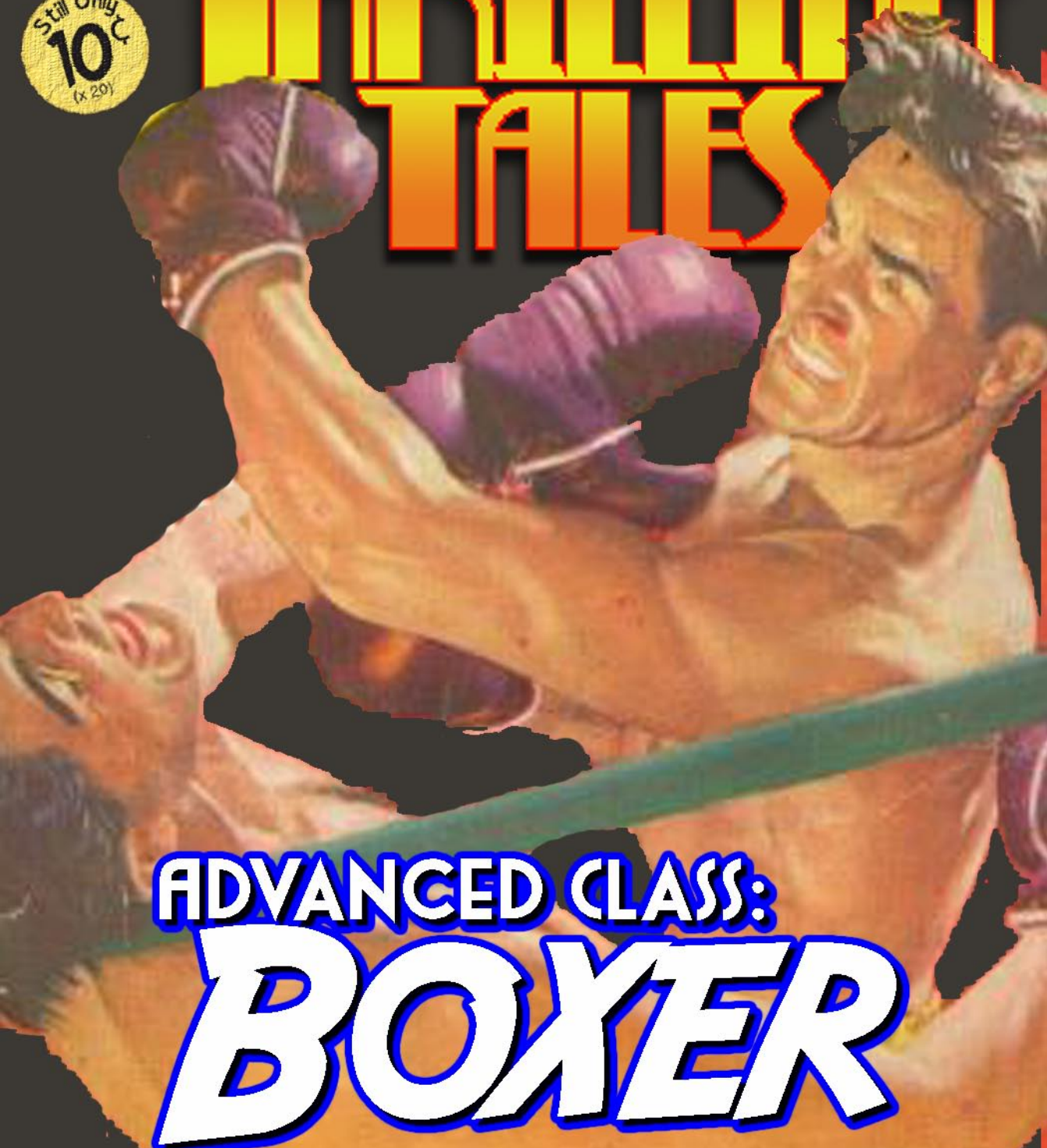




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# THRILLING TALES



**ADVANCED CLASS:**

# BOXER

## ADVANCED CLASS:

# BOXER

*The four thugs didn't know what they were doing when they stepped in front of Bill McGraw.*

