



# Player Paraphernalia

## APRIL SPECIAL

JESTING AND  
BUFFOONERY  
ABOUNDS  
(ARCHETYPES+)





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# PLAYER PARAPHERNALIA

## APRIL SPECIAL

### BY THE KNOTTY-WORKS

Welcome to a special April issue of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you archetypes, a new cleric domain, and an Oracle Mystery and Curse that focus on the playful side of role playing in commemoration of the first day of April.

### The Buffoon (Fighter Archetype)

Picking up and swinging a weapon while wearing pieces of leather and steel is pretty much the province of nearly anyone with the gumption and a modicum of strength. While a few excel with their martial skills, the buffoon is not one of them. While more adept than your standard soldier, the buffoon seems to have the knack of causing just as much injury and insult to his allies than his opponents.

**Whoopsy (Ex):** At 2<sup>nd</sup> level, the buffoon may “accidentally” strike at an ally to cause his opponents some confusion. The attack is resolved normally and the buffoon may apply other effects to the attack as desired (such as **Power Attack**). If the attack is successful, all opponents within 30 feet of the attack must make a **Will** save or forgo their next **standard action**. The DC for the save is  $10 + \frac{1}{2}$  the buffoon's class level + his Charisma modifier. If the attack does critical damage, opponents that fail the saving throw cannot perform any actions during their next turn. This is a mind-affecting (compulsion) effect.

This class feature replaces the bonus combat feat the **fighter** gains at 2<sup>nd</sup> level.

**What Were You Thinking (Ex):** At 6<sup>th</sup> level, the buffoon may voluntarily drop his Dexterity modifier for both attacks and **armor class** while making an attack. This provides him with an opportunity to **feint** as a **free action**, and he may attempt a separate **feint** for each attack he makes that turn. The buffoon is denied his Dexterity modifier until the beginning of his next turn. If the buffoon does not have a Dexterity modifier of 0, he suffers a -1 penalty instead. If the buffoon has a negative Dexterity modifier, it is doubled until the beginning of his next turn.

This class feature replaces the bonus combat feat the **fighter** gains at 6<sup>th</sup> level.

**Rabbit Hole (Ex):** At 10<sup>th</sup> level, the buffoon may attempt to “hide in plain sight” by ducking behind a nearby object, ally, or opponent. The attempt is obvious to everyone within line of sight and he does not actually find any **concealment**. If the buffoon moves more than 5 feet during and would grant an opponent the ability to take an **attack of opportunity**, the opponent must make a **Will** save in order to make its attack against the buffoon. The DC for the save is  $10 + \frac{1}{2}$  the buffoon's class level + his Charisma modifier.

This class feature replaces the bonus combat feat the **fighter** gains at 10<sup>th</sup> level.

**Fool's Armor (Ex):** At 3<sup>rd</sup> level the buffoon begins to make “improvements” to



his armor. While wearing light armor, the buffoon suffers an additional -1 armor check penalty and the maximum Dexterity bonus is reduced by 1, but he gains a +1 armor bonus for the light armor.

At 7<sup>th</sup> level, this trade off increases to -2/+2 for light armor and he automatically applies a -1 armor check penalty and maximum Dexterity bonus to gain a +1 armor bonus while wearing medium armor.

At 11<sup>th</sup> level, this trade off increases to -3/+3 for light armor, -2/+2 for medium armor and he automatically applies a -1 armor check penalty and maximum Dexterity bonus to gain a +1 armor bonus while wearing heavy armor.

At 15<sup>th</sup> level, this trade off increases to -4/+4 for light armor, -3/+3 for medium armor, -2/+2 for heavy armor and he automatically applies a -1 armor check penalty and maximum Dexterity bonus to gain a +1 armor bonus while wielding any type of shield.

This class features replaces the fighter's Armor Training class feature gained at 3<sup>rd</sup>, 7<sup>th</sup>, 11<sup>th</sup>, and 15<sup>th</sup> levels.

