

Vitality: 12 + Con mod per Level

GOLDEN LION (EXPERT)

Striking across the field, the Golden Lion leads the charge into the very heart battle. He seeks victory and glory with each mighty blow he sends crashing down upon the enemy, breaking their spirits through sheer ferocity. More than just a bloodthirsty killer or wild berserker, he upholds the heroic ideal of the warrior – honorable in war, loyal in peace.

Depending on your campaign, a Golden Lion could be...

- A shining knight of the realm, champion of the people, and a terror to the dark creatures that would prey upon them.
- A proud general who leads from the front, unwilling to risk men in battles he would not face himself.
- A fearless samurai warrior leaping headlong into the ranks of the enemy with a wild shout.
- A ferocious hunter who is always quick to fight and quick lift the spirits of his friends.
- The arms-master of a noble house or guild, bold and well respected for his unflagging courage.

Party Role: Combatant. The Golden Lion lives for the thrill of battle and the accolades of triumph. With his emphasis on the Path of Honor, he is often surprisingly resistant to mental manipulation. His preference for fast paced, mobile combat is best served on the open field, but he remains highly dangerous even in tight quarters.

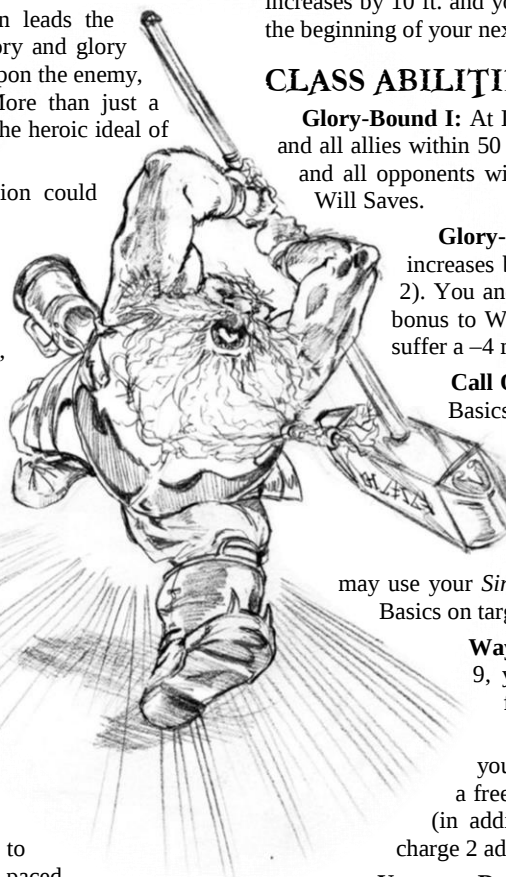
CLASS FEATURES

Requirements: Ride 4+ ranks, Charging Basics, Mobility Basics

Favored Attributes: Strength, Constitution

Class Skills: Acrobatics, Athletics, Intimidate, Notice, Resolve, Ride, Survival, Tactics

Skill Points: 4 + Int mod per Level



CORE ABILITY

Like a Comet: Each time you charge, your base speed increases by 10 ft. and you gain a +2 dodge bonus to defense until the beginning of your next initiative count.

CLASS ABILITIES

Glory-Bound I: At Level 1, your Legend increases by 1. You and all allies within 50 ft. gain a +1 morale bonus to Will Saves, and all opponents within 50 ft. suffer a -2 morale penalty to Will Saves.

Glory-Bound II: At level 8, your Legend increases by an additional 1 (for a total increase of 2). You and all allies within 50 ft. gain a +2 morale bonus to Will Saves, and all opponents within 50 ft. suffer a -4 morale penalty to Will Saves.

Call Out I: At Level 2, you gain the Challenge Basics feat (see *Call to Arms: Crusader*, page 8). Also, you may Taunt opponents using your Intimidate skill.

Call Out II: At Level 7, you gain the Challenge Mastery feat (see *Call to Arms: Crusader*, page 8). Also, you may use your *Single Combat* trick gained from Challenge Basics on targets up 100 ft. away.

Way of the Warrior: At Levels 3, 5, 7, and 9, you may either gain one Melee Combat feat or take one step on the Path of Honor.

Run them Down: At Level 4, when you charge, you may also trip 1 opponent as a free action at any point along your movement (in addition to your attacks). Further, you may charge 2 additional times per combat.

Uncanny Dodge I: Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain your Dexterity bonus to Defense (if any) even when flat-footed.

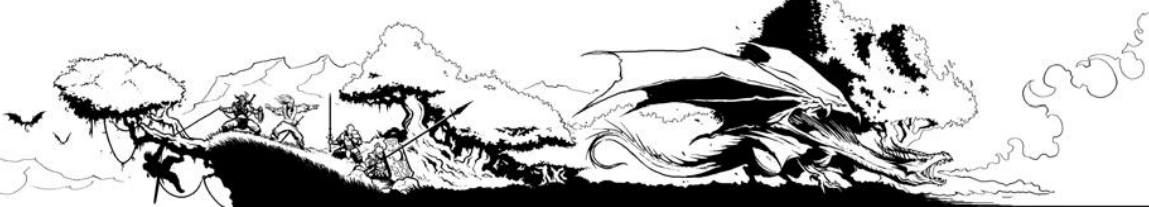
Uncanny Dodge II: At Level 8, you never become flanked.

Fortunes of War I: You stand fast in battle, especially when the pressure's on. At Level 6, you gain Damage Reduction 1. During dramatic scenes, this DR increases to 2.

Total War: Blood-soaked ferocity seems to surround you on all sides. At Level 10, you and all allies within 50 ft. may re-roll one failed attack check each round, so long as the original roll was not an error.

Table XX: Golden Lion

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+0	+1	+1	+0	+1	+1	+1	Glory-bound I, <i>like a comet</i>
2	+2	+0	+2	+2	+1	+1	+2	+1	Improved taunt I
3	+3	+1	+2	+2	+1	+2	+2	+2	Way of the warrior
4	+4	+1	+2	+2	+2	+2	+2	+2	Run them down, uncanny dodge I
5	+5	+1	+3	+3	+2	+3	+3	+3	Way of the warrior
6	+6	+2	+3	+3	+2	+4	+3	+3	Fortunes of war I
7	+7	+2	+4	+4	+3	+4	+4	+4	Improved taunt II, way of the warrior
8	+8	+2	+4	+4	+3	+5	+4	+4	Glory-bound II, uncanny dodge II
9	+9	+3	+4	+4	+4	+5	+4	+5	Way of the warrior
10	+10	+3	+5	+5	+4	+6	+5	+5	Total war



NPC CLASS ABILITIES

The following new class abilities from the Golden Lion expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Like a Comet	2
Glory-Bound	2 per grade
Call Out I (Feat + Intimidate for Taunts ability)	3
Call Out II (Feat + Trick use to 100 ft.)	3
Run Them Down	2
Total War	10

PATH OF HONOR

Honor I

You gain a +5 bonus to Resolve checks.

Honor II

Your lowest attribute rises by 1 and your melee and unarmed attacks gain armor piercing 2.

Honor III

You gain the Iron Will feat.

Honor IV

You may roll twice when making Tactics checks, keeping the result you prefer.

Honor V

Your Heroic, Military, or Noble Renown increases by 2.

Class design by Scott Gearin,
Challenge Feats modification by Big Jim.
Art by christiano-flexa of deviantART.

