

Agent of the Ninth Circle of the Kha'Ri

Every Narn child is taught that there are nine Circles to the Kha'Ri. Inevitably, some inquisitive child realizes that only eight of them have been described to them and asks, 'What is the Ninth Circle?' The answer is and has always been, 'Pray to the Prophets you never have a reason to find out.' The Ninth Circle is the true enforcement arm of the Kha'Ri. While the Eighth Circle is the police force and citizen judicial branch, the Ninth Circle is effectively a special cadre of assassins and agents tasked to perform the First Narns' will whenever a more public show of force would not be appropriate.

Agents of the Ninth Circle are very skilled individuals, trained to be versatile and adaptable for the wishes of the Kha'Ri. They specialize in overt and covert operations, troubleshooting and even assassinations. They are good at what they do and are feared through out Narn space.

Post-2260: The Kha'Ri were either killed or are hunted by the Centauri Republic. Once the forces of the Centauri were purged once again from the Narn Homeworld in 2261, G'Kar lead his people like G'Lan and G'Quan, not immediately reforming the governmental bodies. Pockets of Kha'Ri power still exist but in limited form. Agents were spread all across the galaxy, hiding from Centauri hunters.

Requirements

To qualify to become an Agent of the Ninth Circle of Kha'Ri, a character must fulfill the following criteria.

Ability Scores: Intelligence 13+, Wisdom 13+

Base Attack Bonus: 6+

Skills: Computer Use 6+ ranks, Diplomacy 6+ ranks, Intrigue 6+ ranks

Feat: Data Access, Skill Focus (Intrigue) or Skill Focus (Subterfuge)

Influence: Narn Political 10, Narn Military 8

Race: Normally Narn. Non-Narn are accepted only in special cases.

Special: Gamemaster approval. He may require an influence roll or a story reason for entering this prestige class. The Gamemaster also must approve each leveling.

Game Rule Information

Additional Influence: An Agent of the Ninth Circle of Kha'Ri's Narn Military Influence and Narn Political increase by +2 each level. He may also increase any one other Influence by +1.

Hit Points: Agent of the Ninth Circle of Kha'Ri gain 2 hit points per level

The Agent of the Ninth Circle of the Kha'Ri's Class Skills (and the key ability for each skill) are:

Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Pilot (Dex), Profession (any), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), Technical (any) (Int).

Skill Points at Each Level: 6 + Int modifier.

The Agent of the Ninth Circle

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Special
1st	+0	+0	+1	+1	+0	Specialty +2
2nd	+1	+0	+2	+2	+1	Opportunism
3rd	+2	+1	+2	+2	+1	Training Regimen 1
4th	+3	+1	+2	+2	+2	Kha'Ri Privilege 1/scenario
5th	+3	+1	+3	+3	+3	Specialty + 4
6th	+4	+2	+4	+4	+3	Opportunism
7th	+5	+2	+4	+4	+4	Training Regimen 2
8th	+6	+3	+4	+4	+5	Government Protection or Second Specialty
9th	+6	+3	+5	+5	+5	Kha'Ri Privilege 2/scenario, Opportunism
10th	+7	+3	+6	+6	+6	Specialty +6, Training Regimen 3

NOTE: The Kha'Ri is only in power until 2260. Once the Kha'Ri are gone, many of the abilities will be hindered.

Class Features

The following are features of the Agent of the Ninth Circle prestige class.

Weapon Proficiency: An agent is proficient with all close combat, grenade and pistol weapons.

Specialty: All agents choose a specialty. See the list below:

Specialty	Related Skills
Interaction	Bluff, Diplomacy, Intimidate, Sense Motive
Espionage	Notice, Stealth, Subterfuge
Intelligence	Concentration, Linguistics, Intrigue
Assassination	Stealth, Subterfuge, attack rolls*
Trouble shooting	Investigation, Intrigue, Diplomacy
Guardian	Notice, Athletics, Defense Value**
* Assassins gain half the bonus to attack rolls. ** Guardians gain half the bonus to Defense Value.	

The Agent of the Ninth Circle gains a bonus in the listed skills. At 1st level, that bonus is +2, at 5th level, that bonus is +4, and at 10th level, that bonus is increased to +6.