## The Jester (Bard Archetype)

While a clown to some and a fool to others, the jester in neither and both at the same time. Although focusing the comical and whimsy, the jester learns effective ways of delivering bad news in a light and playful manner that can be employed in nearly any sort of societal situation.

**Weapon and Armor Proficiencies:** The jester is proficient with simple weapons along with the sap, sword cane, and whip. The jester is not proficient with any type of armor or shield.

If the jester wears any type of armor, she suffers the normal chance of arcane spell failure while casting bardic spells if they require a somatic component.

**Jester's Motley (Ex):** The jester wears a colorful montage consisting of multiple layers of colorful pieces including bells and charms to draw attention to her. While wearing her motley, the jester gains

a +1 dodge bonus to her AC as long as she is not denied her Dexterity modifier. This bonus increases by +1 at 5<sup>th</sup> level and every four levels thereafter (maximum of +5 at 17<sup>th</sup> level).

The jester suffers a -4 penalty to all Stealth skill checks while wearing her motley, but a +2 bonus to Perform skill checks for acting, comedy, dancing, and singing.

If the jester wears her motley over armor of any sort, she loses the dodge bonus to her AC and the bonus granted to her Perform skill.

**Jester's Marotte (Ex):** The jester begins with a non-magical rod vibrantly decorated with a carved head at one end. The head is typically styled after the jester, but is not required to bare her likeness and may take any humanoid form desired. The marotte may also be adorned with bells and streamers.

The marotte may be used in place of any material or focus components typically required for spells cast by the jester as long as the material cost is less than 1 gp in value.

The marotte is also treated as a masterwork light mace. The jester may have her marotte





enchanted through normal means as well. If the marotte damaged, the jester may spend an hour to repair it at no cost. If the marotte is lost or destroyed, the jester may replace it at a cost of 200 gp per jester level plus 300 gp for the cost of making it a masterwork item. It requires 8 hours of immersion to become attuned to the new marotte, but the jester may use it while performing during this time. If the jester loses her marotte, she must provide the appropriate material component or focus while casting her spells.

**Jester Performances:** The jester has access to many of the standard bardic performances as other bards, but cannot use the following bardic performances: Inspire Courage, Inspire Competence, Dirge of Doom, Inspire Greatness, Frightening Tune, or Inspire Heroics. However, she does gain a selection of more comically related performances as listed below.

Saving throws involved with the Jester's performance have a base Difficulty class of  $10 + \frac{1}{2}$  the jester's class level + her Charisma modifier.



**Ditty of Delight (Su):** At 1<sup>st</sup> level, the jester can perform for comedic effect. Everyone witnessing the performance (including the jester) gains a +1 morale bonus versus any mind-affecting effect including fear as long as they can perceive the jester. This performance may include audible and visual components—chosen by the jester when the performance begins—and is a mind-affecting ability.

If an ally or the jester is shaken, the penalty is reduced to -1 while she performs the ditty of delight. Frightened victims that hear the ditty are allowed a new saving throw with the performance's morale bonus each round at the beginning of their turn.

This morale bonus increases by +1 at 5<sup>th</sup> level and every five levels thereafter (with a maximum of +5 at 20<sup>th</sup> level).

**Lashing of Levity (Su):** The jester knows how to poke fun at anyone's shortcomings to shake their self-confidence. Beginning at 3<sup>rd</sup> level, the jester can use this performance to cause one target within 30 feet to falter while attempting a skill check involving Intelligence. The target may make a Will save or suffer a -2 penalty to the skill check as long as the jester continues her performance. If the target successfully makes its saving throw, it is not subject to this performance for 24 hours from the same jester.

The penalty increases by -1 every four levels attained beyond 3<sup>rd</sup> level (maximum of -6 at 19<sup>th</sup> level).

