

Gooddevil Press Presents
Paths Less Traveled:

The Amazon



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PRESENTS

PATHS LESS TRAVELED: THE AMAZON

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AMAZON

There are many cultures in many worlds where women take the role of warrior and apply secret techniques in combat only mastered by the female spirit. These amazon warriors' inner strength fuels their bodies, aiding them in power and technique and allows them to be stronger than they appear. Amazon sisterhoods can be found in many places such as warrior cults, churches of female deities, barbarian tribes, and matriarchal forms of government. They can be found among most races but are most common among centaurs, dwarves, frost giants, and hobgoblins. Amazons have mastered the use of medium armor and use composite bows with amazing skill and accuracy.

Role: The frontline is where amazons excel, using their strength and mastery of their chosen weaponry to defeat fearsome foes better equipped than themselves. An amazon's confidence allows her to charge into battle without fear, making way for her allies to follow behind them.

Alignment: Any

Hit Die: d10

Gender: Female only

Class Skills

Table 1-1: Amazon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Amazonian strike +1
2nd	+2	+3	+0	+3	Amazon training, confidence DR 2/-
3rd	+3	+3	+1	+3	Amazonian strike +2
4th	+4	+4	+1	+4	Amazon training
5th	+5	+5	+1	+5	Amazonian strike +3
6th	+6/+1	+5	+2	+5	Amazon training, confidence DR 4/-
7th	+7/+2	+6	+2	+6	Amazonian strike +4
8th	+8/+3	+6	+2	+6	Amazon training, grand confidence
9th	+9/+4	+7	+3	+7	Amazonian strike +5
10th	+10/+5	+7	+3	+7	Advanced amazon training, confidence DR 6/-
11	+11/+6/+1	+8	+3	+8	Amazonian strike +6
12th	+12/+7/+2	+8	+4	+8	Amazon training
13th	+13/+8/+3	+9	+4	+9	Amazonian strike +7
14th	+14/+9/+4	+9	+4	+9	Amazon training, confidence DR 8/-
15th	+15/+10/+5	+10	+5	+10	Amazonian strike +8
16th	+16/+11/+6/+1	+10	+5	+10	Major amazon training
17th	+17/+12/+7/+2	+11	+5	+11	Amazonian strike +9
18th	+18/+13/+8/+3	+11	+6	+11	Amazon training, confidence DR 10/-
19th	+19/+14/+9/+4	+12	+6	+12	Amazonian strike +10
20th	+20/+15/+10/+5	+12	+6	+12	Amazon training, invincible confidence

The amazon's class skills are Acrobatics (Dex), Appraise (Int), Craft (Int), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: Amazons are proficient with all simple and martial weapons. They are also proficient with light and medium armor and all shields, including tower shields.

Amazonian Strike (Ex): When making a melee attack with a piercing weapon the amazon adds +1 to that weapon's damage rolls. This bonus increases by 1 at 3rd level and every second level thereafter. This is not considered precision damage. In addition, an amazon may use this bonus number instead of her normal Strength modifier for the purpose of wielding composite bows.

Amazon Training: As an amazon gains experience, she learns a number of abilities that aid her with battle and social encounters. Starting at 2nd level, an amazon gains one amazon training ability. She gains an additional amazon training for every 2 levels of amazon attained after 2nd level. An amazon cannot select an individual ability more than once.

Amazonian Strike

During playtesting and editing, some concerns came up about the power level of Amazon Strike compared to other similar damage boost abilities. A suggestion was made to make it a uses per day ability, but after examining the math, we decided to keep it a purely passive boost. For those interested, the math is as follows:

Comparing a level 10 amazon to a level 10 fighter and a level 10 paladin (fighting an evil non-undead/demon/dragon). Assume 18 Strength and 14 Charisma at character creation, +2 Strength from levels 4 and 8, and a +4 Strength belt and +2 Charisma headband. That leaves us with 24 Strength and 16 Charisma. Character is wielding a +3 longspear. No feats are invested and critical hits are ignored, just to keep the math simpler. Their target is a default CR 12 creature using the Bestiary monster creation guidelines, which has an AC of 27.

Amazon: Attacks at +20/+15 for 1d8+18 damage each hit.

Fighter: Attacks at +22/+17 for 1d8+15 damage each hit.

Paladin w/ smite: Attacks at +23/+18 for 1d8+23 damage each hit.

Paladin w/o smite: Attacks at +20/+15 for 1d8+13 damage each hit.

