

THE DEEP WILDER

PRESTIGE CLASS

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you can keep your so-called civilization. I've found more nobility in these wilds than may be found in all your gilded palaces.

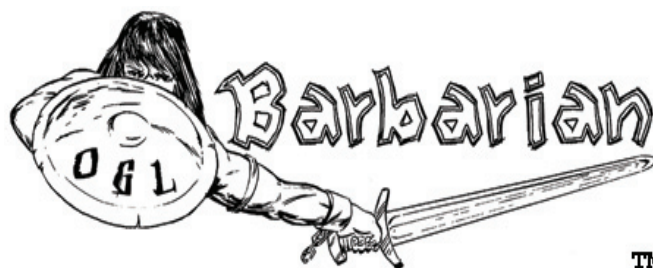
Even amongst the most reclusive barbarians and borderers, there are stories of men that have walked into the deepest, darkest wilds to escape civilization. Although not feral, these self-imposed pariahs have become savage – they have tossed aside the protocols and ways of man by embracing the land and its bounty.

With their shedding of the deep wilder has come to few others. They can move sustain themselves upon it intimacy. The terrain is a embraced in times of peace like a weapon when the cry forth. The wild is friend, sanctuary to the deep if most other men would because of it.

CAMPAIGN USE

No matter how benevolent the group's intentions or cooperative their deeds towards each other may be, the deep wilder will always choose to remain on the outside. Even a small band of adventurers remains a group of people who cling to civilization more than the character will be comfortable with. The deep wilder should have a good reason for staying with his companions, seeing as how wealth is not the driving force behind his actions.

Hit Die: d10



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REQUIREMENTS

Base Attack Bonus: +5

Codes of Honor: Barbaric

Feats: Endurance, Track

Skills: Knowledge (Geography) 6 ranks, Profession (Hunter) 6 ranks, Survival 8 ranks

Race: The race's favored class must be either barbarian or borderer

Special: Must have the Favored Terrain class ability

CLASS SKILLS

The deep wilder's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Herbalism) (Int), Craft (Any mundane that deals with raw resources of nature) (Int), Handle Animal (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Listen (Wis), Move Silently (Dex), Profession (Hunter) (Wis), Search (Int), Spot (Wis), Survival (Wis.)

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

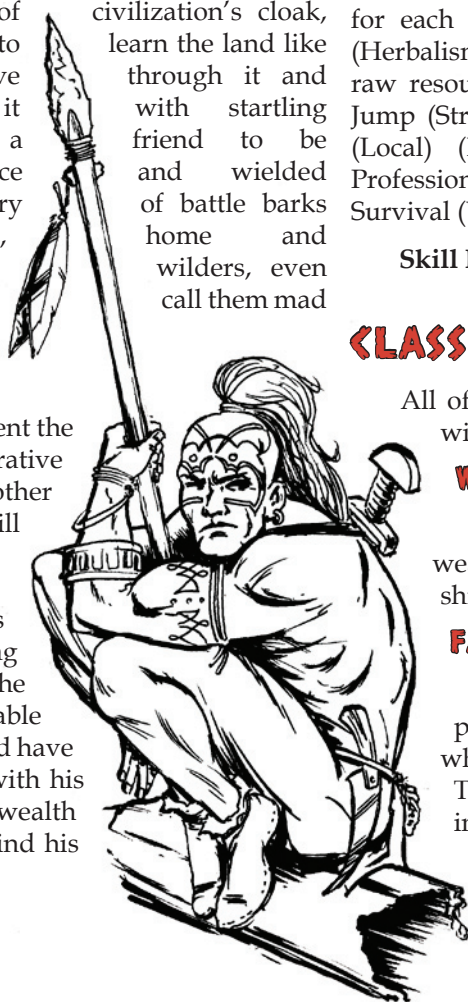
All of the following are class features of the deep wilder prestige class.

WEAPON AND ARMOR PROFICIENCY

The deep wilder is proficient with all simple weapons, two-weapon combat, light armor and shields.

FAVORED TERRAIN

The deep wilder's class levels add to previous class levels for the sake of determining when Favored Terrain ability bonuses increase. To calculate when Favored Terrain bonuses increase or when a new form of Favored Terrain is gained, add the character's deep wilder level to that of the previous class that granted Favored Terrain and use the tally as the effective class level to compare to the other class' abilities.



