

The Ambitious

Combat Gear

Gael's Revenge Poison – You can apply this poison safely to yourself. Contact poison; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex; *cure* 2 saves.

Potion of Cure Serious Wounds – You can drink this to regain 3d8+5 hit points.

Potion of Invisibility – You can drink this to become invisible until you attack or 3 minutes pass.

Quick Runner's Shirt – You can activate this as a swift action to take a move action to move. Your turn ends after this move. This can be used once per day.

Sandals of the Lightest Step – If you move at least 10 feet in one turn, then you can activate this as a swift action to gain the benefit of *air walk* until the end of the turn. You can't use this for 5 minutes afterwards, but you can use this five times per day.

Antitoxin – Drink this to get a +5 alchemical bonus to Fortitude saves versus poison for 1 hour.

Tanglefoot Bag (2) – You can throw this 10ft. as a thrown weapon. **Ranged** tanglefoot bag +9. If it hits the target, they become entangled for 2d4 rounds. The target must make a DC 15 Reflex save or become glued to the floor. If they are glued to the floor, they can break out with a DC 17 Strength check or 15 points of damage with a slashing weapon.

Additional Abilities

Death Attack – You may death attack someone if you study them for 3 rounds, perform a melee sneak attack against them, and the target either doesn't see you or recognize you as an enemy. You may choose to kill them or leave them paralyzed and unable to act for 1d6 + 2 rounds.

Orc Ferocity – Once per day when you are brought to below 0 hp but not killed, you may fight on for one more round as if you had 0 hp. At the end of your next turn, if you do not have at least 0 hit points, you fall unconscious and begin dying again.

Sneak Attack – You can sneak attack someone you are flanking, someone who cannot see you, or someone who hasn't acted yet (or is otherwise flat-footed). You can sneak attack on a melee attack or a ranged attack, but on a ranged attack, the target must be within 30 feet. You cannot sneak attack someone with concealment.

Uncanny Dodge – You can't be flat-footed, even if the attacker is invisible.

Resource Management

Daily Resources							
knockout							
martial flexibility							
orc ferocity							
<i>quick runner's shirt</i>							
<i>sandals of the lightest step</i>							
Consumable Resources							
gael's revenge poison							
<i>potion of cure serious wounds</i>							
<i>potion of invisibility</i>							

Actions in Combat

Full-Round Action

Charge – move up to double your speed (60 ft) in a straight line. You may not go through difficult terrain or other people and you must end up at one of the closest spaces you could attack the target from. Make an attack at the end with a +2 bonus.

Full Attack – attack with both of your attacks. If you are attacking with your unarmed strike, you may instead use your flurry of blows. You may replace any of these attacks with a trip or a disarm attack, but if you replace the iterative attack, the attempt takes a -5 penalty.

Standard Action

Attack – you may attack once with your highest attack bonus. This includes making a disarm or trip attempt.

Dirty Trick – you may attempt a dirty trick against an opponent.

Grapple – you may attempt to grapple an opponent.

Poison – you may apply a dose of poison to your glove or boot.

Potion – you may use a potion that you have drawn.

Move Action

Martial Flexibility – you can activate this to gain 2 combat feats for 1 minute.

Move – you may move up to 30 feet.

Draw – you may draw any stored item.

Swift Action

Martial Flexibility – you can activate this to gain 1 combat feat for 1 minute.

Quick Runner's Shirt – you can activate this item to take a move action to move then end your turn.

Sandals of the Lightest Step – if you have moved 10 feet this round, you can activate your sandals

Martial Flexibility

Below is a non-comprehensive list of feats that you qualify for along with short descriptions. A list of feats is provided along with good combinations of two feats. If a feat is not from the Core Rulebook, its source is listed.

- **Anti-Caster/Anti-Archer Package** (Combat Reflexes, Step Up)
- **Damage Package** (Power Attack, Weapon Specialization (unarmed strike))
- **Defensive Package** (Crane Style, Dodge)
- **Dirty Trick Package** (Greater Dirty Trick, Quick Dirty Trick)
- **Grapple Package** (Improved Grapple, Greater Grapple)
- **Ranged Package** (Point-Blank Shot, Precise Shot)
- **Trip Package** (Combat Reflexes, Greater Trip)

Blind-Fight – Every time you miss because of concealment, you may reroll the miss chance. Invisible attackers get no benefits against you on melee attacks. You can move at full speed while blinded.

Combat Reflexes – You gain additional attacks of opportunity per round equal to your Dex modifier (2).

Crane Style (Ultimate Combat, req. Dodge) – Fighting defensively now only gives you a -2 to attack rolls and gives you a +4 dodge bonus to AC. (This includes the bonus for having 3 ranks in Acrobatics). You must activate this stance as a swift action.)

Deflect Arrows – Once per round, as long as you have one hand free, you may block a ranged weapon attack against you. You must be aware of the attack and not flat-footed. This isn't an action.

Dodge – Gain a +1 dodge bonus to your AC. This stacks with other dodge bonuses.

Greater Dirty Trick (Advanced Player's Guide) – Gain a +2 to dirty trick attempts. The penalty lasts for 1d4 rounds + 1 round for every 5 your check beats their CMD by. The condition requires the target to take a standard action to remove.

Greater Grapple (req. Improved Grapple) – You get a +2 bonus to grapple checks. You can maintain a grapple as a move action. This allows you to make two grapple checks to maintain in one turn.

Greater Trip – You get a +2 bonus to trip attacks. When you successfully trip an opponent, they provoke an attack of opportunity.

Improved Grapple – You get a +2 bonus to grapple checks and a +2 to CMD vs grapple. Grapple checks no longer provoke attacks of opportunity.

Point-Blank Shot – You get a +1 bonus on ranged attack rolls when the target is within 30 feet.

Power Attack – You have the option to take a -2 to your unarmed strike attacks to gain a +4 bonus to damage.

Precise Shot (req. Point-Blank Shot) – You no longer take the penalty to ranged attacks for firing into melee.

Pummeling Style (Advanced Class Guide) – When you make a full attack or flurry of blows and make multiple attacks against a single creature, add all the attacks together before applying damage reduction. You must activate this style as a swift action.

Quick Dirty Trick (Ultimate Combat) – Once per round, you may replace one of your attacks with your full BAB with a dirty trick attempt.

Step Up – Whenever an adjacent enemy would take a five-foot step away from you, you may five-foot step up to them on your turn. You cannot five-foot step on your next turn, and your movement for your next turn is reduced by five feet.

Weapon Specialization (unarmed strike) – You get a +2 bonus to damage rolls with your unarmed strikes.

Dirty Trick

You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. If you possess the Greater Dirty Trick feat, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds your opponent's CMD. In addition, removing the condition requires the target to spend a standard action.

Blinded – The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Dazzled – The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

Deafened – A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Entangled – The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

Shaken – A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened – The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.