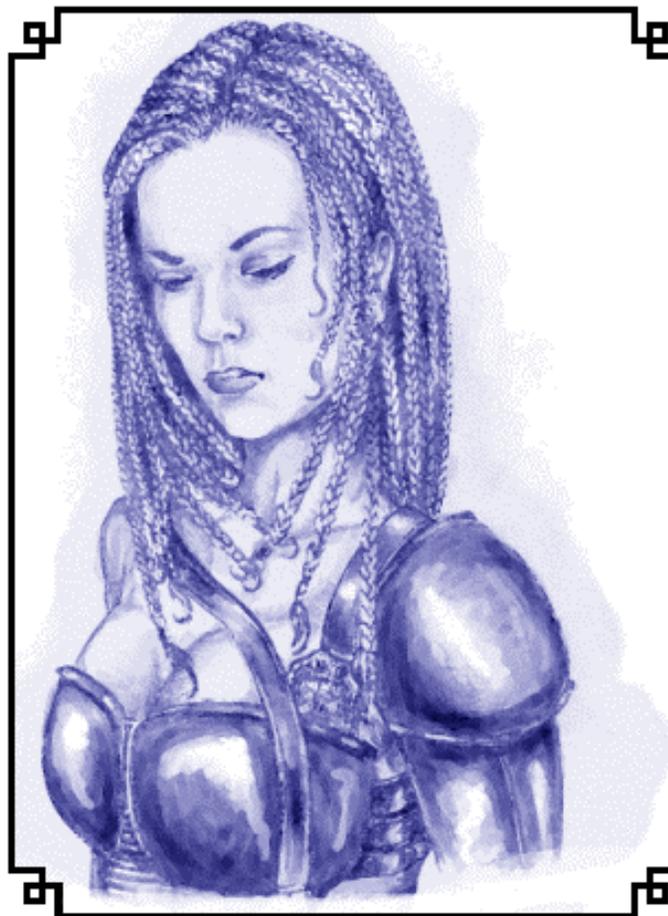
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Improviser

An Improviser lives on luck and cocksure wit. Apparently unarmed they have a way of getting themselves into trouble one way or another and then getting themselves out of it in the most unusual and unexpected manner. Anything that falls into the hands of an Improviser becomes a deadly weapon when thrown, from cups, plates and saucers to even the seemingly innocuous such as playing cards. The Improviser is never without a weapon so long as they have so much as a single shoe on them and they can apply their knowledge to just about anything that can be hefted or thrown.

Adventurers

Improvisers get into trouble... a lot of trouble... so having a group around to protect and cover you when your mouth or bad luck puts you on the wrong side of a large group of armed men is always a good idea. In return when things go against them and their friends and they are disarmed then the Improviser is often the key to getting the whole group out of trouble. Improvisers move from place to



place as they outstay their welcome or annoy the powers that be with their cocky know-it-all attitude and so naturally fall into the adventurer's way of life.

