

SENTINEL (EXPERT)

If the journey's too easy, the destination isn't worth it. Few embrace this as readily as the Sentinel, whose determination and expertise see him through the worst Mother Nature has to offer. Sometimes, it's all he can do to escape with his life, and few Sentinels find their end in a bed at home, but as long as they still draw breath, there's always a way out. Always.

Depending on your campaign, a Sentinel could be...

- An elite vanguard of the king's men, specially trained to fight in frozen wastes and scorching heat alike
- A dedicated scientist whose pursuit of knowledge pushes her deep into the unknown
- A well-equipped scavenger who hunts for lost treasures under the most perilous conditions
- A philanthropic thrillseeker looking for the ultimate spiritual experience
- A kindly stranger who appears out of the night to aid a lost traveler

Party Role: Backer/Specialist. The Sentinel keeps his team alive and makes sure that the "deadly" part of "deadly environment" applies only to their enemies.

CLASS FEATURES

Requirements: Con 13+, Close Call, Pathfinder Basics

Favored Attributes: Wisdom, Constitution, Intelligence

Class Skills: Acrobatics, Athletics, Crafting, Investigate, Medicine, Notice, Resolve, Search, Survival

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Outlast: Your drive to do anything and everything to survive is a thing to behold. When you spend an action die to boost a saving throw, you may increase its result by half your class level (rounded up).

CLASS ABILITIES

Safety Line: Nobody's getting lost on your watch. At Level 1, a number of times per session equal to your starting action dice, you may declare that one teammate or friendly NPC within close quarters and sight of you to be safety-lined to you. This declaration is a free action and can be performed even during another character's Initiative Count. Thereafter, any time that you and a safety-lined character would move farther than 30 feet away from each other, the movement instead stops – except

when you perform a standard 5 foot step. When you perform a standard 5 foot step, you "drag" all safety-lined characters at the 30 foot limit along with you. Further, you may perform a Full Action (Initiative Action) to move any 1 safety-lined character toward you by an amount equal to your Speed. This effect lasts until the end of the scene or either character releases the safety line as a free action.

Stalwart: You can endure incredible punishment through sheer strength of will. At Level 2, you do not become unconscious when your wounds reach 0. Further, every time you roll an action die, you recover Vitality equal to its result. This cannot raise your Vitality to greater than your normal maximum Vitality.

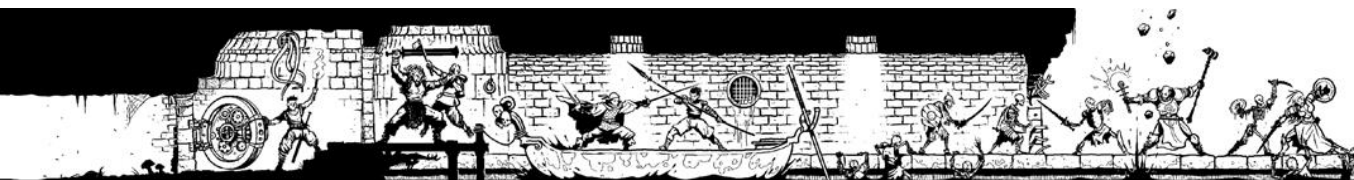
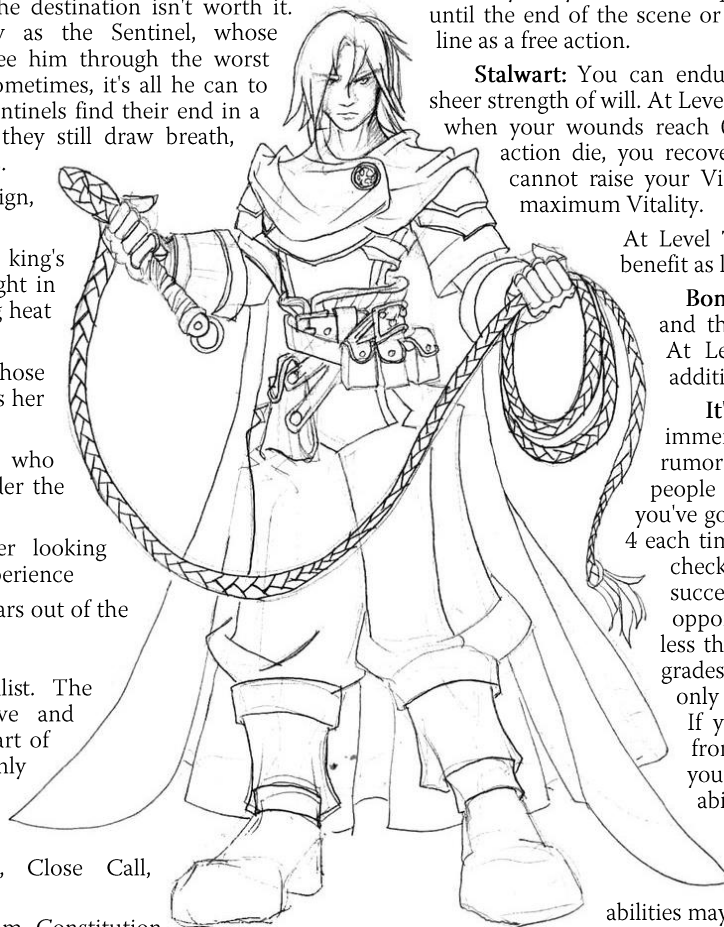
At Level 7, your teammates also gain these benefit as long as they can see and hear you.

