

Player Paraphernalia

KNOTTY
WORKS

SECONDARY
ARCHETYPES VOL I
VARIANT MULTICLASSING
ARCHETYPES

#105

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #105

BY THE KNOTTY-WORKS



Welcome to issue one hundred and five of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces Variant Multiclassing secondary classes built upon traditional class archetypes. Using the system introduced in Paizo's Pathfinder Unchained™, feats gained at 3rd level and every four levels thereafter are replaced with class features attributed to the class archetypes presented below.

VARIANT MULTICLASSING ARCHETYPES

Pathfinder Unchained™ introduced a variant option for handling multiclassing, either as an addition or alternate means of dealing with the loss of high level class features when a character chooses to take more than one type of character class. While the core and base classes were covered within the Pathfinder Unchained™, class archetypes offer an expanded specialty that would be beneficial when this option is used.

While it may be possible to compare the variant class features granted to the character based on the class presented in the rules and just swap out the aforementioned options with the archetype feature, many features are not so easily worked in such a fashion.

So below are several variant multiclassing archetypes that attempt to completely work out such issues to make the

variant classes useful when employing an archetype version. The following class features replace the character feat normally gained at the level listed.

As with the rules for variant multiclassing, a character cannot take both the actual archetype class and the secondary archetype class. A few of the secondary archetypes below are built from the same archetype (Archer and Trick Shot Archer, Crossbow Deadshot and Crossbow Expert) and the same applied to either secondary archetypes and the parent archetype.

Given that archetypes are built from a core, base, hybrid, or alternate class, it may be argued that the class from which the secondary archetype is related should also be restricted. However, generally secondary archetypes are generally weaker than the archetype from which they are built and the argument could be made that such combinations should be allowed. But there is a potential to create an overly powerful class combination and caution should be used with advantages and disadvantages carefully considered by both the GM and the player.

Archer

An archetype of the fighter, the archer as a secondary class focuses on at least one type of bow and becomes a master both in firing and avoiding

arrows. A character that chooses archer as his secondary class gains the following secondary class features.

Bow Proficiency (Ex)

At 1st level, the archer gains proficiency with at least one type of bow if he does not already have proficiency.

Sharpeye (Ex)

At 3rd level, the archer gains a +1 bonus on perception checks, and the range increment for any bow used increases by 5 ft. The perception and range increment bonuses increase by +1/5 ft. for every four levels beyond 3rd.

Archery Expert (Ex)

At 7th level, the archer gains a +1 bonus on attack and damage rolls with any bow. This bonus increases by +1 every four levels beyond 7th.

Safe Shot (Ex)

At 11th level, the archer does not provoke **attacks of opportunity** while making ranged attacks with the bow.

Twist in the Wind (Ex)

At 15th level, the archer gains a +2 **dodge bonus** to his **AC** against ranged attacks, this bonus increases to +4 at 19th level.

Arrow Master (Ex)

At 19th level, the archer gains **DR 5/-** against any type of ranged attack. He may also attempt to catch an arrow fired at him as an **immediate action** and fire it at any chosen target as if he has the **Snatch Arrows** feat.

Trick Shot Archer

Built upon the archer archetype of the fighter, the trick shot archer as a secondary class focuses on performing several types of special maneuvers with his arrows. A character that chooses trick shot archer as his secondary class gains the following secondary class features.



Bow Proficiency (Ex)

At 1st level, the trick shot archer gains proficiency with at least one type of bow if he does not already have proficiency.

Sharpeye (Ex)

At 3rd level, the trick shot archer gains a +1 bonus on perception checks, and the range increment for any bow used increases by 5 ft. The perception and range increment bonuses increase by +1/5 ft. for every four levels beyond 3rd.

Disarming Shot (Ex)

At 7th level, the trick shot archer may attempt to **disarm** an opponent with a shot from his bow as long as the target is within 30 ft. The trick shot archer uses his **CMB** with a -4 penalty and does not provoke **attacks of opportunity** for the **disarm** attempt, but will provoke if he is currently being threatened while firing the bow. At 11th level he no longer provokes **attacks of opportunity** while firing a bow to perform this maneuver.