Characteristics

Not available in Preview

Alignment

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Class Features

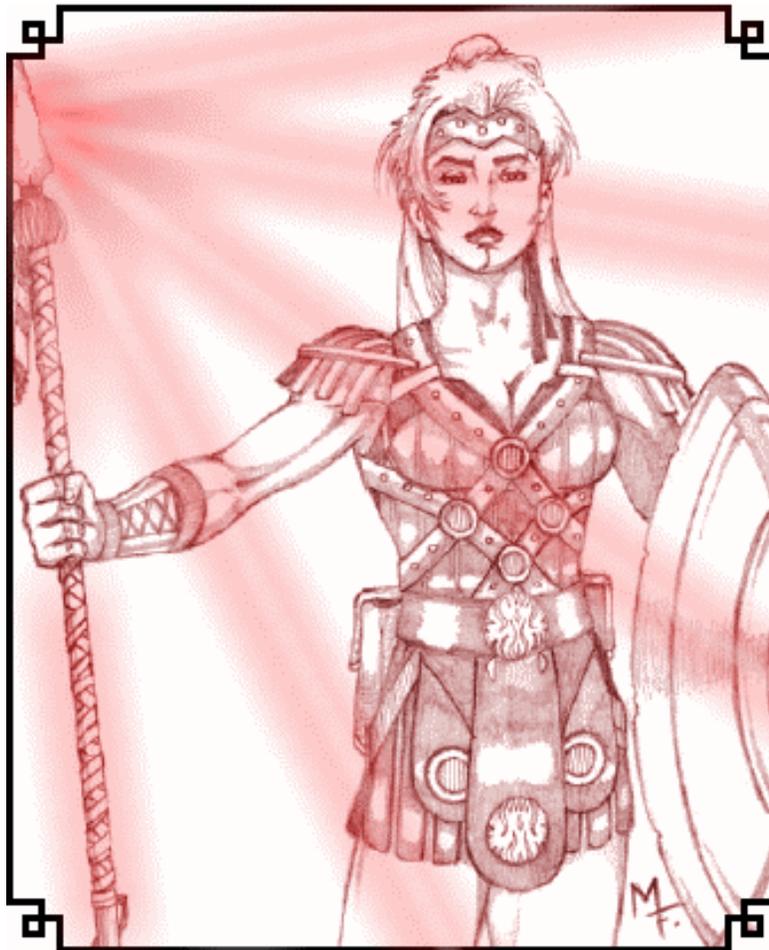
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Leviathan Slayer

The Leviathan Slayer is an obsessive, determined beyond all else to bring down the largest creatures that there are to hunt in the world with but a single well placed spear. Whether through a need for challenge, revenge or the simple thrill of the hunt the Leviathan Slayers fixate on dragons, whales, and gigantic creatures of all kinds -- pursuing them to the ends of the earth to end their lives with a piercing strike. Although they are often heroes to the people and known as slayers of many giant and dangerous beasts, Leviathan Slayers are often kept at a distance; their obsessive ways frighten most decent and honest folk almost as much as the terrible creatures themselves do.

Adventurers

Leviathan Slayers join adventuring groups for help and assistance on their quests to slay gigantic creatures. Adventurers often get drawn into slaying such beasts or confront them in the tops and the bowels of the world. Going with a group the



Leviathan Slayer is very likely to put their skills to use and is likely to travel the world and find many exotic giant creatures to hunt adding to their repertoire and doing more than they would traveling by themselves. Revenge obsessed Leviathan Slayers usually do not join adventuring groups until after they have slain the target of their obsession, losing that focus in their life makes them look elsewhere and so they take the skills they have learned with them and put them to use with a group.

Characteristics

Leviathan Slayers are dedicated people, once they set their mind to something it either gets done, it is impossible or something else prevents them from accomplishing it, forcefully. Their obsession with gigantic beasts shows through in their speech and their combination of wonder and hatred upon confronting such an animal. Even as they sharpen their spear they speak in wondering tones of the virtues of the beast they are about to try and slay. Leviathan

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Slayers keep their weapons and armor in the best condition possible with a level of neatness and care that unsettles even professional fighters. This care they take with their equipment is rarely reflected in the care they take over themselves and Leviathan Slayers are often unshaven, unwashed and dirty, especially compared to their shining equipment.

Alignment

Leviathan Slayers can be of any alignment and do not tend to favor any one aspect of alignment over any other. Good Leviathan Slayers believe they are defending the common folk by slaying such evil beasts; lawful hunters do it for the good of the realm and order. Evil hunters take thrill in the kill and proving their power and chaotic hunters just enjoy the challenge of the hunt, different every time. Those hunters that are neutral are interested in the profits that come from dragon skin or the other by-products and rewards that come from destroying such threatening creatures.

