

Defender

The Defender is the master of personal protection. Able to push his body beyond the limits of normal humans, he can perform acts of amazing endurance and heroism. Filling a similar niche to the Daredevil, the Defender relies as much on staying still as the Daredevil does on keeping moving. Select this advanced class if you want your character to be prepared for the attacks of his foes and become a Defender.

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

REQUIREMENTS

To qualify to become a Defender, a character must fulfil the following criteria.

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Spot 6 ranks.

Feat: Endurance.

CLASS INFORMATION

The following information pertains to the Defender advanced class

Hit die

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

Action points

The Defender gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Defender's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5+ Int Modifier

Table: The Defender

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 st	+0	+2	+0	+0	Fearless	+1	+0
2 nd	+1	+3	+0	+0	Nip-up	+2	+0
3 rd	+2	+3	+1	+1	Bonus feat	+2	+1
4 th	+3	+4	+1	+1	Action boost	+3	+1
5 th	+3	+4	+1	+1	Adrenaline rush	+4	+1
6 th	+4	+5	+2	+2	Bonus feat	+4	+2
7 th	+5	+5	+2	+2	Reserved blow	+5	+2
8 th	+6	+6	+2	+2	Improved adrenaline rush	+6	+2
9 th	+6	+6	+3	+3	Bonus feat	+6	+3
10 th	+7	+7	+3	+3	Defensive stance	+7	+3

CLASS FEATURES

All of the following features pertain to the Defender advanced class.

Fearless

A Defender gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Nip-Up

A Defender of 2nd level or higher can stand up from a prone position as a free action that does not provoke an attack of opportunity.

Bonus feats

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

Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), Athletic, Brawl, Cautious, Dodge, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Mobility, Nimble, Personal Firearms Proficiency, Spring Attack, Streetfighting, Toughness, Vehicle Expert.

Action Boost

This ability, gained at 4th level, allows a Defender to spend 2 action points in a round. A Defender can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as does so before the Gamemaster reveals the result of the action.

Adrenaline Rush

At 5th level, a Defender can temporarily increase one of his physical ability scores (Strength, Dexterity, or Constitution). The Defender spends 1 action point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to his class level. At the end of the duration, the Defender is fatigued for 1d4+1 rounds.

Reserved Blow

At 7th level, a Defender is well trained in disabling his opponent without risking his own safety. Whenever he makes an attack that would normally allow an Attack of Opportunity, such as a Trip or Disarm attempt, he may take a -4 penalty on the attack roll to negate any such AoO.

Improved Adrenaline Rush

At 8th level, a Defender can temporarily increase two physical ability scores by 1d4+1 by spending an action point. The increase lasts for a number of rounds equal to his class level. At the end of the duration, the Defender is fatigued for 1d6+2 rounds.

Alternatively, he may increase one physical ability score by 1d6+1 by spending an action point. The increase lasts for a number of rounds equal to his class level. At the end of the duration, the Defender is fatigued for 1d4+1 rounds.

Defensive Stance

At 10th level, the Defender learns to adopt a defensive stance, protecting him from his opponents, by spending an action point.

When he adopts a defensive stance, a Defender 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 Defense. The increase in Constitution increases the Defender'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 Defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the Defender is winded and takes a -2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a Defender can only do so during his action.