

Crying Freeman Prestige Class

Author: Dominique Crouzet, <dominique.crouzet@libertysurf.fr>

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Acrobatics (+2) ; Dragon's blessing (+1) ; Bound to the organization
2 nd	+2	+0	+3	+0	Sneak attack (+1d6)
3 rd	+3	+1	+3	+1	Uncanny dodge (Dex bonus to AC)
4 th	+4	+1	+4	+1	Acrobatics (+4) ; Dragon's blessing (+2) ;
5 th	+5	+1	+4	+1	Sneak attack (+2d6)
6 th	+6	+2	+5	+2	Uncanny dodge (can't be flanked)
7 th	+7	+2	+5	+2	Acrobatics (+6) ; Dragon's blessing (+3) ;
8 th	+8	+2	+6	+2	Sneak attack (+3d6)
9 th	+9	+3	+6	+3	Uncanny dodge (+1 against traps)
10 th	+10	+3	+7	+3	Acrobatics (+8) ; Dragon's blessing (+4) ;

Author's Note: *The Crying Freeman prestige class is directly inspired from the film (and the manga) of the same name.*

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"The *Society of the Sons of the Dragon* is very old. Fourteen centuries ago, during an age of terror and oppression, 108 monks mounted a revolt against a tyrant. They were all killed but five. These five founded the *Society of the Dragon*, and then became the guardians of the common people struggling against injustice and oppression. They have one killer: the *Freeman*. Legend has, that the Dragon's breath is in him, and he cannot die. His body changes, he could be from any land, any color, any race, but he is always the "Dragon", always the same man, a super killer. Part fact, part wishful thinking: who knows?"

Detective Netah (Crying Freeman film)

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The Crying Freeman is the executioner of a mysterious organization known as the "Sons of the Dragon". Some say they are fanatics and criminals, while others pretend they are the champions of the oppressed. But in any case their killer is a single man, rumored to be very powerful, so they would need no other. In fact, for difficult missions the Crying Freeman will be aided by others, but there is nonetheless only one Crying Freeman at any time.

Another important thing about him, is that the Crying Freeman, contrary to what his name would suggest, is not free, but is rather the slave of the Society of the Sons of the Dragon. Hence, he has no other choice than obey them and kill whomever he is ordered to. As such, the Crying Freeman uses a different weapon for each mission, but these weapons being magically treated cannot lead back to him. In fact, such weapons left on the site of the murder act as a warning against whoever would go against the interests of this mysterious society. Otherwise, as bound by his code, the Crying Freeman will kill any witness who saw his face when he was murdering someone. Lastly, if

the Crying Freeman was to betray the Society (as in refusing to slay someone he was ordered to), the Society would do anything in its power to assassinate him.

Nobody chooses to become the Crying Freeman; the new Freeman is always chosen by the "Dragon". In fact, the *Society of the Sons of the Dragons* often constrain (with powerful magic) some unwilling characters who learned something about them, to commit some murder on their behalf. These are usually hopeless missions that result in the death of these unfortunate characters. But sometimes, one of them is chosen to be the Freeman by the Dragon. He thus gets "his blessing" when doing the mission, surviving, and is so designated to the Society as the new Freeman. The Society then conditions and trains him to be their new killing slave. One thing must be noted though: for some unknown reason, the Dragon always chooses some sort of artist and sensible person to be the next Freeman. Then, when having to murder against their will, such persons have been often seen crying while doing so, hence their name.

Requirements

To qualify as a Crying Freeman, the character must fulfill all the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +4

Craft (artistic) or Perform: 8 ranks.

Special: Must have been chosen by the "Dragon".

Class Skills

The Crying Freeman's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move silently (Dex), Open locks (Dex), Spot (Wis), and Tumble (Dex).

Skill points at each level: 4 (four) + Int modifier.

Class Features

All of the following are class features of the Crying Freeman prestige class.

Hit Die: d8 (eight)

Weapon & Armor Proficiency: The Crying Freeman is proficient with all simple and martial weapons. He does not gain any proficiencies in armors or shields.

Acrobatics (ex): At 1st level, the Crying Freeman gains a +2 competence bonus on Balance, Jump, and Tumble checks. Then, this bonus increases to +4 at 4th level, +6 at 7th level, and +8 at 10th level. In addition, the Crying Freeman can always choose to take 10 on a Balance, Jump, or Tumble check, even when circumstances would normally prevent him from doing so.