Religion

Leviathan Slaying is a dangerous profession and few Leviathan Slayers survive to enter their dotage. Some comfort and hope is found in religion and most Leviathan Slayers worship a god or goddess associated with the hunt, drawing on their faith to lend strength to their throwing arm and to make their spears fly true. Some part of every beast slain is usually offered up to the god or goddess that the Leviathan Slayer has taken as their patron and there are many legends of Leviathan Slayers being raised up by their gods as a reward for their service.

Background

Leviathan Slayers have usually had some kind of encounter with great beasts at some point in their past either simply witnessing a dragon fly overhead on the hunt or having their home, ship or caravan destroyed and devoured by such a creature. This encounter becomes the defining point of their life filling them with wonder, curiosity or a burning need for revenge against the beast and those like it. Leviathan Slayers often become hunters or fighters, training constantly but always with the view to destroying the larger beasts of the land, turning aside from their other training to concentrate on this single aspect above all others.

Races

Leviathan Slayers can be of any race although humans, dwarves and half-orcs tend to be the most common races that become Leviathan Slayers. The others either have too much respect for nature or for the power of the beasts to become such.

Other Classes

Leviathan Slayers are respected by Fighters and Rangers for their specialist knowledge and techniques and they, in return, show respect to these classes. With the others their reaction is taken on an individual basis but so long as they are respected and their obsession is understood, or attempted to be understood, then they have no objections to anyone else.

Game Rule Information

Abilities

Strength and Dexterity are the most important abilities to the Leviathan Slayer allowing them to strike hard and strike first, aiming to surprise and grievously wound the creature they are hunting before they can be attacked

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back. Wisdom comes a close third to the two primary abilities and helps with tracking and understanding their prey leading to more likelihood of success in their attack.

Alignment

Leviathan Slayer's may be of any alignment.

Hit Die: d12

Class Skills

The Leviathan Slayer's class Skills (and the key ability for each class skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at First Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Weapon & Armour Proficiencies: Leviathan Slayers are proficient with all simple and martial weapons, light and medium armor and shields.

True Spear: At 1st level the Leviathan Slayers receive a special +1 bonus to attack and damage rolls with all thrown spears and spear-like weapons including halfspears, shortspears, tridents and javelins.

Monster Strike (Su): At 1st level the Leviathan Slayer has begun to hone his skills against large



creatures when at a distance. Once per day the Leviathan Slayer may attempt to *Monster Strike* with one normal ranged attack, gaining a +1 bonus to his attack roll and damage roll for this attack. On a successful *Strike* against a creature of *Large size* or greater, he deals 1 extra point of damage per Leviathan Slayer level.

At 5th level and every five levels thereafter, the Leviathan Slayer may attempt a *Monster Strike* one additional time per day.

Piercing Strike (Su): At 2nd level the Leviathan Slayer can concentrate his attack to pierce his opponent's armor or hide, exposing the skin underneath. Once per day, the Leviathan Slayer may attempt a *Piercing Strike* with one normal ranged attack. On a successful *Strike*, the attack has breached the hide or armor of the creature, exposing them to further attacks. The creature's Damage Reduction is immediately reduced by 1. At 6th level and every five levels thereafter, the Leviathan Slayer may attempt a *Piercing Strike* one additional time per day. Effects of multiple *Strikes* are cumulative.

Imbue Returning: Not available in Preview

Monster damage: At 4th level the Leviathan Slayer's *Monster Strike* has become more powerful, now able to bypass some or all of the Damage Reduction on any creature, regardless of size. After damage has been determined by a successful *Monster Strike*, roll 1d4 to determine how much Damage Reduction is ignored. Furthermore, if the *Strike* results in a critical hit against a creature of *Large size* or greater, the creature will take 1 point of Strength damage.

