Pathfinder Ebony Warrior

Hit die: d10

Alignment: any, but often chaotic

Class Skills: Acrobatics, Climb, craft, profession, swim

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| --- | --- | --- | --- | --- | --- |
| Level | Bab | Fort | Ref | Will | Special |
| 1 | 1 | 2 | 2 | 0 | Ebony Wounds |
| 2 | 2 | 3 | 3 | 0 | Dark Skill |
| 3 | 3 | 3 | 3 | 1 | Ebony Wounds |
| 4 | 4 | 4 | 4 | 1 | Dark Skill |
| 5 | 5 | 4 | 4 | 1 | Ebony Wounds |
| 6 | 6/1 | 5 | 5 | 2 | Dark Skill |
| 7 | 7/2 | 5 | 5 | 2 | Blackened Fighting Spirit |
| 8 | 8/3 | 6 | 6 | 2 | Black Charisma |
| 9 | 9/4 | 6 | 6 | 3 | Blackened Fighting Spirit |
| 10 | 10/5 | 7 | 7 | 3 | Strategic Attack |
| 11 | 11/6/1 | 7 | 7 | 3 | Dark Skill |
| 12 | 12/7/2 | 8 | 8 | 4 | Blackened Fighting Spirit |
| 13 | 13/8/3 | 8 | 8 | 4 | Pitch Black Authority |
| 14 | 14/9/4 | 9 | 9 | 4 | Black Charisma |
| 15 | 15/10/5 | 9 | 9 | 5 | Pitch Black Authority |
| 16 | 16/11/6/1 | 10 | 10 | 5 | Black Charisma |
| 17 | 17/12/7/2 | 10 | 10 | 5 | Blackened Fighting Spirit |
| 18 | 18/13/8/3 | 11 | 11 | 6 | Pitch Black Authority |
| 19 | 19/14/9/4 | 11 | 11 | 6 | Black Charisma |
| 20 | 20/15/10/5 | 12 | 12 | 6 | Insightful Eye |

Skill points 2+int

Ebony Warriors are proficient with all simple and martial weapons as well as light and medium armor

Ebony Wounds

At first level the ebony warrior’s attacks become extremely vicious, whenever they successfully attack there is a 90% chance to apply a stack of ebony wounds to the target, ebony wounds stacks last 3 rounds, adding additional stacks refreshes the duration of all stacks, a target with ebony wound stacks takes damage at the start of their turn equal to half the strength mod of the ebony warrior(round down, min 1) per stack. A target may have no more than 10 ebony wounds stacks.(applying ebony would stacks to a target with max stacks refreshes the duration) At 3rd level, when the ebony warrior attacks an enemy with ebony wound stacks, there is a 90% chance to apply an ebony wound stack to an adjacent enemy, at 5th level this increase to 2 adjacent enemies

Dark Skill

At 2nd level, the ebony warrior can use a full round action to make 3 attacks against a single target within 10 ft of them, these attacks are treated as melee attacks with reach at full bab and each has their own ebony wounds chance. At 4th level, if the target of these attacks has at least 50% of their max hp at the start of the first attack, the 3 attacks do 50% more damage, this bonus damage increases to 100% at level 6. At 11th level the ebony warrior may use Dark Skill as a standard action instead of a full round action

Blackened Fighting Spirit

At 7th level, the ebony warrior can spend a full round action to increase their critical threat range and critical damage multiplier by 1 for 2 rounds(does not stack with similar effects). Additionally apply 5 stacks of ebony wounds to 3 enemies within 30 ft, at 9th level they are applied to all enemies within 30 ft, at 12th level the increase to critical threat range and critical damage multiplier becomes +3 for 3 rounds(still does not stack with similar effects). at 17th level, Blackened Fighting Spirit can be used as a standard action instead of a full round action

Black Charisma

At 8th level, all allies within 30 ft of the ebony warrior gain +1 attack of opportunity per round, this bonus increases by +1 at levels 14 and 19, and the range increases to 60 ft at 16th level

Strategic Attack

At 10th level when the ebony warrior attacks a target with ebony wound stacks, they deal bonus damage equal to their strength mod that ignores damage reduction. Additionally, when they attack a target with ebony wound stacks, they gain their ebony warrior level in initiative, this bonus affects current initiative and future initiative rolls, stacks with itself, and lasts until the ebony warrior rests for 8 hours

Pitch Black Authority

At 13th level, the ebony warrior can spend a full round action to make a melee attack against a target within 60 ft, this attack deals 3 times normal damage. At 15th level, Pitch Black Authority has a 80% chance to dispel all beneficial effects on the target that have a duration, this activates before damage is applied. At 18th level the target must make a will save DC 10 +half ebony warrior level + strength mod or be stunned for 2 rounds, this is applied after damage is applied

Insightful Eye

At 20th level, Pitch Black Authority can now affect up to 2 enemies adjacent to its original target. When the ebony warrior applies ebony wound stacks they have a 90% chance to gain a +10 dodge bonus to their AC for 2 turns. Additionally, when the ebony warrior applies ebony wounds they double their total attacks of opportunity per round for 2 rounds