

## Bombardier

**Prime Requisites:** CON & DEX

**Requirements:** None

**Hit Dice:** 1d4

**Maximum Level:** 14

Bombardiers are fire-obsessed maniacs with just enough magical trickery and oratory skills to convince others of the supremacy of fire. One famous bombardier, Guillaume Monatgue wrote the influential book, 'The 451 Precepts', a treatise on how best to make a fire. There is nothing more a Bombardier loves than to throw flaming flasks of military oil at their foes and watching the glorious purification that ensues.

If you choose to play this class, please familiarize yourself with the rules on throwing oil on page 103 of the *ACKS* rulebook. I will not reproduce the rules here, out of respect for Autarch's intellectual property.

Bombardiers love throwing things at their foes, not just flaming oil! In fact, they may use any weapon they want. However, they may not wear armor heavier than leather, nor can they use shields. At first level, bombardiers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every three levels of experience (like fighters). They also increase their base damage roll from successful missile attacks by +1 at 1<sup>st</sup> level and by an additional +1 at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> level. For the purposes of all special abilities, proficiencies, etc, a flask of military oil that is thrown is considered a missile weapon in the hands of a Bombardier. The bombardier may fight with a two-handed weapon or a weapon in each hand.

Due to their love of fire, bombardiers have **charred flesh**, which helps them to survive otherwise fatal wounds. When a bombardier is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Bombardiers also subtract their class level from the number of days of bed rest required to recover.

For a pyromaniac like the bombardier to survive to adulthood, they are must **extraordinarily lucky**. This luck manifests itself as a +2 bonus to

all saving throws (already factored in to the saving throw progression chart).

As part of this luck, a **smidgen of magical talent** has crept into the bombardier's soul. The character can magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shuffling cards, at will. The character must be able to perform the task physically, and be free to speak and gesture. This also allows the bombardier to ignite and throw flasks of oil at the same time.

Years of playing with fire have left the bombardier the ability to carefully skirt the edge of the fire, so they can get as close as possible without catching themselves on fire. The more poetically-minded bombardiers call this **fire-dancing**. The character gains a +1 bonus to Armor Class if wearing leather armor or lighter and able to move freely. At level 7, the AC bonus increases to +2, and at level 13 the AC bonus increases to +3. This ability stacks with the Swashbuckling proficiency.

At 2<sup>nd</sup> level, the bombardier becomes better at using missile attacks when allies are in melee with the intended target. The character may conduct missile attacks against opponents engaged in melee at a -4 penalty to his attack throw. This ability stacks with the Precise Shooting proficiency.

At 3<sup>rd</sup> level, the bombardier get a +1 to their initiative rolls.

At 4<sup>th</sup> level, the character gains an accuracy bonus of +1 to all attack throws with missile weapons.

At 5<sup>th</sup> level, the character may withdraw or retreat from melee combat without declaring the intention to do so at the start of the melee round. Normally, characters must declare defensive movement before initiative dice are rolled.

Also, at 5<sup>th</sup> level, the bombardier's passion has made the bombardier's followers think he is a **prophet of fire**. Any henchmen & mercenaries hired by the character gain a +1 bonus to their morale score whenever he leads them.

At 7<sup>th</sup> level, bombardiers **can't fail** at throwing flasks of oil. Any rolls of a natural '1' on any attack throw using flasks of oil are treated as a normal miss.

At 9<sup>th</sup> level, a bombardier can, assuming enough gold is at hand, build a **fireproof fortress** and become a great leader of men, taking a leadership rank in his society. When he does so, up to 1d4+1 x 10 0<sup>th</sup> level mercenaries and 1d6 bombardiers of 1<sup>st</sup> - 3<sup>rd</sup> level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. This dwelling must be primarily made from a non-flammable substance, like stone.

At 9<sup>th</sup> level, the bombardier also gains a **voice of fire**, which means he gains a +2 bonus to reaction rolls with creatures he speaks to. If this bonus results in a total of 12 or more, the subjects act as if charmed while in his presence. Creatures with a WIS greater than the character's CHA are immune to this power (and the character will know they are immune).

**Bombardier Proficiency List:** Alchemy, Ambushing, Arcane Dabbling, Bargaining, Bribery, Combat Reflexes, Command, Craft, Diplomacy, Engineering, Fighting Style, Intimidation, Knowledge, Leadership, Lore mastery, Manual of Arms, Mapping, Military Strategy, Precise Shooting, Prophecy, Running, Seduction, Siege Engineering, Soothsaying, Swashbuckling, Wakefulness, Weapon Finesse, Weapon Focus (throwing oil is an option)

### Bombardier Level Progression

Experience	Level	Title	Hit Dice	AC Bonus	Missile Damage Bonus
0	1	Firebug	1d4	+1	+1
2,000	2	Burninator	2d4	+1	+1
4,000	3	Pyrotechnic	3d4	+1	+2
8,000	4	Arsonist	4d4	+1	+2
16,000	5	Fireman / Firewoman	5d4	+1	+2
32,000	6	Molotov Marauder	6d4	+1	+3
65,000	7	Salamander Sibling	7d4	+2	+3
130,000	8	Dragon Kin	8d4	+2	+3
230,000	9	Bombardier	9d4	+2	+4
330,000	10	Bombardier, 10 <sup>th</sup> level	9d4+2	+2	+4
430,000	11	Bombardier, 11 <sup>th</sup> level	9d4+4	+2	+4
530,000	12	Bombardier, 12 <sup>th</sup> level	9d4+6	+2	+5
630,000	13	Bombardier, 13 <sup>th</sup> level	9d4+8	+3	+5
730,000	14	Master / Mistress of Fire	9d4+10	+3	+5

### Bombardier Saving Throws & Attack Throws

Level	Petrif. & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throws
1	13+	12+	14+	14+	15+	10+
2 - 3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5 - 6	10+	9+	11+	11+	12+	7+
7	9+	8+	10+	10+	11+	6+
8 - 9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	8+	9+	4+
11 - 12	6+	5+	7+	7+	8+	3+
13	5+	4+	6+	6+	7+	2+
14	4+	3+	5+	5+	6+	1+

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