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Avoid: Not available in Preview

Throw Further: Not available in Preview

Persistent Strike: Not available in Preview

Monster Aim: At 9th level the Leviathan Slayer's *Monster Strike* has become more powerful. When attempting a *Monster Strike*, he gains a bonus to his attack roll equal to his charisma bonus, intelligent bonus, or wisdom bonus, whichever is greatest. Furthermore, on a successful *Monster Strike* versus a creature of *Large Size*

or greater, the Leviathan Slayer gains a +1 bonus to attack rolls for the rest of the encounter versus that creature; this bonus stacks if additional *Monster Strikes* are used on the same creature.

Advanced Avoid: Not available in Preview

Monster Elements: Not available in Preview

Monster Brilliance: Not available in Preview

Table: Leviathan Slayer Progression Chart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	True Spear, Monster Strike (1/day)
2	+2	+2	+1	+0	Piercing Strike (1/day)
3	+3	+2	+2	+1	Imbue Returning (3/day)
4	+4	+3	+2	+1	Monster damage
5	+5	+3	+2	+1	Monster Strike (2/day), Avoid (+1)
6	+6/+1	+4	+3	+2	Piercing Strike (2/day)
7	+7/+2	+4	+3	+2	Imbue Returning (4/day), Throw Further
8	+8/+3	+5	+3	+2	Persistent Strike (1/day)
9	+9/+4	+5	+4	+3	Monster Aim
10	+10/+5	+6	+4	+3	Monster Strike (3/day)
11	+11/+6/+1	+6	+4	+3	Piercing Strike (3/day), Avoid (+2)
12	+12/+7/+2	+7	+5	+4	Imbue Returning (5/day)
13	+13/+8/+3	+7	+5	+4	Persistent Strike (2/day), Advanced Avoid
14	+14/+9/+4	+8	+5	+4	Monster Elements, Throw Further
15	+15/+10/+5	+8	+6	+5	Monster Strike (4/day)
16	+16/+11/+6/+1	+9	+6	+5	Piercing Strike (4/day)
17	+17/+12/+7/+2	+9	+6	+5	Imbue Returning (6/day), Avoid (+3)
18	+18/+13/+8/+3	+10	+7	+6	Persistent Strike (3/day)
19	+19/+14/+9/+4	+10	+7	+6	Monster Brilliance
20	+20/+15/+10/+5	+11	+7	+6	Monster Strike (5/day)

Pistolier

Pistoliers are the vanguard of a new order, masters of black powder, of the crack and bang of shot. They are addicted to the smell, to the sound and the smoke of the guns they wield, dismissive of magic and focused upon the possibilities of this new and underrated craft. Pistoliers have a manic gleam in their eye and a joy of battle where they can put their new abilities and their new inventions to use, proving their worth against their enemies and paving the way for a new world built on science, steel and powder. Inventors as well as warriors-Pistolier's make and improve their own weapons from crude beginnings, refining their art as they go on, working against the denigration and outright hostility of the 'old order' they are trying to overthrow.

Adventurers

Pistoliers are braggarts and bravos, looking for any opportunity to prove their worth against any who speak out against their obsession. They are quick to take up



any challenge that can show the value of their weapons and their craft and to bring across new converts to their cause. Because of this Pistoliers are often found as adventurers for the glory and fame as well as the money that they need in order to continue their projects.

Characteristics

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Alignment

Not available in Preview

Religion

Not available in Preview

Background

Not available in Preview

Races

Not available in Preview

Other Classes

Not available in Preview

Game Rule Information

Not available in Preview

Class Skills/Features

Not available in Preview

Wandslinger

A Wandslinger is a scavenger and a wanderer. They are constantly moving from place to place seeking new magical devices to add to their collections and new challenges to face. Outsiders in many ways, considered too weak by the magic users and the rogues alike for their reliance on magical devices, they make their own way in life using their knack for understanding magical workings to make those devices sing for them. Wandslingers have a rough and ready code of justice and acknowledge each other's rights to certain finds. Outside of society save for those adventurers who see their worth they have to bond together for their own sense of community and almost every Wandslinger knows at least the name of the others of their kind.

