



PLAYER Paraphernalia

MAY SPECIAL



THE OPPORTUNIST
(NEW BASE CLASS)



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PLAYER PARAPHERNALIA

MAY SPECIAL

By the Knotty-Works

Welcome to a special May issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces a new base class, the opportunist. Focusing on some of the more finesseable combat maneuvers, the opportunist finds ways to inconvenience an enemy, opening defensive holes for his allies to finish the job. Somewhat roguish and somewhat martial, this class is truly a support class that really knows how to take advantage of any opportunity life gives him.

The Opportunist

To the Opportunist, life is nothing but a series of opportunities that be taken advantage. Focusing on combat skills that may be used to inconvenience others, the opportunist does not pretend to be something he is not but instead seeks spends his time harassing his enemies while letting stronger more martially inclined individuals take down the opponent. Over time the opportunist becomes quite talented in taking advantage of almost any situation.

Role: The opportunist is the epitome of a support personnel class. He is nearly as skilled as the rogue while gaining nearly as many combat feats as the fighter. The opportunist's main job in life is to harass and inconvenience one or more opponents while others do the heavy lifting whittling down their enemies.

The opportunist is at a disadvantage on his own, though he may call upon several skills to distract or temporarily disable a target to make an effective retreat.

Alignment: Any

Hit Die: d8

Starting Wealth: The opportunist begins with 4d6 x 10 gp (average 140 gp). The

opportunist also begins play with an outfit worth 10 gp or less.

Class Skills

[Acrobatics](#) (Dex), [Appraise](#) (Int), [Bluff](#) (Cha), [Craft](#) (Int), [Disguise](#) (Cha), [Escape Artist](#) (Dex), [Intimidate](#) (Cha), [Knowledge](#) (dungeoneering) (Int), [Knowledge](#) (local) (Int), [Perception](#) (Wis), [Profession](#) (Wis), [Sense Motive](#) (Wis), [Sleight of Hand](#) (Dex), [Survival](#) (Wis), and [Use Magic Device](#) (Cha)

Skill Ranks per Level 8 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: The opportunist is proficient with all simple one handed and light weapons, martial one handed and light weapons, and bows. In addition the opportunist may select a number of simple or martial reach weapons equal to his Intelligence modifier or a single exotic weapon with one at least one of the following special attributes: disarm, reach, or trip.

The opportunist is proficient with light armor, bucklers, and light shields. If the opportunist wears medium or heavy armor or uses a heavy or tower shield he applies the armor check penalty to his CMB when using maneuvers listed as part of his martial expertise.

Martial Expertise (Ex): The opportunist gains [Combat Expertise](#) as a bonus feat even if he does not meet the prerequisite Intelligence score at 1st level. In addition, the opportunist applies his Intelligence modifier to his Combat Maneuver Bonus when performing the following combat maneuvers: armor cutting*, [dirty trick](#), [disarm](#), [feint](#), [reposition](#), [steal](#), and [trip](#), regardless of wither the modifier is positive or negative.

Bonus Feats: The opportunist may choose from the following combat feats as bonus feats beginning at 2nd level and every other level thereafter: [Armor Cutting Strike](#), [Disarming](#)

[Strike](#), [Disengaging Feint](#), [Drag Down](#), [Gang Up](#), [Greater Armor Cutting](#), [Greater Dirty Trick](#), [Greater Disarm](#), [Greater Feint](#), [Greater Reposition](#), [Greater Steal](#), [Greater Trip](#), [Improved Armor Cutting](#), [Improved Dirty Trick](#), [Improved Disarm](#), [Improved Feint](#), [Improved Reposition](#), [Improved Second Chance](#), [Improved Steal](#), [Improved Trip](#), [Repositioning Strike](#), [Second Chance](#), [Swift Aid](#), [Team Up](#), and [Tripping](#)

[Strike](#). The opportunist must meet prerequisites for pre-existing feats, but otherwise may ignore any other prerequisite listed.

Opportunity Knocks (Ex): At 3rd level, the opportunist gains an opportunity pool equal to ½ his class level plus his Intelligence modifier. He may use these points to empower his Opportunities (see below) or he may spend 1 point to gain a +1 circumstance bonus to either his Combat Maneuver Bonus as a swift action or +2 circumstance bonus his Combat Maneuver Defense as an immediate action, but only against the maneuvers listed under his Martial Expertise ability.

