



## THE MARAUDER

Nothing is as swift and sure as a marauder. Sacrificing armor for mobility and celerity, these unburdened warriors are able to move at incredible speeds, shift in any direction with alarming alacrity, and are capable of the most agile of maneuvers. In fact, the marauder seems more at home on the run with the wind at his back than a hunting wolf or swooping falcon. Driven by a desire to master their environment, and, perhaps, show off, marauders outrace everyone. Many consider such talents of motion an inherent blessing of the divine, but the marauder knows better. Each burst of speed and every acrobatic roll is the same as each heft of the spear -- a result of practice, of honing their bodies to an athletic peak. Such devotion to their body and skills makes marauders a sought after class; they can be found employed as couriers, scouts, and spies, to name but a few options.

**Role:** Marauders are masters of movement. While they are quite skilled in combat, their focus on movement and speed is what sets them apart. Difficult for even the most veteran foe to draw a bead on, marauders burst through combat in a constant blur of motion. As difficult as it is for foes to hit them due to this, it is just as easy for the marauder to continually use their agility to gain the upper hand in combat. **Alignment:** Any.

**Hit Die:** d10

**Starting Wealth:** 5d6 × 10 gp

### CLASS SKILLS

Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

**Special:** Marauders gains a +2 competence bonus to Acrobatics skill checks.

### CLASS FEATURES

The following are class features of the marauder.

**Weapon and Armor Proficiency:** A marauder is proficient with all simple and martial weapons and with all light armor and shields (except the tower shield).

**Bonus Feats:** At 1<sup>st</sup> level, and at every three levels thereafter, the marauder gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Acrobatic, Acrobatic Steps, Athletic, Bull Rush Strike, Cartwheel Dodge, Charge Through, Charging Shot\*, Combat Reflexes, Fast Crawl, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Lighting Reflexes, Improved Overrun, Improved Sidestep, Landing Roll, Lightning Reflexes, Lunge, Mobility, Nimble Moves, Powerful Charge, Quick Draw, Rhino Charge, Run, Shot on the Run, Sidestep, Snap Slash\*, Spring Attack, Springing Charge\*, Step Up, Step Up and Strike, Whirlwind Attack, Zig-Zag Charge\*.

\*Described in this tome.



**TABLE 5-A: THE MARAUDER**

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+0	+2	+0	Bonus feat, sudden strike +1d6
2nd	+2	+0	+3	+0	Speed stunt
3rd	+3	+1	+3	+1	Fast movement +10 ft.
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Sudden strike +2d6, speed stunt
6th	+6/+1	+2	+5	+2	Evasion
7th	+7/+2	+2	+5	+2	Bonus feat, fast movement +20 ft.
8th	+8/+3	+2	+6	+2	Speed stunt
9th	+9/+4	+3	+6	+3	Sudden strike +3d6
10th	+10/+5	+3	+7	+3	Bonus feat
11th	+11/+6/+1	+3	+7	+3	Fast movement +30 ft., speed stunt
12th	+12/+7/+2	+4	+8	+4	Improved evasion
13th	+13/+8/+3	+4	+8	+4	Bonus feat, sudden strike +4d6
14th	+14/+9/+4	+4	+9	+4	Speed stunt
15th	+15/+10/+5	+5	+9	+5	Fast movement +40 ft.
16th	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+5	+10	+5	Sudden strike +5d6, speed stunt
18th	+18/+13/+8/+3	+6	+11	+6	Impossibly fast
19th	+19/+14/+9/+4	+6	+11	+6	Bonus feat, fast movement +50 ft.
20th	+20/+15/+10/+5	+6	+12	+6	Speed stunt, Storm of Steel & Speed

**Sudden Strike:** Whenever a marauder uses one of his bonus feats, his quick movement grants his successful attacks extra damage. As these attacks are dependent on excellent mobility, a marauder in anything other than light or no armor does not benefit from the sudden strike ability.

