

Alley Fighter

The Alley Fighter is a master of fear and the unexpected strike. She is an expert at using her environment to harm her enemies. She needs no weapon drawn at the start of hostilities, simply the strength and opportunity to break a post off a fence, or the reflexes to grab a nearby bar of metal. Select this advanced class if you want your character to excel at physical skills, primarily in the area of brawling and improvised weapons.

The fastest path to this advanced class is from the Strong hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become an Alley Fighter, a character must fulfil the following criteria.

Base Attack Bonus: +3.

Skill: Intimidate 3 ranks, Knowledge (streetwise) 6 ranks.

Feat: Brawl, Streetfighting

CLASS INFORMATION

The following information pertains to the Alley Fighter advanced class

Hit die

The Alley Fighter gains 1d10 hit points per level. The character's Constitution modifier applies.

Action points

The Alley Fighter gains a number of action points equal to 6+ one-half her character level, rounded down, every time she attains a new level in this class.

Class skills

The Alley Fighter's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5+ Int Modifier

Table: The Alley Fighter

| Class Level | BAB | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|--------------------|------------|------------------|-----------------|------------------|----------------------------|----------------------|-------------------------|
| 1 st | +1 | +2 | +0 | +0 | Improvised weapons | +1 | +0 |
| 2 nd | +2 | +3 | +0 | +0 | Improved streetfighting | +1 | +0 |
| 3 rd | +3 | +3 | +1 | +1 | Bonus feat | +2 | +0 |
| 4 th | +4 | +4 | +1 | +1 | Improvised weapon damage | +2 | +1 |
| 5 th | +5 | +4 | +1 | +1 | Expert in your field | +3 | +1 |
| 6 th | +6 | +5 | +2 | +2 | Bonus feat | +3 | +1 |
| 7 th | +7 | +5 | +2 | +2 | Advanced streetfighting | +4 | +2 |
| 8 th | +8 | +6 | +2 | +2 | Improvised weapon critical | +4 | +2 |
| 9 th | +9 | +6 | +3 | +3 | Bonus feat | +5 | +2 |
| 10 th | +10 | +7 | +3 | +3 | Improvised weapon master | +5 | +3 |

CLASS FEATURES

All of the following features pertain to the Alley Fighter advanced class.

Improvised Weapons

An Alley Fighter no longer takes a -4 penalty when wielding an improvised weapon. In addition, if they possess the Combat Martial Arts feat, the damage they deal with an improvised weapon uses the damage die from CMA if it is better than the base damage die from the improvised weapon. This ability also works in conjunction with Martial Artist levels.

Improved Streetfighting

At 2nd level, an Alley Fighter using the Streetfighting feat deals an additional 1d4+2 damage, instead of the usual 1d4.

Bonus Feats

At 3rd, 6th, and 9th level, the Alley Fighter gets a bonus feat. The bonus feat must be selected from the following list, and the Alley Fighter must meet all the prerequisites of the feat to select it.

Armour Proficiency (light), Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Power Attack.

Improvised Weapon Damage

At 7th level, an Alley Fighter's attacks with improvised weapons deal more damage. She treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Expert in your Field

At 5th level, the Alley Fighter adds her Reputation bonus to Charisma skill checks in her home location, or involving others of his chosen allegiance(s). These skills include Bluff, Diplomacy, Gather Information and Intimidate.

Advanced Streetfighting

At 7th level, an Alley Fighter using the Streetfighting feat deals an additional 1d4+4 damage, instead of the usual 1d4. This overlaps (does not stack) with the Improved Streetfighting ability.

Improvised Weapon Critical

At 8th level, an Alley Fighter wielding any improvised weapon threatens a critical hit on a 19 or 20.

Improvised Weapon Master

At 10th level, an Alley Fighter's attacks with improvised weapons deal even more damage. She treats an improvised weapon as two size categories larger than it is for the purpose of determining the damage it deals. This overlaps (does not stack) with the Improvised Weapon Damage ability.