

הארגון האמריקני לזכויות האזרח הארגון האמריקני לזכויות האזרח

SHATTERED SKIES

הארגון האמריקני לזכויות האזרח הארגון האמריקני לזכויות האזרח

CAMPAIGN SETTING



HYBRID CLASS

PULVERIZER



PUBLISHING



ROLEPLAYING GAME COMPATIBLE



3.5 SYSTEM COMPATIBLE



HYBRID CLASS

PULVERIZER

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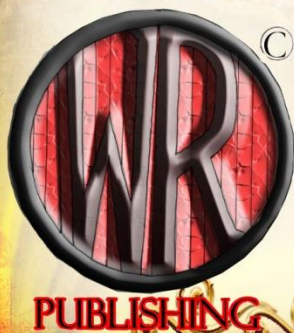
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PULVERIZER

Not all primitive warriors are barbaric savages. Some view their prowess and rage as steps to physical perfection, and they train ardently to reach this state. When the rage takes them, they ride its fury, letting it guide them to enlightenment. There are a wide variety of these barbarian-monks, but the most commonly encountered is the pulverizer. When they are consumed by anger, they literally smash and rip apart their foes with their bare hands. Any object wielded by a pulverizer has the potential of becoming a devastating bludgeoning weapon, and they excel at crushing their foes by grabbing, and slamming them hard against solid surfaces.

Role: The pulverizer is a physically dominant character who specializes in frontline assaults against several enemies at once. He is a benefit to parties that favor direct assaults and can tackle threats through sheer force, something more social or intellectually based parties may lack.

Alignment: any.

Hit Die: d12.

Parent Classes: Barbarian and monk.

Starting Wealth: 3d6 x 10 (average 105 gp).

CLASS SKILLS

The pulverizer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill ranks per level: 4 + Int Modifier.

CLASS FEATURES

Weapon and Armor

Proficiency: A pulverizer is proficient with all simple weapons plus the handaxe, short sword, and weapons from the close fighter weapon group. He is proficient with light armor and shields (except tower shields).

Natural grappler(Ex): If the pulverizer's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

A pulverizer counts his total pulverizer levels as both barbarian levels and monk levels for the purpose of qualifying for feats. He also counts as both a barbarian and a monk for feats and magic items that have different effects based on whether

the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to barbarians and monks based on class level, namely Stunning Fist.

Rage (Ex): A pulverizer can call upon inner reserves of strength and ferocity, granting him additional combat prowess. Starting at 1st level, a pulverizer can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a pulverizer can rage per day. A pulverizer can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a pulverizer gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the pulverizer 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a pulverizer cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except



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TABLE: PULVERIZER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed strike damage
1st	+1	+2	+2	+0	Natural brawler, rage, unarmed strike	1d6
2nd	+2	+3	+3	+0	Improved grapple, rage power	1d6
3rd	+3	+3	+3	+1	Bodysmash, bravery +1, fast movement	1d6
4th	+4	+4	+4	+1	Catch off guard, rage power	1d8
5th	+5	+4	+4	+1	Close weapon mastery, uncanny dodge	1d8
6th	+6/+1	+5	+5	+2	Greater grapple, object smasher	1d8
7th	+7/+2	+5	+5	+2	Bodysmash, bravery +2, maneuver training	1d8
8th	+8/+3	+6	+6	+2	Legendary grapple, rage power	1d10
9th	+9/+4	+6	+6	+3	Awesome smash: cold iron/silver, improved evasion	1d10
10th	+10/+5	+7	+7	+3	Bonus feat, rage power	1d10
11th	+11/+6/+1	+7	+7	+3	Bodysmash, bravery +3, maneuver training	1d10
12th	+12/+7/+2	+8	+8	+4	Bonus feat, rage power	2d6
13th	+13/+8/+3	+8	+8	+4	Elemental smash +1d6	2d6
14th	+14/+9/+4	+9	+9	+4	Rock throwing	2d6
15th	+15/+10/+5	+9	+9	+5	Bodysmash, bravery +4, destructive defense 1/day	2d6
16th	+16/+11/+6/+1	+10	+10	+5	Awesome blow, rage power	2d8
17th	+17/+12/+7/+2	+10	+10	+5	Awesome smash: adamantite	2d8
18th	+18/+13/+8/+3	+11	+11	+6	Elemental smash +2d6	2d8
19th	+19/+14/+9/+4	+11	+11	+6	Bravery, destructive defense 2/day	2d8
20th	+20/+15/+10/+5	+12	+12	+6	Mighty Rage	2d10

Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A pulverizer can end his rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A pulverizer cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a pulverizer falls unconscious, his rage immediately ends, placing him in peril of death.

