

Blitzer

The game of Blitzball is a graceful ballet of underwater maneuvers. It is also a sometimes brutal full-contact sport with ruthless players vying for any advantage. This has led to blitzers becoming adept at ranged combat, using blitzballs as deadly weapons. They have even been known to use magic to enhance their balls, giving them spell-like properties that with affect their opponents.

Hit Die: d10.

Requirements

To qualify to become a blitzer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Acrobatics 4 ranks, Swim 4 ranks.

Feats: Exotic Weapon Proficiency (Blitzball).

Class Skills

The blitzer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Perform (Cha), Perception (Wis), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Table: The Blitzer					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Blitzball Focus, Returning Ball, Stamina Pool, Blitzer Talent, Limit Break
2 nd	+2	+1	+1	+1	Blitzer Talent, Golden Arm (+1)
3 rd	+3	+2	+2	+1	Blitzer Talent, Frontliner Blitzer
4 th	+4	+2	+2	+1	Blitzer Talent, Golden Arm (+2)
5 th	+5	+3	+3	+2	Blitzer Talent, Safe Throw
6 th	+6	+3	+3	+2	Blitzer Talent, Golden Arm (+3)
7 th	+7	+4	+4	+2	Blitzer Talent, Critical Shot
8 th	+8	+4	+4	+3	Blitzer Talent, Golden Arm (+4)
9 th	+9	+5	+5	+3	Blitzer Talent
10 th	+10	+5	+5	+3	Blitzer Talent, Golden Arm (+5), World Champion

Class Features

All of the following are class features of the blitzer prestige class.

Weapon and Armor Proficiency: Blitzers are proficient with all simple and martial weapons, and with light armor.

Limit Break (Su): At 1st level, the blitzer receives the Limit Break (Line Breaker).

Line Breaker (Su): This Limit Break allows the blitzer to kick his blitzball in a 60-ft.-line. All enemies within the area of effect take damage as if the blitzer hit with a blitzball attack plus an additional 1d6 points of damage per blitzer level and are knocked prone. A successful Reflex save (DC 10 + the blitzer's level + his Dexterity modifier) reduces the damage by half and avoids being knocked prone. The blitzball returns to the blitzer immediately at the end of this Limit Break.

Blitzball Focus: At 1st level, the blitzer gains Weapon Focus with either blitzballs or spiked blitzballs at his choice, this cannot be changed later. If the blitzer already has Weapon Focus, he may instead gain Weapon Specialization with the blitzball weapon he has Weapon Focus with. He doesn't have to meet any of the prerequi-

sites for these feats.

If the blitzer has both Weapon Focus and Weapon Specialization with one of the weapon choices he, instead, may choose a bonus combat feat.

Returning Ball (Ex): At 1st level, a blitzer can kick a blitzball so it ricochets off his target (and possibly other solid objects) to return to him at the end of his turn. This ability functions whether or not the blitzer hits his opponent or moves on his turn. The blitzball deals no damage to targets it bounces off other than the original target of the blitzer's attack. Other circumstances can prevent the blitzball from returning to the blitzer, such as an opponent using a readied action to catch the blitzball, or the blitzball sticking to a mimic's adhesive. The blitzer can opt to not have a blitzball return to him, in which case it falls to the ground as it normally would. If the blitzball has the returning weapon special ability, he can use either that or this ability.

If a blitzer has additional attacks from a high base attack bonus, these additional attacks can be ricochets off an earlier target. The distance to each additional target adds to the total range of the blitzball, and range penalties apply, but there are no additional penalties for attacking in this manner. Because ricocheting attacks are treated as separate attacks, effects and modifiers that only apply to one attack roll (such as true strike) only apply to the first attack and not to the others.

At 5th level, by ricocheting his blitzball off a nearby surface before hitting his intended target, he can treat that surface as the origin square of the attack to determine whether the target is flanked and whether the target gains a cover bonus to its AC. He can use this ability to attack a creature with total concealment from him if he knows what square it occupies, but the attack still has a 50% miss chance.

Stamina Pool (Ex): At 1st level, the blitzer gains a reservoir of stamina that he can draw upon to fuel his talents that he gains below. This stamina pool has a number of points equal to 5 x his Constitution modifier (minimum 1) and this pool increases by 5 + his Constitution modifier per level thereafter. The pool refreshes once per day when the blitzer rests for a full 8 hours. Sustained modes take up a static amount of stamina points from the blitzer's current and maximum stamina pool and most sustained modes stack. If the character has a stamina pool from another class, he then only increases his stamina pool by 5 + his Constitution modifier per level instead.

Some talents are activated as a sustained mode. When activated, these talents both consume stamina and reduce the user's maximum stamina by the listed amount. While active, they provide their listed bonuses until the user deactivates them as a free action, falls unconscious, or dies, at which point the reduction to the user's maximum stamina is removed. Multiple sustained mode talents may be used at the same time as long as the user has enough stamina, though some talents may specify others that they cannot be used with.

By spending 5 stamina points, the blitzer can do one of the following:

- Increase his speed by 10 feet for 1 round, or
- Delay and suppress his fatigue or exhaustion for 1 round, or
- Increase one saving throw by +1 for 1 round.

Each of these powers is activated as a swift action.