Average damage per round is given by the formula $((\text{Hit1} + \text{Hit2}) * \text{Dmg})$ = expected average damage from a full attack, where Hit1 and Hit2 are the hit chances in decimal of the first and second iterative attacks, respectively, against the target AC, and Dmg is the average damage from a hit (in this case, 4.5 plus the static damage bonus). Using that formula, we get the following expected average damage for each class:

Amazon: 25.875 damage

Fighter: 26.325 damage

Paladin w/ smite: 39.875 damage

Paladin w/o smite: 20.125 damage

The smiting paladin is a clear winner there, but she's using 25% of her daily smite evil uses, and when she doesn't smite she's only dealing about 80% of the damage the amazon is. The fighter does slightly more damage (and would be dealing a little more on top if I'd included Greater Weapon Focus and Weapon Specialization), but is overall very comparable to the amazon. The amazon hits a little harder per hit but a little less frequently than the fighter.

Overall, I think that's pretty much the perfect balancing point. "About as good as a Fighter at killing things" is a very good place to be, but not one that needs a limitation on uses per day. Instead it has the same limitation the Fighter does: weapon choice.

Amazon Charge (Ex): The amazon increases her base speed by 10 ft. when charging or running.

Amazon Charm (Ex): An amazon with this training receives a bonus on Diplomacy checks equal to $\frac{1}{2}$ her amazon level (minimum +1) against all male characters. Diplomacy is always a class skill for this character.

Amazon Swagger (Ex): An amazon with this training receives a bonus on Intimidate checks equal to $\frac{1}{2}$ her amazon level (minimum +1).

Amazonian Hex (Su): The amazon gains one hex from the witch's class ability list. The amazon's effective witch level is equal to her amazon level -3. You must be 4th level to select this training.

Arrow Deflection (Ex): The amazon gains the benefit of the Deflect Arrows feat when wielding a shield or wearing bracers of armor.

Combat Trainings: The amazon gains a bonus combat feat.

Defensive Flanker (Ex): While flanking and while wielding a shield, the amazon gains an additional +2 shield bonus to their AC.

Greater Confidence (Ex): An amazon with this training increases

her confidence DR by 1.

Improved Technique (Ex): The amazon gains an additional +1 bonus to her amazonian strike.

Look Down on Man (Ex): An amazon with this training receives a +4 on Intimidate checks against male characters.

Rage Power: An amazon with this training gains a barbarian rage power. This rage power applies anytime she implements her amazonian confidence DR.

Shield Defense (Ex): The amazon adds her shield bonus to her CMD.

Spear Sister (Ex): The amazon gains the Lunge feat while wielding a spear.

A Warrior's Beauty (Sp): Three times per day, an amazon with this training may cast *charm person* as a spell-like ability, except that it only targets males. The DC for this ability is 11 + the amazon's Charisma bonus, and the caster level is equal to the amazon's class level.

Confidence (Ex): Starting at 2nd level, the amazon has DR 2/- until she begins her second round of combat. The amazon must be wearing armor or wielding a shield (but not a buckler) for this DR to apply. At 6th level and every four levels thereafter, this DR

increases by 2.

Grand Confidence (Ex): Starting at 9th level, whenever an amazon makes a charge attack she applies her confidence DR until the beginning of her next turn.

Advanced Amazon Training: At 10th level, and every two levels thereafter, an amazon can choose one of the following advanced trainings in place of an amazon training. An amazon cannot select an individual training more than once.

Armor Trick (Ex): Once per day, as a swift action while wearing medium or heavy armor, the amazon counts as wielding shield even if she is not.

Arrow Technique (Ex): The amazon with this training can apply her amazonian strike damage to ranged attacks made with shortbow, longbow, composite shortbow, and composite longbow.

Blood for Glory (Ex): Whenever an amazon with this training deals damage with her amazon technique, she causes living opponents to bleed. This attack causes the target to take 1 additional point of damage each round. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this training stacks with itself up to a maximum of 5 points of damage. Bleeding damage bypasses any damage reduction a creature might have.

First to Glory (Ex): An amazon with this training doubles her amazonian strike damage during the first round of combat and during a charge.

Improved Shield Defense (Ex): An amazon with this training adds double her shield bonus to her CMD. She must have the shield defense training to gain this training.

Great Warrior's Beauty (Sp): Twice per day an amazon with this training may cast *dominate person* as a spell-like ability, except that it only targets males. The DC for this ability is $15 + \text{the amazon's Charisma bonus}$, and the caster level is equal to the amazon's class level. She must have the warrior's beauty ability to gain this ability.

