

Winslow Heavyarm

d20 Fantasy (D&D) created October 2004 by P. Rogers. Sources include RSRD, PsiSRD, *Arekoz Campaign Setting*, *Dragon* 287, *Book of Exalted Deeds*. Art by WOTC.

Winslow Heavyarm, male half-elf Heavyarm Ranger 7ⁱ, Fighter 1, Sensate 1ⁱⁱ, Stalker of Kharash 2ⁱⁱⁱ, Half-Celestial 4^{iv} (Rogue 15)^v: CR18; Medium Outsider (5 ft., 6 in. tall, 166 lbs.); HD 5d6 +9d8 +1d10 +165; hp 250; Init +5 (Dex); Spd 20 ft. (armor); AC 26, touch 13, flat-footed 25 (+1 Dex, +1 natural, +9 armor, +3 shield, +2 deflection); BAB/Grapple +11/+22; SV Fort +12 (+20), Ref +14 (+17), Will +12 (+14); AL NG; Str 20 (32), Dex 20 (22), Con 20 (32), Int 16, Wis 20, Cha 17; XP

Attack: +23 melee (1d8+12 S, 20/×3, battleaxe), or +17 ranged (1d4+11 P/S, 19-20/×2, 10 ft., dagger), or +17 ranged (1d6+3 P, 20/×3, 70 ft., composite short bow)

Full Attack: +23/+18/+13 melee (1d8+12 S, 20/×3, battleaxe), or +17/+12/+7 ranged (1d4+11 P/S, 19-20/×2, 10 ft., dagger), or +17/+12/+7 ranged (1d6+3 P, 20/×3, 70 ft., composite short bow)

Skills [Ranks]: Appraise +3, Balance +2 [1]*, Bluff +6 [3], Climb +10* [4], Concentration +11, Craft +3, Decipher Script +4 [1], Diplomacy +5, Disable Device +20 (+22) [17], Disguise +3, Escape Artist +1*, Forgery +3, Gather Information +5, Handle Animal +4 [1], Heal +2, Hide +21* [18], Intimidate +5 [2], Jump +8* [2], Knowledge (arcana) +4 [1], Knowledge (dungeoneering) +4 [1], Knowledge (geography) +5 [2], Knowledge (local) +5 [2], Knowledge (nature) +9 [3], Knowledge (religion) +4 [1], Knowledge (the planes) +4 [1], Listen +24 (+29) [16], Move Silently +21* [18], Open Lock +18 (+20) [12], Profession (guide) +6 [1], Ride +6, Search +19 (+24) [15], Sense Motive +5 (+10), Sleight of Hand +2* [1], Spellcraft +4

[1], Spot +26 (+31) [18], Survival +21 (+26) [16], Swim +1*, Tumble +8* [7], Use Magic Device +16 [13], Use Rope +6. * –5 armor check penalty.

Feats: Alertness, Armored Evasion (heavy), Armored Evasion (medium), Endurance, Extra Smite, Favored of the Companions, Leadership^{vi}, Nemesis (evil), Skill Focus (knowledge—nature), Stealthy, Track

Languages: Common, Dwarf, Elf, Giant, Sueloise

Special Attacks / Special Qualities: Darkvision 60 ft; *daylight*; evasion; DR 10/magic; favored enemy (evil +1, giants +4, evil outsiders +2); *heightened senses* (+5); immunities; improved evasion; improved uncanny dodge; low-light vision; resistance acid 10, cold 10, electricity 10; save +4 racial bonus against poison; scent of evil; skill mastery (Disable Device, Hide, Move Silently, Open Locks, Search); *smite evil* 3/day; sneak attack +8d6; spells (Rgr8); spell-like abilities; SR 25; trapfinding; trap sense +4; wild empathy +7.

Typical Possessions: See below.

Background: Born and raised in the Duchy of Urnst, Winslow has wandering in his blood. He rarely stays in one place for long; preferring to see the world, experience exotic creatures and new foods.

His initial training was as a woodland scout in the Celadon forest. His “scouting” skills were expanded by a prolonged tenure with the thieves’ guild in Greyhawk City caused by a combination of a passionate love affair and bad gambling. In addition to expanding his skills and becoming very good with illicit entry, he was cured of his gambling habits (but, alas, he remains an incurable romantic).

It was in the mountain homes of dwarven community in the Barrier Peaks that he met the metal master who became his mentor. An unlikely event and a short adventure lead to the relationship. Leave it to a dwarf to teach an elven wood scout the joys of heavy armor and a sturdy battleaxe. His dwarven master gave Winslow the name “heavyarm” as a reflection of his smashing axe technique.

Appendix A: Class Features

A half-celestial’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Armored Evasion (Heavy): A character with this feat can use the evasion class ability while wearing no armor, light armor, medium armor, or heavy armor.