*They might have been tough guys in Panama City, but Iron Jaw McGraw had been beating punks like them in rings and alleys for years. McGraw had battled for years in boxing matches from New York to New Orleans and up the Pacific coast from Tijuana to Skagway.*

*He had fought in lighted rings, vacant sandlots, and on the decks of ships at sea.*

*As the thugs closed around him, McGraw cocked his ham-sized fists and said, "Boyos, I don't know what the Jaguar said before sending you out against me, but you're now about to receive a lesson in the fighting arts."*



The Boxer is a student of the pugilistic arts, the dominate western style of unarmed combat. A Boxer is dedicated to improving

his fighting ability, style, and technique. A Boxer might be working as a dockworker or cab driver or enforcer while working toward his next fight. Police officers, soldiers, sailors and others might be amateur boxers.

Boxing was a growing and popular sport during the Pulp

era, and although most sporting contests were conducted with gloves under the official Queensberry rules, many organized bareknuckled fights still took place. Many Pulp characters were skilled boxers. Robert E. Howard was a boxer himself and wrote stories about pugilistic heroes such as Dennis Dorgan, Kirby Karnes, and Mike Brennon.

Select this advanced class if you want your character to become an unarmed combatant in the classic western style.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

## REQUIREMENTS

To qualify to become a Boxer, a character must fulfill the following criteria:

**Base Attack Bonus:** +3

**Skill:** Bluff 3 ranks

**Feats:** Combat Martial Arts, Dodge

## CLASS INFORMATION

**Hit Die:** The Boxer gains 1d12 hit points per level. The character's Constitution modifier applies.

**Action Points:** The Boxer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Boxer's class skills are as follows.

Bluff (Cha), Concentration (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession, Read/Write Language, Sense Motive (Wis), Speak Language, Treat Injury.

**Skill Points at Each Level:** 3 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Ring Warrior +1, Hammerhand 1d6	+1	+0
2nd	+1	+3	+0	+0	Bonus feat	+2	+0
3rd	+1	+3	+1	+1	Ring Warrior +2, Born Under the Punches	+2	+1
4th	+2	+4	+1	+1	Fight Club, Hammerhand 1d8	+3	+1
5th	+2	+4	+1	+1	Ring Warrior +3, Bonus feat	+3	+1
6th	+3	+5	+2	+2	Second Wind	+3	+2
7th	+3	+5	+2	+2	Ring Warrior +4, Bonus feat	+4	+2
8th	+4	+6	+2	+2	Flurry of Blows, Hammerhand 1d10	+4	+2
9th	+4	+6	+3	+3	Ring Warrior +5	+5	+3
10th	+5	+7	+3	+3	Bonus feat	+5	+3



## CLASS FEATURES

The following features pertain to the Boxer advanced class.

### Ring Warrior:

At 1st, 3d, 5th, 7th, and 9th level, a Boxer receives a +1 melee attack modifier when making unarmed strikes. The modifier is cumulative, topping out at a total of +5 at 9th level.

### Hammerhand:

At 1st, 4th, and 8th level, a Boxer's blows increase in power, dealing more damage with unarmed strikes.

At 1st level, he deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10. This feature stacks with similar features and feats that increase melee damage. Damage increases as follows: 1d6, 1d8, 1d10, 1d12, 2d6, 2d8, 3d6, 2d10.

### Bonus Feat:

At 2d, 5th, 7th, and 10th level, the Boxer gets a bonus feat.

