

IRONGUARD ELITE

The elite of defence. The Ironguard Elite is a company of elite soldiers, who specializes in bodyguarding. They are hired by merchants, generals, kings and by people who fear for their lives. And they do the job, and they do it well. For they are hired again and again. An Ironguard Elite is never without a job.



Hit Die: d10

REQUIREMENTS

To qualify to become an Ironguard Elite, a character must fulfill all the following criteria.

Alignment: Any

Base Attack Bonus: +6

Skills: Sense Motive 4 ranks, Spot 4 ranks

Feats: Dodge, Mobility, Expertise, Lightning Reflexes

Special: Proficiency with heavy armors

Special: Must be accepted into the company by three other Ironguard Elites.

CLASS SKILLS

The Ironguard Elite's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the Ironguard Elite prestige class.

Weapon and Armor proficiency:

An Ironguard Elite is proficient with all simple and martial weapons, and with all armors and shields.

Exotic Armor Proficiency (Ex): The Ironguard Elite is trained in the use of a very special armor, the Ironguard Great Plate. The armor has an effective armor class of 8 + the prestige class level of the Ironguard Elite. In every other aspect, it is like a full plate armor.

Oathsworn (Ex): The income of an Ironguard Elite depends wholly upon his reputation. Therefore upon joining the Ironguard Elite, the character has to swear an oath. Whenever an Ironguard Elite is hired he fights until death. An Ironguard Elite never abandones his employer, not until the contract is over. If he so does, the company will hunt him down and kill him. This way, the reputation of the Ironguards stands strong, and none can question that.

Exotic Shield Proficiency (Ex): The Ironguard Elite is trained in the use of a very special shield, the Ironguard Great

Shield. The shield has an effective armor class of 3. In every other aspect, it is like a large steel shield.

The Ironguard Stance (Ex): When taking the all out defence action, the Ironguard may add 2 to his armor class in addition to any other modifiers. This is a dodge bonus.

Defensive Fighting (Ex): The Ironguard Elite get a +1 competence bonus to their armor class per class level. When surprised or caught flat-footed they lose this bonus.

Improved Mobility (Ex): An Ironguard Elite does not provoke attacks of opportunity when moving in combat or when taking move equivalent actions.

Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Exotic Armor Proficiency, Oathsworn
2nd	+2	+3	+0	+0	Exotic Shield Proficiency
3rd	+3	+3	+1	+1	The Ironguard Stance
4th	+4	+4	+1	+1	Defensive Fighting
5th	+5	+4	+1	+1	Improved Mobility