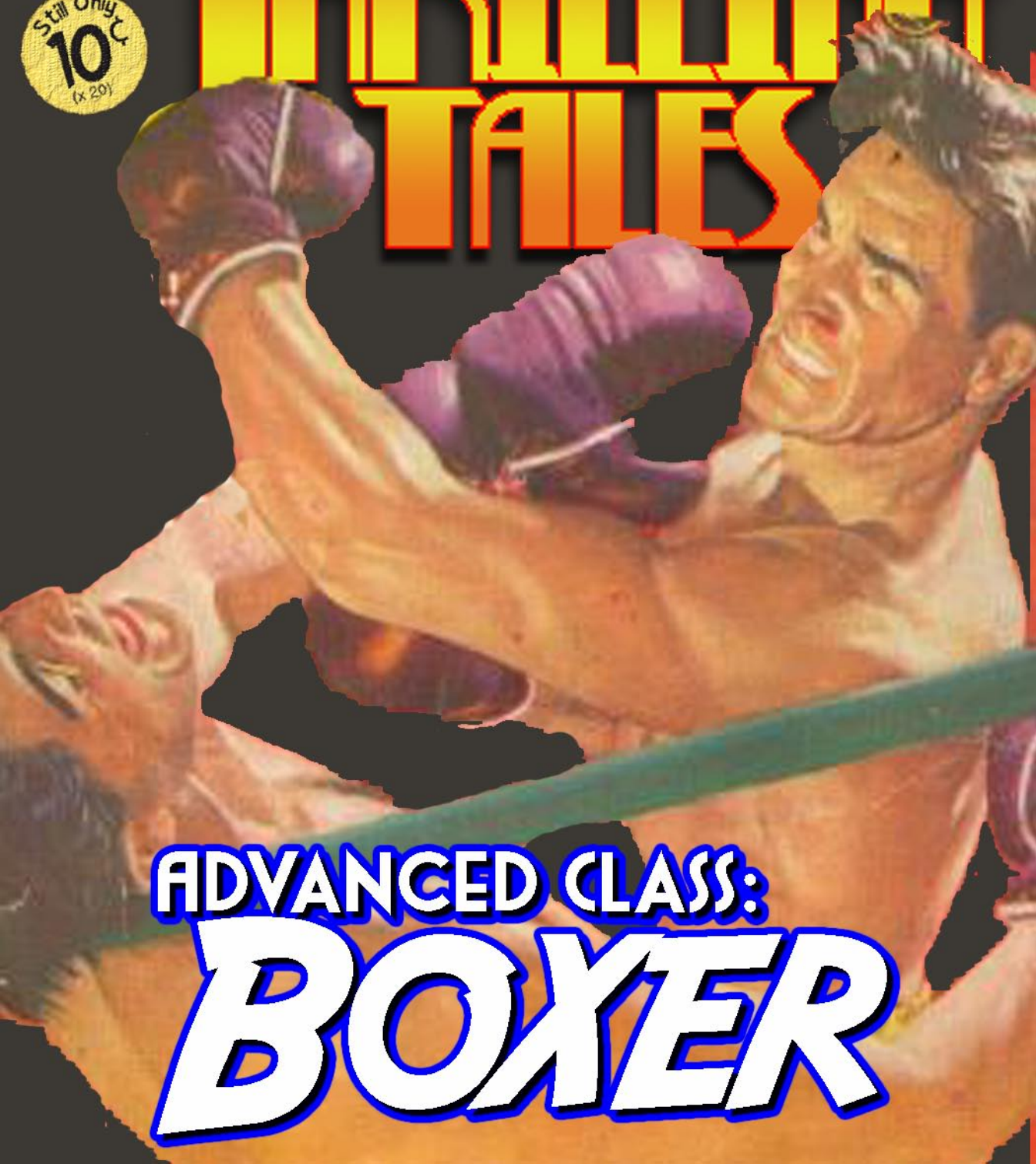




MODERN DZO:

Still only
10¢
(x 20)

THRILLING TALES



ADVANCED CLASS:

BOXER

ADVANCED CLASS: **BOXER**

The four thugs didn't know what they were doing when they stepped in front of Bill McGraw.

