

## **TWIN-BLADE CLASS**

The original Twin-Blade was a rogue with a dog for a pet, that had gotten lost in the woods while trying to get away from two orcs that had been chasing them for a long period of time one day. The rogue was only armed with two daggers, so they had to make due. During their time in the woods, the rogue began to get more and more skilled with the daggers and became the first Twin-Blade. When the rogue and her dog got out of the forest, the rogue saw the two orcs that had chased her into the woods in the distance that appeared to have had their backs turned, a second later as they turned around they had no time to move before she quickly took care of them.

**Adventures:** Twin-Blades seek to improve and test their skills with short blades such as daggers. When their stuck in a tight situation in battle, the animal companion may jump at the enemy from behind to allow the Twin-Blade free movement once again and strike the opponent. Twin-Blades are generally fairly high skilled, but still not as skilled as the rogue.

**Characteristics:** Twin-Blades are very swift in battle and in covering land, up against a slow opponent they are very effective, also if you're the type of Twin-Blade who prefers to attack an enemy head-on then they better watch out.

**Alignment:** Since the original was a rogue they can be of any alignment.

**Religion:** Some Twin-Blades worship Ehlonna, the goddess of the woodlands, but they can have any religion.

**Background:** Some who have less money and can only afford smaller weapons choose this class as a way of getting by, many are assassins who hide in the shadows until the time is right to unleash a flurry of strikes from behind.

**Races:** Most of them are human, but halflings, and gnomes like this class to use their size to their advantage.

**Other Classes:** Twin-Blades are easily accepted by rangers and rogues, they get along with the fighter as well, many barbarians are mistrusting of them for their quickness and ability to possibly quickly take them down.

**Role:** Twin-Blades may take the role of the ranger for their ability with two-weapon fighting and abilities with nature. Some accept the role as the skill expert of the group, though still not as effective as a rogue, it gets the job done. They may also take the place of a monk for the many quick strikes it may dish out.

### **Game Rule Info:**

**Abilities:** Twin-Blades need a solid dexterity, because Twin-Blades need to be quick and agile, and able to strike with ease. Intelligence is good for skill points and languages. A good charisma is nice for speech related skills.

**Hit Die:** d8

**Armor and Weapon Proficiency:** Light armor, simple weapons

**Class Skills:** Bluff, Diplomacy, Gather Information, Hide, Move Silently, Intimidate, Jump, Listen, Sense-Motive, Handle Animal, Balance, Knowledge: Geography, Knowledge: Nature

**Skill Points at First level:** (6 + Int modifier) x4

**Skill Points at Each Additional level:** 6 + Int Modifier



## THE TWIN-BLADE

Level	B.A.Bonus	F. Save	R. Save	W. Save	Special	B.F.A. Bonus	Fast M.
1 <sup>st</sup>	+0	+0	+2	+2	CS: TWF, W. Finesse,		
2 <sup>nd</sup>	+1	+0	+3	+3	Fast M., Animal C., Bladed Fury	-1/-1	+0
3 <sup>rd</sup>	+2	+1	+3	+3	Quick Draw	+0/+0	+10
4 <sup>th</sup>	+3	+1	+4	+4		+1/+1	+10
5 <sup>th</sup>	+3	+1	+4	+4	Evasion ICS: TWF	+2/+2	+10
6 <sup>th</sup>	+4	+2	+5	+5		+3/+3	+20
7 <sup>th</sup>	+5	+2	+5	+5	Combat Reflexes	+4/+4	+20
8 <sup>th</sup>	+6/+1	+2	+6	+6	Dodge	+5/+5/+0	+20
9 <sup>th</sup>	+6/+1	+3	+6	+6		+6/+6/+1	+30
10 <sup>th</sup>	+7/+2	+3	+7	+7	CSM: TWF	+7/+7/+2	+30
11 <sup>th</sup>	+8/+3	+3	+7	+7		+8/+8/+8/+3	+30
12 <sup>th</sup>	+9/+4	+4	+8	+8	Improved Evasion	+9/+9/+9/+4	+40
13 <sup>th</sup>	+9/+4	+4	+8	+8		+9/+9/+9/+4	+40
14 <sup>th</sup>	+10/+5	+4	+9	+9		+10/+10/+10/+5	+40
15 <sup>th</sup>	+11/+6/+1	+5	+9	+9		+11/+11/+11/+6/+1	+50
16 <sup>th</sup>	+12/+7/+2	+5	+10	+10		+12/+12/+12/+7/+2	+50
17 <sup>th</sup>	+12/+7/+2	+5	+10	+10		+12/+12/+12/+7/+2	+50
18 <sup>th</sup>	+13/+8/+3	+6	+11	+11		+13/+13/+13/+8/+3	+60
19 <sup>th</sup>	+14/+9/+4	+6	+11	+11		+14/+14/+14/+9/+4	+60
20 <sup>th</sup>	+15/+10/+5	+6	+12	+12		+15/+15/+15/+10/+5	+60