

XCRAWL CLASSES

You have several options for character classes in your Xcrawl game:

Option One: Use the standard character classes from the Pathfinder Core book or whatever other compatible character classes you feel would be appropriate for your campaign.

Option Two: Use the Xcrawl specific character classes that follow.

Option Three: (Recommended) Use both Xcrawl specific and the Pathfinder core classes – either picking and choosing your favorites, or including them all. Hell it's your game – add pirates, ninjas, and space pimps if you like.

The base Xcrawl character classes are:

ATHLETE

PHYSICALLY PERFECTED WARRIOR WITH A LETHAL INSIDE GAME.

BLASTER

ARCANE SPELL CASTERS WITH MORE THAN A FEW TRICKS UP THEIR SLEEVES.

BRAWLER

MODERN GLADIATORS WITH AN ARSENAL OF TECHNIQUES.

JAMMER

A WIZARD OF WORDS FIGHTING WITH THE MIGHT OF MUSIC.

MESSENGER

DRAWING ON HIS DIVINE BLOODLINE, THE MESSENGER HAS A DIRECT LINE TO MOUNT OLYMPUS.

SPECIALIST

A STEALTHY WARRIOR WITH THE SKILLS TO PAY THE BILLS.

ATHLETE

"In a story straight out of Homer's day . . . comes Bob "Grab a Guy and Snap the Arm" Schultz, the new kid, the dark horse, on his way to being the best grappler ever in the sport . . . of Xcrawl . . . He's killed, I donno, about one hundred ninety...nine goblins in this room alone, single handedly, and now he faces one last goblin. A story right out of Homer, he's going for . . . it's a collar-and-elbow tie up . . . oh my . . . he's got him, I think that . . . it's over, the Goblin is down. The crowd is on its feet, probably tears in their eyes, as they cheer this former Track coach, as he ascends into Xcrawl history!"

— Bob "No Nickname As Of Yet" Schultz,
in the gym when he thought
nobody was listening

The first several years of Xcrawl were, to say the least, messy. There was no Adventurer's Guild to regulate the lethality level of dungeons, no restrictions on the kind of hazards DJs could use, and while the excitement of the audiences was extremely high, no one really knew what to expect from The Games.

Attrition among crawlers was extremely high, to say the least. And the hardest hit category of crawler were the professional athletes that attempted to transition from traditional Empire sports, such as football, soccer, baseball, and hockey. The combative aspect of The Games turned out to be a major deficiency in the training of traditional athletes. The nation watched in fascinated horror as many of the strongest, toughest, and most agile athletes of the age were eaten alive. Or burned beyond recognition. Or blown apart by booby traps. And on and on . . .

Like participants all of the other disciplines, athletes quickly realized that if they wanted to compete in Xcrawl they would need to radically change their training. And they began by looking back to the athletes of antiquity,

OPTIONAL SYSTEM: TRAINING TIME

Xcrawl characters are assumed to be in constant training when they are outside the games. The Adventurer's Guild offers free classes from in-house experts, as does the Guild of Magi, the Specialist's Guild and the North American Olympic Temple. As an optional system, you might require your players to spend a certain amount of time doing

nothing but training in order to gain a new level of experience. Each listed class has an approximation of how long it takes a zero-level individual to gain the 1st level in that class. If you wish to require characters to go through a training period in your game, consider requiring a 1-4 week training time per each new level in an existing class obtained.

those who participated in the earliest Olympic games. They refocused on learning the classic disciplines of the old world, focusing on grappling.

The modern Xcrawl athlete is as tough as nails competitor that relies on a strict training regimen to keep his edge in The Games. They learn to run faster, to hit harder, to use leverage and teamwork to keep their opponents off balance. This training varies from athlete to athlete – some specialize in strength or stamina, some in hurled weapons, still others in wrestling. All of them work to maximize their bodies' potential through physical discipline and training.

Many of the traditional Xcrawl competitors began to take athletics seriously in the last several years as more and more “traditional” athletes have made their mark in The Games. Modern blasters and specialists realize that taking the time away from their traditional training and spending a few more hours a week running laps or working on their mat technique might be the difference between life and death. As such, the athlete class is the most common crossover discipline for any crawler.

ATHLETE

Athletes are a versatile force in Xcrawl. They support their brawlers, defend their blasters, help specialists spring traps, and give messengers a recipient for their ally-enhancing abilities. They shine as part of a team, shoving opponents, pinning them, and blocking them from attacking their weaker allies.

Alignment: Any

Hit Die: d12

Class Skills: The athlete's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Grandstand (Cha), Intimidate (Cha), Knowledge (Athletics), Knowledge (Xcrawl), Profession (Wis), Swim (Str), and Tactics (Int).

