

The Girdler

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Pathfinder
ROLEPLAYING GAME COMPATIBLE

Glenbrook Publishing

New Character Class: Gardner

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Gardener

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Mysterious masters of the earth and that which grows in it. Wielders of an unknowably majestic power beneath our feet. Plant aficionados. These are the gardeners, regents of the battlefield and all who walk upon it. They live to assist with growth of life, nurturing all that lives and fostering its care. Instead of taming and demanding the service of nature like a druid, the gardener cares for their domain and ensures that its power will serve them of their own will.

HIT DICE: D8.

ROLE:

The gardener is a battlefield controller through and through, using plant powers to change the environment to their advantage.

ALIGNMENT: Any.

STARTING WEALTH: $4d6 \times 10$ gp (average 140 gp.). In addition, each character begins play with an outfit worth 10 gp or less, and the gardener starts with 1 gp worth of plant seeds (100 seeds).

CLASS SKILLS

The gardener's class skills are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the gardener.

Weapon and Armor Proficiency:

The gardener is proficient with all simple weapons and with all gardening weapons (see below), as well as with light armor and light shields.

Gardening Weapon (Ex):

At 1st level, the gardener gains Weapon Focus in one type of gardening weapon, list below. If a creature attempts to wield one of these weapons without this class feature, they treat it as either an improvised weapon or an exotic weapon, whichever would be less beneficial. See Table 1-2: Gardening Weapons for more information.