Shielding Reflex (Ex): An amazon with this training gains the benefits of evasion while wielding a shield (not including a buckler).

Spear Sister Defense (Ex): While using the Lunge feat and wielding a shield, the normal -2 AC penalty is reduced to -1.

at 9th level, whenever an amazon makes a charge attack she applies her confidence DR until the beginning of her next turn.

Major Amazon Training: At 16th level, and every two levels thereafter an amazon can choose one of the following trainings in place of an amazon training.

Amazonian Riposte (Ex): Whenever an enemy misses an amazon with an attack of opportunity, it provokes an attack of opportunity from the amazon. The amazon must be wielding a shield (but not a buckler) to use this training.

Greater Blood for Glory (Ex): Whenever an amazon with this training deals damage with her amazonian strike, she causes living opponents to bleed. The target takes 3 additional points of damage each round. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability stacks with itself up to a maximum of 10 points of damage. Bleeding damage bypasses any damage reduction a creature might have. The amazon must have the blood for glory training to gain this training. This ability replaces, and does not stack with, the amazon blood for glory training.

Improved Shielding Reflex (Ex): An amazon with this training gains the benefits of improved evasion while wielding a shield (not including a buckler). An amazon must have the shielding reflex training before she can take this training.

Snap Bash (Ex): Once per day, as an immediate action, the amazon may make a shield bash attack at her full base attack bonus. This attack may not be taken on the amazon's turn.

Supreme Warrior's Beauty (Sp): Once per day an amazon with this training may cast *dominate monster* as a spell-like ability, except that it can only target male creatures. The DC for this training is $19 + \text{the amazon's Charisma bonus}$, and the caster level is equal to her amazon class level. She must have the great warrior's beauty training to gain this training.

Turn With The Blow (Ex): Once per day as a swift action, while wearing medium or heavy armor, or wielding a shield (but not a buckler), the amazon may ignore weapon damage from one attack.

Invincible Confidence (Ex): At 20th level, an amazon's confidence in her own superiority grows so powerful that she becomes completely immune to damage until the beginning of her 2nd round of combat and while charging until the start of her next turn. This training only protects against hit point damage not

over types of damage such as; ability point damage, ability drain, level drain, death effects which do not deal hit point damage, drowning, and so on.

Amazons in Real World Myth

Most of what we know of ancient amazons is taken from Greek myth. It is said they were an independent tribe of warrior women that hailed from their city, Themiscrya, located within Asia Minor along the River Thermodon. In these stories the amazons lived like soldiers and were taught warfare, weaponry, and horse riding from childhood. They were known as great bowmen and were often depicted with one breast removed to show their devotion to their skills. The amazons were often villainized as the “killers of men” or “slavers of men” in the male-dominated society of ancient times. Many amazon stories depict them at moon worships.

Some famous amazons from mythology are: Hippolyta the amazon queen, whose girdle Hercules need to retrieve as one of his twelve tasks; Antiope, Hippolyta’s sister who seduced Hercules companion Theseus left the amazon tribe.:Molpadia , who sacked Athens and killed Anitiope for her abandonment of Amazonian ways; and Penthesilea, who was the amazon’s greatest warrior who fought for Troy in the Trojan War and lost her life to Achilles.

Amazons in the Midgard Campaign Setting

By: Wolfgang Baur

The Midgard setting is lucky to have many strong female characters, from the dwarven shieldmaids and Valkyries in the north to the Sultana of the Dragon Empire and her powerful servants. The greatest and most traditional Amazons, though, are the women of the Duchy of Perun’s Daughter, more commonly called Perunalia. Their Duchess is a literal daughter of the god of storm and thunder, and her lands are a place that entrusts women with the art of war (for men are surely not reliable enough to handle such power responsibly).

The Amazons of Perun are steely-eyed, well-trained, and deadly with sword and bow, ax and shield. They must be, for their enemies include nomadic centaurs, nearby slavers, and even the plots of Baba Yaga and others. The greatest of the Amazons of Perun are members of the Order of the White Lions, a knightly order devoted to war and the causes of hope and mercy. They have a tendency to outwit and outfight their neighbors, and though they do admit men into the ranks during times of war, it’s clearly an order by and for female warriors and paladins.

To learn more, check out the *Player’s Guide to the Crossroads*, which includes the Order of the White Lions archetype for Amazons.