The marauder's attack deals this extra damage on the next attack the marauder makes following a use of one of these feats. For example, if the marauder uses Greater Bull Rush the action likely ends their turn. Therefore the sudden strike would go into effect on their next round, if they attacked. However, if the feat leads into an attack, like Lunge, the sudden strike would affect that attack. If more than a round passes from the use of a bonus feat to the time the marauder makes an attack, the sudden strike doesn't take effect. Note that some bonus feats like Acrobatic or Lightning Reflexes are more reactive than active. The sudden strike bonus damage comes into play then on the attack made after, in this case, an acrobatics check or Reflex save, respectively.

The extra damage dealt is 1d6 at first level, and increases by 1d6 every four marauder levels. Should a marauder score a critical hit with a sudden strike, the extra damage is not multiplied. Ranged attacks can count as sudden strikes only if the target is within 30 feet.

**Speed Stunt:** A marauder's mastery of movement only grows better. Starting at 2<sup>nd</sup> level, a marauder may choose a speed stunt. Every three levels thereafter, he may choose one more. Some stunts may be chosen more than once; see descriptions below for specifics. As these stunts rely on speed and swiftness, a marauder in anything other than light or no armor does not have access to the abilities granted here.

*Accelerated Attack (Ex):* A marauder must be at least 10th level to select this stunt. The marauder can combine a full attack with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal.

### *Speed Stunt (continued)*

**Burst (Ex):** A marauder with this ability may use a swift action to gain +10 feet speed on their next movement. The stunt is useable once per day. This stunt may be taken more than once, either adding +10 feet per selection or one more use per day.

**Cutting Quickness (Ex):** A marauder must be at least 11<sup>th</sup> level to select this stunt. A marauder with this stunt may deal an additional amount of rending damage if they hit a target with at least two attacks and sudden strike damage during a single round of combat. If the marauder meets these criteria, they automatically deal an additional amount of damage equal to their main-hand weapon plus 1 ½ times their strength bonus.

**Defensive Charge (Ex):** A marauder with this stunt takes only a -1 penalty to his AC after charging. At 7<sup>th</sup> level, the marauder can charge with no penalty to AC.

**Leap (Ex):** A marauder with this stunt gains a +10 bonus to Acrobatic checks made to attempt high or long jumps. Additionally, if used during a surprise or first round of combat to move, the marauder's first attack deals +2 damage. This stunt may be chosen multiple times; further selections either increase the Acrobatic check bonus by +5 or increase the damage dealt by +1.

**Moving Target (Ex):** Marauders with this stunt are nearly impossible to draw a bead on. After moving their full speed, marauders with this stunt gain a +1 dodge bonus to AC against ranged attacks and a +1 bonus to Reflex saves until the start of their next turn. This ability may be taken multiple times with each additional time increasing each bonus by +1.

**No Escape (Ex):** To select this stunt, a marauder must have the Step Up feat. This stunt modifies the Step Up (or Step Up and Strike) feat. The first time this stunt is selected it modifies the feat to allow the marauder to move up to 10 feet whenever a creature moves away from him. This movement must be towards the fleeing enemy. This stunt may be used in this way once per day. Additional selection of this feat either increases the movement by 5 feet or the uses per day by one.

**Powerful Runner (Ex):** Marauders with this stunt who charge an enemy and hit also add push (5 feet) to their damage. Each additional selection of this stunt increases the range of the push by 5 feet.

**Shifty Runner (Ex):** So long as a marauder with this stunt moves half of their full speed, they gain a +2 dodge bonus against attacks of opportunity.

**Uncanny Dodge (Ex):** A marauder must be at least 8<sup>th</sup> level to select this stunt. The marauder gains uncanny dodge. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized or feinted. If a marauder already has uncanny dodge from another class, she automatically gets improved uncanny dodge instead.

**Fast Movement (Ex):** At 3<sup>rd</sup> level, a marauder's speed becomes 10 feet faster than the norm for her race. This benefit only applies if the marauder is wearing light or no armor and is not carrying a heavy load. This bonus stacks with any other bonuses to a marauder's speed.

At 7<sup>th</sup> level, the fast movement becomes 20 feet faster instead of 10 feet. Every 4 levels thereafter this bonus continues to grow by 10 feet until reaching a maximum of 50 feet at 19<sup>th</sup> level.

