

CHAPTER THREE: CHARACTER CLASSES

This section includes four new core classes: the charioteer, dedicated warrior, magician, and priest. It also introduces the orator, runner, and seer prestige classes. See **Chapter Four: Skills and Feats** for the new skills and feats mentioned in this chapter. In *Trojan War*, certain character classes are not used. The priest replaces the cleric, the dedicated warrior replaces the paladin, and the magician replaces the wizard. If you use other Green Ronin products, certain classes from the Master Class series are useful as well. The noble from the *Noble's Handbook* is an excellent choice for detailing the members of the Achaean and Trojan aristocracies. Likewise, you could expand the role of magic in your *Trojan War* campaign by incorporating the witch from the *Witch's Handbook*, serving as specialized priests and priestess of Hecate. Jason's wife Medea is an excellent example of a witch.

NEW CHARACTER CLASSES

The following classes are described in standard *PHB* format. Each class includes a section on participation, which describes how and why they might participate in the Trojan War, and the section on favored gods replaces the standard religion section. Although Homeric characters worship the Greek pantheon, individuals generally pray to one deity, and this section suggests an appropriate god for each character class.

CHARIOTEER

Most soldiers fight on foot, trudging slowly across battlefields with their weighty shields and spears. A handful of men, however, master the art of the horse and the chariot. From these small open cars, they can attack swiftly and race away. Charioteers (in Greek, "eqeta") are more than just warriors, however. They revel in the speed of their horses and in the ability to weave through crowds and race across open plains, delighting in the control they have over their steeds. For a charioteer, his horses are his closest companions, more trusted than any warrior, and lavished with more affection than any spouse.

Foot soldiers regard charioteers with awe, as well they should, for this elite group can sway the tide of battle, sweeping through foes like a starved lion might fall upon deer, scattering everyone in their path.

PARTICIPATION

Many of the great captains are charioteers, commanding troops from their chariots and rushing about the battlefield to aid beleaguered comrades. Everyone respects charioteers, and even foes remark upon their speed and mastery. When armies launch a full attack, they line their charioteers across the front of their force, letting them lead the charge and break the enemy line before the footmen arrive.

Diomedes and Nestor were two of the Achaeans' finest charioteers.

ADVENTURES

Charioteers search constantly for new challenges and new ways to test their speed and to demonstrate their control over their cars. During times of peace, many nations hold competitions, chariot races, and the victors can win both fame and fortune. Charioteers are also proud of their skills, and seek out worthy rivals to test themselves.

CHARACTERISTICS

Charioteers are strong warriors, fighting well while standing on solid ground. Their true talent, though, lies in driving chariots. While other warriors have difficulty balancing in the small, fast-moving car, or cannot control the horses well enough to navigate tight turns, the charioteers train until the chariot feels more comfortable than does the ground. Thereafter, they and their horses respond to obstacles and opponents almost as a single creature, reacting quickly, gracefully, and with awesome power. For a charioteer, the chariot is a weapon, a shield, a means of transport, and, sometimes, even a home.