**Roasting the Friar (Su):** At 8<sup>th</sup> level, the jester learns how to comically berate others with this performance. Everyone within 30 feet of the jester must make a Will save or fall prone with fits of laughter. Those affected may stand back up but are subject to another saving throw or become prone again as long as the jester continues this performance and they remain within 30 feet. Those that successfully make the saving throw are not subject to this performance for 24 hours from the same jester. It is a mind-affecting effect that includes an audible component.

**Great Comedy (Su):** At 9<sup>th</sup> level, the jester gains the ability to regale his allies



of their deeds with comedic flair. This performance has a two-fold effect to everyone within 30 feet of the jester. Allies that perceive the performance gain a +2 **morale bonus** on attack rolls, damage rolls, and saving throws. Opponents of the jester must make a **Will** save or suffer a -2 penalty to their attack rolls, damage rolls, and saving throws. If an opponent successfully makes its save, it is immune to this performance from the same jester for 24 hours. This performance is a mind-affecting effect and requires both audible and visual components.

**Out of Tune (Sp):** At 14<sup>th</sup> level, the jester gains the ability to sing or produce music in such a way to make others physically ill. Anyone within 30 feet of the jester must make a **Fortitude** save or become **nauseated** and remain so while the jester continues the performance and the affected creatures can hear it. Anyone that successfully makes the **Will** save is immune to this performance from the same jester for 24 hours. This is a sonic effect that relies on audible components.

**Leave Them Laughing (Su):** At 15<sup>th</sup> level, the jester gains the ability to perform a truly amazing comedic routine. Anyone within 30 feet of the jester that hears her performance must make a **Will** save or fall prone and roll about the ground in gut wrenching laughter. Those affected may make a new saving throw at the beginning of their turn in an attempt to overcome the uncontrolled mirth, otherwise they may take no action. Those that fail the initial saving throw but succeed in a later round are still subject to the performance while remaining within 30 feet of the jester.

Subjects of the performance are not considered **helpless** but do suffer any modifiers for being prone. The effect continues 1d4 rounds after the jester stops her performance.

Anyone that successfully makes the initial **Will** save is immune to this performance from the same jester for 24 hours. This is a mind-affecting effect that relies on audible and visual components.

**Jest Master (Ex):** At 5<sup>th</sup> level, the jester may take a 10 on any **Perform** checks used to create levity or mirth. This check works with the **bard's** Versatile Performance, allowing the jester to use acting, comedy, dance, or singing in place of one of the associated skills listed. Once per day, the jester may take 20 on one of his **Perform** checks in place of taking 10 as a **standard action**. She may take 20 one additional time per day at 11<sup>th</sup> level, and again at 17<sup>th</sup> level for a total of 3 times per day.

## The Lunatic (Barbarian Archetype)

The grizzly reality of the battlefield can drive some truly crazy. The lunatic embraces this madness to empower his ability to enter dark frenzies that can be just as dangerous to himself as others.

**Alignment:** The lunatic must be chaotic in alignment.

**Lunacy (Ex):** The lunatic finds his true identity in just letting go of his madness. Beginning at 1st level, the lunatic may enter a state of lunacy as a **free action**. This is similar to rage, granting the lunatic a temporary +4 **morale bonus** to his Constitution—including additional 2 hit points per level—and Strength while in a state of lunacy, but cannot apply any positive modifiers to his AC based on his Dexterity (penalties do apply). The lunatic also gains a +2 **circumstance bonus** to **Will** saves and is immune to any effects that cause insanity while in this state. The lunatic may not use any Charisma, Dexterity, or Intelligence based skills while in the state of lunacy or perform any action that requires concentration or focus.

While in this state, the lunatic gains the **confused** condition and must randomly determine his actions each round. If the lunatic ends up attacking himself, damage caused is equal to the weapon used + his Strength modifier with a maximum of 1d8 points of damage. If the weapon is projectile weapon, the lunatic will strike himself with any ammunition he has at hand (or possibly shoot himself if it is a firearm).



