

# 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

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 proficient with the cardboard tube. He is not proficient with shields. He gains no other weapon or armor proficiencies.

**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 Mordikani'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.

**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



