

Chapter 2: Warrior Subtypes

One of the five core non-player character classes described in the 3rd Edition DMG, the Warrior is a fundamental character that can be impressed into all sorts of service for the DM. This class can be used for virtually any sort of soldier, for tough but otherwise normal people, and to provide add-on levels to monsters, and. As written, however, the Warrior is limited in scope, and one is likely to be pretty much the same as the next. This class is extremely flexible, however, and can be easily modified into virtually any sort of combatant with the addition of a Subtype.

Characteristics of Subtypes

Most Subtypes represent specific military specialties (e.g., heavy infantry, mounted archer), while a handful reflect other types of martially proficient occupations that might exist in the game world (e.g., Barkeep, Woodsman). Each can be taken or assigned as a feat and “plugged” into the existing Warrior class, quickly and easily modifying it for use in a wide variety of specialized roles. Each also represents the intangible things that differentiate one Subtype from another, like traditions, tactics, drills, ceremonies, formations, culture, lore, symbolism, colors, history, and other minutiae.

Subtypes can modify the Warrior or another class in a number of ways. These can include providing a specific benefit, or allowing the character to substitute weapon and armor proficiencies for feats more suited to his Subtype. Each Subtype is broken down into some or all of the following sections:

Description: This section briefly explains the nature of the Subtype in question.

Prerequisite: This section lists any criteria a character must fulfill before taking this Subtype as a feat, typically a minimum ability score. These are rare, however, and most Subtypes have no prerequisite. Conversely, a number of the prestige classes described in this book list a Subtype as one of their prerequisites.

Benefit: This section explains the primary advantages gained by members of this Subtype. These can include allowing a character to take a non-Warrior class skill, bestowing a bonus to checks on the use of a skill already available to the Warrior class, and mimicking the effects of an existing feat. Not all subtypes receive an explicit benefit.

Warriors that receive a new class skill

as a benefit of their Subtype will generally be of the highest rank possible in such skills. For example, yeoman farmers will almost always put the maximum number of skill points possible into Profession (Farmer).

Because Warriors receive fewer skill points than the members of most non-combatant classes, they are almost never likely to be competitive with those that have the same skills. Furthermore, they are not likely to have the peripheral skills that provide synergy bonuses or the bonus feats or class abilities that can enhance skill-based functions. For example, it would be extremely unlikely for any Warrior of the medic Subtype to have healing ability anywhere near as potent as that possessed by a Cleric of equal level or even a low-level Expert (Physician).

Equipment: This section describes the armor, weapons, and special equipment typically associated with characters of a particular Subtype. It is intended to provide guidance to DMs about how a particular individual or group might be equipped, not to restrict a DM’s choices in this regard.

Substitutions: This section lists the various substitutions members of a particular Subtype can make, and generally represents the specialized training undertaken by certain types of soldiers (e.g., archers are more likely to concentrate on their use of the bow rather than on how to wear and function in heavy armor). Armor and weapon feats are generally the only ones that can be substituted, and they can only be substituted for those that are listed. Some restrictions apply to substitutions:

* If armor proficiency feats are substituted, Heavy Armor Proficiency must be substituted first, Medium next, and Light last. If Shield Proficiency can be substi-



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tuted, it can be done without regard to the order of other armor proficiencies can be substituted.

* Feat substitutions can usually only be made when a character is created. If a character gains a weapon or armor proficiency feat he does not already have as a result of advancing in level, he can take the appropriate substitute feat(s) for his Subtype instead.

* Martial Weapon Proficiency can only be substituted if a character is proficient with all martial weapons. For example, even though a Rogue is proficient with several martial weapons, a Rogue of a particular Subtype could not substitute these weapons for a feat provided by the Subtype.

* A character must have the qualifications for a feat gained through substitutions. For example, a pugilist would need Dexterity 13+ if she wanted to substitute her Heavy Armor proficiency for the Dodge feat.

For the sake of simplicity (and in the case of the NPCs provided in this book), it is recommended that DMs simply make all such substitutions when creating most supporting characters. Player characters may want to tailor their characters to a greater extent, as may DMs for specific NPCs. Such substitutions can provide substantial benefits to characters in specific situations, but can give them commensurate penalties and reduces their overall versatility.

Special: This section provides information DM's might need to take into account for characters of this Subtype, such as recommended second and subsequent feats or racial bonuses that might apply to a particular character's abilities.

Subtypes are not intended to be more potent overall than other feats, nor are they intended to make their recipients markedly more powerful than other characters of the same class. Rather, they are intended to focus Warriors' abilities and make them better suited to specific missions or tasks; while they can make even a low-level character more powerful in specific ways, they will also make them substantially weaker in others. For example, a character of the slinger Subtype will be far deadlier with a sling than other Warriors of the same level, and might have his sling attacks enhanced by up to four different feats (possibly five if he is human). However, he will lack the ability to use most other weapons and anything but the lightest armor and will certainly not be more powerful on balance than a generic Warrior or one of specific Subtype.

Non-Warriors and PC Classes

Although Subtypes were designed with Warriors in mind—and do not generally enhance adventuring capabilities as such—they can also be applied to other classes, especially combat-oriented ones. Players and DMs alike might find them to be useful tools for tailoring their characters' abilities. For

example, a player might decide that his bow-using Fighter would benefit from taking Subtype: Archer (Longbowman) as his first feat because it would give him the opportunity to enhance his use of the bow by substituting armor proficiencies.

Indeed, in some cases a Subtype *should* be applied to non-Warriors. For example, while most of the soldiers in a particular military unit, along with their non-commissioned officers, are likely to be Warriors of a particular Subtype, their officers are more likely to be Fighters—or even Paladins, Rangers, or members of another class—of the same Subtype. Similarly, religious personnel assigned to a particular unit would probably be Clerics of the same Subtype. Other combinations are possible.

DMs and players must exercise common sense in this regard. For example, giving up a feat to apply the bandit Subtype to a Rogue accomplishes nothing, because the benefit bestowed by this Subtype is being able to take Hide as a class skill, which Rogues already receive.

It is possible—although not likely or generally practical—for a character to be of more than one Subtype.

Other Benefits of Subtypes

A character may receive other benefits for being a member of a certain Subtype.

When working, fighting, or otherwise operating in conjunction with other members of the same military Subtype, characters of a particular Subtype receive a +1 bonus on all Will saves related to fear or morale (e.g., a dozen pioneers working near a haunted grove would receive +1 on any Will checks affecting their reaction to any scary noises they hear). This benefit does not generally apply to members of non-military Subtypes like Fanatics and Thugs, but might if they are organized into paramilitary units (e.g., by a strong leader).

If operating under the direction or leadership of a character of higher level who is of the same Subtype, members of a particular Subtype receive an additional +1 bonus on all Will saves related to fear or morale. This bonus stacks with the above benefit, giving groups of a specific Subtype under leaders of the same Subtype a +2 bonus on appropriate Will saves. If a leader fails his own save, however, his subordinates receive a modifier of -2 rather than +2.

Characters can be assumed to have basic knowledge about the traditions, lore, history, or culture of a Subtype of which he is a member (e.g., anything that could be answered with a Knowledge skill check DC of 10 or less). To determine whether a character knows more obscure information about his Subtype, treat him as if he has a Knowledge rank equal to 2, plus one for each level he has advanced since acquiring the Subtype, modified by his Int bonus (if any).