Skill Ranks per Level: 4 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	GRAPPLE DAMAGE	TRAINING	FAST MOVEMENT	SPECIAL
1st	+0	+2	+2	+0	1d6	+1	+5 ft.	Improved Grapple, Training +1
2nd	+1	+3	+3	+0	2d6	+2	+10 ft.	Training +2, Special Ability
3rd	+2	+3	+3	+1	2d6	+2	+10 ft.	The Zone
4th	+3	+4	+4	+1	2d6	+2	+10 ft.	Special Ability
5th	+3	+4	+4	+1	3d6	+3	+15 ft.	Training +3, Cross Training
6th	+4	+5	+5	+2	3d6	+3	+15 ft.	Special Ability
7th	+5	+5	+5	+2	4d6	+3	+15 ft.	Conditioning
8th	+6/+1	+6	+6	+2	4d6	+4	+20 ft.	Training +4, Special Ability
9th	+6/+1	+6	+6	+3	4d6	+4	+20 ft.	Improved Conditioning
10th	+7/+2	+7	+7	+3	5d6	+4	+20 ft.	Special Ability
11th	+8/+3	+7	+7	+3	5d6	+5	+25 ft.	Training +5
12th	+9/+4	+8	+8	+4	6d6	+5	+25 ft.	Special Ability
13th	+9/+4	+8	+8	+4	6d6	+5	+25 ft.	Advanced Conditioning
14th	+10/+5	+9	+9	+4	6d6	+6	+30 ft.	Training +6, Special Ability
15th	+11/+6/+1	+9	+9	+5	7d6	+6	+30 ft.	Greater Conditioning
16th	+12/+7/+2	+10	+10	+5	7d6	+6	+30 ft.	Special Ability
17th	+12/+7/+2	+10	+10	+5	8d6	+7	+35 ft.	Training +7
18th	+13/+8/+3	+11	+11	+6	8d6	+7	+35 ft.	Special Ability
19th	+14/+9/+4	+11	+11	+6	8d6	+7	+35 ft.	Supreme Conditioning
20th	+15/+10/+5	+12	+12	+6	9d6	+6	+40 ft.	Training +8, Special Ability, I am the Champion



CLASS FEATURES

Weapon and Armor Proficiency: Athletes are proficient with all simple weapons, light armor and shields (except tower shields). In addition, athletes never take an attack penalty for using sports equipment as improvised weapons.

Improved Grapple: Athletes train in the physics and techniques of wrestling and learn to use power and leverage to their advantage. At 1st level, an athlete gains Improved Grapple as a bonus feat even if they do not possess the prerequisites. Their skill at wrestling allows them to use their Athlete class level as their modifier for CMB and CMD instead of their base attack bonus for the purpose of grapple attacks only.

In addition, athletes deal more damage while grappling. At first level the Unarmed damage they deal while grappling increases to 1d6. This damage increases to 2d6 at 2nd level, and increases as per the table above to a maximum of 9d6 at 20th level. Athletes can choose to do lethal or non-lethal damage while grappling at no penalty. Note that this damage is only for unarmed damage during a grapple.

Small athletes do less damage when grappling and large athletes do more, as demonstrated on the following table:

SMALL OR LARGE ATHLETE GRAPPLING DAMAGE

LEVEL	SMALL ATHLETE GRAPPLING DAMAGE	LARGE ATHLETE GRAPPLING DAMAGE
1	1d4	1d8
2-4	2d4	2d8
5-6	3d4	3d8
7-9	4d4	4d8
10-11	5d4	5d8
12-14	6d4	6d8
15-16	7d4	7d8
17-19	8d4	8d8
20	9d4	9d8

A grappling athlete counts as both a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve weapons. Such spells and effects do not affect other kinds of attacks within their duration if they would not do so normally, but do not lapse as potential bonuses until their normal duration ends.

Training: Athletes train constantly to improve and maintain their physical condition. They employ coaches

and trainers to push them to new extremes of perfection. This training allows them to push their physical statistics far beyond normal. At first level, athletes receive a +1 training bonus to an ability, choosing from their Strength, Dexterity, or Constitution. The athlete training bonus increases to +2 at 2nd level and continues to increase as listed in the table above to a maximum of +8. They may divide this bonus to their abilities listed above as they choose.

Athletes may reassign Training bonuses through a rigorous and total training ordeal that takes six weeks.

The athlete trains constantly to maintain his physical edge. They generally engage in a grueling two-hour routine every day that features running, weights, leaping, and combat training. If they are ever forced to go without training for longer than three days, they begin to lose their training bonus. On the fourth day without a solid workout the athlete loses one point of Training bonus from a physical stat, starting with their highest assigned bonus. They lose an additional point of training bonus per day until they either have opportunity to train again or they reach zero bonuses. For game purposes, assume that the athlete can train without a coach or gymnasium access – as long as he has enough space to do push-ups, sit-ups, and jumping jacks he can be considered to have fulfilled his training requirement.

Lost Training bonus points can be regained by returning to the strict workout regimen athletes generally stick to. One lost point of Training Bonus returns per three days of two-hour training sessions.

Fast Movement: Running is a universal skill and practice for athletes and the basis of most sports. At 1st level the athlete gains a 5 foot bonus to his land speed. This speed increases throughout the athlete's career as listed in the athlete class table above. In addition, athletes train for running in pads and other protective gear and take no reduction in movement for wearing medium armor or carrying a shield other than a tower shield.

The athlete's Fast Movement bonus stacks with any Fast Movement bonuses he gains from other class levels, as long as he abides by the restrictions of each class.

Special Abilities: Athletes gain special abilities through training and focus. Note that some special abilities have prerequisite listed in their descriptions that the athlete must have before taking that ability.

Some athlete special abilities are listed as Training Dependent. This means that the athlete must have at least a +1 training bonus in effect at the time in order to perform this special ability. If the athlete is not able to train for long enough for him to retain his training bonus, he cannot

