

## **Knife Fighter Prestige Class**

The Knife Fighter is the master of the dagger, equally adept at wielding the often-underestimated weapon in close combat, and as a lethal throwing weapon. They are mobile, calculating, brutal, and elegant. Most knife fighters pursue careers as pit fighters in arenas, or operatives and assassins in underground criminal networks.

**Classes:** Monks and fighters can typically be found honing their blade skills within this prestige class. Rogues and bards are also suited to carry out the demands of being a knife fighter. Although most don't bother, some rangers and barbarians can be seen taking this prestige class. Wizards, sorcerers, druids, clerics, and paladins frown upon the class' reputation, but do not complain when the knife fighter is on their side. Of the various races, Humans are as suited to the class as they are any other, halflings find themselves to be adept knife-flingers, and Half-Orcs, and other savage humanoids, are split on opinions about knife fighters; either they love it or they loathe it. Dwarves, Elves, and Gnomes usually view knife fighting as disdainful and distasteful.

**Hit Die:** 1d8

### **Requirements**

To qualify to become a knife fighter, one must fulfill all of the following criteria.

1. Base Attack Bonus- +6
2. Feats- Ambidexterity, Dodge, Deflect Arrows, Weapon Focus (dagger)

### **Class Skills**

The Knife Fighter's class skills are Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), and Spot (Wis).

Skill Points Per Level: 4 + Int. modifier

### **Game Rule Information:**

Dexterity is by far the knife fighter's closest ally, allowing him to dodge blows while wearing light, or more commonly no, armor. Strength adds to the knife fighter's damage rolls. Charisma also plays a role in the knife fighter's adventures, allowing him to make allies and enemies wherever he goes.

## The Knife Fighter

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 0	+ 2	+ 0	Dual Blade, Point Blank Shot
2	+ 2	+ 0	+ 3	+ 0	Vicious Strike (1d4)
3	+ 3	+ 1	+ 3	+ 1	Intercepting Blade (+1), Snatch Blade
4	+ 4	+ 1	+ 4	+ 1	Dual Throw
5	+ 5	+ 1	+ 4	+ 1	Back To Sender
6	+ 6	+ 2	+ 5	+ 2	Intercepting Blade (+2), Vicious Strike (2d4)
7	+ 7	+ 2	+ 5	+ 2	Improved Two-Weapon Fighting
8	+ 8	+ 2	+ 6	+ 2	Versatile Blade
9	+ 9	+ 3	+ 6	+ 3	Intercepting Blade (+3)
10	+ 10	+ 3	+ 7	+ 3	Vicious Strike (3d4)

### Class Features

**Weapon and Armor Proficiency:** Knife Fighters are proficient with daggers and butterfly knives. They are proficient with light armor, but not with shields. Note that check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Dual Blade:** A knife fighter is skilled at fighting with a two daggers at once. When wearing light or no armor, and armed with a pair of daggers (one per hand), the Knife Fighter can fight as if he had the Two-Weapon Fighting feat.

**Point Blank Shot:** At 1<sup>st</sup> level, knife fighters get the Point Blank Shot feat for free, even if they do not meet the prerequisites.

**Vicious Strike:** At 2<sup>nd</sup> level the Knife Fighter gains the extraordinary ability to inflict grievous wounds with a dagger in melee, gaining a bonus of +1d4 points of damage added to his normal roll. When making a vicious strike, the Knife Fighter cannot attack with a weapon in his other hand, although he can defend with it (and can use the Intercepting Blade special ability). Like critical hits and sneak attacks, Vicious Strike is ineffective against constructs, oozes, undead, and fortified armor. Every four Knife Fighter levels gained thereafter, he increases the damage by +1d4. If the Knife Fighter also has the Rogue's Sneak Attack ability, the Vicious Strike damage stacks with the Sneak Attack damage.

**Intercepting Blade:** The Knife Fighter becomes extremely proficient at using an off-hand dagger as a parrying implement. When armed with a pair of daggers (one in each hand), and wearing light or no armor, the Knife Fighter gets a bonus of +1 to his Armor Class at 3<sup>rd</sup> level. This bonus

increases to +2 at 6th level, and +3 at 9th level. If the Knife Fighter uses the off-hand dagger to attack, he loses the Armor Class bonus for the rest of the round.

**Snatch Blade:** The Knife Fighter may snatch small thrown weapons, such as daggers, dart, and rocks, out of the air. He must have at least one hand free (holding nothing) to use this ability. Once per round when he would normally be hit with such a thrown weapon, he may make a Reflex saving throw against a DC of 20 (if the thrown weapon has a magical bonus to attack, the DC increases by that amount). If he succeeds, he catches the weapon. He must be aware of the attack, and not flat-footed. Attempting to snatch a thrown weapon doesn't count as an action.

**Dual Throw:** A Knife Fighter can throw two daggers simultaneously per attack, providing he has one in each hand. If both are thrown at a single target, make two separate normal attack rolls; if each is thrown at a different target, use standard Two-Weapon Fighting Penalties (taking into account Ambidexterity, Two-Weapon Fighting feat/Dual Blade special ability, etc.)

**Back to Sender:** If a Knife Fighter has this extraordinary ability makes a successful Snatch Blade attempt, he may immediately launch the caught projectile back at the attacker who threw it, making a standard attack roll using that weapon. Using this special ability doesn't count as an action. It is not possible to use Back to Sender on a weapon that has been "returned" using this ability, although a weapon thrown using this ability may be caught using Snatch Blade.

**Improved Two Weapon Fighting:** At 7<sup>th</sup> level, the Knife Fighter gets the Improved Two Weapon Fighting Feat for free.

**Versatile Blade:** At eighth level, the Knife Fighter has become so skilled in using daggers, that he has learned how to use them for more than one attack. Whenever the Knife Fighter makes an attack with a dagger, he may choose to use the dagger as a piercing or a slashing weapon without incurring penalties or provoking attacks of opportunity.