

Ka'Ubla Revolutionary

Meaning the “Hand of God” in the Dijat language, the Ka'Ubla is the melding of the ancient religious traditions of both Earth and Dijat. The Ka'Ubla travel the galaxy, fighting for the oppressed. The Ka'Ubla Revolutionary believes that all sentient beings, indeed all life, are created equal under God. Some of these sentient beings in their arrogance have become lost, corrupted by greed and self-righteousness. These lost ones have placed themselves “above” other beings, ruling and subjecting them. It is the Ka'Ubla's duty to make things right again, to free those who are subjugated by the “enemies of God,” often by any means necessary.

Ka'Ubla are either loved or hated in the galaxy. To many of the poor they are saints and saviors, as they provide them with food, education, and weapons. They fight for them and even give their lives for them. To these people they are truly the Hand of God.

To people such as the ruling classes of the MDC, Alliance, and the Vharata Empire, they are nothing more than criminals and terrorists, killing innocent people and hijacking workers.

The Ka'Ubla pride themselves on tolerance and members of all races and backgrounds represent the Ka'Ubla (not all those in the religion take this prestige class). Belief in God is not even a requirement. The Ka'Ubla value action over belief.

The Ka'Ubla Revolutionary represents the elite warriors of the Ka'Ubla. Experienced Ka'Ubla Revolutionaries are said to have “mysterious powers.” The Ka'Ubla say that these powers are granted by God to the faithful. Most believe that the stories of Ka'Ubla “turning invisible and walking through walls” are simply superstitious nonsense.

Ka'Ubla are found all around the galaxy are usually operate independently of each other. Any Ka'Ubla in need may call one of their brothers and sisters for help at anytime. A Ka'Ubla Revolutionary is always ready to help those “close to God,” the meek, oppressed, and those that have been baptized into the Ka'Ubla.

Adventuring Ka'Ubla are very open. They will work with any race and see all sentient beings as equal. They have no sympa-



thy for the rich and powerful however, and will show no mercy to those that oppress the weak. The Ka'ubla will not commit violence unless it is in self-defense or the protection of others. To them violence is only a last resort. However, when they do fight, they are fierce and without mercy. Ka'Ubla do not believe in “honorable combat” and have no qualms about poisoning or back stabbing the “enemies of God.” The Ka'Ubla Revolutionaries are notoriously dirty fighters and rarely take prisoners. Even then, the Ka'Ubla Revolutionary believe themselves to be servants of God, and must always pray forgiveness for every life they take.

The Ka'Ubla Revolutionary

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Reputation Bonus	Special
1	+0	+1	+2	+2	+2	+1	Quick Strike, Poison Use, Explosives Expert
2	+1	+2	+3	+3	+3	+1	Sneak Attack +1d6, Bonus Feat
3	+2	+2	+3	+3	+3	+1	Superior Stealth, +2 to poison saves
4	+3	+3	+4	+4	+4	+2	Evasion, Minor Favor
5	+3	+4	+4	+4	+4	+2	Sneak Attack +2d6, Bonus Feat
6	+4	+5	+5	+5	+5	+2	Feather Foot, +4 to poison saves
7	+5	+5	+5	+5	+5	+3	Faith Healing, Lesser Favor
8	+6	+6	+6	+6	+6	+3	Sneak Attack +3d6
9	+6	+7	+6	+6	+6	+3	Immune to Poison, Bonus Feat
10	+7	+8	+7	+7	+7	+4	Slip through Space, Major Favor

Wounds: 1d8

Spirit: The Ka'Ubla Revolutionary gains a 8 Spirit points per class level; in addition to his or her Wisdom bonus, (if any) every time he attains a new level in this class.

REQUIREMENTS

Base Attack: +4

Chemistry: 6 ranks

Sabotage: 4 ranks

Academics (Ka'Ubla History): 4 ranks

Stealth: 4 ranks

Feats: Combat Martial Arts, Defensive Martial Arts, Weapon Focus.

Special: Background of Ka'Ubla or the Ordination Feat.

CLASS SKILLS

Academics (any) (Int), Acrobatics (Dex), Appraise (Int), Awareness (Wis), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (any) (Int), Disguise (Cha), Escape Artist (Dex), Foreign Languages (Int), Gamble (Wis), Gather Information (Cha), Jump (Str), Metabolic Control (Con), Sabotage (Int), Sense Motive (Wis), Sleight of Hand (Dex), Surveillance (Int), Stealth (Dex), Swim (Str), Life Shaping (Con), and Psychic Tech (Int)

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Ka'Ubla Revolutionary is proficient in simple and heavy melee, and simple and automatic firearms and light armor.