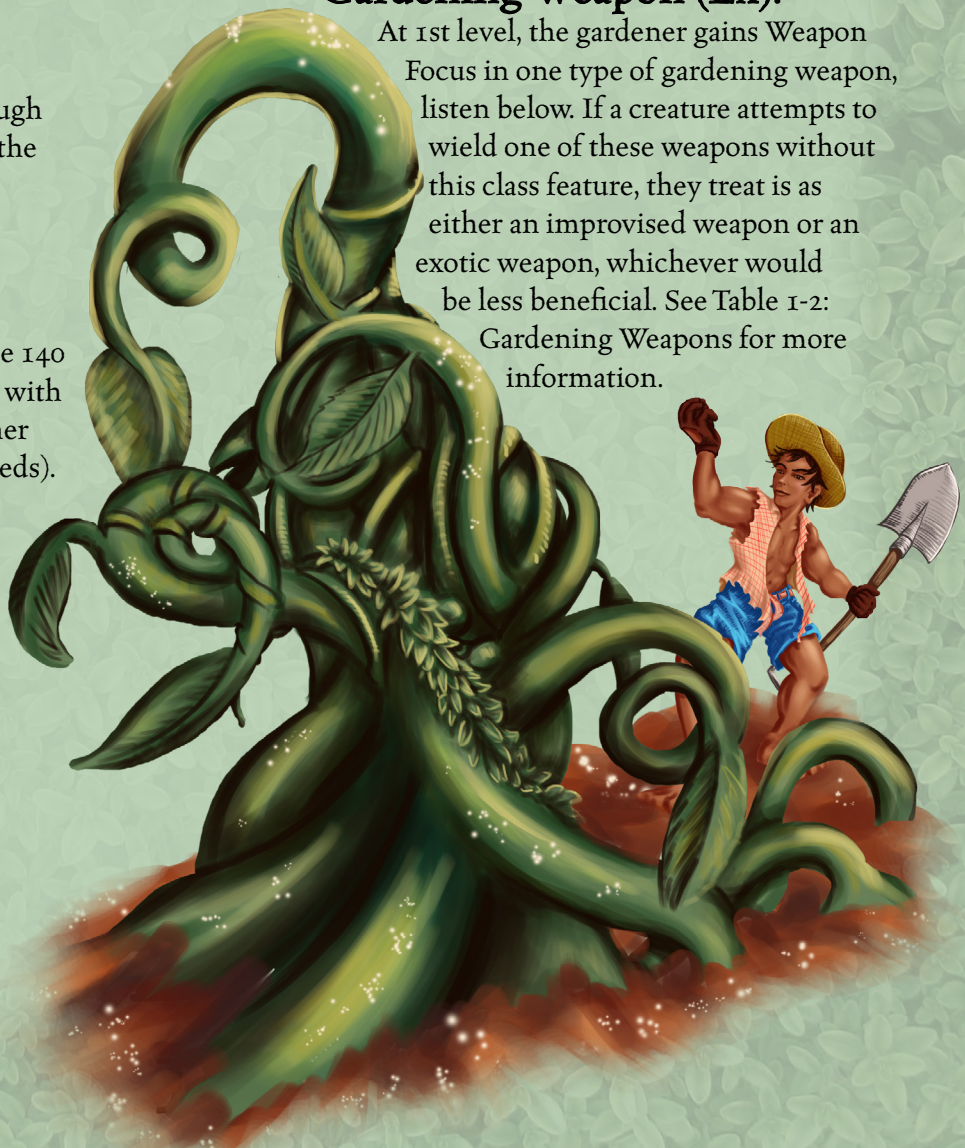


Table 1-1: The Gardner

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Gardening weapon, plant power
2nd	+1	+0	+0	+3	Stability
3rd	+2	+1	+1	+3	Plant power
4th	+3	+1	+1	+4	Stability trick
5th	+3	+1	+1	+4	Stability
6th	+4	+2	+2	+5	Plant power
7th	+5	+2	+2	+5	Bonus feat
8th	+6/+1	+2	+2	+6	Stability trick
9th	+6/+1	+3	+3	+6	Plant power, stability
10th	+7/+2	+3	+3	+7	Speak for the trees
11th	+8/+3	+3	+3	+7	Bonus feat
12th	+9/+4	+4	+4	+8	Plant power, stability trick
13th	+9/+4	+4	+4	+8	Stability
14th	+10/+5	+4	+4	+9	Tree stride
15th	+11/+6/+1	+5	+5	+9	Bonus feat, plant power
16th	+12/+7/+2	+5	+5	+10	Stability trick
17th	+12/+7/+2	+5	+5	+10	Stability
18th	+13/+8/+3	+6	+6	+11	Plant power
19th	+14/+9/+4	+6	+6	+11	Bonus feat
20th	+15/+10/+5	+6	+6	+12	Orchard apotheosis, stability trick

Plant Powers (Su):

At 1st level, and again for every 3 class levels they gain, the gardener gains a plant power for which they meet the prerequisites. Unless otherwise stated, all plant powers are immediate actions that do not provoke attacks of opportunity, and the gardener must have the seeds of the plant in question (1cp) on their person to utilize it (stored or wielded).

Any given plant power can be selected up to 3 times, causing them to gain the improved power of that plant power when selected for the second time, and the greater power of the plant power when selected for the third time. These powers are in addition to the effects of their lesser versions. All plant powers have a maximum range of 25 feet, plus 5 feet per two levels, and can only be activated in response to actions within that range.

Table 1-2: Gardening Weapons

NAME	TYPE	COST	DMG (S)	DMG (M)	CRITICAL	WEIGHT	TYPE	SPECIAL
Combat Shears	Exotic Two-Handed	10 gp	1d6	1d8	19-20/x3	2 lb.	S	Sunder
Combat Shovel	Exotic Two-Handed	13 gp	1d8	1d10	19-20/x2	6 lbs.	B or P	Blocking, sunder
Combat Spade	Exotic One-Handed	8 gp	1d6	1d8	19-20/x2	4 lbs.	P	Blocking, sunder
Combat Trowel	Exotic Light	6 gp	1d6	1d8	19-20/x3	1 lb.	B or P	Sunder

BRIAR BREAK:

When an enemy charges, the gardener may fill a 5-foot square in the foe's path with briars, which function like caltrops but deal 1d3 piercing damage for every 2 levels of gardener. These disappear at the end of the triggering creatures' turn.

- **Improved:** Briar break now deals 1d4 piercing damage for every 2 levels they have.
- **Greater:** Briar break can now be sustained as a swift action each turn, causing the briars to remain. When sustained, they deal 1d4 piercing damage for every 2 levels of gardener to creatures that enter that area.

CACTUS CRUSHER:

When an enemy would provoke an attack of opportunity from within 15 feet of the gardener, they may deal 1d6 points of damage that is half bludgeoning and half piercing damage to that foe for every 2 levels of gardener. In addition, this forces the foe to make a concentration check against a DC of 10 + 1/2 gardener level + their Wisdom modifier or have the provoking action fail. If the affected action is not for casting a spell, the affected creature uses a bonus equal to its Constitution modifier + half its HD for its concentration check.

- **Improved:** Cactus crusher now deals 1d8 points of damage to the foe for every 2 gardener levels.
- **Greater:** The DC of the concentration check required by cactus crusher is now equal to 10 + 1/2 gardener level + twice the gardener's Wisdom modifier

WEED OUT:

When an enemy within 30 feet would heal hit point damage, the gardener may present dandelion seeds to taint the healing, reducing the amount healed by 50%, rounded down. They must be at least 6th level to select this plant power.

- **Improved:** The range of weed out improves to 45 feet.
- **Greater:** Weed out reduces the amount healed by 75%.

HEDGE BLOCKER:

When an enemy moves more than 10 feet, the gardener may create a hedge that fills a number of five foot squares up to half their level (minimum 1). These hedges must be placed in a way that would restrict the movement of the moving foe, and each hedge has hardness equal to 1/2 their level and hit points equal to twice his level for each five-foot square. The hedges last for one round per level. It may also be used as a standard action, functioning as normal otherwise.

