

• WILDWALKER (RANGER) •

Although Khemti is home to many great cities, much of the land remains wilderness, with the wasted and desolate Red Land continuing to grow. Thus, many of the villages, tribes and communities are dependent on skilled hunters and trackers, who can find food and water and keep them safe from fierce predators. The wildwalker ensures survival, sometimes for the community, sometimes only for himself.

ADVENTURES

Wildwalkers must often venture out into the wilderness, seeking prey or warding off predators. Some wildwalkers are nomads, either traveling with a wandering tribe through the desert, or living off the land alone. Some of these wildwalkers trade their skills for shelter and companionship for a time before moving

on. Some wildwalkers turn their skills toward hunting more dangerous prey, becoming bounty hunters or even assassins.

CHARACTERISTICS

Wildwalkers are skilled in using a variety of weapons, particularly in stalking and killing prey. They are able to survive in the wild and learn a variety of abilities dealing with the wilderness, its creatures, and its hazards. Wildwalkers specialize in particular styles of fighting, associated with a favored hunting weapon or tool.

ALIGNMENT

The hunt knows neither good nor evil. It is simply the struggle for survival. Wildwalkers may be of any alignment. Good

wildwalkers are protectors and providers for their communities, while neutral wildwalkers tend to be loners or wanderers, more focused on the hunt than what it provides. Evil wildwalkers are feared as stalkers and remorseless killers. Some hold desert communities under their thumb, while others are lone assassins for hire.

RELIGION

Wildwalkers tend towards pragmatism with religion, offering up prayers to gods associated with nature and the hunt, whether asking Isis to make the beasts fruitful or petitioning Set to calm the storms of the Red Land. Some wildwalkers approach the understanding of Ma'at (as seen in the balance of nature) held by the kama'at.

BACKGROUND

Wildwalkers are found everywhere in Khemti, though most often in rural places. They most often learn their skills in apprenticeship to experienced masters of the hunt, and hone them with practice. In some civilized places, wildwalkers are organized into special military cadres, scouts and commandos rather than hunters of food and water.

RACES

All of the races of Khemti have wildwalkers. Elves and half-elves make capable wildwalkers, although half-elves are

more likely to be, as their human side tempers their empathy for nature. Gnolls are among the fiercest and most feared wildwalkers, stalking the Red Land in search of prey or enemies of tribe or faith.

OTHER CLASSES

Wildwalkers work well with kama'at and often cooperate with them for the good of the community. They also associate often with barbarians of the desert tribes. Wildwalkers' earthy nature sometimes puts them at odds with priests and those with more spiritual aims. Some wildwalkers are also superstitious about workers of arcane magic, such as the hekai, kheri-heb and shenu.

GAME RULE INFORMATION

Wildwalkers have the following game statistics:

Abilities: Dexterity enhances a wildwalker's skills in stalking and hiding, as well as accuracy with ranged weapons. Strength provides bonuses in melee combat, while Wisdom improves a wildwalker's ability to track prey, notice things and get along in the wilderness.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The wildwalker's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the wildwalker.