They might have been tough guys in Panama City, but Iron Jaw McGraw had been beating punks like them in rings and alleys for years. McGraw had battled for years in boxing matches from New York to New Orleans and up the Pacific coast from Tijuana to Skagway.

He had fought in lighted rings, vacant sandlots, and on the decks of ships at sea.

As the thugs closed around him, McGraw cocked his ham-sized fists and said, "Boyos, I don't know what the Jaguar said before sending you out against me, but you're now about to receive a lesson in the fighting arts."



The Boxer is a student of the pugilistic arts, the dominate western style of unarmed combat. A Boxer is dedicated to improving

his fighting ability, style, and technique. A Boxer might be working as a dockworker or cab driver or enforcer while working toward his next fight. Police officers, soldiers, sailors and others might be amateur boxers.

Boxing was a growing and popular sport during the Pulp

era, and although most sporting contests were conducted with gloves under the official Queensberry rules, many organized bareknuckled fights still took place. Many Pulp characters were skilled boxers. Robert E. Howard was a boxer himself and wrote stories about pugilistic heroes such as Dennis Dorgan, Kirby Karnes, and Mike Brennon.

Select this advanced class if you want your character to become an unarmed combatant in the classic western style.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

REQUIREMENTS

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

Base Attack Bonus: +3

Skill: Bluff 3 ranks

Feats: Combat Martial Arts, Dodge

CLASS INFORMATION

Hit Die: The Boxer gains 1d12 hit points per level. The character's Constitution modifier applies.

Action Points: The Boxer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills: The Boxer's class skills are as follows.

Bluff (Cha), Concentration (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession, Read/Write Language, Sense Motive (Wis), Speak Language, Treat Injury.

Skill Points at Each Level: 3 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Ring Warrior +1, Hammerhand 1d6	+1	+0
2nd	+1	+3	+0	+0	Bonus feat	+2	+0
3rd	+1	+3	+1	+1	Ring Warrior +2, Born Under the Punches	+2	+1
4th	+2	+4	+1	+1	Fight Club, Hammerhand 1d8	+3	+1
5th	+2	+4	+1	+1	Ring Warrior +3, Bonus feat	+3	+1
6th	+3	+5	+2	+2	Second Wind	+3	+2
7th	+3	+5	+2	+2	Ring Warrior +4, Bonus feat	+4	+2
8th	+4	+6	+2	+2	Flurry of Blows, Hammerhand 1d10	+4	+2
9th	+4	+6	+3	+3	Ring Warrior +5	+5	+3
10th	+5	+7	+3	+3	Bonus feat	+5	+3

CLASS FEATURES

The following features pertain to the Boxer advanced class.

Ring Warrior:

At 1st, 3d, 5th, 7th, and 9th level, a Boxer receives a +1 melee attack modifier when making unarmed strikes. The modifier is cumulative, topping out at a total of +5 at 9th level.

Hammerhand:

At 1st, 4th, and 8th level, a Boxer's blows increase in power, dealing more damage with unarmed strikes.

At 1st level, he deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10. This feature stacks with similar features and feats that increase melee damage. Damage increases as follows: 1d6, 1d8, 1d10, 1d12, 2d6, 2d8, 3d6, 2d10.

Bonus Feat:

