

Kiitaren of Ovesta

Feats:

Level 01:

Combat Expertise (Human)

When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Improved Feint (1st)

You can make a Bluff check to feint in combat as a move action.

Weapon Focus - Kukri (Flaw)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Flexible Mind

Benefit: Choose two skills you have ranks in. The chosen skills are always considered class skills for you. In addition, you receive a +1 bonus on all checks involving these skills.

Aura of Chaos: A character with at least one anarchic feat radiates an aura of chaos with a power equal to his character level (see the detect chaos spell), as if he were a cleric of a chaotic deity

Code of Arms (Flaw)

Trained to only kill other armed warriors, you hesitate when attacking unarmed opponents.

Prerequisite: Good or lawful alignment.

Benefit: You suffer a -4 penalty on attack rolls made against an enemy not armed with a melee weapon. If the enemy uses a natural attack against you, you may then attack it without penalty.

Grudge Keeper (Flaw)

If you are damaged in combat, you suffer a -2 penalty on attacks rolls, skill checks, saving throws, and ability checks until you damage the foe who caused you harm. This penalty does not apply if you cannot discern the source of the damage. This penalty disappears when the combat ends.

Level 02:

Point Blank Shot (FB 02)

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Level 03:

Far Shot

When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

Level 04:

Weapon Specialization: Kuri (FB 04)

When you use the specified weapon +2 damage

Level 06:

Dragonfire Strike (6th)

When you gain extra damage from a sneak attack, sudden strike, or skirmish, you can choose for the extra damage to be fire damage and add 1d6.

Class Features:

Feather Fall (Sp): A silverbrow human can use feather fall once per day, plus one additional time per day for every 5 Hit Dice he has.

Level 01: (Fighter – Thug 01)

Level 04: +1 Charisma

Level 05: (Warblade 01)

Battle Clarity (Ex): As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.

Weapon Aptitude (Ex): fighter level equal to your warblade level -2; You also have the flexibility to adjust your weapon training.

Stance: Blood in the Water: Stance—Gain +1 bonus on attacks and damage for each critical hit.

Maneuvers:

Moment of Perfect Mind: Counter—Use Concentration check in place of Will save.

Sudden Leap: Boost—Jump as a swift action.

Wolf Fang Strike: Strike—Attack with two weapons at -2 to hit.

Level 06: (Invisible Blade 01)

Dagger Sneak Attack (Ex): sneak attacks made with a dagger, kukri, or punching dagger (the DM may allow other similar weapons) +1d6

Unfettered Defense (Ex): adds 1 point of Intelligence bonus (if any) per invisible blade class level to his Armor Class

Magic Items:

Boots of Agile Leaping

While wearing boots of agile leaping, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks. If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Healing Belt

Activation: standard (command)

While wearing a healing belt, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.