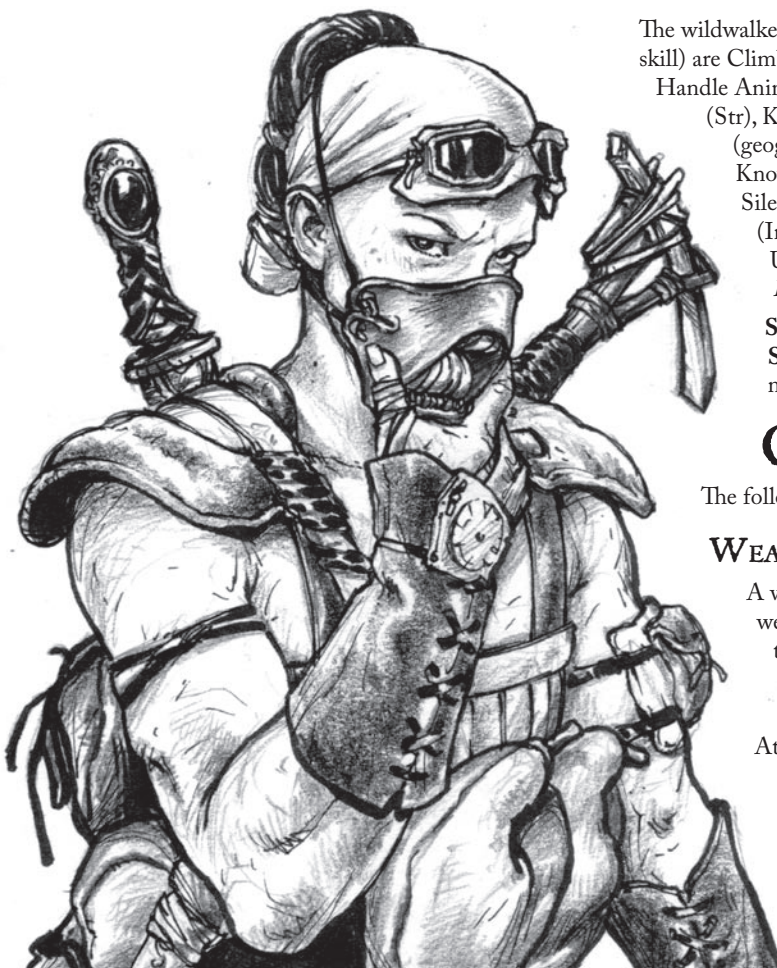
WEAPON & ARMOR PROFICIENCY

A wildwalker is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

FAVORED ENEMY (Ex)

At 1st level, a wildwalker may select a type of creature from among those given on **Table 2-13:**

Wildwalker Favored Enemy. The wildwalker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.



At 5th level, and at every five levels thereafter (10th, 15th and 20th level), the wildwalker may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the wildwalker chooses humanoids or outsiders as favored enemies, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the wildwalker's bonuses do not stack; he simply uses whichever bonus is higher.

TRACK

A wildwalker gains Track as a bonus feat.

WILD EMPATHY (Ex)

A wildwalker can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The wildwalker rolls 1d20 and adds his wildwalker level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the wildwalker and the animal must be able to study each other, which means they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

The wildwalker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but takes a -4 penalty on the check.

COMBAT STYLE (Ex)

At 2nd level, a wildwalker must select a combat style to pursue: bow, dagger, flail, sling, spear or dual-weapon. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. At this time, the wildwalker gains a bonus feat based on his chosen combat style: Rapid Shot (bow or sling), Weapon Finesse (dagger), Power Attack (flail), Combat Expertise (spear) or Two-Weapon Fighting (dual-weapon).

The wildwalker does not need the normal prerequisites for the feat. The benefits of the wildwalker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium armor.

ENDURANCE

The wildwalker receives Endurance as a bonus feat at 3rd level.

TALENTS

At 4th level, the wildwalker may choose a talent from the following list:

Animal Companion (Ex): The wildwalker gains an animal companion. This ability functions as the druid ability of the same name, except the wildwalker's effective druid level is one-half his wildwalker level.

Bonus Feat: The wildwalker gains a bonus feat chosen from the following list: Acrobatic, Alertness, Animal Affinity, Athletic, Diehard, Self-Sufficient, Stealthy or Toughness. The wildwalker must meet the prerequisites of this feat.

Command Nature (Su): The wildwalker gains the ability to

rebuken or command animals. This is similar to the ability to rebuke or command undead, except the wildwalker's level is treated as half his class level (round down) for purposes of all turning checks. Command nature has no effect on creatures other than animals. Otherwise, this ability works the same as rebuking undead.

Fast Movement: The wildwalker's land speed increases by 10 feet, but only while wearing no armor or light armor and not carrying a heavy load.

Great Provider: The wildwalker can find food and water for one person for each point his Survival check exceeds DC 10, rather than one person per two points, as normal.

Trackless Step (Ex): The wildwalker leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Uncanny Dodge: The wildwalker has an acute sense of danger. He retains his Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, he still loses his Dex bonus to AC if immobilized. If the wildwalker already has uncanny dodge from another class, then he gains improved uncanny dodge.

IMPROVED COMBAT STYLE (Ex)

At 6th level, a wildwalker's aptitude in his chosen combat style improves. The wildwalker gains the following bonus feat: Manyshot (bow or sling), Improved Feint (spear), Cleave (flail), Spring Attack (dagger) or Improved Two-Weapon Fighting (dual-weapon). The wildwalker does not need to meet the normal prerequisites for this feat.

TABLE 2-13:
WILDWALKER FAVORED ENEMY

Type (subtype)

Aberation
Animal
Construct
Elemental
Giant
Humanoid (Divine Race)
Humanoid (reptilian)
Magical beast
Monstrous humanoid
Ooze
Outsider (air)
Outsider (chaotic)
Outsider (earth)
Outsider (evil)
Outsider (fire)
Outsider (good)
Outsider (lawful)
Outsider (native)
Outsider (water)
Plant
Undead
Vermín

TABLE 2-14: THE WILDWALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy
2nd	+2	+3	+3	+0	Combat style
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Talent
5th	+5	+4	+4	+1	2nd favored enemy
6th	+6/+1	+5	+5	+2	Improved combat style
7th	+7/+2	+5	+5	+2	Improved talent
8th	+8/+3	+6	+6	+2	Improved talent
9th	+9/+4	+6	+6	+3	Improved talent
10th	+10/+5	+7	+7	+3	3rd favored enemy
11th	+11/+6/+1	+7	+7	+3	Combat style mastery
12th	+12/+7/+2	+8	+8	+4	—
13th	+13/+8/+3	+8	+8	+4	Master talent
14th	+14/+9/+4	+9	+9	+4	—
15th	+15/+10/+5	+9	+9	+5	4th favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	—
17th	+17/+12/+7/+2	+10	+10	+5	Master talent
18th	+18/+13/+8/+3	+11	+11	+6	—
19th	+19/+14/+9/+4	+11	+11	+6	—
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy

As before, the benefits of the wildwalker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium armor.