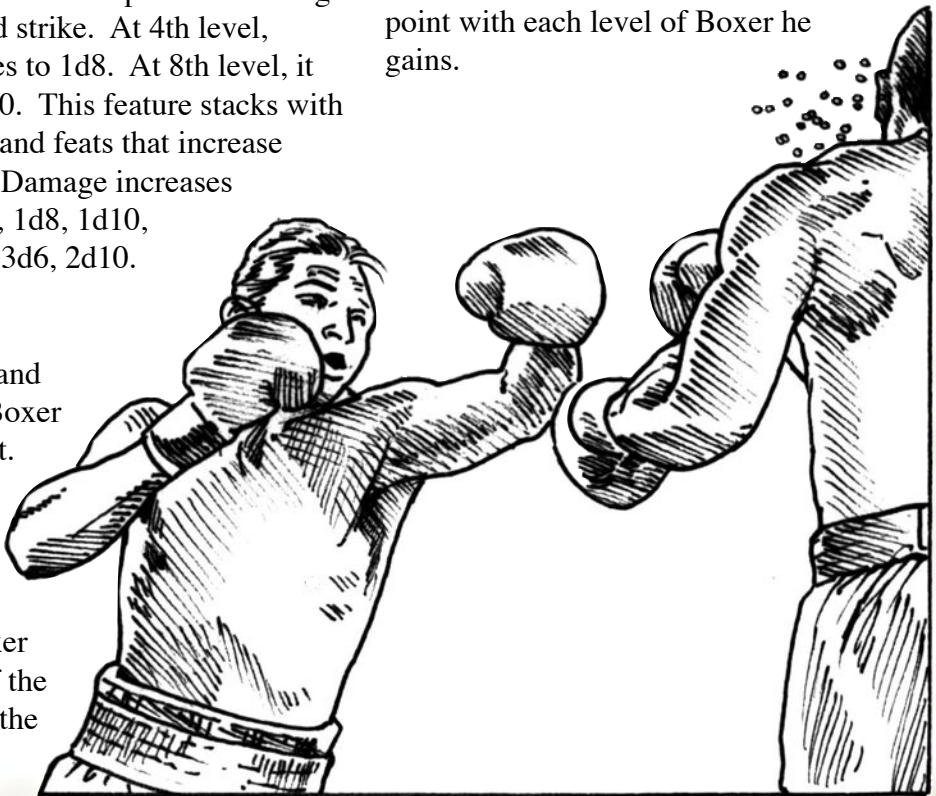
At 2d, 5th, 7th, and 10th level, the Boxer gets a bonus feat. The bonus feat must be selected from the following list, and the Boxer must meet all of the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Agile Riposte, Brawl, Combat Reflexes, **Could Have Been A Contender**, Great Fortitude, Improved Brawl, Improved Combat Martial Arts, Improved Damaged Threshold, Improved Feint, Improved Knockout Punch, Knockout Punch, Mobility, Power Attack, Renown, **Sidestep**, Streetfighting, Toughness, Weapon Focus (unarmed strike).

New feats are listed in bold, and are described in their own section at the end of this document.

Born Under the Punches:

Beginning at 3d level, a Boxer gains a number of hit points equal to his Boxer level. Thereafter, the hero gains +1 hit point with each level of Boxer he gains.



Fight Club:

Beginning at 4th level, a Boxer is able to build upon her connections among boxers and fight promoters and receives a +2 modifier on Gather Information checks when seeking information on other boxers or promoters or when looking for a fight.

Second Wind:

Beginning at 6th level, a Boxer can spend 1 action point to gain a second wind. When he does this, he recovers a number of hit points equal to his Boxer level plus his Constitution modifier.

This ability does not increase the Boxer's hit points beyond the character's full normal total. For example, a 7th level Boxer with a Constitution bonus of +3 and this ability can recover 10 hit points by spending one action point - but only if his current hit point total is 10 or more lower than his full normal total.

Flurry of Blows:

At 8th level, a Boxer gains the ability to strike with a flurry of blows at the expense of accuracy. The Boxer must be unarmored to use this ability, and she must make unarmed strikes to gain the benefit. With a flurry of blows, the Boxer may make one extra attack in a round at her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.

NEW FEATS

Could Have Been A Contender

You took a dive and threw a fight, race, or other sporting event in exchange for a payoff.

Benefit: You get +2 Wealth and -1 Reputation.

Special: Others in the same sport may know that the character took the dive if they succeed on a DC 20 Gather Information check.

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dexterity 13, Dodge, Mobility

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: *Open Game License v 1.0* Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Player's Companion (Print), Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Thrilling Tales: Advanced Class: Boxer Copyright 2005, Adamant Entertainment. Author: Jeb Boyt.

ALL TEXT WITHIN THIS PRODUCT IS 100% OPEN CONTENT.