Feinting Shot (Ex)

At 11th level, the trick shot archer may attempt to **feint** an opponent while

shooting his bow as long as the target is within 30 ft. The trick shot archer uses his CMB with a -4 penalty and does not provoke attacks of opportunity while firing the bow for this maneuver.

Tripping Shot (Ex)

At 15th level, the trick shot archer may attempt to trip an opponent while shooting his bow as long as the target is within 30 ft. The trick shot archer uses his CMB with a -4 penalty and does not provoke attacks of opportunity while firing the bow for this maneuver.

Rushing Shot (Ex)

At 19th level, the trick shot archer may attempt to bull rush an opponent while shooting his bow as long as the target is within 30 ft. The trick shot archer uses his CMB with a -4 penalty and does not provoke attacks of opportunity while firing the bow for this maneuver.

Armor Master

Built upon the armor master archetype for the fighter, the armor master specializes in optimizing his armor to provide the most advantageous protection. A character that chooses the armor master as his secondary class gains the following class features.

Light Armor Proficiency (Ex)

At 1st level, the armor master gains proficiency with light armor as well as shields (except tower shields). If the armor master casts arcane spells, the normal chance of arcane spell failure apply when casting spells with a somatic component.

Covered in Armor (Ex)

At 3rd level, the armor master gains proficiency with medium armor as well as tower shields, though the normal chance of arcane spell failure apply for arcane spell casters as with the Light Armor Proficiency.

If the armor master is defending with a shield, he gains a +1 bonus to his touch AC, increasing by an additional +1 every four levels thereafter, but this bonus

cannot exceed the total shield bonus based on size, type, and enhancement bonuses.

Defensive Posturing (Ex)

At 7th level, the armor master gains DR 1/- when wearing light armor and DR 2/- when wearing medium armor. This damage reduction does not stack with other forms of damage reduction other than that provided by adamantine armor. Damage reduction does not apply if the armor master is helpless, stunned, or unconscious.

The armor master also gains proficiency with heavy armor, though the same rules apply regarding casting arcane spells with a somatic component.

Light Fortification (Ex)

At 11th level, the armor master treats his armor as if it had the light fortification special ability. This effect does not stack with any other fortification special effects.

Greater Defensive Posturing (Ex)

At 15th level, the armor master's damage reduction while wearing armor increases. Light armor grants DR 3/-, medium armor grants DR 6/-, and heavy armor grants DR 9/-. As with Defensive Posturing, this damage reduction only stacks with adamantine armor, but no other damage reduction effects.

Moderate Fortification (Ex)

At 19th level, the armor master treats his armor as if it had the moderate fortification special ability. This effect does not stack with any other fortification special effects.

Crossbow Deadshot

Built upon the fighter crossbowman archetype, this variant multi-class option focuses on the deadly precision of the crossbow. A character that chooses the crossbow deadshot as his secondary class gains the following class features.

Crossbow Proficiency (Ex)

At 1st level, the crossbow deadshot is proficient with at least one type of crossbow (hand, light, or heavy).

Deadshot (Ex)

At 3rd level, if the crossbow deadshot attacks with the crossbow as a readied action, he may add ½ his Dexterity modifier (minimum of +1) to the damage caused by a successful strike. This damage is not multiplied by a critical hit.

The crossbow deadshot is treated as having the [Precise Shot](#) feat, but only while using a crossbow.

Improved Deadshot (Ex)

At 7th level, the crossbow deadshot may deny his target its Dexterity modifier to its AC while firing the crossbow as a readied action.

Greater Deadshot (Ex)

At 11th level, the crossbow deadshot adds his entire Dexterity modifier (minimum of +1) to the damage of any successful crossbow strikes from a readied action. Like Deadshot, this damage is not multiplied by a critical hit.

The crossbow deadshot is treated as having the [Improved Precise Shot](#) feat, but only while using a crossbow.

