

Ka'Toc Master

Requirements

To qualify to become a Ka'Toc Master, a character must fulfill all the following criteria.

Special: May not have the Blood Rage feat

Race: Narn or Trained by a Narn

Skills: Concentration 4+, Acrobatics 4+

Feats: Family Ka'Toc, Weapon Focus (Ka'Toc)

Base Attack: 5+

Influence: Narn Military 6+

The Ka'Toc Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1	+1	+2	+0	+2	+0	Focused Fury
2	+2	+2	+0	+2	+1	Balance on the Blade
3	+3	+3	+1	+3	+1	The Price of Honor
4	+4	+4	+1	+4	+2	Shattering Slash, Focused Fury 2/day
5	+5	+4	+1	+4	+2	One Soul, One Strike

Additional Hit Points: 2

Class Skills

The Ka'Toc Master class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Medical (Wis), Notice (Wis), Stealth (Dex), Survival (Wis), Technical (Int).

Skill points at each level: 2 + Int modifier.

Influence: A Ka'Toc Master's Narn Military Influence increase by +2 each level. He may also choose two other Influence to increase by +2

Class Features

All of the following are class features of the Ka'Toc Master prestige class.

Focused Fury: Once per day, a Ka'Toc Master can reroll a missed attack using his **Concentration** skill ranks instead of his normal attack bonus. This only replaces his Base Attack Bonus; attribute, feat, and other bonuses to his attack roll still apply. This feature is only usable with a Ka'Toc in melee combat; it does not apply to any other attack or with the presumably rare instance of a thrown Ka'Toc.

At 4th level, a Ka'Toc master gains the ability to invoke his Focused Fury twice a day. Regardless of the result of the reroll, it must be accepted and cannot be combined with any other ability that might grant a reroll in combat.

Balance on the Blade: When armed with a single Ka'Toc in both hands, a Ka'Toc Master's sense of balance and placement in combat becomes fluid and effortless. This allows him to sidestep, parry, and riposte attacks with flawless timing, becoming a constant motion of steel and skill.

Ka'Toc Masters of 2nd level learn how to harness this combat form, replacing their normal class Defense Value each round with an Acrobatics (balance) skill check made at the beginning of their turn. This is a move equivalent action, leaving them just enough time for a single attack, but they become very difficult to strike back.

Balance on the Blade only affects a Ka'Toc Master's DV in melee combat. He still has his normal Defence Value against ranged attack or special attack forms. Balance on the Blade is difficult and exhausting to perform as well; it can only be used for as many consecutive rounds as the Ka'Toc Master has prestige class levels. There must be at least one round spend at rest (a full round action that permits the Ka'Toc Master to defend himself normally but not move or attack) before Balance on the Blade can be called upon again.

The Price of Honor: A Ka'Toc Master knows that when the moment to strike comes, it must be taken at any cost. The galaxy does not offer a given truth more than once; to not seize the true moment of attack is to be denied victory. Even if it means being struck or killed as well, an opening in a duel must be taken without hesitation and with everything one has. To hold anything back is to not be truthful with the galaxy in return.

A Ka'Toc Master, upon missing an attack, may spend **hit points equal to the margin of error on the attack roll and succeed in his strike**. These lost hit points represents being hit with an opponent's weapon, so any special qualities that attack might have (such as poison) will also occur. The Price of Honour can only be used once against a given foe each day; the proper opening to take such a perfect stroke only occurs infrequently.

Shattering Slash: A Ka'Toc Master knows that some duels need not be fought to the death when an opponent can be defeated simply by taking away his ability to attack. When striking at a foe's weapon, the Ka'Toc Master does not draw an attack of opportunity and may reroll any 1s on damage against the weapon if he successfully strikes it. This ability does not affect other inanimate objects, even if they are being held by an opponent, unless they are being wielded as weapons against him.

One Soul, One Strike: The 'ultimate' truth, if one truth can be considered such a thing when the only reality of a Ka'Toc Master's search for perfection is that he will never achieve it, is revealed at this level of experience. By following the rhythm of the universe during a fight, a 5th level Ka'Toc Master can, once a day, feel the exact right moment to attack and pour his entire warrior's soul into one lethal attack. This strike can never be taken as nonlethal damage, it does not roll to confirm a critical hit, and no class feature can be used to reroll it or ensure that it hits successfully.

If it connects, it is treated as a critical hit *multiplied by the base number of attacks the Ka'Toc master can take each round plus 1*. This damage is applied as a single hit against the target and is only reduced by Damage Reduction once. If it does more than the target's remaining number of hit points, it slays that target instantly; there is no roll to stabilize and no survival until -10 hit points.