

Weapon Expert

The Weapon Expert is the master of their chosen weapon, faster, accurate and more deadly than any other is. Their technique relies on speed, not on strength, and any who sees them fight will admit that they use their weapon intelligently, in fact making it seem that it would be the only logical way to use such a tool.

Select this advanced class if you want your character to excel at swordplay.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Tumble 6 ranks

Feat: Combat Expertise, Weapon Finesse

Class Information

The following information pertains to the Weapon Expert advanced class.

Hit die

The Weapon Expert gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Weapon Expert 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 Weapon Expert's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Gamble (Wis), Hide (Dex), Jump (Str), Knowledge (current events, history, popular culture, streetwise) (Int), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Sleight of Hand (Dex), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5+ Int Modifier

Table: The Weapon Expert

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+2	+1	Weapon focus	+1	+0
2nd	+1	+0	+3	+2	Deadly finesse	+1	+0
3rd	+2	+1	+3	+2	Bonus feat	+2	+0
4th	+3	+1	+4	+2	Weapon specialisation	+2	+1
5th	+3	+1	+4	+3	Improved critical	+3	+1
6th	+4	+2	+5	+3	Bonus feat, parry	+3	+1
7th	+5	+2	+5	+4	Greater weapon focus	+4	+2
8th	+6	+2	+6	+4	Deflect missiles	+4	+2
9th	+6	+3	+6	+4	Bonus feat	+5	+2
10th	+7	+3	+7	+5	Deadly Strike	+5	+3

CLASS FEATURES

All of the following are features of the Weapon Expert advanced class.

Weapon Focus

At 1st level, a Weapon Expert gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Weapon Expert must choose a specific weapon that may be used in combination with the Weapon Finesse feat.

The Weapon Expert adds +1 to all attack rolls made using the selected weapon.

Deadly Finesse

When using a weapon for which he has the appropriate Weapon Finesse feat, a Weapon Expert of 2nd level or higher applies his Dexterity modifier, instead of his Strength modifier, to melee damage rolls.

Bonus Feats

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

Agile Riposte, Armour Proficiency (light), Dodge, Elusive Target, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Run, Two-Weapon Fighting.

Weapon Specialisation

At 4th level, a Weapon Expert gains weapon specialization with a specific melee or ranged weapon that he also has applied the Weapon Focus feat or class feature to. The Weapon Expert gets a +2 bonus on damage rolls with the chosen weapon.

Improved Critical

At 5th level, a Weapon Expert becomes more adept at dealing strikes to vital areas. For the weapon the Weapon Expert has applied weapon specialization, to the Weapon Expert's threat range increases by one.

Parry

When using the Combat Expertise feat, a Weapon Expert of 6th level or higher is no longer limited in the penalty he take (and therefore the bonus he receives), except by his Base Attack Bonus.

Greater Weapon Focus

At 7th level, a Weapon Expert receives a +1 competence bonus on attack rolls made with the weapon selected for the Weapon Focus ability at 1st level. This bonus stacks with the earlier bonus.

Deflect Missiles

At 8th level, the Weapon Expert can deflect projectiles from their path.

He must have at least one hand free (holding nothing) to use this ability. When he would normally be hit with a ranged weapon, he may deflect it so that he takes no damage from it. He must be aware of the attack, and not flat-footed.

Deflecting a missile requires the expenditure of an action point and a Reflex save (DC 20 + enhancement bonus of projectile). A successful save means that the Weapon Expert takes no damage.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons can't be deflected.

Deadly Strike

At 10th level, a Weapon Expert becomes so adept at using the weapon to which he or she has applied Weapon Focus and Greater Weapon Focus that the Weapon Expert's attacks with that weapon can deal extra damage. With a successful attack, before damage is rolled, the Weapon Expert can spend 1 action point to deal +3d6 points of damage. The damage is of the same type that the weapon normally deals.