Amazons in the Olume Campaign Setting

Strong women warriors can be found in every corner of Olume, such as the veiled harem guards of the sultans of Antartis, Painted Oracles of Lodi who wear roses for eyes, the Evergreen Nuns the Scattered Monasteries, and the Father Eaters of the West Uru territories. However the Vernemor Sisterhood of Bejornkonge Imperium is the most famous and heavily ranked order. Widely known outside Bejornkonge colonies as the Czarina of the Bejornkonge is required to serve a decade in the order as per the ancient laws of The Founding making the order’s laws and customs important to all who deal with the Czarina.

The Vernemor Sisterhood is a warrior society devoted to the protection of the Imperium; chiefly the major cities upon the Isbrefold and the Uru islands and their populaces. The bloodlines of the ancient dwarven nobility is also protected by the sisterhood, as the races is slowly fading away on this side of the Chrono Fog. To this effort the Vernemor have opened sinus houses, male brothels full of dwarven studs, and orphanages from which they education and draft future members to their order. The Amazons of this sisterhood are easily identified by their bear-faced shields and phalanx fighting techniques and their addition of the axe to the more traditional Amazonian weapons.

Amazon Feat

Additional Amazonian Weapon

You can use an additional weapon with your amazonian strike ability.

Prerequisites: Amazonian strike class ability.

Benefit: You can add an additional weapon to the list of weapons you can use with your amazonian strike ability. You must be proficient with the you select.

Normal: The amazonian strike ability can only be used with piercing weapons.

Archetypes

Androktone (Archetype)

An amazon sect and philosophy embraced by the matriarchal society of the gnolls and drow, the androktones are “killers of men” and only keep males, even family, as slaves and servants. Their hatred has reached such a level that it is imprinted upon their souls, granting a supernatural bonus to their attacks against male creatures.

Requirements: Drow, Gnoll, and woman of the city of Kibola in the Olume campaign setting.

Androktone Strike (Ex): The androktones focus on melee combat and cannot substitute their amazonian strike bonus for their Strength bonus for composite bows. This ability otherwise functions as amazonian strike.

Hatred Conditioning: The androktone have been training through their society to loathe men and to constantly lower their standing and check their bravado. Androktone may select amazon trainings from the list below.

Consuming Hatred (Su): As a swift action, the androktone can channel the strength of her disdain of males into her attacks, doubling the bonus she receives from androktone strike, but only against male creatures. This ability lasts a number of rounds equal to the androktone’s Charisma bonus and can be used three times per day.

On Your Knees (Su): As a standard action, the androktone can attempt to trip a male creature within her reach. Make a trip attempt as normal, but the androktone gets a +2 bonus to her CMB and does not provoke an attack of opportunity from the

target. If the trip attempt succeeds, the target must succeed at a Will save (DC 10 + ½ the androktone's level + the androktone's Charisma bonus) or be dazed until the end of their next turn.

Superiority (Ex): Androktone strike also gives a +1 bonus to attack rolls. This bonus increases by a further +1 at levels 5, 10, 15, and 20, but only applies against male creatures.

Mistress of the Whip (Su): The androktone may apply androktone strike while wielding a whip, and she deals full damage with a whip regardless of the target's armor. Male creatures which take damage from the androktone's whip are stunned for 1 round unless they succeed at a Will save (DC 10 + ½ the androktone's level + the androktone's Charisma bonus). Whether or not the save is successful, the creature cannot be stunned by this ability again for 24 hours.

Killers of Men (Ex): At 4th level, an androktone gains the Critical Focus feat as a bonus feat. At 8th, 12th, 16th, and 20th level, she gains a bonus feat which must have Critical Focus as a prerequisite. She qualifies for these bonus feats as if her BAB were 3 higher than normal and may select Critical Mastery as if she were a fighter of her level, but must meet any other prerequisites. Androktones can only use feats gained through this ability against male creatures. This ability replaces the amazon training normally gained at levels 4, 8, 12, 16, and 20.

Androktone in the Olume Campaign Setting

The moai Amazons of the Sailing

City of Kibola and its six golden satellite fortresses are raiders and slavers and feared all throughout the west. Their city houses the largest gathering of open worshipers of the Murder Goddess, Blood Maries in all of Olume. They are blood drinkers, war worshipers, and have a lust for all things savage. To the Androktone of Kibola men are equal to horses but carry less and whine more. They have a love of gladiatorial games, horse and weewilmek racing, and hunting men for sport. They hunt these men by surfing the sky upon weewilmek back with net and bow bring back the good catches for slaves or food. In the spring they release the more troublesome slaves, law breakers, and those slaves who are too old or sick to work and then let the new recruits and acolytes to the Blood Goddess track them down and prove their worth and devotion. This is known as the Leeching Festival and is the main holiday of the city.