**Evasion (Ex):** When a marauder reaches 6<sup>th</sup> level, he can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the marauder is wearing light armor or no armor. A marauder may not be helpless and gain the benefits of evasion.

**Improved Evasion (Ex):** At 12<sup>th</sup> level, a marauder's evasion improves. This ability works like evasion, except that while the marauder still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save.

**Impossibly Fast (Ex):** At 18<sup>th</sup> level, a marauder is a blur of movement across the battlefield. Every round they move at least half of their full movement rate, marauders gain a +4 dodge bonus to AC. If they move their full movement rate they gain a +6 dodge bonus to AC. Additionally, when they are moving their full movement rate, all ranged attacks have a 20% miss chance.

**Storm of Steel & Speed (Ex):** At 20<sup>th</sup> level, a marauder's quickness and skill come together in a frightening display. Whenever a marauder moves his full speed, he gains the benefit of his sudden strike for the following attack. Additionally, any attack that is aided by a sudden strike deals 10 points of bleed damage.



## MARAUDER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are several marauder archetypes and alternate class features to help you in building your character.

### Beast Runner

Beast runners often emulate the fastest natural creatures on earth. Many begin their career simply trying to keep up with the animals that they consider their friends and allies. These individuals, in order to assist with hunting and defense of their beloved beastly families, push themselves to supernatural speed and agility, eventually rivaling and even surpassing their feral kin. The result is a fierce combatant that has learned to fight alongside their companions with equal ferocity and deadly effectiveness.

#### CLASS SKILLS

A beast runner adds Handle Animal and Ride to her list of class skills. This replaces Craft and Profession as class skills.

#### CLASS FEATURES

The following are class features of the beast runner.

**Animal Companion (Ex):** At 1st level, a beast runner gains an animal companion, similar to the druid class feature, except that the animal must have a natural speed of 50 or more in a mode that the marauder also possesses. For example, if the marauder has a swim speed, the qualifying speed can be swim speed. The beast runner treats her marauder levels as druid levels for this ability, and these levels stack with those of any other class that grants an animal companion.

The beast runner may have more than one animal companion, but he must divide up his effective druid level between her companions to determine the abilities of each companion. For example, a beast runner with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion. Each time a beast runner's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be

redistributed while that companion is in the marauder's service (she must release a companion or wait until a companion dies to allocate its levels to another companion). The marauder's animal companions do not gain the share spells ability, and if the marauder possesses levels in another class that grants the shared spells ability, this does not give the marauder the ability to cast a single spell so that it affects all of her animal companions.

A beast runner's animal companions can learn the marauder's known Speed Stunts as tricks. These tricks replace any bonus tricks that the animal could learn normally. The ability to have and maintain an animal companion replaces the marauder's normal bonus feats. She does not gain a bonus feat at first level or from gaining a level in marauder thereafter.

At 6th level, a beast runner can move through 10 feet of difficult terrain each round as if it were normal terrain. This benefit stacks with the benefits provided by the Acrobatic Steps and Nimble Moves feats.

This ability replaces Evasion.

At 12th level, the beast runner gains evasion instead of improved evasion.

### Fleetfoot

Some marauders specialize as extreme couriers known as fleetfoots. Instead of focusing on moving through a battlefield, they focus on getting through enemy lands or dangerous terrain unseen and as fast as possible. While still formidable opponents, their speed does not carry quite the same deadly precision as a typical marauder. However, they are much more difficult to stop from reaching their intended destination, often without raising a single alarm and within record time.

#### CLASS SKILLS

**Special:** Fleetfoots gain a +2 competence bonus to Stealth skill checks instead of Acrobatics skill checks.

#### CLASS FEATURES

Unlike a typical marauder, A fleetfoot's Sudden Strike class feature only deals half damage (1d3 at 1st level, 2d3 at 5th level, etc.). As compensation, they gain the class features listed below.

**Fast Stealth (Ex):** At 1st level, the fleetfoot can move at full speed using the Stealth skill without penalty.

**Terrain Mastery (Ex):** Upon reaching 5th level, the fleetfoot gains a favored terrain as the ranger ability of the same name. At 12th level, and every 7 levels afterward, the fleetfoot gain another favored terrain.

