

Spheres Apocrypha: Sidhe Outcast Archetypes





SIDHE OUTCAST ARCHETYPES

The following archetypes are for those who deal directly with the darker aspects of the fey. Designed for use with the Sidhe race from the Skybourne campaign setting, these archetypes are nonetheless available to all.

GRINNING BRIGAND (UNCHAINED ROGUE ARCHETYPE)

Pookas are flighty, mischievous fey who are attracted to mortals with similar approaches to life. Grinning brigands—unchained rogues who taunt and steal and backstab with flair and aplomb—are exactly the sort they like to befriend and assist in their shenanigans.

Proficiencies: Grinning brigands are proficient with simple weapons, as well as bucklers. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

This alters the unchained rogue's weapon and armor proficiencies.

Laughing Companion: At 1st level, a grinning brigand gains a familiar as a wizard of equal level. Levels in a class that grants a familiar stack with grinning brigand levels for determining the familiar's abilities. The familiar is a fey instead of a magical beast and has a Charisma score equal to 5 + the grinning brigand's level, but otherwise has the same abilities as a normal familiar. It may replace the feat it starts with (not a bonus feat) with Extra Combat Talent, choosing talents from the Alchemy, Athletics, Barroom, Equipment, Fencer, Gladiator, or Scoundrel spheres.

This replaces danger sense.

Flamboyant Swordplay: At 1st level the grinning brigand gains the Fencing sphere and and her choice of the Gladiator or Scoundrel spheres as bonus spheres, as well as Finesse Fighting from the Equipment sphere. At 3rd level, she gains Finesse Fighting a second time. At 4th level, and again at 9th and 17th level, she gains a talent from the Fencing sphere as a bonus talent.

She uses her class level as her base attack bonus to determine the effects of the Fencing sphere and the Finesse Fighting talent (not for attack rolls). This stacks normally with the base attack bonus from other sources.

This replaces trapfinding, finesse training, and uncanny dodge. This does not prevent the grinning brigand from also taking the canny scoundrel archetype (see chapter 4 of *Spheres of Might*), in which case she keeps flamboyant swordplay but not keen blades, keen eyes, and keen wits.

Sneak Attack (Ex): A grinning brigand gains this ability starting at 2nd level. The sneak attack damage dealt is 1d6 points at 2nd level, and increases by 1d6 points every 4 grinning brigand levels thereafter. A grinning brigand's familiar can also deal sneak attack damage as appropriate to foes as long as it is within 30 feet of her (though only Small and larger creatures may flank enemies, as usual).

This alters sneak attack.

Tricksy Pet (Ex): At 5th, 10th, 15th, and 20th level, the grinning brigand may choose to have her familiar gain Extra Combat Talent (choosing from the same spheres available to it at 1st level) instead of gaining new skill unlock powers.

This alters rogue's edge, but does not prevent the grinning brigand from taking an archetype that replaces it.

Pooka Prankster: At 8th level the grinning brigand's familiar reveals its true form. She gains the Improved Familiar feat and must select a pooka (see *Pathfinder Roleplaying Game Bestiary 4*), regardless of her alignment. Its Charisma score remains equal to 5 + the grinning brigand's level. It may replace either or both of the feats it gains from its Hit Dice with Extra Combat Talent, choosing talents from the Alchemy, Athletics, Barroom, Equipment, Fencer, Gladiator, or Scoundrel spheres. As a full-round action the pooka may transform into the form it originally had, granting the grinning brigand the normal bonus for having a familiar of that type, and may return to pooka form as a move action. This completely replaces the familiar's stats and abilities except for its mental ability scores and feats.

This replaces improved uncanny dodge.

BAOBHAN SITH (WRAITH ARCHETYPE)

Baobhan sith are wraiths who seek to emulate the vampiric seducers of the darker fairy courts. Like their namesakes they lure in prey with honeyed words and beautiful faces before ripping out its throat and drinking its life blood.

Class Skills: The baobhan sith gains Knowledge (nature) (Int) as a class skill, but loses Knowledge (religion) (Int) as a class skill.

This alters class skills.

Blood Lover (Su): At 1st level, the baobhan sith gains either the Blood sphere or the Mind sphere as a bonus talent and uses his class level as his caster level with these spheres. This stacks normally with caster levels gained from other sources. At 2nd level he gains the sphere he did not select at 1st level.

At 2nd level the baobhan sith gains Vampire's Guile as a bonus feat. If the baobhan sith already possesses Vampire's Guile, he may instead choose any feat he qualifies for. Creatures under the effect of the baobhan sith's non-harmless Mind sphere effects also take a -2 penalty to saving throws against his possession.

At 8th level, the baobhan sith gains two primary claw attacks dealing 1d4 damage each (Medium, 1d3 if Small). She may use these claw attacks while actively possessing a creature, in which case they deal damage appropriate to the possessed creature's size. When the baobhan sith successfully establishes blood control after making an Exsanguinating Strike with one of these claws, he may spend a swift action to attack with the other claw. This second attack deals additional bleed damage equal to twice its damage die. This stacks with other bleed damage.

The baobhan sith's claws are difficult to discern, requiring a Perception check with a DC of 15 + the baobhan sith's level + his casting ability modifier to notice.

At 14th level, whenever the baobhan sith successfully establishes blood control after making an Exsanguinating Strike, he may spend a spell point to use a *charm* from the Mind sphere as a free action, affecting the target of their Exsanguinating Strike.

This replaces haunt path and the talent normally gained at 2nd level.

False Seducer (Su): At 4th level, when the baobhan sith attempts a Bluff check to lie he may spend a spell point as part of making the check. If he does, he gains a bonus to the check equal to half his level. If a creature believes the lie and it would tend to make them perceive the baobhan sith more favorably, their attitude toward him improved by one step, as though by the Enthrall *charm*. This is a mind-affecting, language-dependant effect and lasts for 1 minute per class level. Once a creature has been affected by this ability they are immune to further uses by the same baobhan sith for 24 hours.

