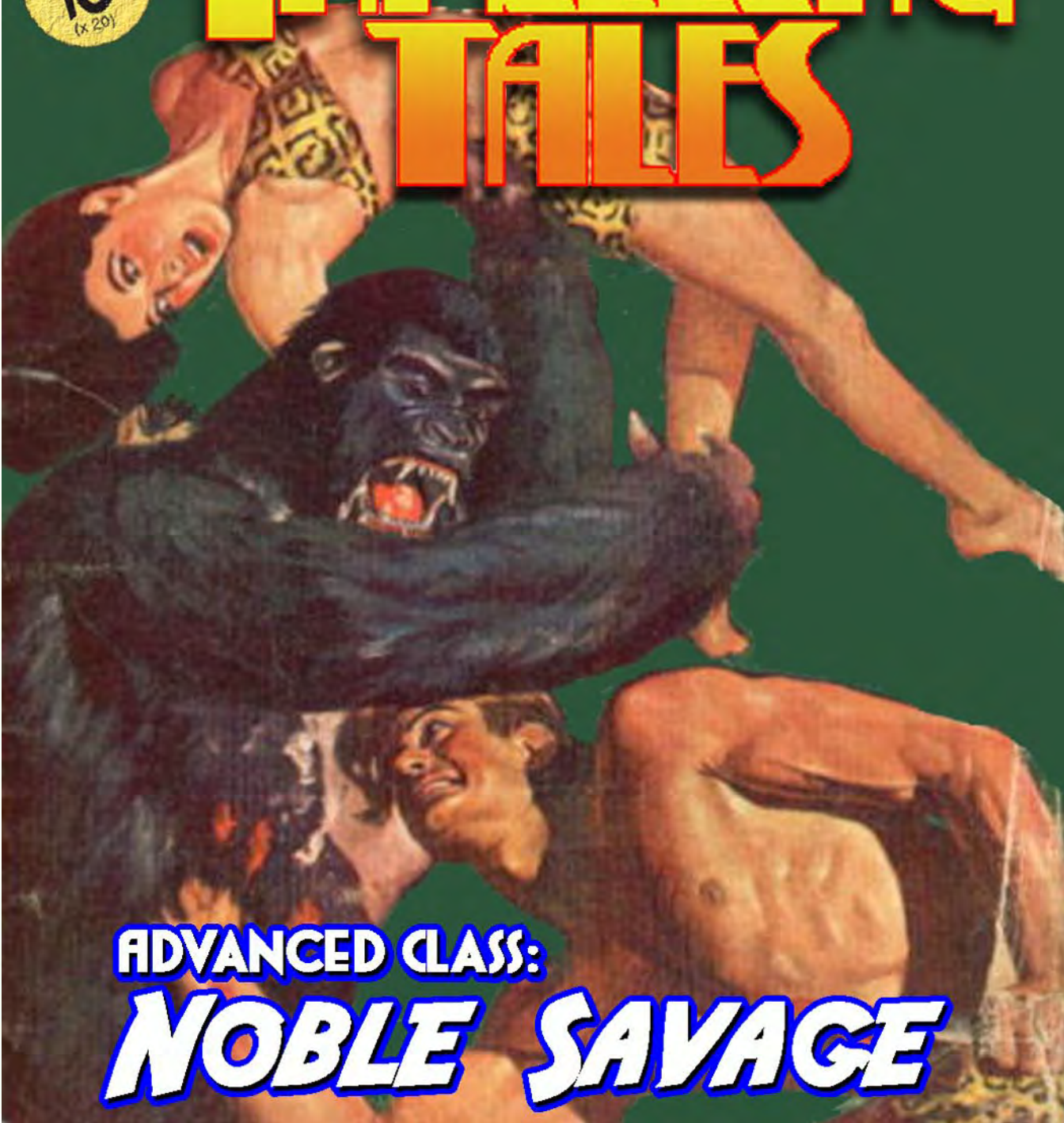




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THRILLING TALES



ADVANCED CLASS:

NOBLE SAVAGE

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NOBLE SAVAGE

Kamba crept silently along the upper branches of the tree, watching the column of men hack their way through the jungle beneath him, machetes clearing a wide swath ahead of them.

The night-birds had cried their alarm at this intrusion, and for once, their agitation was justified. Kamba had discovered the bodies of the Tumutu villagers that these men had tortured to death. The intruders had pried from them the secret of the location of the Lost City.

Kamba did not know the tribe of these intruders, but as they marched through the jungle, each marked by the emblem of a crooked cross, his instinct told him that the secrets of the Lost City could not be allowed to fall into the hands of such men.

He grabbed his spear in both hands, and leapt from the branch, bursting through the leafy canopy to land in a fighting crouch directly in front of the column of men. His green eyes flashed dangerously, and a low, animal growl rumbled from deep within him.

The men at the head of the column dropped their machetes, and the hired pack-bearers fled, all shouting "Kamba! Kamba!"

