

# Master of the Dagger Invented by Doc1time

*Masters of the Dagger* are exactly that... Rogues who are masters of only one weapon... the dagger. They have become such an expert with this weapon that they will not even think of picking up another weapon.

## Requirements

To qualify to become a Master of the Dagger (MotD), a character must fulfill all of the following criteria:

**Attribute:** Dexterity of 16 or higher.

**Special:** Base Attack Bonus +4 and Base Sneak Attack +3D4 or better.

**Feats:** Deflect Arrows, Improved Unarmed Strike, and Weapon Finesse (Dagger).

**Skills:** Balance 9 ranks, Intimidate 9 ranks, Perform 9 ranks, and Pick Pocket/Slight of Hand 9 ranks.

**Hit Die:** D6

## Class Skills

The Master of the Dagger's class skills (and the key Ability for each skill) are: Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket/Slight of Hand (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at each Level: 6 + Int modifier.

## Class Features

All the following are class features of the Master of the Dagger prestige class.

**Weapon and Armor:** MotD are intimately familiar daggers. They only know and use daggers. They lose all other weapon proficiencies and if they do use any other weapon (other than themselves-unarmed). They lose all MotD abilities. When using the daggers as a ranged weapon, the MotD may count daggers as ammunition.

The MotD also gain the feat Weapon Specialization (dagger).

MotD are so intimate with their knowledge of daggers they gain a +4 to Appraise checks concerning daggers, and using their Use Magic Device skill they may even use this ability to detect magical abilities in daggers that they find and inspect (DC 20 + magic bonuses).

MotD are familiar with light armor only and no shields. If they wear any armor heavier than light or use shields, they lose all MotD abilities.

**Sneak Attack (Ex):** This is the same ability as listed in the Core Rule Book 1 for the Rogue. See table for progression.

**Armed Deflect Arrows (Ex):** You use this ability the same as the Deflect Arrows feat, but can use this ability when wielding daggers. You must have at least one hand free (not attacking) in order to use this ability.

**Deceptive Weapon (Ex):** The MotD is so attuned to using his daggers and the knowledge of where to hit in more sensitive places and techniques, that he increases his damage done with daggers to the same as a short sword (1d6). This can be understood as when attacking the victim, the MotD effectively "twists" the blade thereby causing more damage. This ability is only for melee attacks. Also, when wielding a dagger, due to the MotD's knowledge of his weapon, he knows not only how to use it to Pierce in an attack, but also how to Bludgeon and Slash with the weapon as well.

**Parry (Ex):** The MotD may use his weapon to block or deflect incoming blows. By foregoing the use of his off hand attack during a round, he gains a +2 AC bonus for the entire round.

**Two Daggers (Ex):** The MotD gains the ability to fight with one dagger in each hand with no penalty, as if the MotD had the feats of Ambidexterity and Two-Weapon Fighting. He also gains the ability to add another attack per round because of this.

**Impressive Weapon Skill (Ex):** The MotD is so skilled and dexterous with daggers, if he were to display such daring and dazzling feats with daggers (i.e.: juggling daggers, spinning a dagger by the point on his finger, etc.), he has the ability to dazzle, impress, and intimidate those watching the performance. He gains a +4 bonus to his Bluff, Intimidate, and Perform skills using daggers.

**Multi-Ranged Attack (Ex):** Having intimate knowledge and balance with his daggers, the MotD may throw up to three daggers at a time at a single target within close range. This attack counts as a single attack at the target, but the MotD cannot add his Str to the damage done to successful hits due to the fact that he has to use so much finesse, balance, and concentration, he cannot get the necessary strength behind the throw.

**Improved Parry (Ex):** The MotD may use his weapon to block or deflect incoming blows. By foregoing the use of his off hand attack and an attack of opportunity during a round, he may opt to parry two melee attacks for the round. The MotD would roll the normal attacks for the off hand attack and for the attack of opportunity vs. two melee attacks during the round. The MotD can choose which attacks to let through and which attacks to block. He must decide before any rolls for attack or damage to determine which attacks to parry.

**Improved Critical (Ex):** The MotD gains doubles the normal threat range with daggers (i.e.: normal dagger crits on 19-20, now it crits on 17-20).

**Ranged Attack Increase (Ex):** The MotD doubles the normal range increment with daggers (i.e.: normal dagger range increment is 10', now it is 20').

**Improved Armed Deflect Arrows (Ex):** You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

**Superior Parry (Ex):** The MotD may use his weapon to block or deflect incoming blows. By foregoing the use of his off hand attack and each attempt at parrying beyond the first counts as one of your attacks of opportunity for that round. The MotD would roll the normal attacks for the off hand attack and for the attacks of opportunity vs. the melee attacks during the round. The MotD can choose which attacks to let through and which attacks to block. He must decide before any rolls for attack or damage to determine which attacks to parry.