ALIGNMENT

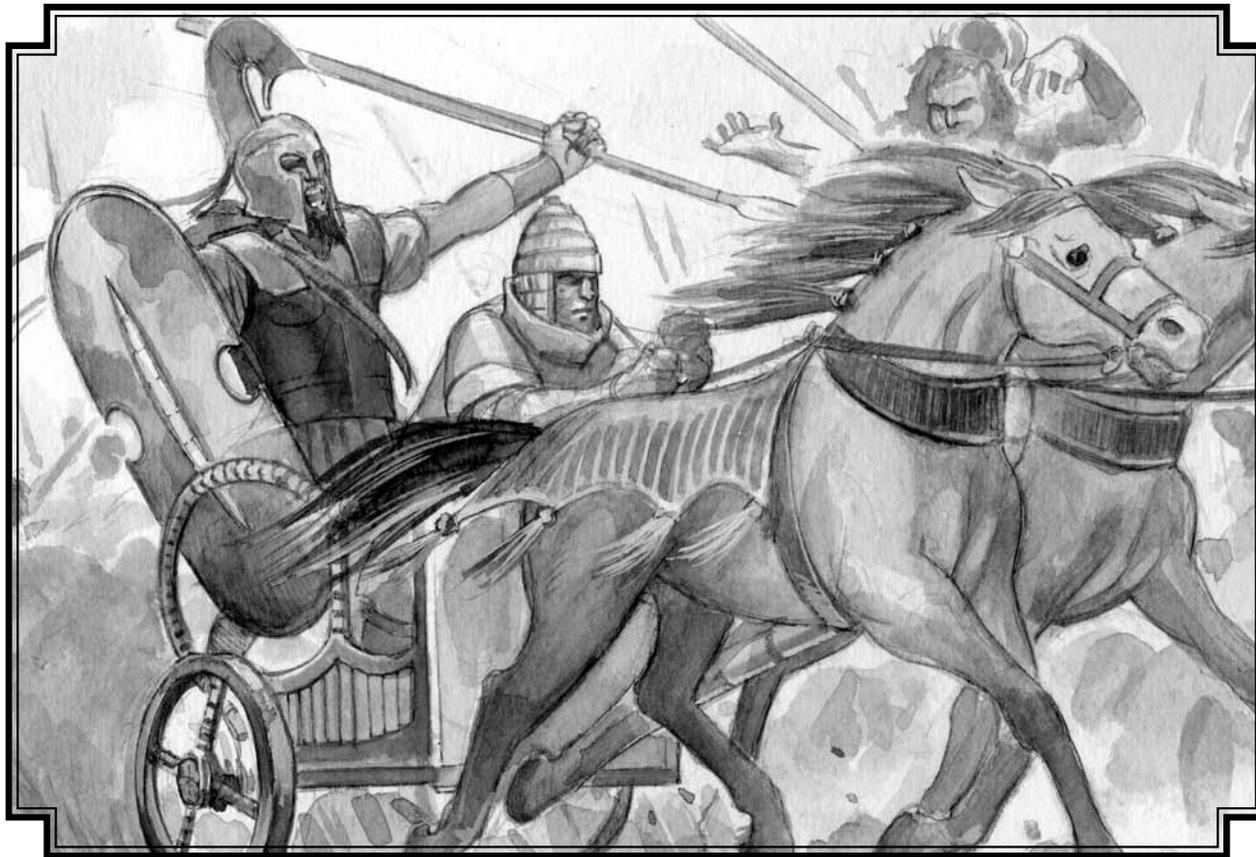
Charioteers are never lawful. They love the rush of speed and the sense of freedom too much to be tightly bound by laws. Charioteers are most often chaotic, responding to mood and whim. They can be good, neutral, or even evil. Evil charioteers become scourges trampling anyone in their path, and chaotic evil charioteers especially delight in the carnage they create.

FAVORED GODS

Charioteers most often pray to Poseidon, master of horses, and Athena, goddess of war and combat. Charioteers who are good archers may pray to Apollo. Chaotic evil charioteers likely worship Ares, though some may prefer Hermes.

BACKGROUND

Charioteers hail from cities or large towns. Smaller towns and villages have no access to the expensive chariots. Most charioteers are nobles who were given horses and a chariot in their youth, but some are commoners whose talents gained



them a noble's notice, then trained to serve as a charioteer in their lord's army. Others show them great respect, so they likewise expect charioteers to behave well, being gracious hosts and charming guests. Those who hate such niceties avoid them by staying with their chariots and only rarely frequenting the homes of other nobles.

RACES

Charioteers may be either human or divine offspring. Charioteers are generally of noble birth, as horses and chariots are costly for the common man.

OTHER CLASSES

Charioteers admire dedicated warriors for their zeal and close connection to their chosen god. They respect priests, particularly those who worship their favored god, and admire rangers for their wilderness skills. They appreciate the musical talents of bards, who sing of their exploits, thereby increasing their fame. They think druids odd but occasionally useful, while they see magicians as strange and dangerous. Rogues are untrustworthy, and fighters are useful, but ultimately limited in ability—charioteers often look down upon these warriors, both literally and figuratively.

GAME RULE INFORMATION

Charioteers have the following game statistics.

Abilities: Dexterity is the most important ability for a charioteer; it allows him to exert more control over his horses and maneuver his chariot more precisely. Strength is

also important both for manhandling the horses when necessary and for combat. Constitution allows the charioteer to ignore his wounds and continue fighting, while Wisdom helps him analyze a battlefield and find the best place to strike. Charisma can also be important, particularly for charioteers who lead others.

Alignment: Any nonlawful.

Hit Die: d10.

Starting Gold: 6d4 x 10 (150 gp).

CLASS SKILLS

The charioteer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Ride (Dex), and Spot (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the charioteer.

WEAPON & ARMOR PROFICIENCY

The charioteer is proficient with all simple and martial weapons, with all armors and shields (except tower shields).