Pin Point Shot (Ex)

At 15th level, the crossbow deadshot gains the effects of the [Pinpoint Targeting](#) feat, but only when he is using a crossbow.

Penetrating Shot (Ex)

At 19th level, the crossbow deadshot's shot may pierce a second target behind the first target when he confirms critical hit with the crossbow. The shot must be able to trace a line of shot passing through both targets to make this additional attack. The crossbow deadshot makes another attack roll with a -4 penalty (and any other additional penalties

for range). This effect stacks with each successful critical hit, but so do the penalties.

Crossbow Expert

Another crossbowman archetype built from the fighter, this variant multi-class option focuses on overall skill and use of the crossbow. A character that choose the crossbow expert as his secondary class gains the following class features.

Crossbow Proficiency (Ex)

At 1st level, the crossbow expert is proficient with at least one type of crossbow (hand, light, or heavy).

Crossbow Expert (Ex)

At 3rd level, the crossbow expert gains [Rapid Reload](#) as a bonus feat.

Crossbow Adept (Ex)

At 7th level, the crossbow expert gains a +1 bonus on attack and damage rolls when using a crossbow. This bonus increases by every four levels thereafter.

Crossbow Specialist (Ex)

At 11th level, the crossbow expert does not provoke [attacks of opportunity](#) when making ranged attacks with the crossbow.

Power of the Crossbow (Ex)

At 15th level, the crossbow may make a standard attack with a crossbow with a -4 penalty. If successful, the target is also subject to either a [bull rush](#) or [trip](#) maneuver, using the attack roll as the CMB to determine its effectiveness. The crossbow expert must choose which maneuver is being used before making the shot.

Crossbow Mastery (Ex)

At 19th level, the crossbow expert gains the [Crossbow Mastery](#) feat as a bonus feat. He does not need to meet the prerequisites for the feat.

Free Hand Fighter

Built upon the free hand fighter archetype for the fighter, the free hand fighter specializes in attacking with a light or one handed weapon and leaving the other hand free for distraction or special maneuvers. A character that chooses the free hand fighter as his secondary class gains the following class features.

Elusively Deceptive(Ex)

At 3rd level, the free hand fighter gains a +1 **dodge bonus** to his AC as long as he has one free hand and wearing nothing heavier than light armor. He also gains a +1 bonus on **Bluff** check to **feint** or create a diversion for **concealment**. This bonus increases by +1 every four levels thereafter.

Free Hand Adept (Ex)

At 7th level, the free hand fighter gains a +1 bonus to attack and damage rolls while attacking with a light or one-handed melee weapon while leaving his other hand free. This bonus increases every four levels thereafter.

Shieldless (Ex)

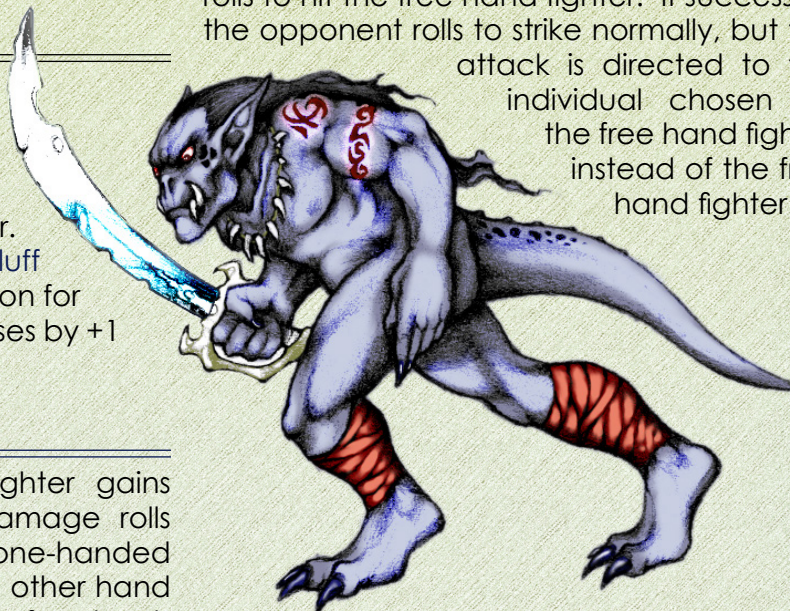
At 11th level, the free hand fighter may attempt to push aside a target's shield by making a **disarm** combat maneuver as a **move action** without provoking an **attack of opportunity**. If successful, the target loses its **shield bonus** to its AC against the free hand fighter's next attack.