Quick Strike, Poison Use, and Explosive Expert (Ex): As the feats of the same name. These are gained at 1st level.

Sneak Attack (Ex): At second level the Ka'Ubla Revolutionary's attack deals extra damage any time her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Ka'Ubla Revolutionary flanks his target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every at levels 5 and 8. Ranged attacks can count as sneak attacks only if the target is within 30 feet. The creature attacked must have a discernible anatomy. Demons, plants and incorporeal beings cannot be attacked in this fashion.

Bonus Feat (Ex): At 2nd, 5th, and 9th level the Ka'Ubla gains a bonus feat. Any general or advanced feat may be chosen.

Superior Stealth (Ex): At third level the Ka'Ubla Revolutionary can use the Stealth skill even while been observed. Unless the character fails an opposed Awareness check, he or she is effectively invisible. The character is automatically spotted if he or she attacks, but by spending 2 spirit, the character can declare the first attack to be a Sneak Attack, automatically depriving the opponent of any Dexterity bonus to Defense.

Favors (Ex): This is the same as the Politician's ability of the same name. This is gained at 3rd level.

At 7th level the character gains a Lesser Favor.

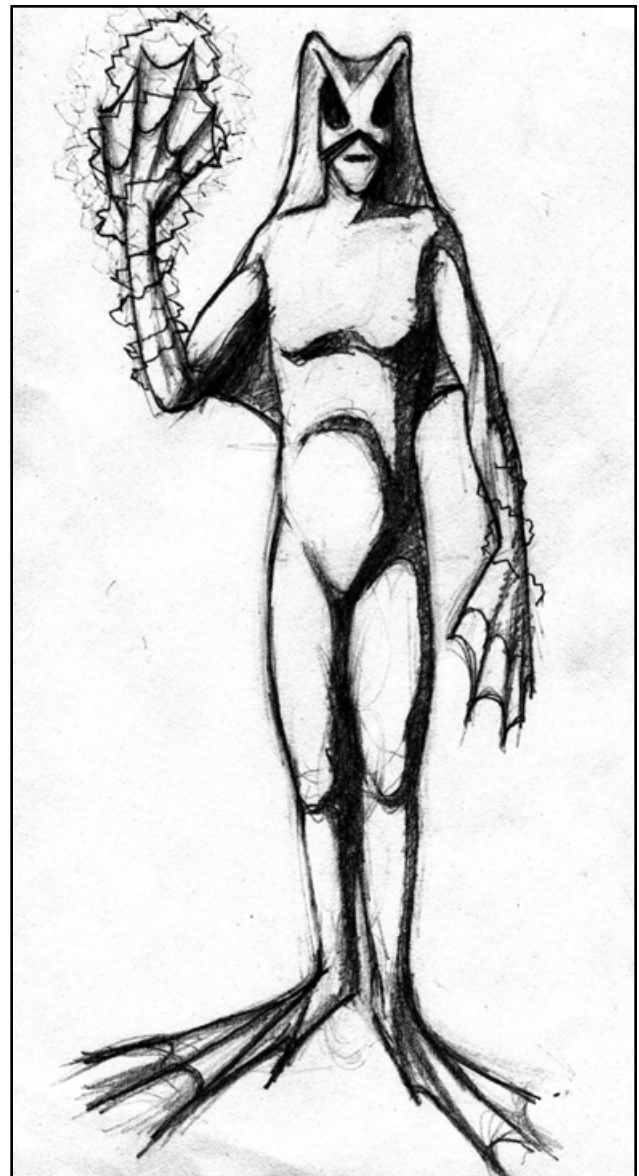
At 10th level the character gains a Major Favor.

Evasion (Ex): At 4th level, the Ka'Ubla Revolutionary can avoid unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Ka'Ubla is wearing light armor or no armor.

If the character already has the Evasion ability he or she gains Improved Evasion: This ability works like evasion, except that while the character still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Feather Foot (Su): When the Ka'Ubla Revolutionary reaches 6th level, he or she can walk so lightly he or she barely touches the ground. This works exactly like the Advanced feat of the same name except no psychic focus or spirit is expended. He or she need only to make a successful Stealth check.