Blitzer Talent Tree: As a blitzer gains experience, he learns a number of talents that aid him and his allies. Starting at 1st level, a blitzer gains one blitzer talent chosen from the talent tree below. He gains an additional blitzer talent for every blitzer level attained after 1st level. A blitzer cannot select an individual talent more than once.

- **Quick Hit (Su):** At a cost of 10 stamina points, as part of a full attack, a blitzer can make one additional attack with his blitzball. This attack is at the blitzer's highest base attack bonus, but each attack in the round (including the extra one) takes a -2 penalty.
- **Dark Attack (Su):** At a cost of 10 stamina points, the blitzer launches a blitzball attack enchanted with blinding magic. If struck, the target takes damage as normal and must succeed a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted with the Blind status effect for 1d4 rounds.
- **Silence Attack (Su):** At a cost of 10 stamina points, the blitzer launches a blitzball attack enchanted with anti-magic magic. If struck, the target takes damage as normal and must succeed a Will save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted with the Silence status effect and be unable to cast spells or use spell-like abilities for 1d4 rounds.
- **Sleep Attack (Su):** At a cost of 10 stamina points, the blitzer launches a blitzball attack enchanted with sleep magic. If struck, the target takes damage as normal and must succeed a Will save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted by the Sleep status effect and fall unconscious for 1d4 rounds.
- **Delay Attack (Su):** At a cost of 10 stamina points, the blitzer launches a blitzball attack with even more vigor. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or be stunned for 1 round.
- **Dark Buster (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack enchanted with more powerful magic. If struck, the target takes damage as normal and must succeed a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted with permanent blindness.
Prerequisite: Dark Attack
- **Silence Buster (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack enchanted with more powerful magic. If struck, the target takes damage as normal and must succeed a Will save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted with the Silence status effect and be unable to cast spells or use spell-like abilities for 3d4 rounds. **Prerequisite:** Silence Attack
- **Sleep Buster (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack enchanted with more powerful magic. If struck, the target takes damage as normal and must succeed a Will save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted by the Sleep status effect and fall unconscious for 3d4 rounds. **Prerequisite:** Sleep Attack
- **Delay Buster (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack enchanted with more powerful magic. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or be stunned for 1d4 rounds. **Prerequisite:** Delay Attack
- **Power Dampen (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack that saps the enemy's Strength. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or take 1d4 points of Strength damage.
- **Magic Dampen (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack that saps the enemy's Intelligence or Wisdom (decided when the blitzer makes the attack roll). If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or take 1d4 points of Intelligence or Wisdom damage.
- **Speed Dampen (Su):** At a cost of 10 stamina points, the blitzer launches a blitzball attack that saps the enemy's speed. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or have their movement speed halved for 1d4 rounds.
- **Power Break (Su):** At a cost of 20 stamina points, the blitzer launches a blitzball attack that greatly saps the enemy's Strength. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or take 3d4 points of Strength damage.
Prerequisites: Blitzer 6, Power Dampen
- **Magic Break (Su):** At a cost of 20 stamina points, the blitzer launches a blitzball attack that greatly saps the enemy's Intelligence or Wisdom (decided when the blitzer makes the attack roll). If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity

modifier) or take 3d4 points of Intelligence or Wisdom damage. **Prerequisites:** Blitzer 6, Magic Dampen

- **Speed Break (Su):** At a cost of 15 stamina points, the blitzer launches a blitzball attack that greatly saps the enemy's speed. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) or be inflicted with Immobilize status effect for 3d4 rounds. **Prerequisites:** Blitzer 6, Speed Dampen
- **Triple Foul (Su):** At a cost of 30 stamina points, the blitzer launches a blitzball attack enchanted with more powerful magic, applying Dark Buster, Silence Buster, and Sleep Buster. If struck, the target takes damage as normal and must make a Fortitude or Will save (DC 10 + the blitzer's level + his Dexterity modifier) for each buster or suffer the effects. **Prerequisites:** Dark Buster, Silence Buster, Sleep Buster
- **Full Break (Su):** At a cost of 30 stamina points, the blitzer launches a blitzball attack that greatly saps the enemy, applying Power Break, Magic Break, and Speed Break. If struck, the target takes damage as normal and must make a Fortitude save (DC 10 + the blitzer's level + his Dexterity modifier) for each break or suffer the effects. **Prerequisites:** Power Break, Magic Break, Speed Break

Golden Arm (Ex): At 2nd level and every two levels thereafter, the blitzer gains a +1 to attack and damage rolls with a blitzball. Additionally, a blitzer only suffers a -2 to attack rolls per range increment rather than -4 while using a blitzball underwater.

Frontliner Blitzer: At 3rd level, the blitzer gains Point-Blank Shot as a bonus feat. If the blitzer already has Point-Blank Shot he, instead, gains Precise Shot, or Improved Precise Shot if he already has Precise Shot. He doesn't have to meet any of the prerequisites for these feats. If the blitzer has these feats already he, instead, may choose a bonus combat feat.

Safe Throw (Ex): At 5th level, the blitzer can throw his blitzball without provoking attacks of opportunity.

Critical Shot (Ex): At 7th level, the blitzer knows where to hit with his blitzball to bring down an opponent. The critical threat range and multiplier of the blitzball is increased by 1 (applied after Improved Critical).

World Champion (Ex): At 10th level, the blitzer is superb on the on the field. In the hands of the blitzer, the blitzball deals damage as if it were two die step higher.