CHARIOT EXPERTISE (EX)

Charioteers train extensively with chariots, learning how to handle them under adverse conditions. Charioteers may take 10 on Drive checks in combat or while fighting.

TABLE 3-1: THE CHARIOTEER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Chariot expertise, Drive-by Attack
2nd	+2	+0	+3	+0	Gauge skill, sideswipe
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Chariot Attack, trained steeds
5th	+5	+1	+4	+1	Skilled horseman
6th	+6/+1	+2	+5	+2	
7th	+7/+2	+2	+5	+2	Voice command
8th	+8/+3	+2	+6	+2	Capture
9th	+9/+4	+3	+6	+3	
10th	+10/+5	+3	+7	+3	Skillful maneuvering
11th	+11/+6/+1	+3	+7	+3	Wheeled attack
12th	+12/+7/+2	+4	+8	+4	
13th	+13/+8/+3	+4	+8	+4	Improved voice command
14th	+14/+9/+4	+4	+9	+4	Beyond Limits
15th	+15/+10/+5	+5	+9	+5	
16th	+16/+11/+6/+1	+5	+10	+5	Comforting Gait
17th	+17/+12/+7/+2	+5	+10	+5	Equine Command
18th	+18/+13/+8/+3	+6	+11	+6	
19th	+19/+14/+9/+4	+6	+11	+6	Equine Mastery
20th	+20/+15/+10/+5	+6	+12	+6	Prolonged Sideswipe

DRIVE-BY ATTACK

At 1st level, the charioteer gains Drive-By Attack as a bonus feat, even if he does not meet the prerequisites for this feat.

GAUGE SKILL (EX)

At 2nd level, a charioteer can assess another charioteer's skill. The charioteer must make an Appraise check (DC 10 + the opposing charioteer's charioteer level) to gauge an opponent's ability. If he succeeds, he knows what class abilities and chariot-related feats (like Chariot Shield) the opposing charioteer possesses. This does not reveal the exact level of the opposing character, only his abilities, though a player with this information can likely guess the charioteer's level. This ability only allows a charioteer to assess another charioteer; he cannot use it to gauge another character's abilities.

SIDESWIPE (EX)

At 2nd level, charioteers can sideswipe one target per round with their cab. The target must be within five feet of the chariot (anywhere along its route, not just as its starting point). The chariot makes a Drive check against the target's AC. On a successful check, the charioteer deals 1d6 points of damage. A sideswipe is a move action and may be used as part of a chariot's movement.

CHARIOT ATTACK

At 4th level, the charioteer gains Chariot Attack as a bonus feat, even if he does not meet the prerequisites for this feat.

TRAINED STEED (EX)

At 4th level, a charioteer can summon his horses and chariot. He must be within visual or audible range for them, but

requires only a whistle or a nod. The horses run toward him at full speed, and halt right beside him so he can mount the chariot easily.

SKILLED HORSEMAN (EX)

At 5th level, the charioteer becomes so skilled with handling his animals, his steeds respond to his commands as if trained. The charioteer's team learns a new bonus trick starting at 5th level, learning one additional trick for every 5 levels attained thereafter. See **Chapter Four: Skills** in the *PHB* for details on tricks and the Handle Animal skill.

VOICE COMMAND (EX)

At 7th level, the charioteer can direct his horses by voice alone. He no longer needs reins to handle the chariot, though he takes a -2 penalty to AC, attack rolls, and Dexterity-based skill checks while doing so.

CAPTURE (EX)

Starting at 8th level, charioteers can leap into an unmanned and moving chariot to take control of it. This requires a DC 20 Ride check. The charioteer must be within five feet of the chariot to attempt this maneuver. If he succeeds, he not only leaps into the chariot, but he grabs the reins. Failing the check by 5 or less indicates the charioteer landed in the chariot but missed the reins. He must succeed a DC 15 Ride check to capture them as a move action.

Failing the roll by more than 5 but less than 15 indicates he missed the chariot completely, but managed to avoid being trampled by the horses. Failing by more than 15 or requires the charioteer to succeed a DC 15 Reflex save be run over by the horses and chariot, taking 2d6 points of damage as the horses and chariot roll over him.

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SKILLFUL MANEUVERING (EX)

At 10th level, charioteers can add one-half their class level to Trample attacks and sideswipe attacks. Charioteers can only add this attack bonus when using reins to control the chariot.

