

Drow Soldier

The drow are well known and feared for their wizards and clerics, however it is their soldiers who make up the majority of their forces. Well trained from early adolescence in the arts of stealth, ambush, and combat drow soldiers are some of the deadliest killing machines anywhere. Trained to wage war against other drow there are few non-drow warriors with the same long intense training as a common drow soldier, indeed most surface kingdoms would be hard pressed to muster even a score of warriors able to hold their own in single combat with a drow soldier. The "myth" that a single drow warrior is capable of fighting and defeating a dozen goblins or orcs holds more than a little truth.

Adventures: Drow soldiers often become adventurers to escape the tyranny of the drow noble houses, or to gain power for their house. Many drow soldiers also adventure out of curiosity, wanderlust, and to satisfy the battlelust which afflicts all drow. Good-aligned drow soldiers from among the followers of Eilistraee often become adventurers to spread the teaching and ethos of Eilistraee.

Alignment: Drow soldiers can be of any alignment. Most are evil.

Religion: No one faith is predominate among drow soldiers, although most serve Lolth to one degree or another. Others are devout worshipers of Eilistraee, indeed some of the finest drow soldiers come from among the Chosen of Eilistraee.

Background: Beginning their training at around 15 or 16 years of age, by the time drow soldiers reach young adulthood (if they survive that long) they have already undergone nearly 40 to 60 years of extremely intense and rigorous training in the arts of drow style warfare.

Classes: All drow soldiers are trained to work well with wizards and clerics, working in teams to use weapons and spells to best effect. Drow soldiers are also trained to work together with small unit tactics. However only among good-aligned drow is true teamwork and unity found.

Abilities: Strength, Constitution, and Dexterity are important to drow soldiers. Most drow soldiers prefer light armor such as drow/elven chain and are almost never encountered wearing any armor heavier than a hauberk of

Level	BAB	Fort	Refl	Will	Special
1	1	2	1	1	Blind-fighting, Blooded, Bonus Feat, Weapon of choice + 1
2	2	3	1	1	+ 1 Bonus Feat, Uncanny Dodge (Dex bonus to AC)
3	3	3	2	2	
4	4	4	2	2	Bonus Feat
5	5	4	3	3	Uncanny Dodge (Can't be flanked), Weapon of choice + 2
6	6/1	5	3	3	Bonus Feat
7	7/2	5	4	4	
8	8/3	6	4	4	Bonus Feat
9	9/4	6	5	5	Improved two-weapon fighting
10	10/5	7	5	5	+ 5 Bonus Feat, Weapon of Choice + 3
11	11/6/1	7	6	6	Uncanny Dodge (+ 1 against traps)
12	12/7/2	8	6	6	Bonus Feat
13	13/8/3	8	7	7	Uncanny Dodge (+ 1 against traps)
14	14/9/4	9	7	7	Bonus Feat
15	15/10/5	9	8	8	Weapon of Choice + 4
16	16/11/6/1	10	8	8	Bonus Feat, Uncanny Dodge (+ 3 against traps)
17	17/12/7/2	10	9	9	
18	18/13/8/3	11	9	9	Bonus Feat
19	19/14/9/4	11	10	10	Uncanny Dodge (+ 4 against traps)
20	20/15/10/5	12	10	10	Bonus Feat, Weapon of Choice + 5

chainmail. They rely upon stealth, agility, and personal skill to carry them through battle.

Hit Die: d10

Skill points at first level: $(6 + \text{Int modifier}) \times 4$

Skill points per level: $6 + \text{Int modifier}$

Class Features:

Armor and weapon proficiencies: Drow soldiers are proficient with all light and medium armor as well as all simple and martial weapons and the hand crossbow.

Uncanny Dodge: As the barbarians ability*

Bonus Feats: Due to their heritage and training drow soldiers gain the feats Blind-fighting and Blooded free at first level. They gain additional bonus feats at the same rate as a Fighter.

Two-Weapon Fighting: Drow soldiers suffer no penalty when fighting with two weapons of size medium or small. In effect they receive the feats Ambidexterity, Two-Weapon Fighting, Two-Weapon Fighting Specialization, and Improved Two-Weapon Fighting Specialization free.

Weapon of choice: Drow soldiers may select one melee weapon at first level to be their weapon of choice; with that weapon they gain a +1 to attack, damage, and initiative rolls. As they gain levels their bonuses with their weapon of choice also increases to +2 at 5th-level, +3 at 10th-level, +4 at 15th-level, and +5 at 20th-level. Once selected their weapon of choice cannot be changed. **Improved Two-Weapon Fighting:** At 9th level drow soldiers receive the feat Improved Two-Weapon Fighting free.

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Intuit Danger (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

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