Once the lunatic enters the state of lunacy, he must make a successful **Will** save as a **free action** to regain his composure and only during a round he acts normally (DC 10 + the number of rounds spent in state of lunacy with a maximum of 20 + his class level). And the lunatic does not gain the +2 **circumstance bonus** for his saving throw. If the lunatic becomes **unconscious** for any reason, the lunacy automatically ends. The lunatic becomes **fatigued** for a number of rounds equal to twice the number spent in the state of lunacy. The lunatic may not enter a state of lunacy while **fatigued**, **exhausted**, **helpless**, or **unconscious**.

The lunatic may enter the state of lunacy 1 time per day at 1st level and gains an additional use every odd level thereafter. The state of lunacy does count as rage for the purpose of rage powers.

This class feature replaces the **barbarian's** rage class feature.

**Rage Powers:** The lunatic has access to the following rage powers.

### Focused Lunacy (Ex)

**Prerequisites:** Lunacy class feature

**Benefit:** If the lunatic's **confused** condition would cause him to attack an ally, he may make a **Will** save (DC 10 + number of rounds spent in state of lunacy) to change the attack to another target within his threat range, including himself. He may redirect this effect a number of times while in a state of lunacy equal to his Wisdom modifier (minimum of 1).

### Minimize Injury (Ex)

**Prerequisites:** Lunacy class feature

**Benefit:** If the lunatic hurts himself while in a state of lunacy, he does not include his Strength modifier to the damage caused by the weapon.

**Suggested Rage Powers:** The following rage powers work well with the lunatic. **Brawler**, **Greater Brawler**, **Fearless Rage**, **Reckless Abandon**, **Roaring Drunk**, **Roused Anger**,

**Smasher**, **Staggering Drunk**, and **Strength Surge**.

**Greater Lunacy (Ex):** At 11<sup>th</sup> level, when the lunatic enters a state of lunacy, the **morale bonus** to his Strength and Constitution increase to +6 and the **circumstance bonus** to his **Will** save increases to +3.

This class feature replaces the **barbarian's** Greater Rage class feature.

**Tireless Lunacy (Ex):** At 17<sup>th</sup> level, the lunatic gains the ability to instantly recover from his lunacy without becoming **fatigued**.

This class feature replaces the **barbarian's** Tireless Rage class feature.

**Mighty Lunacy (Ex):** At 20<sup>th</sup> level, when the lunatic enters a state of lunacy, the **morale bonus** to his Strength and Constitution increase to +8 and the **circumstance bonus** to his **Will** save increases to +4.

This class feature replaces the **barbarian's** Mighty Rage class feature.

## Comedy Domain

Being able to keep the masses entertained is an important role for any divine ambassador. Mirth and Levity are cosmic forces that shouldn't be taken lightly and the more sociable or psychotic deities understand that principle and grant some of the more devout the ability to tap into those forces.

### Granted Powers

**Giggling Touch (Su):** The cleric may make a **melee touch attack** against an opponent as a **standard action**. If successful, the target falls prone with giggles for 1 round. The cleric may use this power three times per day + her Wisdom modifier. Creatures with more Hit Dice than your cleric level are unaffected.

**Comedic Flair (Sp):** At 8<sup>th</sup> level, you may entertain others with a comedic story. Similar to a **bardic performance**, you initiate this power as a **standard action** then maintain it as a **move action**. Those within 30 feet of you, that perceive you suffer a -2 penalty to attack rolls and saving throws unless a successful **Will** save is made (DC 10 +  $\frac{1}{2}$  cleric's level + her Wisdom modifier).



You may use this power a total number of rounds per day equal to your class level, though they do not need to be consecutive. This is a mind-affecting effect with audible and visual components. Those that succeed with their **Will** save are immune to your power for 24 hours.