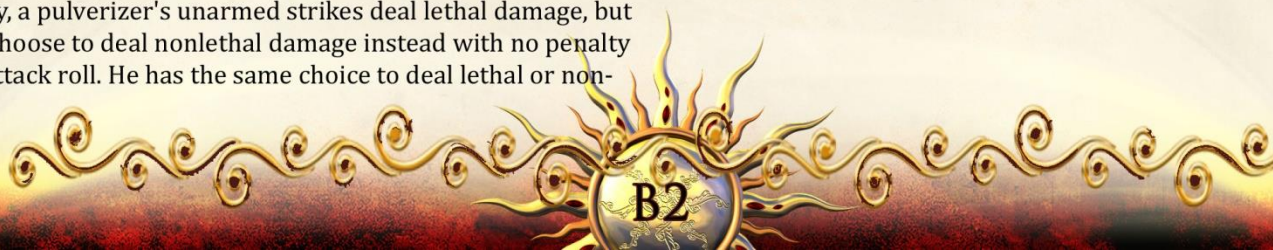
Unarmed Strike: At 1st level, a pulverizer gains Improved Unarmed Strike as a bonus feat. A pulverizer may attack with fists, elbows, knees, and feet. This means that a pulverizer may make unarmed strikes with his hands full. A pulverizer applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes.

Usually, a pulverizer's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or non-

lethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A pulverizer's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A pulverizer also deals more damage with her unarmed strikes than others, as shown on Table: Pulverizer. The unarmed damage values listed on that table are for Medium pulverizers. A Small pulverizer deals less damage than the amount given there with her unarmed attacks, while a Large pulverizer deals more damage; see the following table.



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TABLE: SMALL AND LARGE PULVERIZER UNARMED STRIKE DAMAGE

Level	Small Pulverizer	Large Pulverizer
1st-3rd	1d4	1d8
4th-7th	1d6	2d6
8th-11th	1d8	2d8
12th-15th	1d10	3d6
16th-19th	2d6	3d8
20th	2d8	4d8

Improved Grapple(Ex): The pulverizer gains improved grapple as a bonus feat at 2nd level. If he already possesses improved grapple, he gains a +1 bonus (untyped) on CMB checks to perform a grapple combat maneuver, and a +1 bonus (untyped) to his CMD to defend against such attacks.

Rage Powers (Ex): As a pulverizer gains levels, he learns to use his rage in new ways. Starting at 2nd level, a pulverizer gains a rage power. He gains another rage power for every two levels of pulverizer attained after 2nd level, unless otherwise noted on Table: Pulverizer. A pulverizer gains the benefits of rage powers only while raging, and some of these powers require the pulverizer to take an action first. Unless otherwise noted, a pulverizer cannot select an individual power more than once.

Unlike barbarians, pulverizers do not gain access to totem rage powers. In addition to the rage powers normally available, pulverizers gain access to the following rage powers:

Bash Aside (Ex): You can bash aside an attack with a weapon or shield you are wielding. If you have the Improved Unarmed Strike feat, you can bash aside an attack with your bare hands. When you would take damage from an opponent's attack, you can attempt to abate the impact of the attack by bashing your opponent's attack aside as an immediate action. You can even bash aside rays and spells that require an attack roll. To do so, make an attack roll of your own with a held weapon or shield. If your attack roll is equal to or higher than your opponents roll, you receive the attacks minimum damage (for example an attack that would deal 2d6+4 points of damage deals 6 points of damage). This power can only be used once per rage. A pulverizer must be at least 6th level before selecting this power.

