

Musketeer Prestige Class

In the times of chaos and despair, one can always count on one particular sect of people to not be influenced by corruption and evil. These exquisite swordsmen are devoted to the service of their king, and fight against the evils of tyranny and injustice. These men are the musketeers, and they let their swords do most of the talking for them. Musketeers are unparalleled in combat ability and when combined with their never-ending crusade against injustice, musketeers are a force not to be reckoned with.

Classes: Fighters and monks from all over the land make for good musketeers, so long as their alignment is not corrupted. Rangers and paladins also are known to become musketeers to further improve their combat prowess. Bards and barbarians, although they are free spirits, may choose to become musketeers if they feel they are ready to meet the challenge. Rogues could care less about injustice, so long as they get their share of the booty, and never give musketeers a second glance. Clerics, sorcerers, wizards, and druids admire the musketeers greatly, but know in the back of their heads it would take a miracle before they could ever become one. Humans, elves and half-elves seem to be the most common musketeers around. Halflings and gnomes, being nomadic races owe allegiance to no leader and are almost never seen as musketeers. Dwarves are almost as scarce as halflings and gnomes in the musketeer line-up. Half-orcs are never seen, since they are never known to follow any orders by any man in authority.

Hit Die: 1d8

Requirements

To qualify to become a musketeer, one must fulfill all of the following criteria.

1. Base Attack Bonus- +6
2. Charisma Score- 14 or greater
3. Feats- Dodge, Mobility, Combat Reflexes, Weapon Focus (Rapier), Expertise, Quick Draw
4. Alignment- Any good
5. This requirement must be the last one that a musketeer candidate completes. When the musketeer candidate believes he is ready, he must appeal to the king (or other leading authority figure) of his nation to request permission to become a musketeer. The king then may put him through some tests (varying by DM) to prove his allegiance to the king, as well as tests to show his combat skill. If the king approves, then the candidate becomes a full-fledged musketeer.

Note to DM's: The king may not be corrupted at the time of the musketeer candidate's entrance. If he is, then the musketeer candidate must seek another king to pledge his service to.

Class Skills

The Musketeer's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Info (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), and Swim (Str).
Skill Points per level- 4 + Int Modifier

Game Rule Information

A high Charisma allows a musketeer to make friends wherever he travels to, and gives him the power to rally the common people to follow his cause. Charisma is also essential to many of the musketeer's skills. Dexterity provides a musketeer with a better AC and helps with the class skills. Strength is always a powerful asset for a musketeer to have.

The Musketeer

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 2	+ 2	+ 0	Musketeer Tunic, All For One
2	+ 2	+ 3	+ 3	+ 0	Weapon Specialization, Precise Strike (+1d6)
3	+ 3	+ 3	+ 3	+ 1	Improved Dodge
4	+ 4	+ 4	+ 4	+ 1	Uncanny Dodge (Dex Bonus)
5	+ 5	+ 4	+ 4	+ 1	Precise Strike (+2d6)
6	+ 6	+ 5	+ 5	+ 2	Improved Mobility
7	+ 7	+ 5	+ 5	+ 2	Uncanny Dodge (Flanking)
8	+ 8	+ 6	+ 6	+ 2	Precise Strike (+3d6)
9	+ 9	+ 6	+ 6	+ 3	Improved Weapon Focus
10	+ 10	+ 7	+ 7	+ 3	Improved Weapon Specialization

* Note: All abilities denoted with* all work assuming the musketeer is wearing light or no armor and holding a rapier. These abilities do not work otherwise.

Class Features

Weapon and Armor Proficiency: Musketeers are proficient with rapiers. They are also proficient with light armor, 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.

Musketeer Tunic: Musketeers get a specially crafted velvet tunic at their initiation, to distinguish themselves as musketeers. The front of the tunic has the symbol of the king they fight for. Musketeers may choose to wear the tunic underneath their clothes. Most musketeers, however, do wear the tunic over their armor when they ride into battle. Everybody knows what a musketeer tunic looks like. Musketeer tunics give the wearer a +2 bonus to all skill checks where the key skill is Charisma. However, there are people who despise the musketeers and will attack when they see the tunic.

All for One: Musketeers are a faction in which everyone involved is like family. Whenever a fellow musketeer is in trouble, any musketeer nearby is duty bound to help him. The same applies if the person in trouble was a common peasant. If the musketeer purposely doesn't help, then he is excommunicated from the musketeers and loses his tunic. A musketeer who doesn't know about a fellow musketeer being in trouble, or who was preoccupied in a fight (with an enemy) at the time the incident occurred is excused from this rule. An excommunicated musketeer cannot reenter the faction and cannot gain any more levels as a musketeer.

***Weapon Specialization:** At 2nd level, the musketeer gets the Weapon Specialization feat for free. The chosen weapon, however, must be a rapier.

***Precise Strike:** Musketeers gain experience from fighting over the years. Starting at 2nd level, the musketeer adds an extra 1d6 to his damage rolls. This bonus increases to 2d6 at 5th level, and to 3d6 at 8th level.

***Improved Dodge:** Starting at 3rd level, the musketeer begins to improve his combat skills, starting with his skill at avoiding blows. The musketeer gets a +1 bonus to his Dodge feat, thus yielding a +2 bonus to his AC against his opponent of choice.

Uncanny Dodge: Starting at 4th level, the musketeer gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 4th level, the musketeer retains his Dexterity bonus to his AC, regardless of being caught flat-footed or struck by an invisible attacker. The musketeer still loses his Dexterity bonus if immobilized. Starting at 7th level, the musketeer can no longer be flanked, as he can easily react to opponents on both sides of him, and can no longer be sneak attacked. The only exception to this rule is that a rogue is at least four levels higher than the musketeer, thus he can sneak attack him.

***Improved Mobility:** At 6th level, the musketeer gains another improved combat ability. The musketeer gets an additional +4 bonus to his Mobility feat, yielding a +8 bonus to AC against attacks of opportunity caused when he moves into or out of an enemy's threatened range.

***Improved Weapon Focus:** Starting at 8th level, the musketeer gets an additional +1 bonus to their Weapon Focus feat. This yields a +2 bonus to attack rolls when the musketeer is wielding the rapier.

***Improved Weapon Specialization:** At 10th level, the musketeer has now improved his combat abilities to the fullest. Starting at 10th level, the musketeer gets an additional +2 bonus to damage rolls when wielding a rapier. This yields a total +4 bonus to damage rolls with the Weapon Specialization feat.