- **Improved:** Hedge blocker now fills a number of 5-foot squares equal to three-fourths their level (rounded down).
- **Greater:** The hedges now last for 2 rounds per gardener level.

PHOTOSYNTHESIS:

When the gardener receives healing from an ally, and the healing is for an amount equal to or greater than their gardener level, they may use shrubbery seeds to absorb the energy more efficiently, increasing the healing by +2 for every level of gardener.

Improved: Photosynthesis now increases the healing by +3 for every level of gardener.

Greater: When photosynthesis is used, the creature healing the gardener gains temporary hit points equal to 2 per level of the gardener, which last for one minute.

SANDBOX BLAST:

When an enemy makes a ranged attack against the gardener or one of their allies from up to 30 feet from the gardener, they may launch razor-sharp seeds, like those of a sandbox tree, to disrupt their concentration. The gardener makes a ranged attack roll using their Wisdom instead of their Dexterity, and these seeds do 1d6 damage for every 3 levels of gardener, and the foe's ranged attack roll suffers a -4 penalty. They must be at least 8th level to select this plant power. As a standard action, the gardener may use this plant power on their own turn.

- **Improved:** Sandbox blast now deals 1d6 damage for every 2 levels of gardener.
- **Greater:** Sandbox blast now has a range of 45 feet and the foe's ranged attack roll suffers a -6 penalty.

VINE RETALIATION:

When an enemy would deal hit point damage to the gardener or one of their allies within 30 feet, the gardener can create vines to strike at the foe in response. These vines do 1d4 slashing damage for every level of gardener, and they must make a melee attack roll with the gardener's Wisdom modifier in place of Strength. As a standard action, the gardener may use this plant power on their own turn.

Improved: Vine retaliation now deals 1d6 slashing damage for every level of gardener.

Greater: Vine retaliation now has a range of 60 feet.

Mud In Your Eye (Ex):

At 2nd level, the gardener gains Improved Dirty Trick whenever they are using gardening weapons, even if they don't meet the prerequisites.

Stability (Su):

At 2nd level, the gardener gains the ability to slowly exude sap from their feet, providing them with greater stability and further defenses. So long as the gardener has not moved more than 5 feet since his last turn, they gain a circumstance bonus to AC and to CMD to avoid being tripped, reposition, or bull rushed. This bonus is equal to $1 + 1/5$ their class level. This bonus is referred to as a stability bonus by other class features.

Stability Tricks (Su):

At 4th level and every 4 levels thereafter, the gardener enhances the versatility offered by their stability. A stability trick only applies when the gardener has moved 5 feet or less during their turn (as with the stability class feature).

ACCURATE ARM: When the gardener benefits from stability, they create a set of vines at the same time to grip their weapon and guide the attack to a harder-to-hit but potentially more vulnerable part of the foe. They gain a circumstance bonus to melee attack and damage rolls equal to their stability bonus.

BREATHING STEADY: When the gardener benefits from stability, they can expand their air passages with sap that sticks said passages open. They gain a bonus equal to twice their stability bonus on saving throws against inhaled poisons and to resist suffocation or drowning.

ROUGH AND TUMBLE: When the gardener benefits from stability, they can modify the sap to be highly stretchy so as to roll with the punches. They gain a circumstance bonus to Reflex and Fortitude saves equal to their stability bonus.

STEADY AIM: When the gardener benefits from stability, they grow roots from their hands that wrap around their weapon to steady their aim. They gain a circumstance bonus to ranged attack and damage rolls equal to their stability bonus.

TREADING STRIKE: When the gardener benefits from stability, they grow fruits that are linked to their optic nerves, allowing them to better see their foes' mistakes. They gain a circumstance bonus to attack and damage rolls made as part of attacks of opportunity equal to their stability bonus.

Bonus Feat:

At 7th level and every 4 levels thereafter, the gardener gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those which have Dirty Trick or Weapon focus as prerequisites. The gardener may ignore ability score-based prerequisites for these feats, to a maximum required ability score equal to $10 +$ their class level.

Additionally, the gardener treats their gardener levels as fighter levels for these bonus feats. They are always considered to have Combat Expertise when meeting the prerequisites of these feats.

Speak for the Trees (Su):

At 10th level, the gardener can understand and communicate with creatures of the plant type, and all such creatures are always friendly to the gardener.

Tree Step (Sp):

At 14th level, a gardener gains *transport via plants* as a spell like ability that he may cast as a move action. He may use this ability at-will if the gardener is the only target of the ability. Otherwise they may use it a number of times per day equal to 1/2 their Wisdom modifier.

Orchard Apotheosis:

At 20th level, the gardener has become far more than they ever set out to be, their humble beginnings leading to the status of an immeasurably powerful combatant. Creatures with the plant type are always helpful to the gardener, and their stability bonus permanently increases by +4. If they have a plant power that is simply in its standard iteration, without the improved or greater enhancement, it gains its improved state automatically.

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