Sturmbannfuehrer Eberhardt, the man in command of the expedition, heard the shouts of the porters, and saw the golden-maned figure advancing on his

men, spear in in hand.

"Gott im Himmel! It is Kamba--Lion-man of the Congo! "

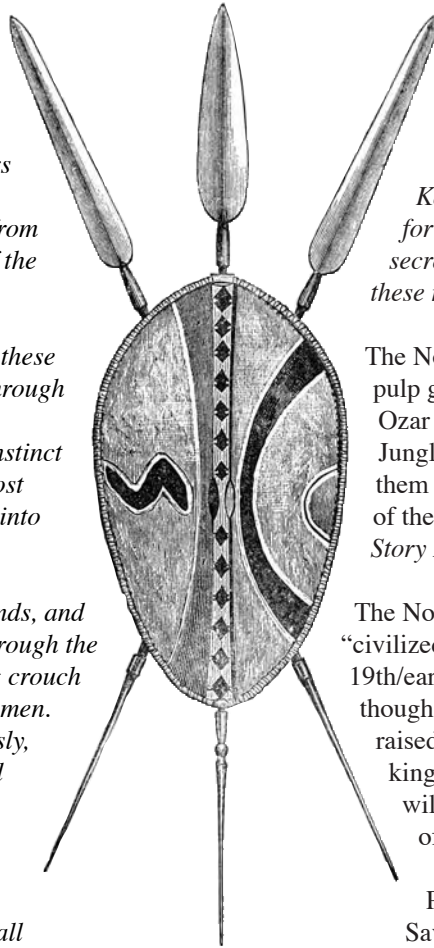
The order to fire never escaped Eberhardt's lips. He found himself staring, dumbfounded, at a 3-foot length of spear protruding from his chest.

Kamba drew his knife and stalked forward with dire purpose. The secret of the Lost City would die with these men.

The Noble Savage is an archetype of the pulp genre. Examples include Ki-Gor, Ozar the Aztec, Sheena: Queen of the Jungle, and, of course, the forefather of them all, Edgar Rice Burroughs' Tarzan of the Apes, who first appeared in *All-Story Magazine* in October 1912.

The Noble Savage is a person from a "civilized culture" (as defined by late-19th/early 20th century standards) who, though incredible circumstances, was raised by creatures of the animal kingdom--trained to survive in the wilderness and attaining the pinnacle of human physical potential.

Pulp tales featuring the Noble Savage usually involved the character presented as the King of their savage domain, protecting the natural world from the machinations of some villain or another, although on occasion, the Noble Savage's adventures would taken them to the civilized world, where they would



inevitably demonstrate their innate superiority in any environment.

REQUIREMENTS

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

Attribute: Dexterity 15+, Strength 15+

Skills: Handle Animal (3 ranks), Survival (6 ranks)

CLASS INFORMATION

Hit Die: The Noble Savage gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points: The Noble Savage 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 Noble Savage's class skills (and key ability for each skill) are as follows: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int),

Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int Modifier

CLASS FEATURES

The following features pertain to the Noble Savage advanced class.

Totem: The Noble Savage was raised by creatures of the wild, and develops the skills used every day by his animal patrons. Through the awakening of an untapped potential within, the Noble Savage gains special talents and abilities considered foreign to other members of his native species.

At 1st level, the Noble Savage selects a totem animal from the list on the next page. Once

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Totem, Animal Companion, Feral	+1	+0
2nd	+1	+3	+3	+0	Master of the Wild	+2	+1
3rd	+2	+3	+3	+1	Uncanny Dodge, Bonus Feat	+2	+1
4th	+3	+4	+4	+1	Totem	+3	+2
5th	+4	+4	+4	+1	Uncanny Dodge, Bonus Feat Master of the Wild (2/day)	+3	+2
6th	+5	+5	+5	+2	Feral Senses, Bonus Feat	+4	+3
7th	+5	+5	+5	+2	Totem, Uncanny Dodge	+4	+3
8th	+6	+6	+6	+2	Master of the Wild (3/day), Feral Voice	+5	+3
9th	+6	+6	+6	+3	Totem, Uncanny Dodge	+5	+4
10th	+7	+7	+7	+3	Totem, Master of the Wild (4/day)	+6	+4

the totem animal is chosen, it may not be changed unless otherwise approved by the GM. This totem represents the species who raised the Noble Savage, and whose abilities he or she will emulate. The Noble Savage gains 1 new ability of the player's choice from the list of abilities provided for that totem. Another ability (from the same list) may be chosen at 4th level, 7th level, 9th level and 10th level. The Noble Savage may not select any ability multiple times, unless otherwise specified in the description.

TOTEM ANIMALS

LION:

Toughness	+3 hit points*
Ambush	+4 competence bonus to all Hide Checks
Stalking	+4 competence bonus to all Move Silently Checks
King of the Jungle	+4 competence bonus to all Intimidate Checks
Pounce	Can make a full attack after a move action if attacking in the 1st round.

