

Steel Legionnaire Prestige Class

Hit Dice: d8.

Entry Requirements

Alignment: Any non-evil.

Base Attack Bonus: +4.

Skills: Diplomacy 1 rank, Knowledge (nobility) 1 rank, Survival 2 ranks, Perception 3 ranks.

Feats: Skill Focus.

Special: Membership in the Legion of Steel.

Class Skills

The Steel Legionnaire's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Legion cell +2, Legion knowledge
2 nd	+1	+1	+1	+1	Covert intervention (civilian)
3 rd	+1	+2	+2	+1	Bonus feat, Legion cell +4
4 th	+2	+2	+2	+1	Legion's oath 1/day, safe haven
5 th	+2	+3	+3	+2	Covert intervention (military)
6 th	+3	+3	+3	+2	Bonus feat, Legion cell +6
7 th	+3	+4	+4	+2	Legion's oath 2/day
8 th	+4	+4	+4	+3	Covert intervention (government)
9 th	+4	+5	+5	+3	Bonus feat, Legion cell +8
10 th	+5	+5	+5	+3	Akroatis, Legion's oath 3/day

Class Features

All of the following are class features of the Steel Legionnaire prestige class.

Legion Cell (Ex): At 1st level a Steel Legionnaire is assigned a Legion cell for training or mission purposes. Whenever the Legionnaire is operating in a settlement or wilderness area where the Legion of Steel is active they receive a +2 cell bonus to all attack rolls, weapon damage rolls, and Initiative checks against the creature type that represents the majority of the region's population – as chosen from the list of ranger favored enemies. If there is no clear population majority they may choose either dragons or humanoids (with a subtype of their choice). Additionally the Legionnaire receives a +2 cell bonus on all Bluff, Stealth, and Survival skill checks or all Diplomacy, Knowledge (local), and Perception skill checks. They must choose which group of skills they receive cell bonuses for when

they begin operations in that area. Once decided these bonuses cannot be changed until the Legionnaire leaves that region for at least seventy-two hours.

If there is no Legion cell operating in the region that the Legionnaire is currently aware of, but the party contains at least one additional member of the Legion of Steel, those Legionnaires count as a active cell in the region for purposes of choosing and receiving cell bonuses.

At 3rd level and every three levels thereafter (6th and 9th level), the Legionnaire's cell bonuses increase by +2. These bonuses do not stack with any similar bonuses from a ranger's favored enemy or favored terrain abilities. They simply use whichever number is higher.

Legion Knowledge (Ex): At 1st level a Steel Legionnaire chooses two of the following four skills: Knowledge (geography), Knowledge (local), Knowledge (nature), or Knowledge (nobility). These skills are always class skills for the Legionnaire. They receive an insight bonus equal to half their Legion class levels to these two knowledge skills.

Covert Intervention (Ex): At 2nd level a Steel Legionnaire operating with a Legion cell that has been established in a region for at least twenty-four hours gains a +2 circumstance bonus to all Bluff and Disguise checks when trying to pass themselves off as a commoner or local. At 5th level these bonuses apply to any attempts to pass themselves off as a member of the city guard, militia or other local military organization. At 7th level these bonuses apply to any attempts by the Legionnaire to pass themselves off as a member of local government or nobility.

If neither the Legionnaire or their cell is discovered in the first seventy-two hours of operation by the local military or government, they may attempt a Bluff check based on the community size of the settlement (DC 30 for a thorp or hamlet, DC 25 for a village or small town, DC 20 for a large town or small city, DC 15 for a large city or metropolis). If the Legionnaire's Bluff check is successful, all members of their Legion cell receive a +2 circumstance bonus on all attack rolls, skill checks, and initiative checks against one notable NPC listed in the settlement's stat block and any underlings or followers in their chain of command for the next twenty-four hours. At that point the element of surprise is lost and the process must be started over again.

If the check is a failure, the Legionnaire may not attempt the Bluff check again for another seventy-two hours (or the target is replaced). Only one Bluff check per Legion cell may be attempted per covert intervention.

Bonus Feat: At 3rd level, 6th level, and 9th level, a Steel Legionnaire may select a bonus feat. These feats must be taken from the following list: Diehard, Great Cleave, Greater Weapon Focus, Lookout, Mounted Archery, Outflank, Paired Opportunist, Precise Shot, Precise Strike, Shield Wall, Spirited Charge, and Swap Places. A Legionnaire need not have the prerequisites normally required for these feats to select them.

Legion's Oath (Ex): At 4th level, a Steel Legionnaire may utter a cry of solidarity as a swift action once per day to allow their allies to re-roll any failed saving throw against an ongoing condition. A bonus equal to the Legionnaire's current Charisma modifier is added to that new saving throw (to a minimum of +0). This bonus applies to any new saving throws their allies must make against the cause of that conditions for one additional round after the first. This ability may be used twice per day at 7th level and three times per day at 10th level.

An ally must be able to hear the Legionnaire for this ability to have any effect, and is language dependent.

Safe Haven (Ex): At 4th level, a Steel Legionnaire can quickly establish a secure and defensible location upon arrival in a settlement for a number of individuals equal to their character level plus their Wisdom modifier. These individuals gain a circumstance bonus equal to the character's Steel Legionnaire class levels on all Stealth checks to avoid being found by authorities and searchers while hidden.

Establishing a safe haven requires a successful Perception check, with the DC dependent on the size of the community – Thorp, Hamlet or Village 30; Small or Large Town 25; Small or Large City 20;

Metropolis 15. If the settlement has an evil alignment or a Law modifier of +2 or higher, the DC is increased by +2. If the settlement has a negative Law modifier, the DC is reduced by -2. A safe haven lasts as long as the Steel Legionnaire remains in the settlement plus one additional day per point of their Wisdom modifier plus their Steel Legionnaire class levels.

Akroatis (Su): At 10th level, a Steel Legionnaire receives a +6 bonus to saving throws to resist spells from the divination school and are immune to compulsion and charm effects.