Dragon's Blessing (su): When becoming the new Crying Freeman, the character gets a large magical tattoo of a dragon, covering all his upper back and torso. This tattoo provides him at all times with an AC bonus equal to his Charisma modifier (if any) plus the relevant bonus (+1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level).

In addition, when in combat with those whom he has been ordered to kill, the Crying Freeman is shielded from missile weapons as if by a *Protection from Arrows* spell. The duration of this protection lasts until that particular fight ends. The protection is of 10/+1 at 1st level, 10/+2 at 4th level, 10/+3 at 7th level, and 10/+4 at 10th level.

Note that Dragon's Blessing is only effective when the Crying Freeman doesn't wear any armor (similar to the monk class in this regard).

Sneak Attack: At 2nd level, the Crying Freeman gets the Sneak Attack ability as for rogues, which improves to +2d6 at 5th level, and +3d6 at 8th level. If the Crying Freeman already had Sneak Attack from a previous class, it stacks with it.

Uncanny Dodge: At 3rd level and above, the Crying Freeman retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 6th level, the Crying Freeman can no longer be flanked (but, a character with Sneak Attack at least four levels higher can still flank him). At 9th level, the Crying Freeman gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Bound to the Organization: The Crying Freeman rarely becomes such an assassin willingly. Instead he has been conditioned magically by the Society of the Sons of the Dragons to become their killer. As such, whenever he gets from them the order to kill someone, he cannot but obey them, unless succeeding a Will saving throw at DC=20 (quartermasters of the Society) or DC=30 (master of the Society). However, the Crying Freeman cannot be ordered to commit suicide that way.

Ex Crying Freeman

If the Crying Freeman would betray the Society of the Sons of the Dragons (typically in succeeding to refuse to kill someone as ordered by the organization, and then leaving it), the Society would put him to a death sentence. However, the Crying Freeman would not lose his special abilities, except for the *Protection from Arrows* spell-like ability, as this one only works when attacking those he has been ordered to kill. The character may however no longer get levels in the Crying Freeman prestige class.

Current Crying Freeman

Yo Hinomura was a simple potter, but one day he witnessed a murder ordered by the Society of the Sons of the Dragon. He was thus kidnapped, and subsequently magically conditioned to commit a murder. But then, as he survived that mission, the organization understood he had been blessed by the "Dragon". So, he was given his magical tattoo and trained to become an efficient killer. Yo, however, resents having to kill, and typically cries when doing so. If confronted with a woman who would please him particularly, he could even come to betray the organization.

Yo Hinomura: male human Expert 6 /Cry Freeman 8; medium-sized humanoid; hp 70, Init +6, Speed 30, AC 18 (touch 18, flat-footed 16); Atk +15/+9/+4 melee (ninja-to 1d6+3, 19-20/x2) or +17/+11/+6 melee (dagger 1d4+5, 17-20/x2); AL CG; SQ none; Saves: Fort +9, Ref +10, Will +9; Abilities: Str 15 (+2), Dex 15 (+2), Con 13 (+1), Int 12 (+1), Wis 14 (+2), Cha 12 (+1).

Skills: Alchemy +7, Appraise +7, Balance +13, Bluff +7, Climb +9, Concentration +7, Craft (pottery) +10, Disguise +5, Diplomacy +7, Hide +10, Jump +13, Knowledge (nature) +7, Listen +11, Move silently +10, Profession (artisan) +11, Spot +11, and Tumble +13.

Feats and Specials: Acrobatics, Dragon's Blessing, Sneak attack (+3d6), Uncanny dodge (Dex bonus to AC and can't be flanked), Alertness, Ambidexterity, Exotic weapon: ninja-to, Improved critical (dagger), Improved initiative, Mobility.

Possessions: Dagger +3, Ninja-to +1, Ring AC+2, potions of *Cure moderate wounds*, *invisibility*, *speed*, *fly*.

Note: the Crying Freeman prestige class was checked with both the *D20 CCE* and the *ClassCalc*, and appears to be balanced (not overpowered) according to them. (In fact, it even appears that it could be a little stronger. So, you may give it high Fortitude saves if you prefer more powerful prestige classes in your campaign.)