Opportunism: Agents of the Ninth Circle are trained to take advantage when a vulnerability presents itself. These abilities only work when an agent attacks another character with close combat or personal ranged attacks. They will not work with grenade attacks. The target character must be flat-footed, flanked or helpless for the Opportunism effect to work. Opportunism effects will not affect creatures immune to critical hits. If a creature has the damage from the attack reduced to 0 through Damage Reduction, armor or other means, then they will not suffer the Opportunism effect. If the agent makes more than one attack in a turn (through the full attack action or firing a weapon more than once), then the Opportunism effect will only apply to the first attack. No more than one Opportunism effect may be applied to an attack and Opportunism effects are not multiplied with a critical hit. At 3rd, 6th and 9th levels, the Agent of the Ninth Circle character may take one of the following abilities.

- **Crippling Attack:** If successful, the agent deals 1d3 points of Strength damage on a successful hit. This ability may be taken more than once; each additional selection adds +1 to the Strength damage.
- **Sneak Attack:** If successful, the agent deals an extra 1d6 points of damage on a successful hit. This ability may be taken more than once; each time the damage is increased by 1d6.
- **Stunning Attack:** If successful, the target must make a Fortitude save DC 10 + agent's Dex modifier + $\frac{1}{2}$ class level*) or be stunned for one round. This ability may be taken more than once; each time the DC is increased by +1 and the duration of the stun is increased by one round.

NOTE: Stunned: A stunned character drops everything held, cannot take actions, takes a -2 penalty to Defense Value and loses his Dexterity bonus to Defense Value (if any).

NOTE for Agent Base Class characters: These abilities stack with the Opportunism class ability of the Agent. Also, for Stunning Attack DC, add in both Agent class level with the prestige class level.

Training Regimen: At 3rd Level, the Agents of the Ninth Circle learns a secret training regimen that gives him an edge over others. Choose one from the following list. At 8th Level, and 10th level, the Agent of Ninth Circle can choose another regimen. Note that all regimens can be selected more than once..

General Regimen	Effect
Instant mastery	2 ranks of a skill in which the character has no ranks
Stoic Mind	+1 bonus to Will saves
Salubrity	+1 bonus to Fortitude saves
Agility	+1 bonus to Reflex saves
Pugilism	+1 bonus to attack rolls
Avoidance	+1 dodge bonus to Defense Value
Class Feature Regimens	Effect
Advanced Crippling Attack*	First selection: Increase Crippling attack to 1d4 damage Successive Selection: +1 to Crippling Damage
Advanced Stunning Attack*	First Selection: Add +3 to Fortitude DC. Successive Selections: +2 to Fortitude DC

* Requires the indicated Opportunism Class ability.

Kha’Ri Privilege (Pre-2260): At 4th level, The Agent of the Ninth Circle once per scenario can call upon higher powers back home for help. With this ability, he may do one of the following:

- Automatically succeed at a Influence check within a Narn faction he has influence.
- Make an Influence check in a Narn faction he has no influence in, with a +5 bonus

At 9th level, The Agent of the Ninth Circle can perform this action twice per scenario.

Kha’Ri Privilege (Post-2260): Narn Political and Narn Military as severely crippled after the Centauri invasion and the wars that followed. No influence checks with either of these factions are automatic. The checks are made with a +5 bonus, however.

Government Protection (Pre-2260): At 8th level, an agent can expect to be rescued from any legal or diplomatic entanglements as long as the Kha’Ri can get involved in some way, either officially or unofficially. Once per scenario, the agent can call upon his Influence to get himself out of an impossible legal or diplomatic situation. The DC is 20 no matter what the situation is. This can be re-tried once per period of time base don the GMs judgment – once per day or once per week or once per month.

Government Protection (Post-2260): This ability can not be used. While the Centauri are in control of the Narn Homeworld, the Agents of the Ninth Circle are hunted. Replace this ability with **Second Specialty**.

Second Specialty: At 8th level, the Agent of the Ninth Circle can choose a second specialty from the Specialty list and gain half his Specialty bonus to those skills.