As directed by the culture of the city and its patron goddess,

Kibola also has a high population of characters of the Amazon core class and the Panther Warrior Amazon archetype who commonly multi class with Barbarian, Ranger, and Assassin levels.

Hex Archer (Archetype)

Legends of the fearsome one-breasted archer women have been told for centuries. The arrows of these bow wielding witches from the plains and dark forests of the world pierce the souls of their victims and curse them with the venoms of witchcraft. These talents in witchcraft change from culture to culture, sometimes applying to other ranged weapons besides the bow such as shurikens, javelins, or pistols.



Infused Hex (Su): Starting at 2nd level, as a standard action, a hex archer can fire an arrow (or another ranged weapon) infused with the power of one of her hexes. Make a ranged attack at your full attack bonus. If the attack hits, it deals damage normally and the target of the attack is affected by the chosen hex. The target may still attempt to save against the hex. This ability replaces the confidence ability.

Hex (Su): Hex archers learn a number of magic tricks which allow them to weaken foes. At 2nd level, a hex archer gains a hex of her choice from the following list. At 4th level and every 2 levels afterwards, she gains another hex. She cannot select an individual hex more than once. This ability replaces amazon training.

Leaden Limbs: Target a creature within 30 feet. The target treats all terrain as difficult terrain for 1 round per level. A successful Will save reduces the duration to 1 round.

Phantom Threat: Target a creature within 30 feet. If the target fails a Will save, it is considered flanked whenever any of your allies attack it for 1 round per level. This is a mind-affecting effect.

Sensory Deprivation: A hex archer can deny one of a creature's senses with a touch. Make a melee touch attack. If the attack hits, the target is blinded or deafened as if by a *blindness/deafness* spell, except that the duration is only 1 round per level. A creature can only be affected by this hex once per day.

In addition to the hexes listed above, a hex archer may select any of the following witch hexes: blight, charm, evil eye, misfortune, slumber.

Poison Use (Ex): Beginning at level 3, a hex archer gains the

poison use class feature. This ability replaces the amazonian strike increase normally gained at 3rd level.

Major Hex: Starting at 10th level, a hex archer can choose from the following major hexes whenever she would select a new hex. This ability replaces advanced amazon training.

Binding Curse: One target creature within 30 feet must make a Will save. If they fail, they must choose from the following options: be paralyzed for 3 rounds, take a -4 penalty to all attack rolls, skill checks, and saves for 1 minute per level, or be dazed for 1 round per 2 levels (minimum 1 round). A creature may only be affected by this hex once per 24 hours.

To Stone: Some powerful hex archers have learned to turn their foes to stone, if only temporarily. Make a melee touch attack. If the attack is successful, the target must make a Fortitude save. If the save fails, the target is turned to stone as if by *flesh to stone* for 1 round per 2 levels (minimum 1 round). The magic of this hex is strong enough that even if the target succeeds at the save, they take a -4 penalty to Dexterity for 1 round. A creature may only be affected by this hex once per 24 hours.

In addition to the hexes listed above, a hex archer may select any of the following witch major hexes: agony, nightmares, retribution, hoarfrost, ice tomb, infected wounds.

Grand Hex: Starting at 18th level, a hex archer can choose from the following grand hexes whenever she would select a new hex. This ability replaces the major amazon training ability.

Shatter: Target a creature or object made primarily of stone, crystal, or bone within 30 feet. The target takes 1d6 points of damage per level, ignoring DR and hardness. A successful Fortitude save reduces the damage to 5d6.

Deep Sorrow: Target a creature within 30 feet. That creature must succeed at a Will save or collapse into uncontrollable weeping for 1 round per level, acting as if affected by *irresistible dance* except that they do not provoke attacks of opportunity each round.

In addition to the hexes listed above, a hex archer may select any of the following witch grand hexes: death curse, eternal slumber, forced reincarnation, dire prophecy.

Hex Archer Feat

Infused Hex Weapons

Prerequisites: Infused Hex class ability.

Benefit: You may deliver an infused hex by making a melee attack with a light weapon you are proficient with.

