

HARDHEAD (HD DIO)

By Christopher Campbell
(planehopping@hotmail.com)

"We are not a violent organization. We fight only to defend the weak and innocent. Our name says it all -- we promote a harmonious multiverse where everyone can feel secure knowing their way of life is under our protection."

Such is the message of the Harmonium, a faction that declares itself the protector of the multiverse. The Harmonium preaches peace and order, but not necessarily the former before the latter (although the faction high-ups claim otherwise). Members of the Harmonium, called hardheads, travel the planes enforcing law and imposing order wherever the faction's interests lie.

As mouthpieces of the gods, clerics flock to the faction, using their divine spell ability to lend credence to the faction's message. Monks also join the faction in abundance, wishing to use the influence of the faction to spread their perspective on law. The other classes are represented as well. Only bards truly shun the Harmonium, for they feel the rigid code of law and order suppresses creativity and stifles individuality. That's exactly how the hardheads like it.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Harmonious Mind
2	+2	+3	+0	+0	Command
3	+3	+3	+1	+1	Rigid Thinking
4	+4	+4	+1	+1	Martial Expertise +1
5	+5	+4	+1	+1	Impose Order
6	+6	+5	+2	+2	Enforce Law
7	+7	+5	+2	+2	Martial Expertise +2
8	+8	+6	+2	+2	Maintain Order
9	+9	+6	+3	+3	Suppress Chaos
10	+10	+7	+3	+3	Martial Expertise +3

Class Requirements:

To qualify to become a hardhead, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +3.

Base Will Save: +2.

Feats: Iron Will, Weapon Focus (any).

Class Skills:

Skill Points at Each Level: 2 + Int modifier.

Strength: Climb, Jump.

Dexterity: Balance, Ride, Tumble, Use Rope.

Constitution: Concentration.

Intelligence: Search.

Wisdom: Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore.

Charisma: Intimidate.

Class Features:

All of the following are class features of the hardhead prestige class.

Weapon and Armor Proficiency: A character that takes a level of hardhead gains proficiency with all simple weapons, all martial weapons,



and mancatchers (see *Dragon* #275), as well as all armor and shields.

Harmonious Mind (Su): At 1st level, all hardheads within 300 feet of one another are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No hardhead in the group is considered flanked unless they all are.

Command (Sp): At 2nd level, the hardhead is able to use *command* three times a day plus the hardhead's Charisma modifier.

Rigid Thinking (Ex): At 3rd level, the hardhead's mind is shielded against chaos. He gains a +3 bonus to all saving throws vs. chaos-based spells and chaotic spellcasters.

Martial Expertise (Su): At 4th level, the hardhead treats any one kind of weapon for which he has the Weapon Focus feat as a +1 weapon for purposes of bypassing damage reduction. At 7th level, the bonus increases to +2. At 10th level, the bonus increases to +3. This virtual bonus is for the purpose of bypassing damage reduction and does not provide an actual attack or damage bonus; it stacks with any enhancement bonus a weapon may already possess.

Impose Order (Su): At 5th level, the hardhead is able to smite chaos once per day, dealing additional damage equal to his hardhead level to a chaotic opponent. Use of this ability must be declared before the attack is made; if the attack misses, use of the ability is lost for that day.

Enforce Law (Sp): At 6th level, the hardhead is able to cast *dispel chaos* once per day as a cleric of the same level as the hardhead's level.



Maintain Order (Su): At 8th level, the hardhead generates a field that interferes with both arcane and divine spellcasters of a chaotic bent. Any chaotic spellcaster within 10 feet of the hardhead must make a caster level check (DC 10 + hardhead's class level + hardhead's Wisdom modifier) in order to successfully cast a spell. Failure indicates the spell does not take effect but is lost as if cast. This ability can be suppressed as a free action.

Suppress Chaos (Sp): At 9th level, the hardhead is able to cast *dictum* once per day as a cleric of the same level as the hardhead's level.