In addition, at these intervals, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

**Creep (Ex):** At 9th level the fleetfoot can move at half speed while prone. This movement provokes attacks of opportunity as normal. The fleetfoot may also take a 5-foot step while crawling.

**Escape Mastery (Ex):** At 17th level, the fleetfoot can, as an immediate action, attempt an Escape Artist check in place of a Reflex saving throw.

Additionally, when she is the target of a grapple combat maneuver, a fleetfoot of this caliber can attempt an Escape Artist check as an immediate action, using the result of the skill check in place of her CMD against that combat maneuver attempt.



## Quickling

A quickling is a marauder who studies how to channel supernatural energy in an effort to increase his speed. While he loses access to many extraordinary abilities, he can instead channel a few magical effects.

### CLASS FEATURES

The following are class features of the quickling.

**Weapon and Armor Proficiency:** Unlike a typical marauder, a quickling is proficient with all simple weapons but not with martial weapons. Likewise, he is not afforded an armor proficiency by this class.

**No Stunts:** The quickling does not gain speed stunts. Instead, he gains a ki pool and related powers as listed below.

**Ki Pool (Su):** At 2nd level, a quickling gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in the quickling's ki pool is equal to 1/2 his marauder level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he treats any Acrobatics skill check made to jump as if he had a running start. At 10th level, he also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although he still cannot move farther than his speed allows).

By spending 1 point from his ki pool, a quickling can make one additional attack at his highest attack bonus, but he can do so only when making a full attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Each of these powers is activated as a swift action. The quickling gains additional abilities that use ki points as he advances in level.

The ki pool is replenished and stacks in the same way as the ki pool from monk or ninja character class.

**Haste (Sp):** At 8th level, by spending at least 2 points of ki the quickling can cast haste as a spell-like ability, with the following limitations. The spell can only be cast on himself and the duration lasts 1/round per point of ki spent activating this ability.

**Abundant Step (Su):** At 16th level or higher, a quickling can slip magically between spaces, as if using the spell dimension door. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his marauder level. He cannot take other creatures with him when he uses this ability.

## Shadow Sprinter

A shadow sprinter is a marauder who focuses primarily on moving well in all directions possible, regardless of obstacles, surfaces, or even gravity. While this is done at the detriment of increased land speed, the result is no less spectacular. Truly at home in either an urban or a rocky environment, the shadow sprinter uses a dizzying array of movement techniques to manipulate the battlefield for her combat advantage.

### CLASS FEATURES

The following are class features of the shadow sprinter.

#### Weapon and Armor Proficiency:

Unlike a typical marauder, a shadow sprinter is proficient with all simple and martial weapons but not with two-

handed varieties of these weapons. Likewise, she is proficient with all light armor, but not with shields.

**Nimble Maneuvering (Ex):** When a shadow sprinter of 3rd level or greater uses Acrobatics to move through an opponent's square without provoking an attack of opportunity, that opponent is considered flat-footed to the shadow sprinter's next attack until the end of the shadow sprinter's next turn.

This ability replaces the Fast Movement bonus gained at 3rd level.

**Wall Jumper (Ex):** At 7th level, a shadow sprinter can run up a vertical surface at a cost of 20 feet of movement per 5 feet ascended, and can leap off of any vertical surface she has climbed or run up as if she had a running start.

In addition, this ability allows the shadow sprinter to move along narrow surfaces at full speed using the Acrobatics skill without penalty or becoming flat-footed.

This ability replaces the Fast Movement bonus gained at 7th level.

**Surface Sprinter (Ex):** At 11th level, a shadow sprinter gains a climb speed of 20 feet, but only

on surfaces large enough to encompass the entire square she occupies. For example, this ability would apply to most walls and ceilings, but not to ropes or narrow planks. This ability can even be used to scale perfectly smooth surfaces or climb on the underside of horizontal surfaces, provided they meet the size requirements.

This ability replaces the Fast Movement bonus gained at 11th level.

