

THE FREEDOM FIGHTER

Freedom Fighters (or patriots) are a recurring type of hero throughout history. Whenever their native lands or people are oppressed, brave men and women rise to the challenge, to fight for independence and freedom or die trying.

Examples of Freedom Fighters include: William Wallace (Scotland), Joan of Arc (France), Colonel Daniel Morgan (USA), Cochise (Apache), Simon Bolívar (several South American countries), and Pancho Villa (Mexico).

Hit Die: 1d8

Requirements

To qualify to become a Freedom Fighter a, a character must fulfill all the following criteria:

BAB: +4

Alignment: Any Chaotic

Skills: Knowledge (local) 8ranks, Knowledge (Politics & Law) 8 ranks, and Survival 5 ranks

Feats: Iron Will and Toughness

Class Skills

Bluff (Cha), Climb (Str), Craft [usually demolitions or trapmaking, but is class in all] (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge [Geography, History, Local, Politics & Law] (Int), Ride (Dex), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier

Table: The Freedom Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Armor Bonus	Special
1st	+1	+2	+0	+2	+1	Focus
2nd	+2	+3	+0	+3	+2	Grit
3rd	+3	+3	+1	+3	+2	Sneak Attack +1d6
4th	+4	+4	+1	+4	+3	Grit
5th	+5	+4	+1	+4	+4	Sneak Attack +2d6
6th	+6	+5	+2	+5	+4	Unbound
7th	+7	+5	+2	+5	+5	Focus
8th	+8	+6	+2	+6	+6	Grit
9th	+9	+6	+3	+6	+6	Sneak Attack +3d6
10th	+10	+7	+3	+7	+7	Driven Like the Snow

Class Features

All the following are **Class Features** of The Freedom Fighter class.

Fellowship of the White Star

Focus (Ex): The Freedom Fighter has dedicated their life to one goal, and this allows them to truly focus their training. Each time the Freedom Fighter gains the Focus ability, they gain Skill Focus in a class skill of their choice.

Grit (Ex): Whenever the Freedom Fighter gains the Grit ability, they gain one of the following bonus feats of their choice: Combat Reflexes, Diehard, Dirty Fighting, Endurance, Great Fortitude, Lightning Reflexes, or Resilience. The character must meet all prerequisites of the feat chosen.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. If The Freedom Fighter gets a sneak attack bonus from another source, the bonuses on damage stack.

Unbound (Ex): A Freedom Fighter is hard to restrain while their heart yearns. Once per day they can reroll a failed skill check or saving throw to avoid capture or to escape from bonds or imprisonment. Examples where this applies include; escaping from handcuffs, bluffing your way past a police officer, resisting the *Hold Person* spell, etc...

Driven Like the Snow (Ex): Freedom Fighters tend to develop a magnetic personality, due to their impassioned beliefs. At the pinnacle of their career, they gain a following of comrades that share the same goals as the character. Treat this as the Leadership feat. Should the Freedom Fighter already have the Leadership feat, they gain a +2 to their Leadership score and a +2 competence bonus to all Charisma-based skills instead.

Note on Alignments

Freedom Fighters who lose their Chaotic alignment can still progress in the prestige class, but lose the *Sneak Attack* and *Unbound* abilities. A Lawful alignment, though, prohibits further progress in the Freedom Fighter prestige class (and cancels the two abilities mentioned above).