Bloodbath (Ex): You gain the benefit of the Cleave feat for 1 round. If you already possess the Cleave feat, you instead gain the benefits of Great Cleave feat instead. Furthermore, if you use your powerful blow rage power, every melee attack that you make this round gains the damage bonus from that ability. This power can only be used once per rage. A pulverizer must have the powerful blow rage power and be at least 16th level before selecting this power.

Feral Gait (Ex): When you rage you adopt an ape-like posture and a loping gait, sprinting on hand and foot. As long as you have at least one hand free (wearing a buckler or using a light shield counts as leaving a hand free for this purpose), the speed bonuses granted by your swift foot rage powers are doubled while you rage. A pulverizer must have selected the swift foot rage power at least once, and be at least 10th level before selecting this power.

Ferocious (Ex): You may gain the ferocious special ability as a free action. While benefiting from this ability, each round that you rage subtracts 2 from the number of rounds you can rage per day. A pulverizer must be at least 12th level before selecting this ability.

Is That All You've Got? (Ex): Whenever an opponent confirms a critical hit against you, or whenever you fail a saving throw against an opponent's spell, you can make an Intimidate skill check to demoralize your attacker as an immediate action. If you have the bash aside rage power, you may use this power in concert with that power, as part of the same immediate action. A pulverizer must be at least 8th level before selecting this power.

Massacre (Ex): You can use the slaughter rage power an additional number of times equal to your Constitution modifier each time that you rage. A pulverizer must have the slaughter rage power and be at least 8th level before selecting this power.

Outrage (Ex): You can enter your rage as an immediate action. A pulverizer must be at least 4th level before selecting this power.

Pulverize (Ex): When your melee attack reduces an opponent to -1 hit points or less, you may choose to do an additional 2d4 points of bludgeoning damage to that opponent.

Rampage (Ex): When your charge attack reduces an opponent to -1 hit points or less, you may immediately spend the remainder of your movement for the round (if any) to move normally as a free action. This power can only be used once per rage.

Slaughter (Ex): When your melee attack deals reduces an opponent to -1 hit points or less, you may perform a coup de grace action against that opponent as an immediate action. This power can only be used once per rage. A pulverizer must have the pulverize rage power and be at least 4th level before selecting this power.

Thunderclap (Ex): You may choose to deal 1d6 sonic damage to all targets in a 20 foot cone by expending your daily use of your elemental smash ability. The pulverizer must be at least 10th level before selecting this ability.



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Bodysmash (Ex): Starting at 3rd level, a pulverizer can bodysmash as a full-attack action. When doing so, a pulverizer has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. He does not need to use two different weapons to use this ability.

A pulverizer applies his full Strength modifier to his damage rolls for all attacks made with bodysmash, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A pulverizer can substitute disarm, grapple, sunder, and trip combat maneuvers for unarmed attacks as part of bodysmash. A pulverizer with natural weapons can't use such weapons as part of bodysmash, nor can he make natural weapon attacks in addition to his bodysmash attacks.

At 8th level, the pulverizer gains use of the Improved Two-Weapon Fighting feat when using bodysmash. At 15th level, he gains use of the Greater Two-Weapon Fighting feat when using bodysmash.

Furthermore, the pulverizer gains a +1 bonus on grapple checks and a +1 bonus to his CMD when defending against grapple checks. This bonus increases by 1 at 11th level and again at 15th level.

At 7th level and every 4 levels thereafter, the pulverizer becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each (For example, if he chooses sunder at 7th level, his bonuses to grapple are +2 and bonuses to sunder are +1. If he then chooses bull rush upon reaching 11th level, his bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.).

Bravery (Ex): Starting at 3rd level, a pulverizer gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 3rd.

Fast Movement (Ex): A pulverizer's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the pulverizer's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the pulverizer's land speed.

Catch Off Guard (Ex): A Pulverizer gains the benefit of the Catch Off guard feat at 4th level. Foes are surprised by your skilled use of unorthodox and improvised weapons.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

If a pulverizer already has the Catch Off Guard feat, he automatically gains Improved Catch Off Guard (see below) instead.