Normal: You can only use this class ability with ranged weapons.

Onna-Bugeisha (Archetype)

There are times when a woman will take up arms in the defence of her lord or her lineage. In most cultures, these female samurai

are a rare oddity, but are often more respected due to the social difficulties and taboos they have overcome. Victory over these unique obstacles often fill the onna-bugeisha with zeal for her training and her lord, along with the confidence to confront all challenges that come her way.

The onna-bugeisha archetype can be taken by either amazons or samurai--they give up different class features for the new abilities granted by this archetype. An onna-bugeisha has the following class features.

Gender: Female.

Weapon and Armor Proficiency: Onna-bugeisha are proficient with the naginata and wakizashi in addition to the weapons granted by their base class.

Grace in Battle (Ex): When making a melee attack with a weapon from the polearm or light blade weapon groups, an onna-bugeisha adds +1 to the weapon's damage rolls. This bonus increases by 1 at 3rd level and every second level thereafter. In addition, an onna-bugeisha may use this bonus number instead of her normal strength modifier when wielding a composite bow. For amazons, this ability replaces amazonian strike. For samurai, this ability replaces resolve, greater resolve, and true resolve.

Warrior's Duel (Ex): Once per day, an onna-bugeisha can challenge an opponent to single combat. As a swift action, she chooses a target within line of sight to challenge. The target is considered challenged for the purpose of order abilities and samurai class features and may choose to accept or decline the challenge. If he accepts, both the onna-bugeisha and the target take a -2 penalty to AC against attacks from other creatures. If he declines, the onna-bugeisha does not use up the daily use of warrior's duel and the target is still considered challenged.

The onna-bugeisha can use this ability once per day at 1st level, plus one additional time per day for every 3 levels beyond 1st, to a maximum of seven times per day at 19th level. The challenge remains in effect until the target is dead or unconscious, until the combat ends, or until the onna-bugeisha challenges another opponent.

For amazons, this ability replaces the amazon training gained at 2nd level. For samurai, this ability replaces challenge and demanding challenge.

Order (Ex): At 1st level, an onna-bugeisha must pledge herself to a specific order, typically the order of the untrodden road. The order grants the onna-bugeisha a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts the onna-bugeisha must follow. If she violates these edicts, she loses the benefits of her order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation.

Most onna-bugeisha belong to the order of the untrodden road and are dedicated to their lord. Those without a lord, or who chose to abandon their lord, are ronin. An onna-bugeisha may instead elect to dedicate herself to a samurai or cavalier order, but such onna-bugeisha are rare.

An onna-bugeisha who wishes to change her order must undertake a lengthy process to dedicate herself to a new cause. When this choice is made, she immediately loses all of the benefits from her old order. She must then follow the edicts of

her new order for one entire level without gaining any benefits from that order. Once she has accomplished this, she gains all the bonuses from her new order. The only exception to this is when an onna-bugeisha decides to become a ronin. An onna-bugeisha can elect to become a ronin immediately, losing all the benefits from her old order and replacing them with the new benefits from the ronin order. Once a ronin, however, the only way for the onna-bugeisha to change to another order is through the method described above. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

For amazons, this ability replaces the amazon trainings gained at 4th, 8th, 10th, 14th, and 16th levels. For samurai, this order is in addition to the normal list of orders available to choose from.

Order of the Untrodden Road

Most onna-bugeisha follow their own warrior code, which emphasizes both martial prowess and honor, but also loyalty to their lord. Their lord is frequently, but not required to be, their husband, brother, or father. Women who follow this path are rare, but usually revered as the epitome of skill and loyalty. Only onna-bugeisha can belong to the order of the untrodden road.

Edicts: The onna-bugeisha must protect the life and lands of her lord at all costs. She must conduct herself with honor and dignity, keep herself well-groomed at all times, be respectful of her lord and peers, and be absolutely loyal to her lord.

Challenge: Whenever an order of the untrodden road onna-bugeisha declares a challenge, if the target declines the challenge, she receives a +1 morale bonus to attack rolls made against the target of the challenge. This bonus increases by +1 for every four class levels the onna-bugeisha possesses.

Skills: An order of the untrodden road onna-bugeisha adds Diplomacy (Cha), Perform (any) (Cha), and Knowledge (nobility) (Int) to her list of class skills. She receives a bonus on Diplomacy and Knowledge (nobility) checks involving her lord or her lord's peers equal to 1/2 her

onna-bugeisha level (minimum +1).

