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ABANDONED ARTS[©] PRESENTS:

CLASS ACTS: PALADIN ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the Pathfinder[®] Roleplaying Game: Advanced Player's Guide [™], archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE CHAMPION OF LAW (PALADIN ARCHETYPE)

A divinely-sanctioned justice of the peace, the champion of law is the penultimate foe of crime and lawlessness. Where lawmen fear to tread, where justice and order give way to corruption and anarchy, the champion of law heeds the call.

A champion of law has the following class features.

Aura of Law (Ex): The power of a champion of law's aura of law (see the detect law spell) is equal to his class level.

Detect Chaos (Sp): This ability works like a paladin's *detect evil* special ability, except that a champion of law detects chaoticallyaligned creatures and objects rather than evil-aligned ones.

This ability replaces detect evil.

Urban Tracker (Ex): At 2nd level, the champion of law may use the Diplomacy skill to track creatures across urban environments. This ability replaces divine grace.

Uncompromising Will (Ex): At 3rd level, whenever a champion of law is affected by a charm or compulsion effect which would grant the target a new saving throw when the subject is asked or compelled to commit an act which is against its nature, the champion of law may instead shake off that effect automatically if asked or compelled to perform such an act.

At 17th level, the paladin gains DR 5/evil and a constant *mind blank* spell-like ability with a caster level equal to his class level. This ability replaces aura of righteousness and the mercy gained at 3rd level.

THE KNIGHT~ZEALOT (PALADIN ARCHETYPE)

Ardent zeal and the strength of his convictions carries the knight-zealot ever forward, and relentlessly so. Dangerously fervent, some would call these paladins fanatics. Even so, the knight-zealot is a dire opponent of evil; dangerous indeed, in that regard.

A knight-zealot has the following class features.

Zealous Smite (Su): At 4th level, a knight-zealot gains the ability to smite a hostile, non-good creature. The knight-zealot must spend two daily uses of his smite evil ability to perform a zealous smite, and the target of his smite evil ability must demonstrate a hostile attitude. If the paladin targets a good-aligned creature, both of the expended smite abilities are wasted to no effect.

This ability replaces lay on hands and all mercies.

Strength of Conviction (Su): At 5th level, a knight-zealot may add his Charisma modifier as a sacred bonus to his Strength score, and gains bonus spells for possessing a high Charisma score as though his Charisma score were 2 points higher. This ability replaces divine bond.

THE PEACEBRINGER (PALADIN ARCHETYPE)

The path of the nearly pacifistic peacebringer is not an easy one to walk. Even among the ranks of paladins, the peacebringer's code is widely regarded as one of the most exalted callings that a mortal creature can follow.

A peacebringer has the following class features.

Class Skills: A peacebringer adds Linguistics and Perception to their list of class skills, and removes Spellcraft from that list.

Weapon and Armor Proficiency: A peacebringer gains no proficiency with armor or weapons.

Ki Pool (Su): A peacebringer gains a pool of ki points, supernatural energy that he can use to accomplish superhuman feats. The number of points in the peacebringer's ki pool is equal to half his class level plus his Charisma modifier. As long as he has at least 1 point in his ki pool, a peacebringer may add his Charisma bonus (if any) to his Armor Class and his Combat Maneuver Defense. In addition, the peacebringer gains a bonus to his AC and CMD as a monk with a class level equal to his own paladin class level. These bonuses to AC apply even against touch attacks, or when the peacebringer is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, carries a shield, or carries a medium or heavy load. This ability does not allow the peacebringer to apply his Wisdom modifier to his Armor Class as a monk does, but the paladin does gain the usual level-dependent AC bonuses normally. A peacebringer with one or more monk levels may gain the benefits of the monk's AC bonus class feature normally. These bonuses stack.

As a swift action, a peacebringer may spend 1 point of ki to gain one of the following benefits:

Calm Emotions: The peacebringer can cause one creature within 30 feet to become affected by a calm emotions spell effect. The save DC for this supernatural ability is equal to 10 + half the paladin's class level + his Charisma modifier.

Guidance: The peacebringer gains the benefits of a guidance effect.

Ki Deflection: The peacebringer gains a +4 deflection bonus to Armor Class for 1 round.

Touch of Serenity: The peacebringer gains the benefits of the Improved Unarmed Strike and Touch of Serenity feats (see the Pathfinder® Roleplaying Game: Advanced Player's Guide ™ for a description of the Touch of Serenity feat) for 1 round. The peacebringer may use the Touch of Serenity feat any number of times per day, as long as he spends a ki point to do so.

This ability replaces smite evil.

The Path of Peace (Ex): A peacebringer may never willingly or knowingly deal lethal damage to a living creature. A peacebringer that does so effectively becomes an ex-paladin until he atones, as usual. Furthermore, a peacebringer's code of conduct requires that he make every reasonable attempt to avoid combat and employ nonviolent solutions to conflicts that arise during the call of duty. In addition, the peacebringer is forbidden from wielding weapons or using spells or effects with the [pain] descriptor. A peacebringer may deal nonlethal damage to a living creature with spells, or with his own hands and body, but merely wielding a weapon is a violation of the peacebringer's dramatically expanded code of conduct.

This ability alters the paladin's code of conduct.

Channel Energy (Su): At 4th level, a peacebringer gains the ability to channel energy a number of times per day equal to 1 + his Charisma modifier, rather than gaining the usual 3 + Charisma modifier daily allocation. This ability alters channel energy.

Well of Faith (Ex): At 5th level, a peacebringer gains a number of additional hit points equal to his Charisma score. Temporary increases to Charisma do not add to the peacebringer's hit point total. In addition, the paladin gains a +2 sacred bonus on saving throws against death effects and against spells with the evil descriptor.

This ability replaces divine bond.

Healer's Hands (Su): At 5th level, a peacebringer may spend 1 point of ki to activate his lay on hands ability without expending one of his daily allotted uses of that ability to do so. The paladin may activate this ability even if he has expended all of his usual allocations of the lay on hands ability for the day.

At 7th level, a peacebringer may choose to affect living creatures healed by his channel energy ability as though they were affected by his lay on hands ability instead. Living creatures affected receive an amount of healing equivalent to one use of the paladin's lay on hands ability, rather than usual amount received from the channel energy class feature. This ability does allow the paladin to affect allies healed by his channel energy with a mercy.

At 9th level, a peacebringer may confer a sanctuary effect to any creature affected by his lay on hands ability. This effect lasts for 1 round or until broken, whichever comes first. Beginning at 13th level, the sanctuary effect lasts for 1 additional round, for a maximum of 2 rounds unless broken before then. At 17th level, the effect lasts for a total of 3 rounds or until broken. The save DC for this supernatural ability is equal to 10 + half the paladin's class level + his Charisma modifier.

At 11th level, a peacebringer may maximize his lay on hands ability once per day as a free action, treating each die as though it were a "6." Used in tandem with the peacebringer's ability to channel his lay on hands ability with the channel energy class feature, this ability does allow the peacebringer to affect multiple allies with a single use of his channel energy class feature. This ability alters channel energy and replaces the paladin's spells.

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