Close Weapon Mastery (Ex): At 5th level, a pulverizer's damage with close weapons increases. When wielding a close weapon, he uses the unarmed strike damage of a pulverizer 4 levels lower instead of the base damage for that weapon (for example, a 5th-level Medium pulverizer wielding a punching dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The pulverizer can decide to use the weapon's base damage instead of his adjusted unarmed strike damage—this must be declared before the attack roll is made.

Uncanny Dodge (Ex): At 5th level, a pulverizer gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose her Dex bonus to AC if the attacker is invisible. He still loses her Dexterity bonus to Armor Class if immobilized. A pulverizer with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action against him.

If a pulverizer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Greater Grapple (Ex): Maintaining a grapple is second nature to you. You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Normal: Maintaining a grapple is a standard action.

Object Smasher (Ex): At 6th level a pulverizer gains the Object Smasher combat feat (see below) for free.

Maneuver Training (Ex): At 7th level, a pulverizer can select one combat maneuver to receive additional training. He gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to her CMD when defending against that maneuver.

At 11th level, the pulverizer becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by his previous maneuver training increase by 1. (For example, if a pulverizer chooses trip at 7th level and sunder at 11th level, his bonuses to trip are +2 and bonuses to sunder are +1).



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Legendary Grapple (Ex): You gain a bonus equal to $\frac{1}{4}$ of your (pulverizer) level on checks to grapple, and to your CMD when an opponent tries to grapple you. These bonuses stack with those granted by Improved Grapple.

Furthermore, you can make an attack of opportunity against any creature that attempts to grapple you, unless it also has this ability.

Awesome Smash: At 9th level, a pulverizer's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. His unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, he chooses one alignment component: chaotic, evil, good, or lawful; his unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the pulverizer's actual alignment, such as a good pulverizer choosing evil strikes.) At 17th level, his unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Elemental Smash (Su): At 13th level the pulverizer's unarmed strikes can take on an aspect of elemental energy for a number of rounds equal to $3 +$ the pulverizer's wisdom bonus (minimum 1), though these rounds need not be consecutive. As a swift action he imbues his strikes with one of the following energy types: acid, cold, electricity, fire, force, sonic. Once chosen the pulverizer cannot choose a different type until the next day. At 18th level the pulverizer can use elemental smash 2 additional rounds per day.

Rock Throwing (Ex): The pulverizer becomes an accomplished rock thrower at 14th level, and has a +1 class bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large pulverizer can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The pulverizer can hurl the rock up to five range increments. The size of the range increment varies with the

size of the pulverizer. Damage from a thrown rock is generally twice the pulverizer's base unarmed strike damage (without the benefits of awesome smash or elemental smash) plus $1\frac{1}{2}$ times his Strength bonus.

Format: rock throwing (120 ft.); Location: Special Attacks (damage is listed in Ranged attack).

Destructive Defense (Ex): At 15th level, once per day when he would be reduced to 0 or fewer hit points by damage in combat from a weapon, unarmed, or natural attack, the pulverizer can attempt to absorb all the damage. To use this ability, the pulverizer must attempt a Fortitude saving throw, with the DC equal to the damage dealt. If it succeeds, he takes only half damage from the blow; otherwise, he takes full damage. He must be aware of the attack and able to react to it in order to use this ability—if he is denied his Dexterity bonus to AC, he can't use this ability. At 19th level, he can use this ability twice per day.