* May be selected multiple times



CHEETAH:

Speed	+5 ft. to Speed*
Center of Balance	+2 competence bonus to all trip attacks *
Moving Target	+1 bonus to Defense
Quick Reflexes	+1 bonus to Reflex saves
Trip	can attempt to trip an opponent (+3 check mod) after a successful attack, without making a touch attack, or provoking an attack of opportunity

* May be selected multiple times

APE:

Deceptive Intellect	+2 skill points*
Master Climbers	+4 competence bonus to all Climb Checks
Animal Agility	+4 competence bonus to all Tumble Checks
Quick Movement	+1 bonus to Defense
Jungle Warrior	doubled critical threat range w/ unarmed attacks

* May be selected multiple times

BEAR:

Sturdy Build	+3 hit points*
Natural Swimmer	+4 competence bonus to all Swim Checks
Inner Might	+1 bonus to Fortitude saves
Thick Skinned	+1 bonus to Defense
Great Strength	+1d6 damage to unarmed attacks

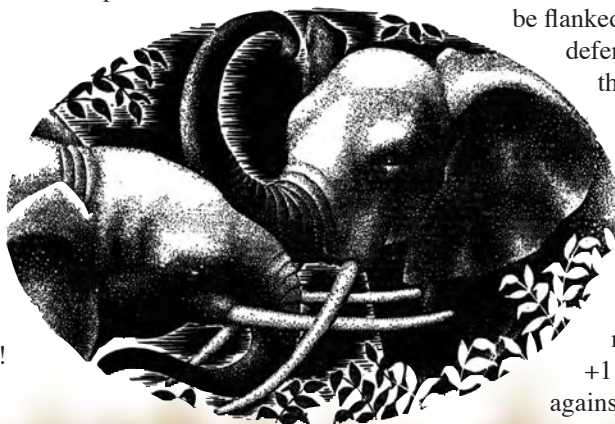
* May be selected multiple times

WOLF:

Skilled Hunter	+2 skill points*
Tracker	+4 competence bonus to all Survive Checks
Hard Target	+1 bonus to Defense
Pack Tactics	+4 bonus to melee attacks when flanking
Trip	can attempt to trip an opponent (+3 check mod) after a successful attack, without making a touch attack, or provoking an attack of opportunity

* May be selected multiple times

Other Totem animals can be created, with the approval of the GM. The pulps included examples of Noble Savages raised by such strange choices as Elephants and Vultures!



Animal Companion: As a child of the wilderness, the Noble Savage typically looks to creatures of the wild for friendship. At 1st level, the Noble Savage may start with an animal companion—a lifelong friend with whom the Noble Savage has established complete trust. The Noble Savage's companion may be any animal type (with the GM's approval), and may have up to 3 Hit Dice.

Feral: As a creature of the wild, the Noble Savage possesses an animalistic nature. At 1st level, the Noble Savage gains a +3 bonus to all Handle Animal and Intimidate checks.

Master of the Wild: At 2nd level and above, the Noble Savage gains the ability to call on the natural talents of his animal heritage once per day, performing amazing feats of skill and athleticism. Each round, the Noble Savage gains a +10 circumstance bonus to any one class skill of his choice. The Noble Savage may choose a new skill each round, but he gains the bonus on only one skill per round. This ability lasts for a number of rounds equal to 3+ the Noble Savage's Constitution modifier.

At 5th level, the Noble Savage can do this twice a day. At 8th level, three times a day, and at 10th level, four times a day.

Uncanny Dodge: At 3rd level and above, the Noble Savage retains his Dexterity bonus to Defense when caught flat-footed or struck by an unseen attacker.

At 5th level, the Noble Savage can no longer be flanked. The exception to this defense is that a character with the uncanny dodge ability at least 4 levels higher than the Noble Savage can still flank.

At 7th level, the Noble Savage gains a +1 bonus to Reflex Saves made to avoid traps, and a +1 dodge bonus to Defense against all attacks made by traps.

At 9th level, these bonuses rise to +2.

Bonus Feat: At 3rd, 5th, and 6th level, the Noble Savage may take a Bonus Feat. The feat must be taken from the following list.

Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Brawl, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Endurance, Exotic Melee Weapon Proficiency, Frightful Presence, Great Fortitude, Heroic Surge, Improved Brawl, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Track, Weapons Finesse.

Feral Senses: At 6th level, the Noble Savage gains the use of Feral Senses, gaining a +2 bonus on all Listen and Spot checks (+4 if the character already has the Alertness feat).

Feral Voice: At 8th level, the Noble Savage gains the ability to mimic the sounds of animals, from mating calls to threatening roars. The Noble Savage makes an opposed Knowledge (nature) check against a Listen check in order to imitate the sounds of any small, medium or large animal. This can be used to trick others, or to attract the attention of other animals in the area, making them react appropriately (a lion's roar, for example, might draw other lions to investigate, or make gazelles run, etc.).

