

Master of Chains Prestige Class

For years, people thought very little of chains. It used to only be a means of keeping things locked away. Now those very same people who underestimated the chain are now cowering before the people who wield them. These people are referred to simply as “masters of chains,” and they are feared or revered wherever they adventure to.

Classes: Fighters favor this class above all, because of their expertise with weapons and willingness to learn about new ones. Since they are usually a very dexterous, monks and barbarians benefit from this class with new weapon skills and new acrobatic skills to avoid hitting themselves. Paladins and clerics find fighting with chains is unorthodox and a cowardly way to fight. Wizards and sorcerers are split among the class. Some take it to gain new skills with weapons, and others simply would rather enchant the chain and have it do the work for them. Bards and rogues can sometimes be found as masters of chains, but it is very seldom seen. Druids and rangers loathe the class, saying that it is a disgrace to nature. Humans and half-elves, as always, take on this class with ease. Half-orcs and elves are also drawn to the class, but in fewer numbers than humans and half-elves. Gnomes, halflings, and dwarves do not favor this class and prefer to use “dependable weaponry, rather than steel links.”

Hit Die: 1d8

Requirements

In order to qualify to become a master of chains, one must fulfill all of the following criteria.

1. Dexterity score- 15 or greater
2. Base Attack Bonus- +5
3. Feats- Ambidexterity, Dodge

Class Skills

The master of chains' class skills are Appraise (Int), Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Perform (Cha), Spot (Wis), and Use Rope (Dex).

Skill Points per Level- 4 + Int. modifier

Game Rule Information

Dexterity is the master of chains' most important asset, providing him with a higher armor class, and allowing him to use his chains more efficiently. Strength adds to the master of chains' damage roll and Charisma is essential for many of the class skills.

The Master of Chains

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 0	+ 2	+ 0	Weapon Finesse, Dual Chains
2	+ 2	+ 0	+ 3	+ 0	Chain Deflection
3	+ 3	+ 1	+ 3	+ 1	Improved Chain Armor
4	+ 4	+ 1	+ 4	+ 1	Improved Disarm
5	+ 5	+ 1	+ 4	+ 1	Know the Chain
6	+ 6	+ 2	+ 5	+ 2	-----
7	+ 7	+ 2	+ 5	+ 2	Chain Linked
8	+ 8	+ 2	+ 6	+ 2	Rapid Chain
9	+ 9	+ 3	+ 6	+ 3	Entangle
10	+ 10	+ 3	+ 7	+ 3	Chain Hurricane

Class Features

Weapon and Armor Proficiency: Masters of chains are proficient with the following weapons: chain, spiked chain, flail (light and heavy), nunchaku, lashknife, and whip. They are proficient with light armor and chain mail but not with shields. Note that armor check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks also suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Weapon Finesse: At first level, the master of chains gets the Weapon Finesse feat for free. The chosen weapon must be a weapon that he is proficient with as a master of chains.

Dual Chains: The master of chains learns early in his training how to fight with two chains. Dual chain allows the master of chains to fight with two of any chained weapon he is proficient with (including the whip). He can also fight with two different chained weapons at the same time. For example, he may fight with a spiked chain in one hand and a light flail in the other.

Chain Deflection: Masters of chains grow increasingly familiar with how their chains work when swung. When a master of chains is holding a chained weapon (including the whip) and he has one hand free, he may make a Reflex save (DC 20 + any magical modifier on the projectile) to deflect any projectiles that hit him (Ex. Arrows, darts, rocks, shurikens). Exceptionally large weapons, like boulders hurled by giants, cannot be deflected in this way.

Improved Chain Armor: At 3rd level, the master of chains has figured out how to move around more freely in chain armor. Decrease the check penalty by 1 for chain mail or chain shirt armor worn by a master of chains.

Improved Disarm: At 4th level the master of chains gains the Improved Disarm feat for free.

Know the Chain: Masters of chains know the quality of chains just at a mere look. Starting at 5th level, a master of chains gets a +3 competence bonus to Appraise checks on chains or chained weapons, Escape Artist checks from criminal detainment devices using chains (manacles, shackles, handcuffs), and Use Rope checks when using chains.

Chain Linked: Starting at 7th level, a master of chains can use chained weapons to help with boost his armor class. The master of chains must have one hand free to use this ability. In doing this, the master of chains gets a +3 deflection bonus to AC (this does not stack with the Chain Deflection bonus). Using the Chain Linked ability is a full-round action and lasts until the beginning of the master of chains' next turn.

Rapid Chain: When need be, the master of chains can go into a frenzy while on the offensive with his chains, at the expense of accuracy. Starting at 8th level while using any chained weapon (including the whip), the master of chains may make an extra attack with that weapon at his highest base attack bonus, but suffers a –2 penalty to all attack rolls made that round.

Entangle: At 9th level, the master of chains gains the extraordinary ability to entangle a person within his chains. The master of chains must use a normal chain to use this ability. The master of chains must declare he is using the Entangle ability before his attack. A successful attack roll is needed to entangle the opponent. A failed attempt provokes an attack of opportunity upon the master of chains. Entangled opponents suffer a –4 penalty to attack rolls. If the entangled opponent wishes to attempt to walk must first pass a Balance check (DC 15) to move 5 feet. If they fail the Balance check, they fall and take 1d4 subdual damage. Entangled characters can free themselves with a successful Escape Artist (DC 20) or Strength check (DC 30). Other characters can help free entangled persons within 3 rounds time.

Chain Hurricane: At 10th level, the master of chains has truly earned his name. Now he has trained himself in a new ability, the chain hurricane. While holding a chained weapon (excluding the whip), the master of chains may spin himself around and make one attack against each opponent within 5 feet (10 feet if he is holding a spiked chain or lashknife). This is a full-round action that lasts one round. The round immediately following the chain hurricane attack, the master of chains is disoriented and suffers a minus –2 penalty to attack rolls and Dexterity. He also suffers a 20% miss chance on all attacks.