Adventurers
Not available in Preview



Class Features
Not available in Preview

Characteristics
Not available in Preview

Alignment
Not available in Preview

Religion
Not available in Preview

Background
Not available in Preview

Races
Not available in Preview

Other Classes
Not available in Preview

Game Rule Information
Not available in Preview

Class Skills
Not available in Preview

Divine Archer (prestige class)

Master of the smiting foes from a distance, the divine archer is a warrior skilled in using magical blessings and curses to supplement their combat prowess. They work well in all groups due to their wide ranging special abilities. Nearly anyone can become a Divine Archer with the right pre-requisites.

Hit Die: d8.

Requirements

To qualify to become a Divine Archer, a character must fulfil all the following criteria.

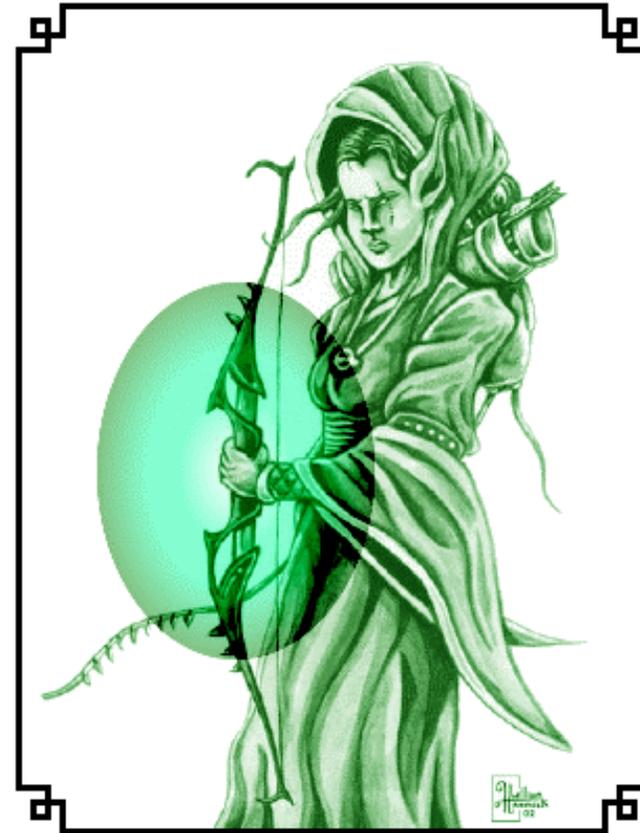
- **Base Attack Bonus:** +5.
- **Feats:** Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).
- **Spells:** Ability to cast 1st-level divine spells.

Class Skills

Not available in Preview

Class Features

Not available in Preview



The Pinpointer (prestige class)

Some ranged combatants pride themselves on their accuracy – how far out they can score a kill, how fast a moving target they can hit, how many kills they can make in so many shots, and so forth. There are a few students of ranged weapons who excel not so much at slaying their target, but at incapacitating their foes with carefully-placed shots. These snipers of sorts hone their ranged technique with their favoured weapons to such an extent that they can not only hit a mark at extreme distance – they can choose to hit the mark's arm, hand, thigh, or a hair off his head.

Hit Die: d6.