SAVAGE

A deep wilder has truly turned his back on the trappings of civilization, granting a +2 competence bonus to Diplomacy and Gather Information checks when dealing with others with the Barbaric Code of Honor, and +2 to Intimidate and Bluff checks against others with the Civilized Code of Honor.

Unfortunately, this same savagery imposes a -2 penalty to Diplomacy, Gather Information, Knowledge (Geography), Knowledge (Local) and Perform checks concerning civilization and/or people with the Civilized Code of Honor.

BONUS FEAT

At levels 2, 5 and 8, the deep wilder may select a bonus feat, taken from the following list so long as all prerequisites are met: Brawl, Diehard, Eyes of the Cat, Fleet-Footed, Toughness, Great Fortitude, Lightning Reflexes, Dodge, Out Of Thin Air, Self-Sufficient, Stealthy, Alertness and Run.

WILD COMBAT STYLE

At 3rd level, a deep wilder may select a combat style influenced by the wilds from among the following. Normally, a style may only be selected once.

Ambush: By successfully remaining hidden in his first favored terrain so as to create a surprise attack that denies his target their dodge or parry bonus, the deep wilder may use this ability after studying the target from hiding for at least (5 – Wisdom modifier) rounds. Treat a result of 0 as a standard action and any negative number as a free action.

Meeting the conditions for an ambush allows the deep wilder to double his initial attack's threat range and increases the attack's critical multiplier by 1. These bonuses only last until the deep wilder's first attack has been made or until the target regains its dodge or parry bonus, whichever comes first.

Stealth Strike: While in his first favored terrain, the deep wilder gains the ability to make +1D6 sneak attacks. To make a sneak attack, the deep wilder must meet the same conditions required of a thief.

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Level	Base attack bonus	Base dodge bonus	Base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+1	+0	+0	+0	+2	+2	+0	<i>Favored Terrain, Savage</i>
2	+2	+1	+1	+0	+3	+3	+0	<i>Bonus Feat</i>
3	+3	+2	+1	+0	+3	+3	+1	<i>Wild Combat Style</i>
4	+4	+3	+2	+1	+4	+4	+1	<i>Living Off The Land</i>
5	+5	+3	+2	+1	+4	+4	+1	<i>Bonus Feat</i>
6	+6/+1	+4	+3	+1	+5	+5	+2	<i>Wild Combat Style</i>
7	+7/+2	+5	+3	+1	+5	+5	+2	<i>Lost In The Wilds</i>
8	+8/+3	+6	+4	+2	+6	+6	+2	<i>Bonus Feat</i>
9	+9/+4	+6	+4	+2	+6	+6	+3	<i>Wild Combat Style</i>
10	+10/+5	+7	+5	+2	+7	+7	+3	<i>Beast Speaker</i>

Unlike the other wild combat styles, stealth strike may be selected more than once with each additional instance increasing the sneak attack damage by another +1d6.

This stacks with a thief's sneak attack damage.

Terrain Mastery: So long as the deep wilder is within his first favored terrain, he may add his Wisdom modifier as a bonus to his attack rolls against any targets who do not also have that terrain as their first favored terrain class ability.

Tree-Fighting: Although the combat style is called "tree-fighting," it actually refers to combat within any high and/or awkward obstacles or features native to the character's first favored terrain. The character is always considered to be taking 10 at no extra cost of time whenever making a Balance or Climb check in such obstacles. He can also move at his normal movement and does not suffer any attack roll penalties typical to such positioning.

Wild Step: While within his first favored terrain, the deep wilder is immune to attacks of opportunity so long as he has at least one adjacent square either unoccupied, or occupied by friendly creatures.

Select a new wild combat style at levels 6 and 9.

LIVE OFF THE LAND

A 4th level deep wilder is so familiar with his first favored terrain that all Survival checks not related to tracking are automatically considered to be taking 20, regardless of circumstance or distraction, while only taking the normal amount of time for the task.

LOST IN THE WILDS

A 7th level deep wilder is so accustomed to moving with the wilds rather than through them that any attempt to track him automatically has its DC increased by +5 unless the deep wilder purposely wants to leave a trail.

BEAST SPEAKER

The 10th level deep wilder is so familiar with the beasts of his first favored terrain that they will not consider him a threat or prey under neutral circumstances. Furthermore, the character gains a +2 competence bonus to Bluff, Handle Animal, Intimidate, Knowledge and Spot checks involving such beasts.

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