These points get replenished each day after 8 hours of rest and he be awarded a point for successfully performing a combat maneuver against a foe whose hit dice is equal to or greater than his class level. The opportunist's opportunity pool may never exceed that granted by this ability equal to ½ his class level plus his Intelligence modifier except for feats, magic items, or spells that grant additional overall points.

Opportunities: Beginning at 5th level, the opportunist may select one opportunity from those listed below, gaining an additional opportunity every 4 levels thereafter. The opportunist may only choose an opportunity once unless the description states otherwise. Some opportunities may require that the opportunist possess a prior opportunity or have achieved a minimum class level.

Opportunist Level Progression Table

Level	Base Attack	Fort	Ref	Will	Speical
1	+0	+0	+2	+0	Martial Expertise
2	+1	+0	+3	+0	Bonus Feat
3	+2	+1	+3	+1	Opportunity Knocks
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	Opportunity
6	+4	+2	+5	+2	Bonus Feat
7	+5	+2	+5	+2	Uncanny Dodge
8	+6/+1	+2	+6	+2	Bonus Feat
9	+6/+1	+3	+6	+3	Opportunity
10	+7/+2	+3	+7	+3	Bonus Feat
11	+8/+3	+3	+7	+3	Improved Uncanny Dodge
12	+9/+4	+4	+8	+4	Bonus Feat
13	+9/+4	+4	+8	+4	Opportunity
14	+10/+5	+4	+9	+4	Bonus Feat
15	+11/+6/+1	+5	+9	+5	Combined Opportunity
16	+12/+7/+2	+5	+10	+5	Bonus Feat
17	+12/+7/+2	+5	+10	+5	Opportunity
18	+13/+8/+3	+6	+11	+6	Bonus Feat
19	+14/+9/+4	+6	+11	+6	Opportunity Master
20	+15/+10/+5	+6	+12	+6	Bonus Feat

Opportunity Pool

The opportunist's opportunity pool works on the same inner reserves as the magus' arcane pool and the monk's ki. If the opportunist has class levels in either of these classes, the opportunist may use points from any of these pools to empower his class abilities fueled by points.

Feats, magic items, and spells that increase the arcane pool or ki may be used for the opportunist's opportunity pool. Though, if the opportunist has class levels in the relevant class for which the feat, magic item, or spell was designed, he must specify which class feature he is applying the effect.

Aid Others (Ex): If the opportunist is adjacent to a opponent being threatened by more than one ally he may spend a single point from his opportunity pool and use a standard action to perform an [Aid Another](#) maneuver. If successful, up to two allies gain a +2 bonus on their next melee attack roll against the opponent or either of the two allies selected gains a +2 bonus to AC if the

opponent attacks them (the opportunist may choose either but it applies to both, i.e. either both get the AC bonus or the attack bonus) as long as it occurs before the beginning of the opportunist's next turn. For each additional point spent, the opportunist may grant this bonus to another ally threatening the same opponent.

Arcane Dabbler (Sp): The opportunist has picked up the ability to cast either [prestidigitation](#) or [mage hand](#) as a spell like ability by spending 1 point from his opportunity pool. The opportunist's effective caster level is equal to $\frac{1}{2}$ his class level.

Artful Dodger (Ex): If the opportunist has at least 1 point in his opportunity pool he gains a +2 dodge bonus to his AC. If the opportunist is denied his Dexterity bonus he also loses this bonus. The opportunist may spend 1 point from his opportunity pool as an immediate action his dodge bonus increases to +4 until the beginning of his next turn. The opportunist may treat this opportunity as the [Dodge](#) feat to fulfill the requirements for other feats. If the opportunist already possesses the [Dodge](#) feat he does not gain the +2 dodge bonus while having at least 1 point in his opportunity pool, but does gain +4 to his dodge bonus from the [Dodge](#) feat when spending 1 point from his pool.

The opportunist may spend 1 additional point at 5th level and every five levels thereafter to increase the dodge bonus granted by this power by +2.

Evasive (Ex): The opportunist may avoid any damage from spells that do $\frac{1}{2}$ damage from a failed reflex save if he has at least 1 point in his opportunity pool and he is wearing no armor or light armor and carrying nothing more than a light load. If the opportunist is helpless, he loses the ability to use this opportunity.

Extended Feint (Ex): If the opportunist has at least 1 point in his opportunity pool and successfully makes a [feint](#) against an opponent, any ally that was threatening the opponent when the opportunist made the [feint](#) also may ignore the opponent's Dexterity bonus for any attacks made until the beginning of the opportunist's next turn.