Armored Evasion (Medium): A character with this feat can use the evasion class ability while wearing no armor, light armor, or medium armor.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

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

Favored Enemy (Ex): The ranger gains a bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a bonus on weapon damage rolls against such creatures.

Heightened Senses (Su): He gains an always-on +5 competence bonus on Listen, Sense Motive, Spot, and Survival checks. He can always Take 10 on these checks even when circumstances would normally prevent it. See the Sensate prestige class in *Dragon* 287.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Nemesis (Su): He does +1d6 points of damage against all evil creatures. He can *detect evil* as a supernatural ability. See the feat description in *Book of Exalted Deeds*.

Scent of Evil (Ex): He can smell the evil of evil creatures. See the Stalker of Kharash prestige class in *Book of Exalted Deeds*.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Smite Evil (Su): A half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Sneak Attack (Ex): If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue’s attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Spell-like Abilities (Sp): 3/day—*holy aura* (DC 21), *protection from evil*; 1/day—*aid*, *bles*, *cure serious wounds* (DC 16), *detect evil*, *dispel evil* (DC 18), *hallow* (DC 18), *holy smite* (DC 17), *holy word* (DC 20), *mass charm monster* (DC 21), *neutralize poison*, *remove disease*. Caster level 15 (HD), save DC Charisma-based.

Trapfinding (Ex): Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a bonus on Reflex saves made to avoid traps and a dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger 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 ranger and the animal must be able to study each other, which means that 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 ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Appendix B: Game Mechanics

Abbatrax'ellion – The Spirit Armor of Winslow Heavyarm: During his 54th year of life, Winslow Heavyarm traveled to the Duchy of Ulek, the entire landmass of which had been mysteriously transported thousands of miles away to become a new island on a large sea. Among other things, this severely disrupted weather patterns and the natural rhythms of the ocean. Once there, Winslow was hired, along with a mottled collection of adventurers to secure the now island nation against danger.

A freak chaos storm forced the heroes into an *instant fortress* for two weeks, during which time, the heroes' enigmatic employer, the bard Johnnie, offered to "enhance the armor and weapons" of the heroes. Johnnie failed to mention he would do this by binding spirits to them. Thus, Winslow's previously boring, merely slightly enchanted, full plate armor, had a temperamental and demanding spirit bound to it.

Normally the spirit sleeps, offering neither help nor hindrance, but during time of need, Winslow can awaken it with the ritual sacrifice of one or more powerful magic items. The armor now bears the image of a face and mouth over the abdomen. The spirit is awakened by holding a magic item to the mouth and reciting a short incantation (a full round for each magic item). Upon completion of the ritual, the greedy spirit sucks the magic item(s) dry and when feed enough (2000 soverins worth) it awakens for seven days, ready to offer its services to a worthy wearer.

Game Effects

This medium suit of *full plate armor +1* is constructed in the sturdy dwarven style, but decorated in the elven style with tiny veins of mithril, platinum and electrum forming plant and animal patterns. The breastplate is decorated with a sleeping fey-like face. When the spirit is awakened, the face changes to reflect this, appearing awake with eyes that move seem to follow the observer.

By sacrificing one or more magic items with total value of 2000gp to the spirit of the armor, the spirit can be awakened for seven days. A grappled opponent's magic item can be sacrificed instead of inflicting grapple damage, as long as the wearer can speak the incantation of activation (while grappling, the incantation is a non-action for the wearer that requires one full round to complete). The spirit is not a distinct creature; it is part of the armor (construct creature). The spirit has 120 ft. vision, hearing and speech. Its abilities are: Int 14, Wis 14, Cha 10, Ego 9. The spirit is Neutral Good and ensures the wearer is worthy by changing his alignment to neutral good while the armor is worn (no save).

The awakened spirit provides the following benefits and drawbacks:

- The spirit can take its own actions – one standard action per round, on the wearer's initiative – and can use these actions to cast *bless* on its allies, or *hold person* on an enemy, each 3x/day as a 14th level bard.
- *Silent Moves:* The wearer gains a +5 circumstance bonus to Move Silently checks (off-setting the –5 armor check penalty). The spirit can turn this effect on or off as a standard action.
- *Shadows:* The wearer gains a +5 circumstance bonus to Hide checks (off-setting the –5 armor check penalty). The spirit can turn this effect on or off as a standard action.
- The spirit is lazy and greedy and will try to suck additional "magic" (life energy) from the wearer to provide energy for its powers. Upon first invoking one of the spirit's powers each day, the wearer must make a Fort save (DC 14) or take one point of Dexterity damage. A

successful save makes the wearer immune to this drawback for 24 hours.

Faint abjuration, faint enchantment, faint illusion; CL 5th; Craft Magic Arms and Armor, *bleed, hold person, invisibility, limited wish, silence*; Price 21,650 gp.