**Blade of Death (Ex):** The MotD may use a single dagger in both hands and deliver attacks with 1.5x his total damage. This attack also acts as if it were a Coupe de Gras. This is a Full Round Action.

**Improved Multi-Ranged Attack (Ex):** The MotD may throw up to three daggers at three separate targets so long as they are within a 10' arc of each other and within close range. This attack counts as a single attack at the targets, and must roll attacks for each separate target. The MotD still cannot add his Str to the damage done to any successful hits.

**Improved Impressive Weapon Skill (Ex):** The MotD is so skilled and dexterous with daggers, if he were to display such daring and dazzling feats with daggers (i.e.: juggling daggers, spinning a dagger by the point on his finger, etc.), he has the ability to dazzle, impress, and intimidate those watching the performance. Those watching must make a Will saving throw vs. a MotD Perform skill roll or be Fascinated for as long as the MotD keeps up the performance (similar to a Bard's ability, see definition in Core Rule Book 1). The MotD cannot do anything else while performing this action (cannot attack or defend).

**Hidden Weapon (Ex):** The MotD is so intimate with his daggers that he can conceal several on his body and would pass by most stringent inspections and searches without notice. He gains a +4 bonus to his Pick Pocket/Slight of Hand skill when hiding daggers upon his person.

**Superior Critical (Ex):** The MotD increases the normal critical multiplier with daggers (i.e.: normal dagger crit multiplier is x2, it is now x3).

**Ranged Attack Increase (Ex):** The MotD triples the normal range increment with daggers (i.e.: normal dagger range increment is 10', now it is 30').

**Ultimate Parry (Ex):** The MotD may use his weapon to block or deflect incoming blows. By foregoing the use of his off hand attack and his attacks of opportunity, he may parry a melee attack for his off hand attack and all his attacks of opportunity for that round. The MotD would roll the normal attacks for the off hand attack and for the attacks of opportunity vs. the melee attacks during the round. The MotD can choose which attacks to let through and which attacks to block, he may wait to see after the initial attack roll has been made. He must decide before any damage rolls to determine which attacks to parry.

**Double Attack (Ex):** The MotD can choose to give up his off hand attack and all attacks of opportunity for the round to attack with both daggers simultaneously for each attack he has. He need only to roll one attack for both daggers, and for successful attacks each dagger does its own damage rolls. The MotD may use this ability as many times per day as he has levels of MotD.

**Superior Impressive Weapon Skill (Ex):** The MotD is so skilled and dexterous with daggers, if he were to display such daring and dazzling feats with daggers (i.e.: juggling daggers, spinning a dagger by the point on his finger, etc.), he has the ability to inspire Fear or Awe in those watching or within 10' of the performance. Enemies watching must make a Will saving throw vs. the MotD Perform skill roll or be affected by Fear (similar to spell of same name) and allies gain a +2 moral bonus to all attack and save rolls for as long as the MotD keeps up the performance. The MotD may defend while performing this act but cannot attack.

**Superior Multi-Ranged Attack (Ex):** The MotD may throw up to three daggers at three separate targets so long as they are within a 10' arc of each other but is unlimited to range. This attack counts as a single attack at the targets, but the MotD still cannot add his Str to the damage done to successful hits.

\* - 10' arc of targets = find the closest of the targets your character is aiming for and any other target must be within a 10' arc of the first target.

MotD Level	Base Attack Bonus	Base Saves			SPECIAL
		F	R	W	
1	0	+0	+2	+0	Sneak Attack +1d6, Armed Deflect Arrows, Deceptive Weapon, Parry, Two Daggers
2	+1	+0	+3	+0	Impressive Weapon Skill, Multi-Ranged Attack
3	+2	+1	+3	+1	Sneak Attack +2d6, Improved Parry
4	+3	+1	+4	+1	Improved Critical, Ranged Attack Increase (x2)
5	+3	+1	+4	+1	Sneak Attack +3d6, Improved Armed Deflect Arrows, Superior Parry
6	+4	+2	+5	+2	Blade of Death, Improved Multi-Ranged Attack, Improved Impressive Weapon Skill
7	+5	+2	+5	+2	Sneak Attack +4d6, Hidden Weapon
8	+6	+2	+6	+2	Superior Critical, Ranged Attack Increase (x3)
9	+6	+3	+6	+3	Sneak Attack +5d6, Ultimate Parry
10	+7	+3	+7	+3	Double Attack, Superior Impressive Weapon Skill, Superior Multi-Ranged Attack