

RRATHMAL

“The search for enlightenment and the freedom we now possess do not allow us the luxury of quietly suffering our enemies.”

Prerequisite: Githzerai

Untold years of slavery shaped your people. Freedom molded them further during the split from those who became the githyanki. In the centuries since the githzerai gained independence, they have struggled to master themselves and prepared themselves against any threat to the liberty they earned so long ago. They will not be enslaved again.

Defense is not enough, however. Your people have always formed war bands to deal with menaces close and far. Highest among these groups is a rakkma—a vengeance band. Mighty githzerai called rathmals gather in these elite cadres to hunt those who still watch the free githzerai with covetous eyes. Each rakkma sets out on a hunt, bringing destruction to mind flayers, githyanki, and other threats wherever they are found.

At times, a rakkma has a goal, such as hindering ferreting out a hive of mind flayers. Sometimes the members of a rakkma wander until they have faced a number of foes sufficient to call the mission a success. To serve in a rakkma is a great privilege, and githzerai preparing to join such a group receive special training. Even a githzerai who has proven worthy while traveling among nongithzerai might be so honored.

You are such a one. You have served your people well, proven yourself worthy of special training, or found a teacher who knows the techniques of the vengeance warriors of the githzerai. You have learned to make assaults decisively, pursue enemies relentlessly, and defeat foes utterly.

RRATHMAL PATH FEATURES

Psychic Resistance (11th level): You gain resist 10 psychic. The resistance increases to 15 at 21st level.

Unfettered Action (11th level): When you spend an action point to take an extra action, any effects on you that daze, restrain, slow, or immobilize end.

Preternatural Instinct (16th level): When you roll initiative, you can roll twice and use either result.

RRATHMAL POWERS

Trace Chance Rrathmal Attack 11

By peering into the future, you pick through the possibilities to anticipate your enemy's next action.

Encounter

Standard Action **Ranged 5**

Target: One creature

Effect: You gain a +2 bonus to the next melee attack roll you make against the target with an at-will power before the end of your next turn. If that attack hits, it is a critical hit.



Rrathmal Pursuit Rrathmal Utility 12

Even as your opponent withdraws, you are in motion, cutting off its retreat.

At-Will

Immediate Reaction **Personal**

Trigger: An adjacent enemy shifts away from you

Effect: You shift your speed to a square adjacent to the triggering enemy.

Vengeance Shroud Rrathmal Attack 20

Exerting your steely will, you force order onto the chaos of battle and turn the hostility of your adversaries into suffering.

Daily ♦ **Psychic, Zone**

Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Dexterity or Wisdom + 6 vs. Will

Hit: 2d10 + Dexterity or Wisdom modifier psychic damage. The first time the target hits or misses during each of its turns, it takes 10 psychic damage (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, any ally can take 10 on the first attack roll of his or her turn, rather than rolling a d20.

Sustain Minor: The zone persists.