Order Abilities: An onna-bugeisha who belongs to the order of the untrodden road gains the following abilities as she increases in level.

Grace and Elegance (Ex): At 2nd level, creatures' reactions towards the onna-bugeisha become more polarized. If a creature's initial attitude towards the onna-bugeisha would be unfriendly, it is hostile instead. If its initial attitude would be indifferent, it is either unfriendly or friendly instead (DM's choice). If its initial attitude would be friendly, it is helpful instead.

Deadly Near and Far: At 8th level, an onna-bugeisha can add her grace in battle damage bonus to attacks made with composite bows.

For My Lord! (Ex): At 15th level, once per day the onna-bugeisha can negate any one attack or effect which would cause her to fail her lord (such as taking lethal damage or being ordered to act against her lord's interests while *dominated*). She takes no damage or other consequences of the attack or effect, and if the effect has a duration greater than instantaneous, it ends. This ability can be used at any time, even if the onna-bugeisha would normally be unable to act.

Onna-Bugeisha of Kaidan

By Michael K. Tumey

Among the Buke (samurai) caste of Kaidan, women are mostly relegated to the role of housewife and mother, are expected to train in the courtly arts of poetry, dance, calligraphy, and flower arrangement, and manage their households. However, these noble women are also expected to train in martial arts in order to help defend their houses against enemies of their husbands and lords. Though tradition is the rule in this mostly male dominated society, onna-bugeisha have risen to key positions in many samurai clans large and small, across the provinces of the empire. Still this is the exception and not the rule.

Onna-bugeisha are rarely found in the provincial daimyo houses and certainly not at the imperial court, as hardline traditionalist attitudes are the norm at these official tiers of society.



However, among the lesser houses from governing magistrates down to the poorest of farming *ji-zamurai*, pragmatism often outweighs tradition and onna-bugeisha are a common factor among these clans. Especially in houses without sons, the daughters become the heirs of their clans and skilled warrior women take the positions in society their brothers would have.

Legend and song tell of Miizake Midori, daughter and only child of General Miizake who led the vanguard of the Shogun's army at the Battle of Five Hills during the first Oni War. When the general fell to oni arrows, Midori lifted the house banner rallying the troops, preventing their route, and ordering a fighting retreat. Believing that her forces were ready to fall, the Oni commander sent his armies in pursuit, where Midori drew the enemies into an ambush where the Shogun's army lay in wait to give the oni a crushing defeat. This would become the turning point in the war.

In the 700 year aftermath to those ancient days of the first Oni War, only a handful of female personalities have risen to such renown in Kaidan, but they do exist, plying their skills while mostly keeping low profiles so as not to bring too much notice to their clans.

Panther Warrior (Archetype)

In the deep jungles there are tribes that are both primitive and enlightened. It is from within these tribes that come the panther warriors, an elite group of shamanistic blood worshipers that are often devoted to a subsect of a local deity or are devoted to the spirits of the jungle itself. These knights of the jungle's overall goal is to feed blood to their inner spirit and deliver sacrifices to the entity or entities that they worship. The panther warriors are considered nobility upon entering their training and often take great offence if not treated so.

Gender: Any

Primitive Ferocity (Ex): At 1st level, a panther warrior gains a +1 bonus to all melee damage rolls with natural weapons and weapons which have the fragile quality or are made of fragile materials such as obsidian or bone. This bonus increases by 1 at 3rd level and every second level thereafter. This ability replaces amazonian strike.

Spirit of the Panther (Su): At 2nd level, a panther warrior can cause a spectral panther to appear in a square within 30 feet of him as a swift action. The panther does not block movement and cannot be attacked; however, it threatens its square and all squares adjacent to it, can flank enemies, and can make attacks of opportunity using the panther warrior's BAB and Strength bonus and dealing 1d6 damage plus the panther warrior's Strength bonus if it hits. These attacks of opportunity count against the panther warrior's attacks of opportunity allowed each round. The spectral panther remains until the start of the panther warrior's next turn. This ability replaces the 2nd and 4th level amazon trainings.

Blood-Stained Claws (Ex): At 6th level, if the panther warrior deals damage with a slashing or piercing melee attack or his spectral panther causes damage with an attack of opportunity, the target bleeds for 1d6 damage at the start of each of their turns.

This ability replaces the 6th level amazon training.

