

Frostblood Half-Orc Racial Traits

- +2 Strength, -2 Intelligence, -2 Charisma.
- Medium size.
- A half-orc's base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common, Orc. Bonus Languages: Draconic, Giant, Gnome, Goblin, Abyssal.
- Favored Class: Barbarian
- Dragonblood Subtype: Frostblood orcs and half-orcs are of the dragonblood subtype.
- Resistance to Cold 10: Because their ancestors ingested the blood of great white dragons, all frostblood orcs and half-orcs are naturally resistant to damage from cold-based attacks.
- Endurance: Frostblood orcs and half-orcs have Endurance as a bonus feat. If a frostblood orc or half-orc would later gain Endurance as a bonus feat, he can select any other feat for which he qualifies.
- Vulnerability to Fire: Frostblood orcs and half-orcs share the white dragon's vulnerability to fire-based attacks (+50%).

Exoticist

The exoticist's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex).

All the following are class features of the exoticist.

Weapon and Armor Proficiency: The exoticist is proficient in the use of simple weapons, all armor (heavy, medium, and light), and shields (including tower shields). The exoticist also gains proficiency with four exotic weapons at 1st level.

Bonus Feats: The exoticist gains bonus feats as the normal fighter class does, but the exoticist must select bonus feats from the following list (any of the bonus feats that apply to a specific kind of weapon must be applied to an exotic weapon that the exoticist is proficient with): Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Far Shot, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Two-Weapon Fighting, Lightning Reflexes, Manyshot, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The exoticist may choose any of the following in place of a bonus feat. To use any of the abilities described below, the exoticist must wield an exotic weapon with which she is proficient.

Dazzling Display: By making a flamboyant display of her weapon, the exoticist hides attack maneuvers, suddenly lashing out with an unexpected blow. The exoticist gains a +4 bonus to Bluff checks to feint in combat.

Exotic Attack: The exoticist not only learns to wield strange weapons, but to wield them strangely, and this unusual technique is more difficult to counter. The exoticist gains a +2 bonus to opposed trip attempts she initiates using her exotic weapon and opposed disarm rolls.

Strange Strike: The exoticist learns to fully exploit her knowledge of exotic fighting styles. She gains a +1 competence bonus to all attack rolls if her opponent is not proficient with the weapon the exoticist wields.

Kord

Intermediate God (Chaotic Good)

Kord is the patron of athletes, especially wrestlers. His worshipers include good fighters, barbarians, and rogues. He is known as the Brawler.

Portfolio: Strength, athletics, courage.

Domains: Chaos, Competition, Good, Luck, Strength.

Cleric Training: Would-be clerics of Kord come into the faith one of two ways. Most succeed on some feat of strength (often at a local carnival or sporting competition), drawing the admiration of a cleric of Kord. Less often, a youth attains notoriety for his sickly nature, but a cleric of Kord notices how passionately the child craves strength. Either way, becoming a cleric of Kord involves rigorous physical training, including calisthenics, running, and practice in any number of specific sports.

Quests: Kord's followers love any quest where they can prove their strength, especially if it involves direct competition with someone else. Winning in a gladiator arena, climbing an unassailable mountain, and slaying a great wyrm dragon are all pleasing to Kord.

Prayers: Kord favors rhythmic chanting and clapping, the louder the better. Many of his chants feature syllables that exist strictly to maintain the rhythm, such as "Ah re, ah ree, Kord the Mighty..."

Temples: A temple to Kord is often a sprawling dwelling open to the air. Some feature gymnasiums, fields for athletic competition, and gladiator arenas. They provide training for nearly every physical endeavor.

Rites: Kord's rites are brief, lasting just a few minutes. They're joyous, dancing ceremonies at the end of a battle or a long-term feat of strength, such as raising a barn or moving stones to form a hedgerow.

Herald and Allies: A titan is Kord's favorite herald. Allies are bralani eladrins, ghaele eladrins, and Huge earth elementals.

Relics: Belt of the champion, sword of mighty thews.

Favored Weapon

Greatsword

Feats / Traits

Level 01:

Endurance (Racial)

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Dragonscale Husk (Feat Level 01)

Special Requirement: You must be of the dragonblood subtype to select this alternative class feature. As long as you gain the dragonblood subtype at the same level that you would gain heavy armor proficiency, you can select this class feature, even if you would normally choose class features before selecting the option that grants you the subtype. For example, a 1st-level human fighter who takes Dragontouched as one of his 1st-level feats could also select this class feature. **Benefit:** You gain the extraordinary ability to grow a thick, scaly hide that protects you like armor. The dragonscale husk resembles the scales of a dragon of your choice (selected when you gain the class feature). The husk requires 8 hours to grow, but this process can take place at night while you are sleeping.

Your scaled hide grants you a bonus to your Armor Class equal to $6 + \frac{1}{3}$ your class level in the class that granted you heavy armor proficiency (+7 bonus to AC at 3rd level, +8 bonus to AC at 6th level, and so on, up to a maximum +12 bonus to AC at 18th level). Multiple classes that grant this proficiency stack for determining the dragonscale husk's total bonus. This bonus doesn't stack with any feat, racial trait, or other special ability that would grant you a bonus to Armor Class.

In addition, as you attain higher levels, your husk grants you increasing resistance to acid, cold, electricity, and fire. You gain resistance 5 at 5th level, resistance 10 at 10th level, resistance 15 at 15th level, and resistance 20 at 20th level.

Your dragonscale husk is treated as medium armor for the purpose of determining your speed and whether you can use class features or other special abilities. It allows a maximum Dexterity bonus to Armor Class of +2 and has an armor check penalty of -4. You can sleep in your husk without penalty. You cannot wear any other armor while your husk is present.

You can't take off your dragonscale husk, but you can choose to shed it. Doing this requires 10 minutes of concentration and results in your sloughing off a pile of scales that crumble to dust if handled.

Metal Intolerance (Flaw)

You are allergic to metals.

Benefit: You suffer an additional point of damage when struck by metal weapons. The natural attacks of inevitables, iron golems, and other creatures composed of metal also deal this additional damage.

Murky-Eyed (Flaw)

In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails.

Power Attack (Fighter Feat)

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn. If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Dodge (Flaw Feat)

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Mobility (Flaw Feat)

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Level 02:

Special ability: Strange Strike: The exoticist learns to fully exploit her knowledge of exotic fighting styles. She gains a +1 competence bonus to all attack rolls if her opponent is not proficient with the weapon the exoticist wields.

Level 03:

Combat Expertise (Feat Level 03)

When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.