Alchemist's Fire: You can throw a flask of lchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Bracers of Relentless Might: These bracers grant a +12 enhancement bonus to the wearer's Strength and Constitution. The wearer is treated as two size categories larger than normal (to a maximum of Colossal) for purposes of combat-related opposed checks that apply a modifier based on size, such as bull rush, grapple, and trip.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength, endurance, enlarge*; *Market Price:* 4,384,000 gp; *Weight:* 1 lb.

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Death Egg: Magic fist-sized, egg-shaped object with one flat end. Rapping the flat end smartly against a hard surface (a move equivalent action) activates the

item so that it can be thrown to detonate on impact, or can be rolled or placed in position to detonate 1d4+1 randomly determined rounds later. The timer cannot be stopped nor reset. On detonation, the egg releases a *delayed blast fireball*-like effect as cast by a 15th-level sorcerer. The blast causes 75 points of damage to all creatures within 40 feet, and 25 points of damage to creatures from 40 feet to 80 feet from the blast center. A successful Reflex save (DC 20) results in half damage. It is a single-use item, destroyed on detonation.

Strong evocation; CL 15th; Craft Wondrous Item, *delayed blast fireball*, Maximize Spell; Price 4,550 gp; Weight 1 lb.

Created by Mark Mills.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Gloves of Dexterous Ogre Power: These sturdy leather and steel gauntlets grant a +2 enhancement bonus to Strength and Dexterity.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's strength, cat's grace*; Price 7000 gp.

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Goggles of Minute Seeing and Night: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. They also grant her 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *darkvision, true seeing*; Price 12,938 gp.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a

quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a *haversack* contains. Retrieving any specific item from a *haversack* is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 2,000 gp; Weight 5 lbs.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between –1 and –9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Ring of Universal Energy Resistance, Greater: This ring functions as a *ring of greater energy resistance* for all types of energy—fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from energy*; *Market Price:* 308,000 gp; *Cost to Create:* 154,000 gp + 13,080 XP.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

FEAT: Armored Evasion (Heavy) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 15+, Wis 15+, evasion class ability, Armored Evasion (Medium).

Benefits: The character can use her evasion class ability while wearing no armor, light armor, medium armor, or heavy armor.

Special: A fighter may take Armored Evasion (heavy) as one of her fighter bonus feats.

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FEAT: Armored Evasion (Medium) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 13+, Wis 13+, evasion class ability.

Benefits: The character can use his evasion class ability while wearing no armor, light armor or medium armor.

Special: A fighter may take Armored Evasion (medium) as one of his fighter bonus feats.

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FEAT: Extra Smite [General]

Prerequisites: Base Will save +3, supernatural ability to smite.

Benefits: With this feat, a paladin able to *smite evil*, cleric with the Destruction domain, celestial or fiendish creature or some other creature with the smite power may make 2 extra smite attacks per day.

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TEMPLATE: Half-Celestial Traits

Speed: A half-celestial has feathered wings and can fly at twice the base creature's base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Protection from evil</i> 3/day, <i>bless</i>
3–4	<i>Aid</i> , <i>detect evil</i>
5–6	<i>Cure serious wounds</i> , <i>neutralize poison</i>
7–8	<i>Holy smite</i> , <i>remove disease</i>
9–10	<i>Dispel evil</i>
11–12	<i>Holy word</i>
13–14	<i>Holy aura</i> 3/day, <i>hallow</i>
15–16	<i>Mass charm monster</i>
17–18	<i>Summon monster IX</i> (celestials only)
19–20	<i>Resurrection</i>

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60 feet.
- Immunity to disease.
- Resistance to acid 10, cold 10, and electricity 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).
- +4 racial bonus on Fortitude saves against poison.

Typical Possessions: *full plate +1 (Abbatrax'ellion — see appendix B); heavy darkwood shield +1; alchemical silver battleaxe +1 (does not glow); cold iron dagger; dagger (x2); belt pouch; goggles of minute seeing and night; ring of protection +2; cloak of resistance +2; ring of sustenance; gloves of dexterous ogre power; periapt of wound closure; handy haversack [light mace; trail rations (4 days); waterskin; 50' silk rope; masterwork thieves' tools; holy water (x2); alchemists' fire (x2); dust of dryness (x1); spyglass; composite short bow [+3 Str]; quiver of 19 arrows; death egg]; adamantite bracers of relentless might; greater ring of universal energy resistance*

Endnotes:

ⁱ See separate file for Heavyarm Ranger (ranger variant class).

ⁱⁱ Sensate prestige class is from *Dragon* 287.

ⁱⁱⁱ Stalker of Kharash prestige class in *Book of Exalted Deeds*.

^{iv} Half-Celestial monster class levels.

^v Rogue is his gestalt class – the gains rogue class benefits at every level. The benefits overlap (do not stack) with any other class benefits he gains.

^{vi} Leadership feat by GM decision as campaign device.

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