Bonus Feat: You've got the funding and the know-how for every expedition. At Levels 3, 5, 7 and 9, you gain an additional Gear or Terrain feat.

It's All In The Preparation: You immerse yourself in ancient tomes, rumors and simple skills most civilized people would dismiss – ensuring that you've got the edge when it counts. At Level 4 each time you fail a Investigate or Survival check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result. If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Huntsman: At Levels 4, and 8, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Darkvision I:** You ignore the effects of dim and faint light.
- **Expertise:** Choose one skill: Acrobatics, Athletics, Crafting, Investigate, Medicine, Notice, Resolve, Search, or Survival. You may always take 10 with this skill. Also, taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Keen Senses:** Your visual, hearing, and scent range increments increase by 20 ft.
- **Killing Blow:** It costs you 1 fewer action dice to activate a critical hit against an animal, elemental, fey, ooze, or plant (minimum 0).
- **Master Handler:** You're considered to have 5 additional ranks in Survival when training animals. This may cause you to exceed your maximum skill rank for these activities.
- **Rough Riding:** Your vehicle or mount ignores Speed penalties from terrain (see *Fantasy Craft*, page 371).
- **Sprint:** In combat, your Speed increases by 10 ft.
- **Trail Signs:** You suffer no penalties for Speed when making Track checks.



SENTINEL (LTI) (EXPERT CLASS)

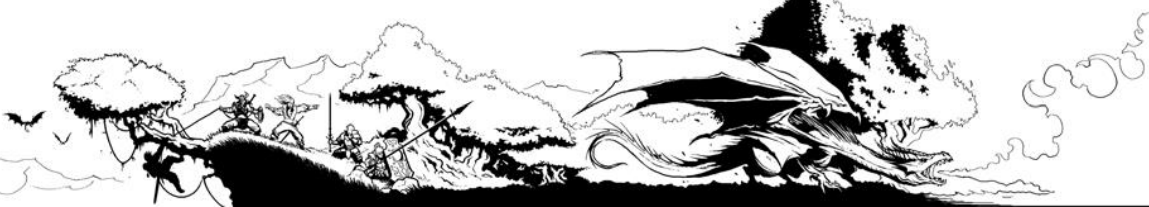


Table X.X: Sentinel

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+1	+2	+0	+0	+1	+1	<i>Outlast</i> , safety line
2	+1	+2	+2	+3	+1	+0	+2	+2	Stalwart (self)
3	+2	+2	+2	+3	+1	+1	+2	+3	Bonus feat
4	+3	+2	+2	+4	+2	+1	+2	+3	Huntsman, it's all in the preparation
5	+3	+3	+3	+4	+2	+1	+3	+4	Bonus feat
6	+4	+3	+3	+5	+2	+2	+3	+5	Gimme shelter
7	+5	+4	+4	+5	+3	+2	+4	+6	Bonus feat, stalwart (team)
8	+6	+4	+4	+6	+3	+2	+4	+6	Huntsman, narrow escape
9	+6	+4	+4	+6	+4	+3	+4	+7	Bonus feat
10	+7	+5	+5	+7	+4	+3	+5	+8	Survival instinct

- Trophy Hunter:* You can drop even the biggest game with a single attack. When you attack an animal, your threat range increases by 3.
- Turning:* Your pleasant relationship with the natural world is... discretionary. Choose a Type from the following list: animal, elemental, fey, ooze, or plant. Once per combat you may Turn characters of this Type (see *Fantasy Craft*, page 223).

Gimme Shelter: Even when Mother Nature gets pissed, she's not really angry at you. At Level 6, any Nature's Fury effect targeting you and any non-hostile character in close quarters is reduced by two dice (minimum zero).

Narrow Escape: When fools die, you run faster. At Level 8, when an enemy within close quarters fails a saving throw prompted by the environment, you gain 1 Edge.

Survival Instinct: Sometimes it's luck, sometimes it's adrenaline. Either way, you're a born survivor. At Level 10, when you are in an environment that you have the matching Pathfinder Basics feat for, you may spend Edge like action dice to confirm threats on Sentinel class skills and attack rolls.

NPC CLASS ABILITIES

The following new class abilities from the Sentinel 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
Gimme shelter	2
It's all in the preparation	2
Killing blow	1
Rough riding	1
Safety line	2
Sprint	2
Trail signs	2
Trophy hunter	2

Class design by Gatac with help from the Crafty forum-ites.
Art by roadkillblues of deviantART.

