

TOTEM WARRIOR

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The totem warrior seeks to learn all he can about one animal style, including information on the psychology and physiology of the animal it imitates. He seeks to place himself in the mindset of that animal in combat, having learned that animals win more fights than they lose because they have no regrets, no second thoughts. By submerging the man and bringing out the animal, the totem warrior gains ferocity and competence in battle.

REQUIREMENTS

To qualify to become a totem warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3

Feats: Combat Martial Arts, any one Animal style

Skills: Intimidate 3 ranks

CLASS INFORMATION

The following information pertains to the totem warrior advanced class.

Hit Die: d10

Action Points: 6 plus one-half the character's level, rounded down.

Class Skills: The totem warrior's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Wis), Spot (Wis) and Survival (Wis)

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

All of the following are features of the totem warrior advanced class.

Animal Mastery: At 1st, 3rd, 5th, and 7th levels, the totem warrior gains a martial arts mastery for his chosen animal style of the levels indicated in the class table.

Pack Mentality: The totem warrior learns not only how animals fight, but also how they fight together. At 2nd level the totem warrior gains a +2 to attack and skill checks when fighting with an ally who knows the same animal style.

Totem Channeling: At 9th level, the totem warrior can actually channel his chosen animal. The ability that the style is based on (the ability that modifies the style's attacks) is modified by an enhancement bonus of +6 for three rounds plus the totem warrior's constitution modifier. This ability requires the totem warrior to spend an action point.

Bonus Feats: At 4th, 6th, 8th, and 10th levels, the totem warrior may select a bonus feat from his animal style's bonus feat list.