Requirements

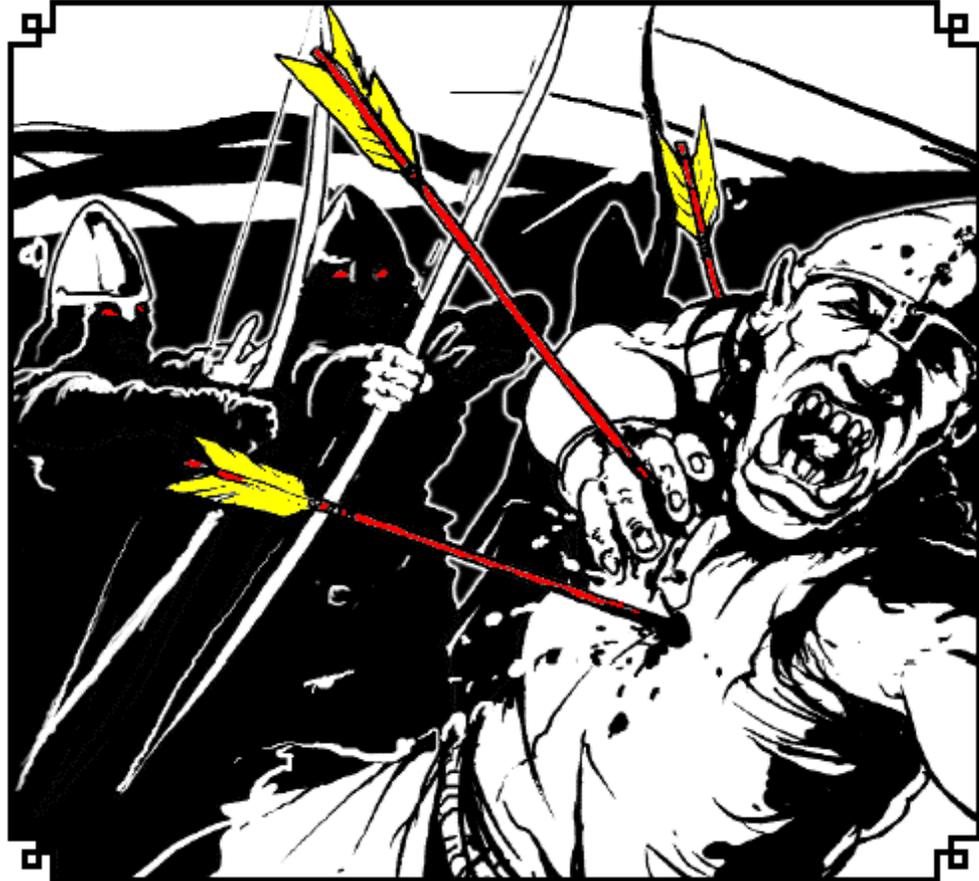
- **Feats:** Far Shot, Precise Shot, Weapon Focus (ranged weapon)
- **Spot:** 6 ranks

Class Skills

Not available in Preview

Class Abilities

Not available in Preview



Baubles and Urus of Ancient Power (Artifacts)

Common Name: Inyatee Stones of Power

Total Baubles: 12

Total Urus: 9

Description

The *Baubles of Ancient Power* and *Urus of Ancient Power* are a set of small gem-like stones that contain embedded powers. *Baubles* come in various colors and shapes and are usually the size of a marble and do not emanate any power whatsoever; *Urus* are always white in color with black lettering and always square-shaped. Each *Bauble* and *Uru* is inscribed with an ancient command word from a long forgotten language. However, when placed onto an appropriate item, and the ancient command word is spoken, the *Bauble* or *Uru* will infuse itself permanently with the item, granting new abilities to the item (the *Bauble* or *Uru* itself will disappear, leaving an inscription of the ancient word on the item). Although *Baubles* and *Urus* generally do not have great powers, they are highly sought after for their ability to enhance existing items.

Items that are infused with a *Bauble* or *Uru* become especially bonded with its creator – this person is referred to as ***The Owner***. When used by anyone else, the powers the *Bauble* or *Uru* grants to the item will be unavailable, and the item will act as if the *Bauble* or *Uru* had never been infused. (For example, Harry the Wizard infuses the *Bauble of Hiding* onto his cloak. As long as he is wearing the cloak, he gains the hide bonuses that the *Bauble* grants him. However, when anyone else wears the cloak, they do not gain the bonus). It is possible to have an item infused with a *Bauble* by one



person, and the same item infused with an *Uru* by a

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different person. This does not change how the *Baubles* and *Urus* work – the first person using the item has access to the Bauble's powers, but not the Uru's powers, etc.