The baobhan sith automatically knows when a creature has believed a lie made with this ability.

At 9th level the baobhan sith may dismiss the effect on any one creature as an immediate action to make a request of them as the Suggestion *greater charm* with a saving throw equal to 10 + 1/2 the baobhan sith's level + his Charisma modifier.

This replaces the wraith haunt gained at 9th level.

Throat-Ripper (Ex): At 6th level the baobhan sith gains Exsanguinating Strike as a bonus talent and gains a +1 insight bonus to attack rolls when using this talent to attack a creature affected by one of his *charms*. At 10th level and every 4 levels thereafter, this bonus increases by +1.

This replaces the talent normally gained at 6th level.

FEAT

VAMPIRE'S GUILE (DUAL SPHERE)

Prerequisite: Blood sphere, Mind sphere.

Benefit: Creatures taking bleed damage suffer a -2 penalty to your Mind sphere abilities. Creatures under the effects of one of your non-harmless Mind sphere effects counts as bleeding for the purpose of determining saving throw penalties against your Blood sphere abilities.

POOKA

This creature combines the features of a sprightly girl and a black rabbit. A wicked, whimsical grin gleams on her face.

Pooka CR 2

XP 600

CN Tiny fey

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 18 (4d6+4); fast healing 2

Fort +2, Ref +7, Will +5

DR 5/cold iron or silver; SR 13

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee dagger +7 (1d2/19-20)

Space 2-1/2 ft.; Reach o ft.

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +7)

At will—detect magic, invisibility (self only)

3/day-minor image (DC 13), sleep (DC 12)

1/day—suggestion (DC 13)

STATISTICS

Str 10, Dex 16, Con 13, Int 11, Wis 12, Cha 13

Base Atk +2; CMB +3; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Bluff +8, Diplomacy +8, Fly +18, Perception +8, Sense Motive +6, Stealth +18, Use Magic Device +6

Languages Common, Sylvan; telepathy (by touch only)

SQ change shape (2 of the following forms: cat, goat, rabbit [use stats for raccoon], or raven; polymorph)

SPECIAL ABILITIES

Poison (Su): As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1–2 glasses of beer).

Pooka Dust (Su): Type inhaled; **Save** Fort DC 13; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Wis and 1d2 Cha (or intoxication); **Cure** 2 consecutive saves.

CREDITS

Creative Director: Adam Meyers

Author: Jeff Collins

Editor: Johannes Luber

Layout: Rachel Meyers

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Spheres Apocrypha: Casting Traditions and all other Drop Dead Studios product names and their respective logos are trademarks of Drop Dead Studios in the U.S.A. and other countries.

All Drop Dead Studios characters, character names, and the distinctive likenesses thereof are property of Drop Dead Studios. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions— is Product Identity. All other content is considered Open Game Content

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright

holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

II. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Airships, © 2002 Bastion Press, Inc; Authors: Sam Witt

Anger of Angels, © 2003, Sean K Reynolds.

Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Fire as She Bears, © 2013 Bill Webb, Frog God Games, Authors Louis Agresta & John Ling, Jr.

Genius Guide to the Dracomancer, ©2014, Rogue Genius Games. Author: Owen K.C. Stephens

Henchfolk & Hirelings, Copyright 2011, Raging Swan Press; Authors: Christian Alipounarian, Creighton Broadhurst and Andy Glenn Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook.

Path of the Magi, © 2002, Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder Adventure Path #55: The Wormwood Mutiny, © 2012, Paizo Publishing, LLC. Authors: Jesse Benner, Robin D. Laws, Richard Pett, Sean K Reynolds, Steven D. Russell, and F. Wesley Schneider

Pathfinder Adventure Path #71: Rasputin Must Die!, © 2013, Paizo Publishing, LLC. Paizo, Paizo Publishing, LLC, Authors: Adam Daigle, Brandon Hodge, Kevin Andrew Murphy, and Sean K Reynolds

Pathfinder Campaign Setting: Technology Guide, © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will

McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4, © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5, © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Psionic Bestiary, © 2013, Dreamscarred Press.

Psionics Augmented, © 2013, Dreamscarred Press.

Psionics Unleashed, © 2010, Dreamscarred Press.

Purple Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Thomas Boxall.

Shapeshifter's Handbook, © 2016, Drop Dead Studios. Author: Andrew Stoeckle

Skreyn's Register: The Bonds of Magic, © 2002, Sean K Reynolds.

Skull & Shackles Player's Guide, © 2012, Paizo Publishing, LLC. Author: Rob McCreary

Spheres of Power, © 2014, Drop Dead Studios; Authors: Adam Meyers, Tyler Keene, Ryan Ricks, Owen Stephens

Spheres of Power: Expanded Options, © 2015, Authors: Adam Meyers, J Gray, James Mars, Michael Sayre & Douglas Schaub

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved. The Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might, © 2002, Monte J. Cook.

The Genius Guide To: Feats of Psionic Might, © 2011, Super Genius Games; Author: Owen K.C. Stephens

The Grand OGL Wiki, http://grandwiki.wikidot.com, © 2008-2011.

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author: Ari Marmell.

The Tome of Horrors II, © 2004, Necromancer Games, Inc.; Author: Scott Greene.

The Wraith, © 2019, Drop Dead Studios; Author: Andrew Stoeckle

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Spheres Apocrypha: Sidhe Court Archetypes, © 2020, Drop Dead Studios, Author: Jeff Collins

Spheres Apocrypha: Sidhe Outcast Archetypes, © 2020, Drop Dead Studios, Author: Jeff Collins