Bloody Ferocity (Ex): At 8th level, any time a panther warrior or his spectral panther deals damage to a target that is bleeding, the panther warrior gains a +2 morale bonus to Will saves until the start of his next turn. This bonus increases by 1 at 12th level and every 4 levels thereafter. This ability replaces the 8th level amazon training.

Heart of the Panther (Su): At 10th level, a panther warrior can assume some of the qualities of a panther. As a move action once per day, he can transform into a humanoid panther, gaining two claw attacks that deal 1d6 damage each, a bite attack that deals

1d8 damage, +4 Strength and Dexterity, low-light vision, scent, a +8 racial bonus to Climb checks, and +20' movement speed. Additionally, his confidence

DR applies at all times while transformed. This transformation lasts for 1 minute, until he fails a Will save, or until he falls unconscious, whichever comes first. This ability may be used twice per day at 14th level. This ability replaces the 10th, 12th, and 14th level amazon trainings.

Revel in Blood (Su): At 16th level, a panther warrior draws strength from the blood spilled by his enemies. For each enemy within 30 feet of him who is bleeding, the panther warrior heals 2 hit points of damage at the start of each of his turns. In addition, he heals 10 hit points of damage each time an enemy within 30 feet of him is reduced to fewer than 0 hit points by bleeding damage or by one of his or his spectral panther's attacks. This ability replaces the 16th, 18th, and 20th level amazon trainings.



Prestige Class

Muse

The royals and warriors of far off courts hold an exotic beauty and presence that inspires stories throughout the ages. Those lucky individuals that find themselves in their company are charmed and uplifted, as the muse takes their hand and seeks out high adventure and lost knowledge. They are famous for using a foreign charm and an alien swagger in social interactions and the general banter that is part of adventuring. Odd customs and nuances accompany their everyday life along with the need to understand the strange new surroundings they often find themselves in. The muse often feel the need to teach and inspire those around them, even if their students are unwilling.

Role: The muse finds the role of leadership a natural fit, but just as often work at a leader's side, sometimes much to the dismay of that leader's other followers.

Requirements

To qualify to become a muse, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Base Will Save: +2

Special: To become a muse the character must have a Charisma score of 16 or higher or 4 ranks in the Diplomacy skill. Additionally, the muse must be well traveled or be from a foreign land.

Class Skills

The muse's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all), Perception (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Muse (Su): As a muse to all her allies, she grants them a with a +1 morale bonus per exotic outlander level to all Knowledge and Perform skill checks made within line of sight of her. In addition, any adjacent allies gain this bonus to melee attack rolls.

Exotic Culture: At 1st level the muse chooses one of the following class abilities granted by one of her previous classes: amazonian strike, animal companion, challenge, favored enemy, flurry of blows, primitive ferocity, rage, sneak attack, weapon training, or wild shape. Her muse level stacks with levels in classes that grant the chosen ability for purpose of the chosen ability.

The muse can choose animal companion even if she does not have a class which grants that ability. When choosing an animal companion in this fashion the character uses her muse level as her druid level until 5th level in which she uses her character level.



Distracting Charm (Ex): An muse gains an armor bonus to their AC equal to their Charisma modifier (if positive). This bonus increases by 1 at 2nd level and again at 4th level. If the muse is adjacent to an ally, the bonus to AC increases by +2.

Ally Dance: The muse gains the Swap Places teamwork feat. In addition, adjacent allies also gain the Swap Places teamwork feat but may only use it with the muse.

Shout of Command (Ex): Once per day the muse can use her voice of command, forcing all enemies within 40ft. to make a Will save (DC 10 + 1/2 her character level + her Cha modifier). An enemy who fails this saving throw must use their next turn to either take a 5ft. step away from the muse or do nothing. This is a language dependent, mind affecting effect.

Magic Weapon Special Ability

Genderbane: A genderbane weapon is superior against foes of a certain sex. Against the designated sex, the weapon's enhancement bonus is +1 better than its actual bonus. It also deals an extra $1d4$ points of damage against the foe. To randomly determine a weapon's designated sex, roll on the table below.

d%	Designated Sex
01-10	Sexless
11-55	Female
56-100	Male

Table 1-2: Muse

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+0	+0	+1	+0	Muse +1, Exotic Culture, Distracting Charm	+0
2nd	+1	+1	+1	+1	Muse +2	+1
3rd	+2	+1	+2	+1	Ally Dance, Muse +3	+1
4th	+3	+1	+2	+1	Muse +4	+2
5th	+3	+2	+3	+2	Voice of Command, Muse +5	+2

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