IMPROVED TALENTS

At 7th, 8th and 9th level, the wildwalker may choose an improved talent from the following list. If desired, the wildwalker may choose a talent in place of an improved talent.

Bonus Feat: The wildwalker gains a bonus feat chosen from the list of talent bonus feats. The wildwalker must meet the prerequisites of this feat.

Evasion (Ex): The wildwalker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the wildwalker is wearing light armor or no armor. A helpless wildwalker does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): The wildwalker cannot be flanked and can react to opponents on either side of him normally. The wildwalker must have the uncanny dodge talent to select this talent.

Sand Stride (Ex): The wildwalker may move across sandy or desert terrain at normal speed, without taking damage or suffering any other impairment. However, the wildwalker still requires water, food and rest as usual.

Swift Tracker (Ex): The wildwalker can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

COMBAT STYLE MASTERY (Ex)

At 11th level, a wildwalker's aptitude in his chosen combat style improves again. The wildwalker gains one of the following feats, depending on the chosen style:

- Improved Precise Shot (bow or sling), Whirlwind Attack (dagger or spear), Great Cleave (flail) or Greater Two-Weapon Fighting (dual-weapon).

The wildwalker does not need to meet the normal prerequisites for the feat.

As before, the benefits of the wildwalker's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium armor.

MASTER TALENT

At 13th and 17th level, a wildwalker may choose a master talent from the following list. If desired, the wildwalker can choose a talent or an improved talent in place of a master talent.

Bonus Feat: The wildwalker gains a bonus feat chosen from the list of talent bonus feats. The wildwalker must meet the prerequisites of this feat.

Camouflage (Ex): The wildwalker can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, the wildwalker can use the Hide skill even while being observed. The wildwalker must have the camouflage talent in order to choose this talent.

Wilderness Mastery (Ex): When using Hide, Listen, Move Silently, Spot or Survival in a wilderness setting, the wildwalker can take 10 even when distracted or under stress.

DESERT SCORPION

Many of the “civilized” folk of Khemti think of the Red Land’s warriors as raging barbarian raiders who arrive on camels or horses in a shower of sand and use overwhelming strength to take what they want. True, many of the nomads do fit that image, but not all Redlanders who kill to survive do so with fury and brute force. Some are trained in the art of the swift kill, the silent blade, deception and misdirection. These are the desert scorpions, Red Land tribesmen who learn to slay others in the swiftest and most silent manner possible, preferring speed and precision over sheer power. Many desert scorpions use their skills on behalf of their people, fighting only the enemies of their tribe, defending them from those who would threaten and despoil. Others are killers for hire or even political crusaders, creeping into cities and towns in search of a specific target and vanishing once more into the desert before the blood even cools.

The majority of desert scorpions are khebenti or wildwalkers, though beqenu and even some evil ghaffir sometimes follow the path of the silent slayer. Bahati make terrifying scorpions, but thankfully, few of them elect to pursue the scorpion’s path. On rare occasions, a shenu, priest, hekai or kheri-heb chooses this path, combining his magic with the scorpion’s skills and abilities to lethal effect. Khasti rarely become scorpions, as they eschew the more subtle combat styles, and only the most evil of kama’at find anything appealing in the class.

Most desert scorpion NPCs work alone, or with other scorpions of their tribe. Though they often support their people’s other warriors, they rarely do so as front-line fighters, preferring to make swift and devastating strikes behind enemy lines. Lone scorpions sometimes operate as killers for hire, and can accrue remarkable wealth within Khemti’s treacherous politics (particularly in the southern lands). Desert scorpions occasionally join exploratory or adventuring parties if they feel the group’s objectives will aid their tribe, but few parties ever fully trust a scorpion companion.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a desert scorpion, a character must fulfill all of the following criteria.

Base Attack Bonus: +4.

Skills: Bluff 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Survival 4 ranks.

Feats: Endurance, Weapon Finesse.

Special: Must belong to or descend from one of the Red Land tribes.

CLASS SKILLS

The desert scorpion’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Wis), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the desert scorpion prestige class.