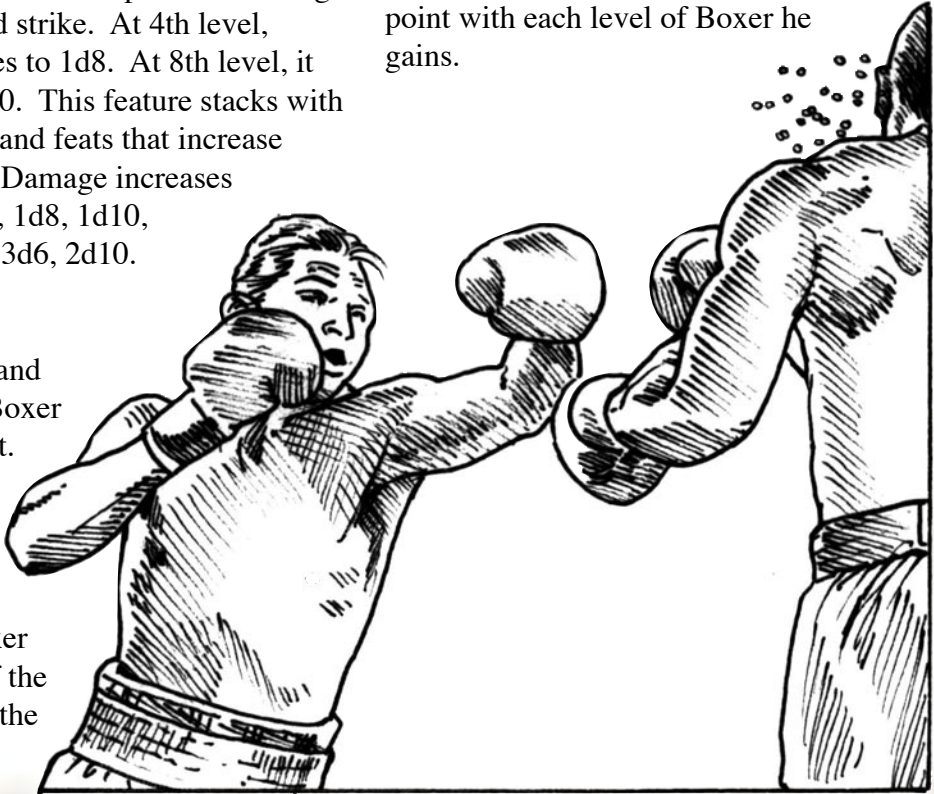
The bonus feat must be selected from the following list, and the Boxer must meet all of the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Agile Riposte, Brawl, Combat Reflexes, **Could Have Been A Contender**, Great Fortitude, Improved Brawl, Improved Combat Martial Arts, Improved Damaged Threshold, Improved Feint, Improved Knockout Punch, Knockout Punch, Mobility, Power Attack, Renown, **Sidestep**, Streetfighting, Toughness, Weapon Focus (unarmed strike).

New feats are listed in bold, and are described in their own section at the end of this document.

### Born Under the Punches:

Beginning at 3d level, a Boxer gains a number of hit points equal to his Boxer level. Thereafter, the hero gains +1 hit point with each level of Boxer he gains.



### **Fight Club:**

Beginning at 4th level, a Boxer is able to build upon her connections among boxers and fight promoters and receives a +2 modifier on Gather Information checks when seeking information on other boxers or promoters or when looking for a fight.

### **Second Wind:**

Beginning at 6th level, a Boxer can spend 1 action point to gain a second wind. When he does this, he recovers a number of hit points equal to his Boxer level plus his Constitution modifier.

This ability does not increase the Boxer's hit points beyond the character's full normal total. For example, a 7th level Boxer with a Constitution bonus of +3 and this ability can recover 10 hit points by spending one action point - but only if his current hit point total is 10 or more lower than his full normal total.

### **Flurry of Blows:**

At 8th level, a Boxer gains the ability to strike with a flurry of blows at the expense of accuracy. The Boxer must be unarmored to use this ability, and she must make unarmed strikes to gain the benefit. With a flurry of blows, the Boxer may make one extra attack in a round at her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.

## **NEW FEATS**

### **Could Have Been A Contender**

You took a dive and threw a fight, race, or other sporting event in exchange for a payoff.

**Benefit:** You get +2 Wealth and -1 Reputation.

**Special:** Others in the same sport may know that the character took the dive if they succeed on a DC 20 Gather Information check.

### **Sidestep**

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

**Prerequisites:** Dexterity 13, Dodge, Mobility

**Benefit:** When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

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