

Prestige Class

Street Fighter

Hit Die = D10

Pre rec' –

Race = Human, half elf, half orc, halfling.
Alignment = any non-lawful.
Base attack = +2.
Skills = 4 ranks in knowledge (streetwise)
Feats = Unarmed strike, Dirty fighting.

Class Skills –

Bluff, climb, gather info, intimidate, jump, knowledge (streetwise), move silently, pick pocket, sense motive.

Class Features

- Simple weapon proficiency.
- Improved dirty fighting = +1D6 damage, stuns opponent for 1 round on a critical. Can be used for attacks of opportunity.
- Sneak attack.
- Improved feint.
- Close quarters fighting feat. (If already possessed, the street fighter receives a +4 circumstance bonus to grapple checks made with this feat.)
- Dual strike feat. (If already possessed, the street fighter receives an additional +2 bonus when flanking.)
- Uncanny dodge (Dexterity bonus to AC), (Cant be flanked).
- Swiping = After rolling damage but before assigning it, you may choose to do no damage and instead make a pickpocket attempt and add the result of the damage roll to the check. Counts as a full round action.

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Class level	Base attack bonus	Fort save	Ref save	Will save	Special
1	+1	+2	+2	+0	Improved Dirty Fighting
2	+2	+3	+3	+0	Sneak Attack +1D4
3	+3	+3	+3	+1	Improved Feint
4	+4	+4	+4	+1	Close quarters fighting
5	+5	+4	+4	+1	Sneak Attack +2D4
6	+6	+5	+5	+2	Dual strike feat
7	+7	+5	+5	+2	Uncanny dodge (DEX to AC)
8	+8	+6	+6	+2	Sneak Attack +3D4
9	+9	+6	+6	+3	Swiping
10	+10	+7	+7	+3	Uncanny dodge (Cant be flanked)