WEAPON & ARMOR PROFICIENCY

Desert scorpions are proficient with the dagger (any type), dart, javelin, khopesh, shortbow (normal and composite) and short sword. Additionally, desert scorpions may choose a single additional simple or martial weapon to add to their list, as though they had taken the Simple Weapon Proficiency or Martial Weapon Proficiency feats. Desert scorpions are proficient with light armor and with shields (but not tower shields).

FAST MOVEMENT (Ex)

A desert scorpion’s land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the scorpion’s speed because of any load carried or armor worn. If the scorpion already gains any sort of increased speed due to previous class levels, the bonuses stack.

TABLE 3-2: THE DESERT SCORPION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Fast movement, improved weapon finesse, poison use
2nd	+1	+3	+0	+0	Poison mastery +1, sneak attack +1d6
3rd	+2	+3	+1	+1	Desert endurance, sure-footed, uncanny dodge
4th	+3	+4	+1	+1	Poison mastery +2, sneak attack +2d6
5th	+3	+4	+1	+1	Improved fast movement, improved uncanny dodge
6th	+4	+5	+2	+2	Poison mastery +3, sneak attack +3d6
7th	+5	+5	+2	+2	Debilitating strike, hide in plain sight
8th	+6	+6	+2	+2	Poison mastery +4, sneak attack +4d6
9th	+6	+6	+3	+3	Lethal precision
10th	+7	+7	+3	+3	Poison mastery +5, sneak attack +5d6

IMPROVED WEAPON FINESSE (Ex)

The desert scorpion may make a melee attack using his Dexterity modifier rather than his Strength modifier with *any* weapon with which the scorpion is proficient, even if Weapon Finesse does not normally apply to that weapon. The exception to this is reach weapons, or any weapon built for a wielder larger than the scorpion. (Thus, an Asari desert scorpion could not apply this ability to a Medium khopesh, though he could apply it to a Small khopesh.)

POISON USE

Desert scorpions are experienced in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

POISON MASTERY

The desert scorpion gains a natural saving throw bonus to all poisons. This bonus begins at 2nd level, and increases by +1 for every two additional levels the desert scorpion gains (+2 at 4th, +3 at 6th, and +4 at 8th). At 10th level, he becomes immune to all natural poisons, and gains +5 to save against magical or unnatural poisons.

SNEAK ATTACK

This is exactly like the khebenti ability of the same name. The extra damage dealt increases by +1d6 every other level (4th, 6th, 8th, and 10th). If a desert scorpion gets a sneak attack bonus from another source, the bonuses on damage stack.

DESERT ENDURANCE (Ex)

A 3rd-level desert scorpion has learned a great deal about surviving the desert environs, even more than most of his fellow tribesmen. The scorpion gains a +2 to all checks and saves to resist the effects of heat, hunger, and thirst. This stacks with the effects of the Endurance feat.

SURE-FOOTED (Ex)

At 3rd level, a scorpion's sense of balance and footing is practically superhuman. In any desert conditions under which the scorpion's footing could prove a hindrance (such as on shifting sands or uneven dunes), he may take 10 on his Balance checks. This applies even under stressful situations, when taking 10 would normally be disallowed.

UNCANNY DODGE (Ex)

Starting at 3rd level, a desert scorpion retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

IMPROVED FAST MOVEMENT (Ex)

At 5th level, the desert scorpion's fast movement increase to +20 feet.

IMPROVED UNCANNY DODGE (Ex)

At 5th level, a desert scorpion can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies khebenti the ability to use flank attacks to sneak attack the desert scorpion. The exception to this defense is that a khebenti at least four levels higher than the desert scorpion can still flank him.

If a character gains uncanny dodge (see above) from another class, the levels from those classes stack to determine the minimum khebenti level required to flank the character.

DEBILITATING STRIKE (Ex)

Beginning at 7th level, a desert scorpion can sneak attack with such precision that his blows can incapacitate or even cripple a foe. An opponent damaged by one of his sneak attacks also takes 2 points of Dexterity damage. Ability points return at a rate of 1 point per day (2 per day under the care of a character with the Heal skill, and 4 per day of complete rest).

HIDE IN PLAIN SIGHT (Ex)

At 7th level, a desert scorpion can use the Hide skill even while being observed. As long as he is within the desert or another sandy environment, a desert scorpion can hide himself from view in the open without having anything to actually hide behind.

LETHAL PRECISION (Ex)

At 9th level, the desert scorpion is so skilled at striking a target's vulnerable areas he can bypass certain forms of protection. If the desert scorpion takes a full round to observe a target, his first attack against that target on the next round is considered a touch attack, rather than a standard attack.

During the round of observation, the scorpion can take standard actions, so long as he keeps his attention focused on the target, and he himself is not currently battling the target.

A desert scorpion may use lethal precision once per day, plus one additional use per point of Intelligence bonus. Whether the attack hits or not, the lethal precision is considered used, and the scorpion must observe for another full round before trying again.