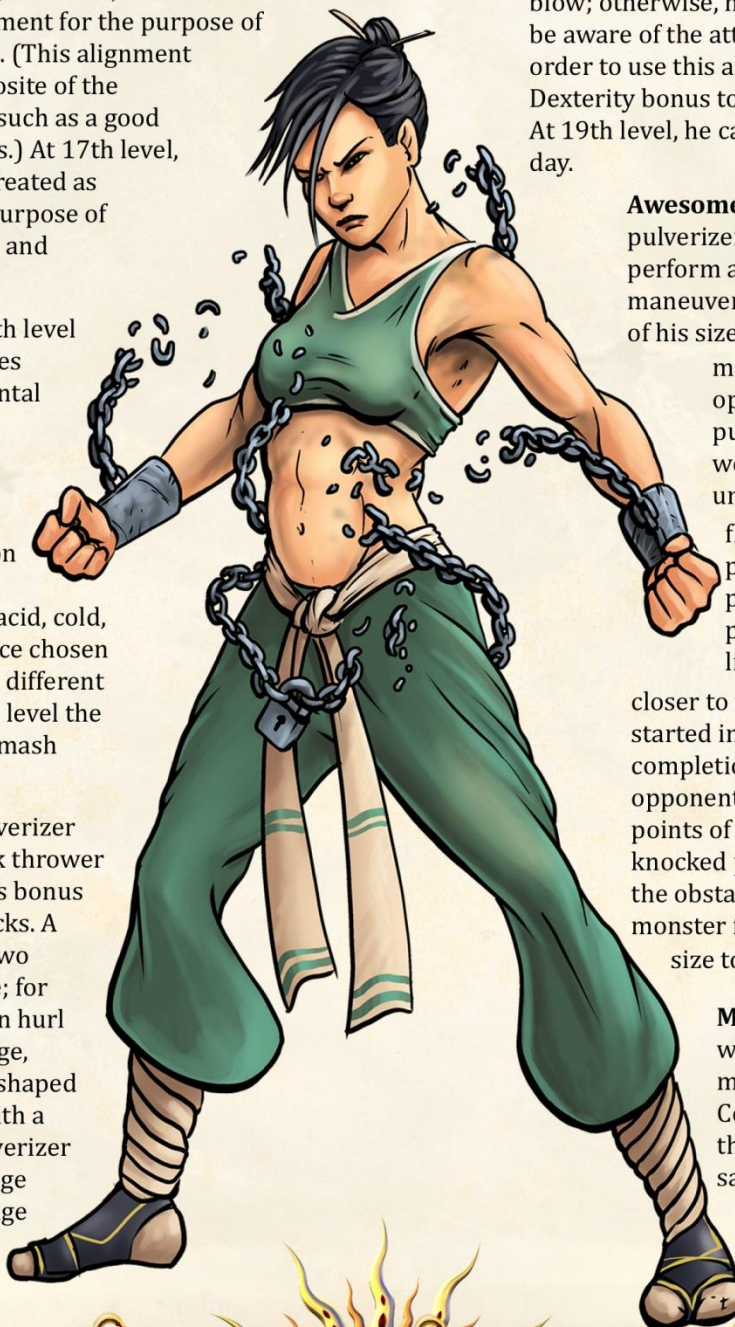
Awesome Blow (Ex): At 16th level, the pulverizer can, as a standard action, perform an awesome blow combat maneuver against a corporeal creature of his size or smaller. If the combat

maneuver check succeeds, the opponent takes damage as if the pulverizer hit it with the close weapon he is wielding or an unarmed strike, it is knocked

flying 10 feet in a direction of the pulverizer's choice, and it falls prone. The pulverizer can only push the opponent in a straight line, and the opponent can't move

closer to the pulverizer than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the pulverizer can be of any size to use this ability.)

Mighty Rage (Ex): At 20th level, when a pulverizer enters rage, the morale bonus to his Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.



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ADDITIONAL RULES FEATS AND OPTIONS

IMPROVED CATCH OFF-GUARD (COMBAT)

It may look like you're at a disadvantage, but you can hold a battalion at bay with a broken chair and a mead jug.

Prerequisite: Catch Off-Guard

Benefit: Foes (even armed foes) are flat-footed against attacks you make with an improvised weapon. At the end of each round as a free action, a foe may make a Sense Motive check opposed by your Bluff check. If the foe's Sense Motive check is successful, it stops being flat-footed by any improvised weapon attack you make for 24 hours. Your improvised weapon attacks threaten on a natural attack roll of 19 or 20.

LEGENDARY CATCH OFF GUARD (COMBAT)

In your hands, anything is a deadly weapon.

Prerequisite(s): Improved Catch Off-Guard.

Benefit: The damage dealt when you use improvised weapons increases by your tier. You also gain a bonus to CMD equal to 1/4 your total level when an opponent attempts to sunder or disarm an improvised weapon you're wielding.

IMPROVED UNCANNY DODGE (EX):

At 5th level and higher, barbarians can no longer be flanked. This defense denies rogues and other classes the ability to sneak attack barbarians by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a pulverizer already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

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