# THE CARDBOARD TUBE SAMURAI

Alone he wanders... Watching... Waiting...

Righting wrong, wronging evil, he watches from the shadows of song, of legend, of myth. Wielding a tube, a tube of steel, he moves, a flash of light, a swirl of darkness. His enemies fall, justice is done, for the cardboard tube samurai has come. Evil rises, but one will always be there. The one who is one with the tube shall bring the light, and crush the darkness. The tyrant will fall, and the murderer will perish. Hit Dice: d10.

#### Requirements

Alignment: Any non-evil Skills: Jump 8 ranks, Intimidate 4 ranks. Feats: Quick-Draw, Power Attack **Base Attack Bonus:** +7 Special: You must find the cardboard tube.



The cardboard tube is a unique, semi-intelligent minor artifact. It has the power to

choose to whom it offers its power. Since its creation by the Neutral Good halfling rogue Dritt Smokestone, it has passed through the hands of countless mortals. Myth has it that the infamous gnome Zim Wizzlewhump, known as Kobold-bane, once held this weapon, but discounted it as worthless junk. Others have found the tube, and known it for the powerful artifact it is. The tube was last seen in the hands of the human known only as Gabriel the Mad.

Monks and fighters are most often chosen by the tube, although rogues and bards are nearly as common.

## **Class Skills**

The Cardboard Tube Samurai's class skills (and the key ability for each) are Balance(Dex), Bluff(Cha), Diplomacy(Cha), Hide(Dex), Intimidate(Cha), Jump(Str), Move Silently(Dex), Sense Motive(Wis), and Tumble(Dex)

Skill points at each level: 4 + Int Modifier

## **Class Features**

me anymore!

The following are the class features of the cardboard tube samurai prestige class.

Weapon and Armor Proficiency: The Cardboard Tube Samurai is proficient with light armors. He is NEVER HEARD proficient with the cardboard tube. He is not proficient with shields. He gains no other weapon or armor OF THE CARDBOARD proficiencies. TUBE SAMURAI?

Living Legend (Ex): The Cardboard Tube Samurai is recognized for his bravery wherever he goes. For every level of CBTS you possess, there is a 5% chance that NPCs will recognize you and respond to you in a manner favorable to your alignment and reputation.

Tube of Steel (Su): The Cardboard Tube Samurai's weapon is as hard as steel. Treat it as a katana in terms of damage, critical threat range, and reach. The tube weighs one pound, does bludgeoning damage, and is finessable. Antimagic, Dispel Magic, and even Mordikanien's Disjunction can not dispel this

basic enchantment; however, any additional enchantments are subject to the usual loss. The tube can NOT be sundered. If the wielder of the tube converts to an evil alignment, the tube attempts to swing its wielder to neutral, forcing a will save (DC20) once per hour for three days. If the wielder continues to resist, the tube vanishes, seeking a new wielder. The tube is hereafter referred to as 'the weapon' in ability descriptions. Please don't hit I'M SOPPH!

Flight from Danger (Ex): Once per CBTS level per day, but no more than once per

round, the Cardboard Tube Samurai may leap away from danger. The CBTS may make a jump check (DC 10 + damage dealt) as a free action to avoid taking damage. This ability only applies for melee attacks. The CBTS may choose where he lands (within the limits of his jump), but may suffer attacks of opportunity when moving through threatened areas. Also, Flight from Danger can not be used at any time you would otherwise be denied your dex bonus.

Hm. Ninjas! (ex): Ninjas are the bane of the Cardboard Tube Samurai. Starting at second level, the CBTS gains a +1 bonus to both attack and damage vs. ninjas. This increases by 1 every other level, with a maximum bonus of +4 at level 8.

One with the Tube: At 3rd level, the Cardboard Tube Samurai bonds with his weapon. He gains







both the Weapon Focus(Cardboard Tube) and Weapon Specialization(Cardboard Tube) feats for free.

**Walk Softly (Su):** The Cardboard Tube Samurai gains a +4 bonus to Move Silently and Hide checks while wielding his weapon.

And Carry a Big Stick (Ex): The Cardboard Tube Samurai gains a +2 bonus to all Intimidate, Bluff, and Diplomacy checks while wielding his weapon.

**Deflect Arrows (Ex):** The Cardboard Tube Samurai gains the Deflect Arrows feat for free, if using his weapon for that purpose, even if he does not otherwise qualify for the feat.

**Bonus Feat:** At 5th, 7th, and 8th levels, the Cardboard Tube Samurai may choose a feat from the following list. The CBTS must otherwise meet any prerequisites for a feat. Alertness, Combat Reflexes, Dodge, Expertise, Cleave, Mantis Leap, and Weapon Finesse

**Tube of Health (Su):** The Cardboard Tube Samurai gains immunity to poisons while within 25 feet of his weapon, but suffers a -2 penalty to resist disease.

Say It! (Sp): Once per week, as a standard action, you may use your cardboard tube to emanate a Zone of Truth spell, as cast by a 10th level cleric.

Shrieking Tube (Sp): Once per day, the Cardboard Tube Samurai, as a standard action, may put his tube to his mouth and reproduce the effects of the Shout spell, as cast by a 12th level

sorcerer.



Path Through Oblivion (Ex): Once per day at

level 10, the Cardboard Tube Samurai may make up to his full number of attacks while simultaneously taking his movement, as a full round action. The Samurai may only attack a target in this manner once per round, and may move up to one and onehalf times his normal movement rate. Once begun, the Path cannot be interrupted.

For example, Gabe the Mad is assaulted by 5 ninjas. He wins initiative, and decides to carve a Path Through Oblivion. Since his base movement rate is 30, he can move up to 45 feet this round. He moves 5 feet and attacks the first ninja, easily slaying it. Next, he moves 15 feet to the next ninja, slaying him just as easily before moving 10 more feet to cut down the next ninja. Finally, he moves on to the fourth ninja, moving 15 feet and cutting him down. The final ninja is only 5 feet away, but unfortunately Gabe has already moved 45 feet this round, and cannot attack the last ninja.

### THE CARDBOARD TUBE SAMURAI

Level	BAB	Fort	Ref	Will	Special			
$1^{st}$	+1	0	+2	0	Living Legend, Tube of Steel			
$2^{nd}$	+2	0	+3	0	Flight from Danger, Hm. Ninjas! +1			
3 <sup>rd</sup>	+3	+1	+3	+1	Walk Softly, One with the Tube And Carry a Big Stick, Hm. Ninjas! +2			
$4^{\text{th}}$	+4	+1	+4	+1				
5 <sup>th</sup>	+5	+1	+4	+1	Bonus Feat, Deflect Arrows	A		
6 <sup>th</sup>	+6	+2	+5	+2	Tube of Health, Hm. Ninjas! +3	P L		
$7^{\text{th}}$	+7	+2	+5	+2	Bonus Feat			
$8^{\text{th}}$	+8	+2	+6	+2	Bonus Feat, Say It!, Hm. Ninjas! +4			
$9^{\text{th}}$	+9	+3	+6	+3	Shrieking Tube			
10 <sup>th</sup>	+10	+3	+7	+3	Path Through Oblivion			

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Weapon	Cost	Damage	Critical	Range Increment	Weight	Туре
Medium-size						
The Cardboard Tube*	-	1d10	18-20/x2	-	11b.	Bludgeoning

\*See weapon description for special rules regarding this weapon



The Tube is Civilization

Say it, Goddamit!