

Silverhair Paragon

Requirements

Alignment: Neutral Good or Chaotic Good

Race: Any Elf

Base Attack Bonus: +6

Skills: Knowledge Religion 3 ranks, Perform (Dance) 10 ranks, Tumble 5 ranks

Feats: Two-Weapon Fighting, Skill Focus: Perform (Dance), Weapon Focus with at least one type of sword

Special: Must venerate Eilistraee

Hit Die

d6

Skill Points

8 + Int

Class Skills

Balance, Bluff, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (Dungeoneering), Knowledge (Local), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Rope

Class Features

Weapon and Armor Proficiency: Silverhair Paragons gain no proficiency with any weapons nor armor

Dance of Wrath and Hope (Su): At 1st level, a Silverhair Paragon is gifted a glimpse of Eilistraee's inspiration and thereafter may perform the Dance of Wrath and Hope. As long as she is wielding two swords and wearing light or no armor she may take a free action to divide her Charisma bonus between her attack rolls and armor class. This division need not be equal and can be altered each round.

ex. a Silverhair Paragon with a +4 Charisma bonus may choose to add +4 to attack rolls and nothing to armor class, +3 to armor class and +1 to attack rolls, or any other combination that adds up to +4.

While performing the Dance of Wrath and Hope the Silverhair Paragon shines with a silvery nimbus of light.

Precise Strike (Ex): At 1st level, a Silverhair Paragon fighting with two swords and wearing no or light armor gains the ability to strike precisely, gaining an extra 1d6 damage added to her normal damage roll. Precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike. At 3rd level, the extra damage on a precise strike increases to +2d6 and at 5th level it increases again to +3d6.

Improved Coordination (Ex): For a Silverhair Paragon of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the

off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor.

Level	Attack	Fortitude	Reflex	Will	Special
1	+0	+0	+2	+2	Dance of Wrath and Hope, Precise Strike +1d6
2	+1	+0	+3	+3	Improved Coordination -1
3	+2	+1	+3	+3	Precise Strike +2d6
4	+3	+1	+4	+4	Improved Coordination -2
5	+3	+1	+4	+4	Precise Strike +3d6

Note: A Silverhair Paragon who becomes non-good, or lawful, loses all abilities of this prestige class. If she should return to being good or non-lawful she will not regain the abilities of this prestige class until she has received an Atonement spell from a priestess of Eilistraee.