## Domain Spells

1st—Bungle<sup>UM</sup>, 2nd—Enthrall, 3rd—Hideous Laughter, 4th—Blessing of Fervor, 5th—Symbol of Laughter<sup>ACG</sup>, 6th—Feeblemind, 7th—Envious Urge<sup>UM</sup>, 8th—Insanity, 9th—Irresistible Dance

## Sub Domains

### Satire

Man is just ridiculous, with his laws and foibles. The true wit learns how to point these out through observation and commentary.

### Replacement Granted Power

The following granted power replaces the Comedic Flair power of the Comedy domain.

Sermon of the Ridiculous (**Su**): At 8<sup>th</sup> level, you preach the follies of man through satire. Similar to a **bardic** performance, you initiate this power as a **standard action** and then maintain it as a **move action**. Everyone within 30 feet of you must make a **Will** save (DC 10 + ½ cleric's level + her Wisdom modifier) or pause to consider your words. Those that fail the saving throw may only make a standard or **move action** per turn while under the effects of the power.

You may use this power a total number of rounds per day equal to your class level, though they do not need to be consecutive. This is a mind-affecting effect with audible and visual components. Those that succeed with their **Will** save are immune to your power for 24 hours.

ACG	Advanced Class Guide
APG	Advanced Player Guide
UM	Ultimate Magic

## Replacement Domain Spells

1<sup>st</sup>—**Forbid Action**<sup>UM</sup>, 3<sup>rd</sup>—**Daze Monster**, 5<sup>th</sup>—**Mass Daze**<sup>UM</sup>, 9<sup>th</sup>—**Power Word Stun**

## Slapstick

Comedy is physical and raw. Anyone can tell a joke, but a true artist knows how to make an effective pratfall or slap your companions silly.

## Replacement Granted Power

The following granted power replaces the Giggling Touch power of the Comedy domain.

Rapid Rebound (**Ex**): If subject to the combat maneuvers of **bull rush**, **overrun**, **reposition**, or **trip**, you may make a **Reflex** save (DC equal to the attacker's combat roll to perform the maneuver) to avoid the effect of the maneuver as an immediate action.

## Replacement Domain Spells

2<sup>nd</sup>—**Grace**<sup>APG</sup>, 3<sup>rd</sup>—**Blink**, 5<sup>th</sup>—**Fickle Winds**<sup>UM</sup>, 9<sup>th</sup>—**Symbol of Strife**<sup>UM</sup>

## Mystery of Madness

Oracles may choose Madness as their mystery, focusing on the chaos and insecurity of the world about them.

**Alignment:** The **Oracle** must be chaotic in alignment to have access to this mystery.

**Class Skills:** Access to the mystery of madness grants the **oracle** the class skills of **Bluff**, **Disguise**, **Escape Artist**, and **Perform**.

**Bonus Spells:** **Memory Lapse** (2<sup>nd</sup>), **Hideous Laughter** (4<sup>th</sup>), **Vision of Hell** (6<sup>th</sup>), **Confusion** (8<sup>th</sup>), **Feeblemind** (10<sup>th</sup>), **Repulsion** (12<sup>th</sup>), **Insanity** (14<sup>th</sup>), **Symbol of Insanity** (16<sup>th</sup>), **Symbol of Strife** (18<sup>th</sup>)

## Revelations

**Crazy as a Fox** (**Su**): You gain some clarity through the haze of the figments within your mind. You may choose one non-physical ability (Intelligence, Wisdom,



or Charisma) and gain a +4 morale bonus for a number of minutes equal to your class level. At 11<sup>th</sup> level you may either increase two abilities by +4 or one ability by +8, and at 19<sup>th</sup> level you may increase all three abilities by +4 or one ability by +12. You may use this ability a number of times per day equal to your Charisma modifier minimum of 1 time per day).

*Fractured Psyche (Su):* You can splinter off a part of your mind to dominate another humanoid as the *Dominate Person* spell. You may only dominate one individual at a time and control others a total number of hours per day equal to your class level. These hours do not need to be consecutive, but must be used in 1 hour increments.