**Wall Mastery (Ex):** When a shadow sprinter reaches 15th level, she is an expert at leaping from surface to surface, and perching from walls and corners. She can ascend slopes or stairs at her full speed, and may ascend any perpendicular or parallel vertical surfaces she can reach (a corner, or walls as far apart as the space the shadow sprinter occupies) at her movement speed by jumping back and forth off the surfaces. The shadow sprinter may also perch between such walls or corners, allowing her to perform actions that usually require two free hands to perform.

This ability replaces the Fast Movement bonus gained at 15th level.

**Shadow Steps (Ex):** At 19th level, a shadow sprinter learns to move while barely touching the surface underneath her. First, the shadow sprinter ignores the effects of difficult terrain. In addition, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, the shadow sprinter always ignores any mechanical traps that use a location-based trigger.

This ability replaces the Fast Movement bonus gained at 19th level.



## NEW MAURAUDEUR FEATS

The following feats are available to a marauder character who meets the prerequisites.

### OPPORTUNIST

**Prerequisite:** Sudden Strike class feature, Combat Reflexes, Dex 15

**Benefit:** Whenever you are missed by an attack of opportunity, you may make an attack of opportunity against the attacking target.

### CHARGING SHOT [COMBAT]

**Prerequisite:** Fast Movement class feature

**Benefit:** You can charge towards an opponent and make a ranged attack. The charge works exactly like charging with a melee weapon (including bonuses and penalties) except that you must end your movement at least 10 feet away from the nearest square threatened by the intended target.

### EXPERT REFLEXES

**Prerequisite:** Fast Movement class feature

**Benefit:** You gain a +2 Competence bonus to Reflex saves and to Initiative.

### MARAUDER'S MOMENTUM

**Prerequisite:** Lightning Reflexes, Improved Evasion class ability.

**Benefit:** Whenever you successfully take no damage on a Reflex save against a spell or attack that originated from an actual target (i.e. non-trap), you may immediately take a turn so long as your turn can include an attack. This turn doesn't upset the initiative order; instead, it grants you an extra turn. You may move and perform actions as normal (again, so long as your standard action involves an attack).

**Special:** You may utilize this feat only if you are wearing light or no armor.

### RUN ON WATER

**Prerequisite:** Fast Movement class feature, ability to move at least 200 feet in a round

**Benefit:** You can run over the surface of water without sinking. If you slow down to a movement speed of less than 200 feet, you sink normally.

### SNAP SLASH [COMBAT]

**Prerequisites:** Sudden Strike class feature, Two-Weapon Fighting

**Benefit:** When wielding two light weapons, you may attack once with each as a standard action, an attack of opportunity, as part of a charge, or as part of a Spring Attack. Standard two-weapon penalties still apply.

### SPRINGING CHARGE [COMBAT]

**Prerequisites:** Fast Movement class feature

**Benefit:** At the beginning of your charge, determine how much of that movement will be through the air (by making a running leap). Then, make an Acrobatics check for a running jump as normal. If the check is not successful, the jump fails, but you can continue moving forward, making your charge as normal. If the check is successful, for every 5 feet jumped, past the first five feet (round down), add +1 to any damage dealt by the charge. Minimum speed and distance required for charging and jumping still apply.

### STAYING STRIKE

**Prerequisite:** Sudden Strike class feature

**Benefit:** When you hit a target and deal sudden strike damage, you may choose to lessen the damage to stagger your opponent. For each die of damage you lessen the sudden strike by, the opponent gains the staggered condition for an equal number of rounds. For example, if you were to lessen the sudden strike by two dice worth of damage, the struck target would be staggered for two rounds.

### UNSTOPPABLE

**Prerequisites:** Dex 15+, Str 13+,

Base Movement 40 ft.

**Benefit:** Whenever you would fail a saving throw against an effect (spell, poison, special ability, etc) that would specifically hinder your movement, you gain a +2 bonus to the saving throw. Additionally, you may roll two dice and accept the better of the rolls.

**Special:** You may utilize this feat only if you are wearing light or no armor.

### ZIG-ZAG CHARGE [COMBAT]

**Prerequisite:** Fast Movement class feature

**Benefit:** When charging, you don't have to move in the most direct path. Furthermore, you may end your charge in any space from which you can attack your intended target. However, you must move at least 30 feet when charging while using this feat.