Distraction (Ex)

At 15th level, the free hand fighter may attempt to push his opponent off balance by making a **distractive maneuver** as a **move action**. This is treated as a **trip** maneuver, but instead of falling prone, the opponent becomes flat-footed until it takes damage from a physical attack or until the beginning of the free hand fighter's next turn, whichever comes first.

Redirection (Ex)

At 19th level, the free hand fighter may attempt to redirect a melee attack targeting him to another adjacent target in the free hand fighter's threat range. When an opponent attempts to strike the free hand fighter with a melee weapon, the free hand fighter may make a **disarm** maneuver as an **immediate action** before the opponent rolls to hit the free hand fighter. If successful, the opponent rolls to strike normally, but the attack is directed to the individual chosen by the free hand fighter instead of the free hand fighter.



Phalanx Soldier

This fighter archetype specializes in group defensive tactics, creating a moving impregnable wall with his allies. A character that chooses the phalanx soldier as his secondary class gains the following class features.

Shield Proficiency (Ex)

At 1st level, the phalanx soldier is **proficient with light and heavy shields**. If the phalanx soldier casts arcane spells, he suffers the normal chance of arcane spell failure when trying to a cast spell with a somatic component while hefting a shield.

Stand Firm (Ex)

At 3rd level, the phalanx soldier gains a +1 bonus to his **CMD** against bull

rush, drag, overrun, and trip maneuvers as well as saving throws versus trample attacks. This bonus increases by +1 every four levels thereafter.

Pike Wielder (Ex)

At 7th level, the phalanx soldier may wield a polearm or spear with one hand while carrying a shield in the other.

Once per day, he may ready the polearm or spear with the brace property (even if the weapon normally doesn't have that property) as an **immediate action**, gaining a +1 bonus to attack and damage rolls. He gains an additional user per day every four levels thereafter. The phalanx soldier may not use this ability while flat-footed.

Shield Hand (Ex)

At 11th level, the phalanx soldier gains proficiency with the tower shield (though the chance for arcane spell failure apply for those that cast arcane spells with somatic components).

In addition, armor check penalties for skills or attack rolls while using a shield offensively or defensively are reduced by -1. Arcane casting phalanx fighters also reduce the chance of arcane spell failure by 5%. At 17th level, the penalty is reduced by another -1 (minimum of 0) and the chance of arcane spell failure by another 5% (minimum of 0%).

Shield Ally (Ex)

At 15th level, the phalanx soldier may use his shield to provide partial **cover** for himself and all adjacent allies until the beginning of his next turn as long as he is using a heavy or tower shield. The **cover** grants a +2 bonus to **AC** and a +1 bonus on **Reflex** saves.

Greater Shield Ally (Ex)

At 19th level, the phalanx soldier may provide normal **cover** to himself and one adjacent ally until the beginning of his next turn as long as he is using a heavy or tower shield. Both the phalanx soldier and ally are treated as having the rogue's Evasion class

feature. The **cover** grants +4 to the phalanx and ally's **AC** and +2 to **Reflex** saves, but it does not provide sufficient **cover** for **Stealth** checks.

Polearm Master

Built upon the polearm master fighter archetype, the polearm master becomes a master at keeping enemies at a distance while chopping them down or stabbing them through. A character that chooses the polearm master as his secondary class gains the following class features.

Polearm Proficiency (Ex)

At 1st level, the polearm master is proficient with at least one type of pole based reach weapon (any weapon listed in the fighter's polearms weapon group as well as the long spear).