You must spend a **standard action** to initiate the connection, and the target is allowed a Will save (DC 10 + ½ your class level + your Charisma modifier) to resist the domination. If successful, the target is not subject to your attempt to control it for 24 hours. You may release your connection as a **free action**. Other limitations as listed for *Dominate Person* apply. This is a mind-affecting effect.

You must be 11<sup>th</sup> level before you may choose this revelation. At 19<sup>th</sup> level, you may apply the effects of *Dominate Monster* instead, allowing you to control any creature, not just humanoids.

*Infectious Cackling (Sp):* You may produce a loud and crude laughing sound as a **standard action**. Everyone within 30 feet that can hear the sound must make a Will save (DC 10 + ½ your class level + your Charisma modifier) or fall prone to the ground in gut wrenching pain. The effect lasts for a full round and those affected cannot take an action until the beginning of your next turn. You may use this revelation once per day, and one additional time at 5<sup>th</sup> level and every five levels thereafter. This is a mind-affecting effect.

*Infectious Insanity (Su):* You may bolster one spell per day with the secondary effect of causing confusion to anyone that was affected by the spell. You may infect one spell as a **swift action** while casting and if the victim of the spell is affected

(either through a successful attack or failing a saving throw), it becomes **confused** for a number of rounds equal to the level of the spell. You gain an additional use of this revelation at 7<sup>th</sup> level and 15<sup>th</sup> level.

*Maniacal Immutability (Ex):* You gain a +42 bonus to any Will saves involving **enchantment (charm)** and fear effects. This bonus increases to +4 at 12<sup>th</sup> level, and +6 at 18<sup>th</sup> level.

*Split Personality (Su):* Once per day you may take two **standard actions** plus a **move action** or a **full round action** and a **move action**. If you are **confused**, you may roll twice for the effect of the **confused** condition, gaining both effects for the round. You must be at least 11<sup>th</sup> level to take this revelation, and you gain one additional use of this revelation at 17<sup>th</sup> level.

*Touch of Confusion (Sp):* You may make a melee **touch attack** to confuse your opponent as a **standard action**. If the attack is successful, the target becomes **confused** for 1d4 rounds. This is a mind-affecting effect. You may use this revelation 3 times + your Charisma modifier per day.

*Touch of Idiocy (Sp):* You may make a melee **touch attack** to sap the mental facilities of your opponent as a **standard action**. You choose one ability (Intelligence, Wisdom, or Charisma) when you activate this revelation. If the attack is successful, the target suffers 1d6 points of ability damage for the type chosen. The effect lasts for 1 minute for every **oracle** class level you possess.

No saving throw is allowed, but you may not use this ability more than once per day per individual target. You may use this revelation 3 times + your Charisma modifier per day.

*Twisted Mind (Su):* When casting any spell from the school of **enchantment**, you add +1 to your caster level to determine the effects of the spell. If the duration of the spell requires your concentration, the effect of the spell lingers for 1 additional round after you stop concentrating. At 7<sup>th</sup> level and every 4 levels thereafter, spells that require concentration linger for an additional round



beyond the first (with a maximum of +5 rounds at 19<sup>th</sup> level).

**Willful Ignorance (Ex):** You have learned to ignore the most traumatic effects of life to foster your own delusions. As a result, you may ignore the effects of exhaustion, fatigue, nausea, or sickness for a number of rounds equal to your class level per day. Or if the condition is the result of a failed saving throw, you may make another saving throw as an **immediate action** with a **circumstance bonus** equal to  $\frac{1}{2}$  your class level to avoid the effect. You must take the result of the second saving throw regardless of the result and by doing so you lose the ability to use this revelation until you get 8 hours of rest.

