

Vinjuhn, The Chosen/Vin'h Vie

Invented by Doc1time

The Gray Guard represented the archer units of the Vinjuhn militia. They manned the walls of Bone Keep, patrolled the mountain perimeters, and acted as the first line of defense against any enemy force. All were expert bowmen, hand selected at a young age for eyesight, dexterity, and agility.

For nearly two decades the apprentices trained with bow and sword until they were the epitome of the light fighter. So adept were these warriors that the mere mention of their names is enough to strike fear in the hearts of even the bravest Gol'sk warriors.

Now, after centuries, with the recent fall of Bone Keep, and the loss of almost all of the Gray Guard that held the line... it is time to rebuild a new generation to take up the watch and honor those fallen, The Chosen (or in the Vinjuhn tongue, The Vin'h Vie).

Requirements:

Alignment: Any, except Lawful or Evil.

Base Attack Bonus +3

Skills: Heal 5 ranks, Hide 5 ranks, Move Silently 5 ranks, and Spot 5 ranks.

Feats: Point Blank Shot and Precise Shot.

Abilities: The main attribute for The Chosen is Dexterity for their defensive and offensive capabilities.

Religion: Spending most of their time in their rigorous martial training, most Chosen tend to worship Valkar.

Other Classes: Obviously, The Chosen enjoy working most with Rangers and Rogues for the mutual abilities shared.

So highly prized and exalted amongst the Warrior Cast of the Vinjuhn, they are respected for their abilities and commitment to their callings.

Class Skills:

The following are all class skills for the The Chosen:

Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points:

Each additional Level: 6+ Int modifier

Hit Die: D8

Class Features

Weapons and Armor Proficiency: The Chosen are familiar with all Simple, Martial, and Ranged Weapons; Light Armor, but no Shields.

Blooded (Ex): The Chosen have long been fighting and in conflict, and hence know the value of quick wits and even quicker reactions. The Chosen gain a +2 bonus to Initiative and Spot checks.



Chosen Abilities: A Chosen may choose an ability of the following list:

Always Sneaky (Fast Sneak), Evasion, Fast Sneak (Track), Improved Evasion (Evasion), Opportunists, Rapid Movement*, Skill Mastery*, Track, Uncanny Dodge*.

* - May be taken more than once and abilities do stack.

-*Rapid Movement (Ex):* A Chosen's base speed increases +5 while in No Armor or Light Armor. They may take this ability multiple times and the ability does stack.

Weapon Abilities: A Chosen may choose a weapon ability from the following list (prerequisites):

Expert Aim, Far Shot, Greater Weapon Focus, Greater Weapon Specialization (Weapon Specialization), Improved Point Blank Shot, Improved Critical, Improved Ranged Sneak Attack (Far Shot), Rapid Shot, Weapon Finesse, Weapon Focus, Weapon Specialization (Weapon Focus).

-*Expert Aim:* If using the Full Attack action when using a ranged weapon, you may choose to make a single attack with a range of 30' or less using your Expert Aim. Normally you would only apply your Dex bonus to attack, but in this case you also apply your Dex bonus to your damage as well (along with other applicable modifiers).

-*Improved Point Blank Shot:* When you are using a ranged weapon within melee combat you do not incur any attacks of opportunity.

-*Improved Ranged Sneak Attack:* When using a ranged weapon to perform a Sneak Attack, the maximum allowable range is increased from 30' to 60'.

Sneak Attack (Ex): See *Core Rule Book I*.

Strike In Unison (Ex): Whenever there are more than one bowmen with this ability, if they all delay their ranged attacks and volley at the same initiative, they receive a +2 to hit and +1 to damage.

Gol'sk Hunter (Ex): The Chosen have been fighting and in conflict with the Gol'sk and hence have picked up on their tactics in warfare. When fighting the Gol'sk, The Chosen gain a +1 bonus to Attack and Damage rolls with melee weapons and to ranged weapons within 30', and act as if they have the Improved Critical feat for the weapon they are using (this benefit does not stack with the Improved Critical Feat).

Dead Eye (Ex): When using a ranged weapon, The Chosen may sacrifice their second attack to increase the possible damage of the first. They make a single attack roll with bonuses equal to their highest bonuses, losing the second attack roll. If their attack is successful, they automatically score a critical hit. If they have four attacks per round, you can perform this ability twice per round, etc...

Battle Cry (Ex): As a free action a Chosen can voice a thunderous battle cry. It affects all allies within 50'. They and their allies gain a +1 moral bonus to all attack and damage rolls, to all saves, and against fear effects for 1D6 + Cha modifier rounds. They can perform this ability a number of times per day equal to their Cha modifier.

Level	Base Attack Bonus	Saves			Special
		F	R	W	
1 st	+1	1	1	0	Blooded
2 nd	+2	2	2	0	Chosen Ability
3 rd	+3	2	2	1	Weapon Ability
4 th	+4	3	3	1	Sneak Attack +1D6
5 th	+5	3	3	1	Strike In Unison
6 th	+6	4	4	2	Chosen Ability
7 th	+7	4	4	2	Weapon Ability
8 th	+8	5	5	2	Sneak Attack +2D6
9 th	+9	5	5	3	Gol'sk Hunter
10 th	+10	6	6	3	Chosen Ability
11 th	+11	6	6	3	Weapon Ability
12 th	+12	7	7	4	Sneak Attack +3D6
13 th	+13	7	7	4	Dead Eye
14 th	+14	8	8	4	Chosen Ability
15 th	+15	8	8	5	Weapon Ability
16 th	+16	9	9	5	Sneak Attack +4D6
17 th	+17	9	9	5	Battle Cry
18 th	+18	10	10	6	Chosen Ability
19 th	+19	10	10	6	Weapon Ability
20 th	+20	11	11	6	Sneak Attack +5D6