Fortuitous Advantage(Ex): The opportunist gains a +2 circumstance bonus to all

Fortitude saving throws as long as he has at least 1 point in his opportunity pool. The opportunist may spend 1 point from his pool as an immediate action to increase this bonus to +4 until the beginning of his next turn.

Free Fall (Ex): The opportunist may spend a number of points in his opportunity pool equal to $\frac{1}{4}$ his class level as an immediate action. For each point spent the opportunist may reduce the effective falling distance by 10 feet. The opportunist may not use this ability while helpless or unconscious.

Opportunity of Stealth (Ex): The opportunist gains [Stealth](#) as a class skill and gains a +2 circumstance as long as he has at least 1 point in his opportunity pool. The opportunist may increase the bonus to +4 for a number of rounds equal to his class level by expending 1 point from his opportunity pool.

Progressive Rogue: The opportunist may choose from a limited list of rogue advanced talents. The following rogue advanced talents may be chosen as an opportunity: [Defensive Roll](#), [Fast Tumble](#), [Skill Mastery](#), and [Thoughtful Reexamining](#). If the opportunist has the Evasive opportunity, he may choose the [Improved Evasion](#) advanced talent. The opportunist must have at least 1 point in his opportunity pool to gain the benefits of the chosen advanced talent.

In addition the opportunist may choose from [Another Day](#), [Opportunist](#), or [Weapon Snatcher](#) but must spend 1 point from his opportunity pool in order to initiate the talent.

The opportunist may take this opportunity multiple times, selecting another rogue advanced talent each time. The opportunist must be at least 11th level before he may choose this opportunity.

Quick Witted (Ex): If the opportunist has at least 1 point in his opportunity pool he gains a +2 circumstance bonus to any charisma based skill checks or charisma ability checks. By spending 1 point from his opportunity pool the opportunist gains a +4 circumstance bonus to a single charisma based skill check.

Reflexive (Ex): The opportunist gains the benefits of the [Combat Reflexes](#) feat as long as he has at least 1 point in his opportunity pool. Once the opportunist takes a

number of attacks of opportunity equal to his Dexterity bonus, he may take additional attacks of opportunity by spending 1 point from his opportunity pool for each attack. The opportunist may treat this opportunity as the [Combat Reflexes](#) feat to fulfill the requirements for other feats. The opportunist gains no additional benefits from the [Combat Reflexes](#) feat if possessed when he takes this opportunity or vice versa.

Remedial Rogue: The opportunist may choose from a limited list of rogue talents. The following Rogue Talents may be chosen but initiating the talent requires spending 1 point from the opportunist's opportunity pool: [Deft Palm](#), [Fast Fingers](#), [Hard to Fool](#), [Positioning Attack](#), [Quick Disguise](#), [Resiliency](#), and [Stand Up](#). Or the opportunist may choose the following rogue talents that function as long as he has at least 1 point in his opportunity pool: [Assault Leader](#), [Canny Observer](#), [Coax Information](#), [Esoteric Scholar](#), [Expert Leaper](#), [Hard to Fool](#), [Nimble Climber](#), [Peerless Maneuver](#), [Rogue Crawl](#), [Rope Master](#), and [Surprise Attack](#).

The opportunist may choose this opportunity more than once but must select another talent from the lists given.

Willful Mind (Ex): The opportunist gains a +2 circumstance bonus to all Will saving throws versus mind-affecting effects including compulsions and fear as long as he has at least 1 point in his opportunity pool. The opportunist may spend 1 point from his pool as an immediate action to increase this bonus to +4 until the beginning of his next turn.

Uncanny Dodge (Ex): The opportunist gains the ability to react to danger much more quickly than others beginning at 7th level. The opportunist cannot be caught flat-footed and does not lose his Dexterity bonus even if the attacker is concealed or invisible. The opportunist does lose his dexterity bonus if helpless, immobilized, or is successfully feinted by an opponent.

If the opportunist already has uncanny dodge from another class, he instead gains Improved Uncanny Dodge at 7th level.

Improved Uncanny Dodge (Ex): The opportunist cannot be flanked once he reaches 11th level unless attacked by opponent with the Improved Uncanny

Dodge and has at least four more levels than the opportunist. If the opportunist gained Improved Uncanny Dodge at 7th level he may add the class levels from the class that originally granted him Uncanny Dodge to his effective class level in regards to determining the level required to flank him.