Faith Healing (Su): At 7th level the character can heal as many wound points in another creature equal to his Ka'Ubla Revolutionary level plus his Charisma bonus (if any). This costs 6 spirit



each use. The character cannot heal him or herself this way.

Immune to Poisons (Ex): When the Ka'Ubla Revolutionary reaches 9th level he or she is immune to poison and any other kind of harmful drug.

Slip through Space (Su): At 10th level, a Ka'Ubla gains his or her most powerful ability, the ability to teleport in short jumps. The character can freely jump through walls even if he or she cannot see what is on the other side. The character can jump up to a total of 100 feet per 8 Spirit spent; this may be a single jump of 100 feet or multiple jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

A character who accidentally jumps into solid space takes 1d6 wp and is immediately returned to the point he or she started.

Narod Hunter

In their native language Narod means "of the ocean." And just as their name implies, Narod truly live as part of their ocean world. Much like the Andavi once did, the Narod traditionally live as hunters and gatherers, in perfect harmony with nature. The sea provides and in turn it is protected and cared for. The Narod see themselves as guardians of the ocean, of nature and this idea is epitomized in the Narod Hunter.

Although their numbers are significantly less than before the Occupation, the Narod Hunters are truly masters of their domain. These Hunters gracefully fly threw the water (or space) as if they were truly part of it. When the Narod eventually developed space travel, they adapted their aquatic fighting style to the non-gravity environment of space. Even today elite fighting forces of Narod Hunters are used in Alliance boarding parties. Once the antigravity is shut off, few can defeat a Narod Hunter. It is a known fact that no other race can match a Narod Hunter in zero gravity combat.

After the Occupation, as their ocean world could no longer support the entire population, many of the Narod choose to leave their planet. Living as traders and sometimes even smugglers the Narod Hunter tradition has survived and spread out among the stars.

Wounds: 1d8

Spirit: The Narod Hunter gains 6 Spirit per level; in addition to his or her Wisdom bonus, (if any) every time he attains a new level in this class.

REQUIREMENTS

Base Attack: +4

Survival: 4 ranks

Life Shaping: 6 ranks

Feats: Lightning Reflexes, Weapon Focus (Spear Gun or Narod Hook), Take Cover.

Special: Only Narod may take this class and must have 3 levels in Narod.

CLASS SKILLS

Academics (Thahazi History) (Int), Acrobatics (Dex), Awareness (Wis), Bluff (Cha), Handle Animal (Cha), Intimidate (Cha), Mental Focus (Wis), Metabolic Control (Con), Pilot (Dex), Ride (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Life Shaping (Con).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Narod Hunter is proficient in simple melee, and simple firearms, and light armor.

Improved Zero-Gravity Combat (Ex): At 1st level, when fighting in a zero-gravity environment the character, can move both before and after the attack, provided that the total distance moved is not greater than the character's speed. Also, a +2 to Defense is gained if there is no gravity.

Lightning Bolt (Ex): At 1st level a bolt of electricity can be released from the Narod's hands. This costs 6 temporary spirit per use.

Range: 50 feet per Narod Hunter Level

Damage: 1d6 per Narod Hunter Level

Save: Reflex (half damage)

Narod Weapon Training (Ex): At 2nd level a +1 to attack is gained when using any Narod weapon. And, a +2 to damage is gained with whichever Narod weapon was chosen for the Weapon Focus feat. This ability is gained at 2nd level.

Zero-Gravity Leap (Ex): If the Narod Hunter can spring off a wall or hard object he or she can make a charge attack, using the wall as leverage. This attack, if successful it is an automatic critical. Zero-Gravity Leap is a full round action. This ability is gained at 2nd level.

Greater Zero-Gravity Combat (Ex): By 3rd level, the Narod Hunter's combat zero-gravity combat ability increases. He

The Narod Hunter

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Reputation Bonus	Special
1	+0	+1	+2	+2	+0	+1	Improved Zero-Gravity Combat, Lightning Bolt
2	+1	+2	+3	+3	+0	+1	Narod Weapon Training, Zero-Gravity Leap
3	+2	+3	+3	+3	+1	+1	Greater Zero Gravity Combat
4	+3	+3	+4	+4	+1	+1	Evasion, Zero-Gravity Throw
5	+3	+4	+4	+4	+1	+2	Lighting Storm, Gravity Adaptation