Bauble infused items become very tough, often 10 times harder to damage than normal. *Urus* do not provide any such enhancements. If the item itself is ever destroyed or significantly broken, the item and any infused *Bauble* and/or *Uru* will permanently lose all the magical abilities.

Although *Baubles* generally provide a narrowly focused power, *Urus* are more unique because they grant synergistic bonuses. Any item that is infused with an *Uru* gets power upgrades, but if the item also has an infused *Bauble*, then the infused *Uru* will generate even more powers. The combination of an *Uru* and *Bauble* into a single item would grant it several different abilities. Of course, this is only true if the *Bauble* and *Uru* was infused to the item by the same person.

Only one *Bauble of Ancient Power* and one *Uru of Ancient Power* may be infused into an item, and they can never be infused onto artifact items.

Optional Rules

The following are optional rules that can be used for your *Baubles* & *Urus*. Be careful as some of these options may be unbalancing.

-Removable: *Baubles* and *Urus* can be removed and reused by holding the item and speaking the word of infusing. Doing so however has consequences as the item will generate a -2 to AC for worn items and -1 to

attack and damage rolls for weapons.

-Global use: *Baubles* & *Urus* enhance the item so that anyone can use the bonuses, not just the owner. This requires a *Use Magic* check if it is not the owner.

-Artifact items: Allow *Baubles* & *Urus* to be infused into other artifact items.

-XP cost: As an additional cost to infuse the *Bauble* or *Uru*, the owner must sacrifice a portion of his XP.

History

The *Baubles* and *Urus* were created by an ancient group of magical beings that were enslaved within the Inyatee Kingdom. The slaves created these trinkets for their masters, whom often used them to equip their elite soldiers or simply used them as rewards. The slaves eventually revolted and used their combined powers to lay waste the kingdom and eventually go home. Hundreds, possibly thousands of *Baubles* and *Urus* were lost in the uprising. The majority of their current owners are completely unaware of the powers contained within them. It is also rumored that other magical gems were lost in the uprising, known as *Paradigms*, but this has never been confirmed (shameless plug for a future book).

Bauble of Arcana

Common Name: Casters Stone

Word of Infusing: Arnolla

Infuses: Worn or Wielded item

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Description: This white Bauble with brown lettering may be infused into any worn item, and will only work for an arcane spellcaster. The infused item grants the wearer *Arcane Divination (Su)* - once per day the owner may cast any spell from his spellbook for free, even if the spell is not memorized. Casting this spell comes at a cost however, as it will cause damage to the caster equal to the spell level times 3.

Bauble of Deflecting Damage

Common Name: Deflecting Stone

Word of Infusing: Deficat

Infuses: quiver or pouch

Description: This green Bauble with red lettering may be infused into any quiver which holds arrows/bolts (or pouch which holds slingshot ammunition). Whenever the owner pulls an arrow from this quiver, nocks and lets it fly, the arrow will be imbued with special magic making it harder to block. A creature that can normally *deflect arrows* or *snatch arrows* cannot do so against this magical arrow, unless it makes a successful Reflex save (DC 10 + attacker's level).

Uru of Barbarianism

Common Name: Barbarian's Word

Word of Infusing: Barzona

Infuses: Worn item

Description: This Uru may be infused into any worn item. The infused item now provides the wearer Damage Reduction 1/-. Upon reaching 13th level, and every three levels thereafter, the damage reduction increases by 1. If the wearer is also a *Barbarian*, he now has the ability to transfer some or all of his natural Damage Reduction to his AC as a bonus. He does this at the beginning of any round, and it lasts until the end of the round.

BAUBLE SYNERGY: If the item also contains an infused Bauble, the owner is granted the ability to *Rage** once per day as a Barbarian would. If the wearer is also a *Barbarian*, then his own *rage** will be magically modified - whenever the Barbarian enters a *rage*, it will alert any of his allies within 20 feet, granting them a circumstantial +2 to initiative as long as the rage is active. *See Appendix B: Definitions

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