Combined Opportunity (Ex): At 15th level the opportunist gains the ability to use two of the following combat maneuvers as a full round action: [armor cutting](#), [dirty trick](#), [disarm](#), [feint](#), [reposition](#), [steal](#), or [trip](#). The opportunist must roll for each maneuver and takes a -4 penalty to his Combat Maneuver Bonus for each maneuver. If the opportunist does not have the Improved feat for one or both maneuvers, he does provoke one attack of opportunity by his target and any penalties gained from damage is applied to both attack rolls.

Opportunity Master (Ex): At 19th level the penalty for the Combined Opportunity ability is reduced to -2 when he gains this ability. At 20th level the opportunist may either attempt two maneuvers granted from the combined opportunity with no penalty or attempt three maneuvers with a -2 penalty when using his Combined Opportunity ability. The opportunist may also spend all the points within his opportunity pool once he gains this ability to attempt maneuvers against multiple foes which he threatens. He may only use one maneuver per foe and he must have at least 1 point in his opportunity pool per opponent. He must roll separately for each maneuver being used against each opponent. Once used, the opportunist's opportunity pool is empty regardless of how many opponents were attacked.

New Combat Maneuvers

Armor Cutting

You can only attempt this maneuver on an opponent wearing manufactured armor and you are wielding a slashing weapon or have a natural slashing attack. You attempt slash at any belts, buckles, or other connective accoutrement used to keep the armor fastened and held securely in place as a standard attack action. If your CMB exceeds the opponent's CMD you manage to damage the armor, causing the

Maximum Dexterity Bonus to be reduced by one point while increasing the armor check penalty by one point. The general type of armor grants a bonus to the target's CMD, Medium armor grants a +1 bonus while Heavy armor grants a +3 bonus. Magical armor grants its enhancement bonus to the target's CMD. This attack does provoke attacks of opportunity from the target unless you have [Improved Armor Cutting](#).

Multiple successful armor cutting attacks will cumulatively decrease the maximum Dexterity bonus (minimum of +0) and cumulatively increase the armor check penalty (maximum of -3 for light armors, -5 for medium armors, and -8 for heavy armors). Once the maximum Dexterity bonus and armor check penalties have been reduced to the point of maximum ineffectiveness (as listed above), additional applications of this maneuver reduce the armor bonus itself by 1 point (to a minimum of 1). Damage can be repaired by either a single application of the mending spell or spending 10 minutes of repairing the armor.

New Feats

Armor Cutting Strike

Your critical hits cut through the heaviest of armor bindings

Prerequisites: [Improved Armor Cutting](#), Base Attack +9

Benefit: When you score a critical hit with a slashing melee attack you may also reduce your opponent's maximum dexterity bonus by 1 and increase his armor check penalty by one if he is wearing manufactured armor. If your confirmation roll exceeds your opponent's Combat Maneuver Defense (adjusted by armor type as appropriate), he suffers the effects of the armor cutting combat maneuver.

Special: You may only apply the effect of this feat for a given critical hit if you are not applying any other feat ability that modifies your critical hit including Disarming Strike, Repositioning Strike, or Tripping Strike.

Extra Opportunity

You may choose an additional opportunity.

Prerequisites: Opportunity class ability, 7th level

Benefit: You may select another opportunity for use with your opportunity pool. You may take this feat more than once, selecting another opportunity.

Greater Armor Cutting

You are very good at whittling away your opponent's armor.

Prerequisites: [Improved Armor Cutting](#), Base Attack +6

Benefit: You receive a +2 bonus on checks when performing the armor cutting combat maneuver. This bonus stacks with the bonus granted from the Improved Armor Cutting feat. Whenever you successfully increase your opponent's armor check penalty and decrease his maximum dexterity bonus, your opponent provokes attacks of opportunity from your allies within reach as he attempts to adjust to the loosened armor.

Improved Armor Cutting

A little slit here, a little slash there, you know how to inconvenience your armored foe.

Prerequisites: [Combat Expertise](#)

Benefit: You gain a +2 bonus to all armor cutting combat maneuver and do not provoke attacks of opportunity. You also gain a +2 bonus to your Combat Maneuver Defense when an opponent tries the armor cutting maneuver against you.

Normal: Using the armor cutting maneuver provokes an attack of opportunity.

Insightful Reflexes

You can see the tells of your opponent when he is about to move and have learned to take advantage as he passes by.

Prerequisites: [Combat Reflexes](#)

Benefit: You may make a number of additional attacks of opportunity per round equal to your Wisdom modifier. This replaces the number of attacks gained from your Dexterity modifier, they do not stack.

Special: As with Combat Reflexes, this feat only allows a character possessing the opportunist advanced rogue talent once per round.

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