WHEELED ATTACK (EX)

At 11th level, a charioteer can turn his chariot so quickly he can make a Trample attack a second time. Whenever the charioteer successfully hits a target with a Chariot Trample attack, the charioteer may make an additional Trample attack, albeit at a -5 penalty.

IMPROVED VOICE COMMAND (EX)

At 13th level, the charioteer no longer suffers a -2 penalty to AC, attack rolls, and Dexterity based skill checks while controlling his chariot without using the reins.

BEYOND LIMITS (EX)

At 14th level, a charioteer can push his horses beyond their normal limits. A horse can run at five times its normal movement, instead of four, can jump half again as far as normal, and gains +2 to Strength and Dexterity. The horses can only maintain this exertion for 1d6 + one-half the charioteer's class level in rounds before needing to stop. This exhausts the horses, however. The horses must rest 10 minutes for each round they exerted themselves. If the charioteer forces the horses to carry the chariot again before resting fully, they must make a DC 20 Fortitude check. If they succeed, they suffer 2d6 points of nonlethal damage and can only run at half their normal speed. A failed check, however, indicates the horses suffer 4d6 points of nonlethal damage, and collapse, useless for 1d4 days.

COMFORTING GAIT (EX)

At 16th level, a charioteer becomes more comfortable in the cab than he is on stationary ground. He gains a +2 circumstance bonus to all Reflex saves and Balance checks while in the chariot.

EQUINE COMMAND (EX)

At 17th level, the charioteer is a master horseman. Any horse the charioteer handles gains a bonus trick when ridden by the charioteer, or when pulling the charioteer's chariot. In addition, horses are always Friendly to charioteer. Finally, when the charioteer uses the Beyond Limits class feature, the horses may maintain exertion for 1d6 + the charioteer's class level in rounds, and the horse need rest only 1 minute for each round they exerted themselves.

EQUINE MASTERY (EX)

At 19th level, a charioteer can impose his will on other chariot teams. They must be able to see and hear him. If the other steeds have rider, or they pull an occupied chariot, the charioteer makes an opposed Handle Animal check against the other rider. If the charioteer succeeds, the horses obey his commands as if they were his own.

PROLONGED SIDESWIPE (EX)

As a full-round action, a 20th-level charioteer can direct his team and chariot to make a sideswipe attack against every enemy adjacent to the chariot's path.

EX-CHARIOTEERS

A charioteer who becomes lawful cannot gain new levels in charioteer, but retains all charioteer abilities.

DEDICATED WARRIOR

Most warriors accept the gods exist and some recognize these deities interfere in mortal affairs. Some warriors not only accept this notion, they embrace it. These warriors believe strongly in the gods, selecting one god as their personal favorite. They talk to this god, pray to him or her, and ask favors in return. The gods, pleased with this display of devotion, reward them with those favors, and delight in the warriors' victories. These are the dedicated warriors. They dedicate their every victory to the greater glory of their chosen god.

Normal fighters view dedicated warriors with awe because they have the blessing and protection of a particular god. The priests envy them because the warriors have both faith and military prowess. However, being a dedicated warrior is not always easy. By devoting themselves to a god, these warriors agree to accept that god's every dictate—whatever the dictate might be. Often dedicated warriors do not see their home for years, for their god's bidding forces them to wander the lands. Yet if they remain obedient, eventually the god rewards them with wealth and long life or a glorious death in battle, depending upon the god's caprice.

PARTICIPATION

Dedicated warriors flock to the Trojan War. The gods have taken an interest in the conflict, and so their warriors participate in

the war to win their favor. Interestingly, even if a god clearly supports one army, he still favors his dedicated warriors on the opposite side. For example, Apollo, who helped defend Troy, granted the Achaean archer Teucer signs of his divine favor.

Hector of Troy was a dedicated warrior of Apollo, and Odysseus was a dedicated warrior of Athena.

ADVENTURES

Dedicated warriors adventure for two reasons: to win glory for their god and to perform quests for their god. If a dedicated warrior sees a chance to impress people with his fighting skill and he is not already upon some other mission, he happily participates in the event at hand, so everyone will learn of his god's might.

CHARACTERISTICS

Dedicated warriors are powerful fighters who can call upon their gods for immediate aid in the form of increased strength, extra protection, healing, and certain other divine gifts. Dedicated warriors are the Homeric equivalent of the paladin, but they have a more immediate and personal relationship with their chosen god. They always possess deep and abiding faith, because they know their god exists and listens to their prayers.