### Final Revelation

When you reach 20<sup>th</sup> level, you become the source of all madness. Your aura causes confusion to everyone within 10 feet of you. You may dampen the aura to your immediate personal space as a **free action**, but you can never fully turn it off.

While your aura is extended, anyone entering your area of effect is allowed a **Will save** (DC 10 +  $\frac{1}{2}$  your class level + your Charisma modifier) or become **confused** while remaining in the area and 1d4 rounds after being absent from your field of madness. If an individual successfully makes the **Will save**, it is not subject to your madness aura for 24 hours.

While dampened, any creature physically attacking you with a melee weapon, **touch attack**, natural attack, or unarmed attack must make the same **Will save** or become **confused** for 1d4 rounds. If the attacker successfully makes its saving throw, it is immune to the confusion of your presence for 24 hours.

You also gain the **Touch of Confusion** revelation and there is no limit on the number of uses per day, though the victim is allowed a **Will save**. If the victim makes a successful save, it is not subject to your touch for 24 hours.

This is a mind-affecting effect.

## Oracle Curses

### Insane

You become overwhelmed by chaos and psychotic tenancies when stressed out.

### Effect

When you enter battle you automatically gain the **confused** condition for 1d4 rounds. You must make a **Will save** when casting a spell that causes damage with a DC equal to 10 + the spell's effective level while you have the **confused** condition.

At 5<sup>th</sup> level, you may cast spells while **confused** in any round you would normally do nothing but babble incoherently as long as the spell does not have a verbal component.

At 10<sup>th</sup> level, you cannot be **confused** when caused by an external source (such as a spell, **spell-like ability**, or supernatural effect).

At 15<sup>th</sup> level, your touch causes others to become **confused** for 1 round. You may make a **melee touch attack** as a **standard action** to impart the **confused** condition on another. Anyone that successfully makes a **touch attack** against you, a natural attack, or an unarmed strike must make a **Will save** (DC equal to 10 +  $\frac{1}{2}$  your class level + your Charisma modifier) or become **confused** for 1 round. This is a mind-affecting effect.

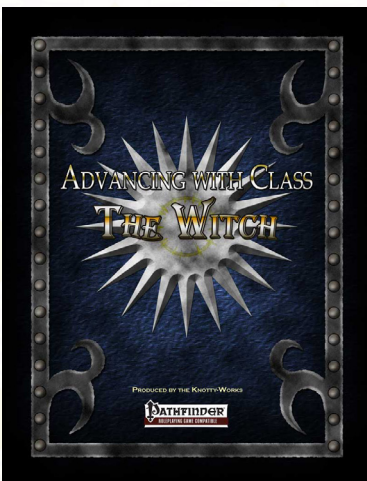
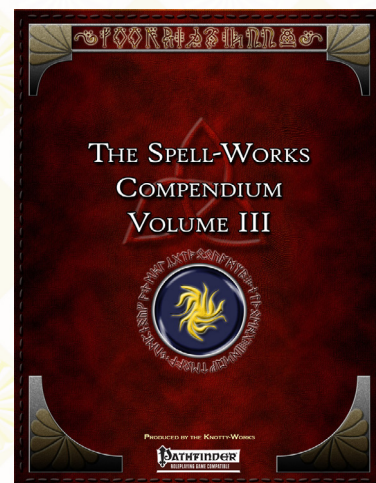
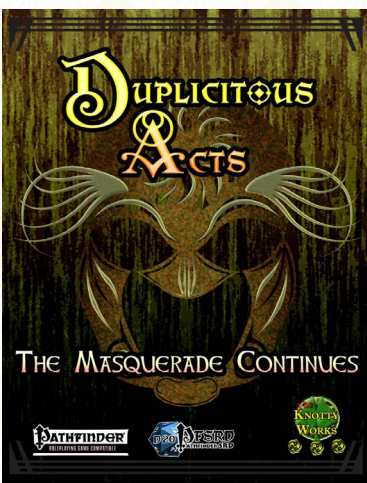




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