Short Haft (Ex)

At 3rd level, the polearm master may shorten his grip on the weapon as an **immediate action**. This allows the polearm master the ability to attack adjacent targets, though at a -4 penalty on the attack roll. This penalty is reduced by -1 every four levels thereafter (maximum of +0 at 19th level).

The polearm master may change his position back to normal with another **immediate action**.

Polearm Training (Ex)

At 7th level, the polearm master gains a +1 bonus to attack and damage rolls with long spears and polearms. If the polearm master uses the spear or polearm for a readied action or **attack of opportunity**, the bonus to hit is doubled. This bonus increases by +1 every fourth level thereafter.

Flexible Flanker (Ex)

At 11th level, the polearm master may choose any adjacent 5 ft. space and treat it as his location in regards to **flanking** an opponent. The area may be occupied or empty, or even a solid barrier.

Polearm Maneuvery (Ex)

At 15th level, the polearm master may treat his polearm or spear as if it had the **brace**, **disarm**, or **trip** special weapon features, even if it normally doesn't grant it. The polearm master may also use the spear or polearm to perform a **bull rush** maneuver without provoking an **attack of opportunity**, though with a -4 penalty to his **CMB**.

Polearm Parry (Ex)

At 19th level, the polearm master may use his spear or polearm to protect an ally or himself from an opponent he threatens with the extended reach of his weapon. As an **immediate action**, the polearm master may grant his ally a +2 **shield bonus** to the ally's **AC** and a **DR 5/-** against a single attack from the target opponent. The polearm master may only grant this bonus to himself if the attacking creature is not adjacent to polearm master.

Shielded Fighter

Built upon the fighter's shielded fighter archetype, specializing in use of the shield for both offence and defense. A character that chooses the shielded fighter as his secondary class gains the following class features.

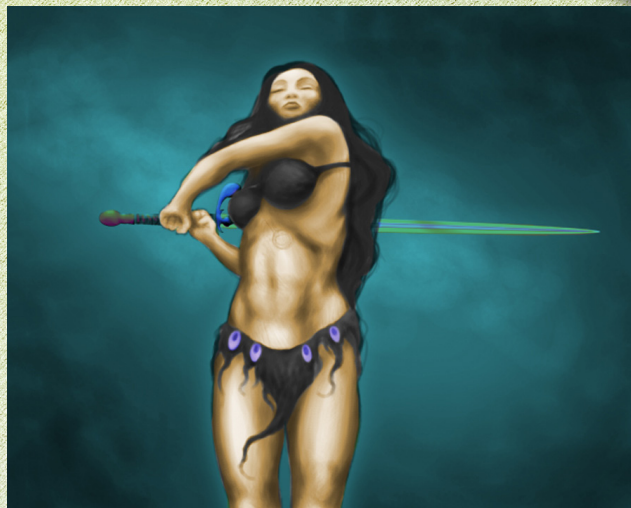
Shield Proficiency (Ex)

At 1st level, the shielded fighter is **proficient with all types of shields** (including tower shields). If he casts arcane spells, he still suffers the normal chance of arcane spell failure while casting spells with a somatic component.

Active Shield (Ex)

At 3rd level, the shielded fighter gains a +1 **dodge bonus** to **AC** while fighting defensively, using **total defense**, or using **Combat Expertise** as long as he is wielding a shield. This bonus increases by +1 for every four levels thereafter.

As a **swift action**, the shield fighter may grant the same bonus to an adjacent ally until the beginning of his next turn



as long as the ally does not move out of the shielded fighter's reach.

Once the shielded fighter gains a +2 bonus, he may choose to grant half of his **dodge bonus** to all of his allies that are adjacent to him rather than a single ally, as long as they do not move out of his reach until the beginning of his next turn.

Shield Basher (Ex)

At 7th level, the shielded fighter gains a +1 bonus on attack and damage rolls when making a shield bash, increasing by +1 every four levels thereafter. If the shielded fighter makes a full-attack action, the shielded fighter may alternate between his weapon and shield. This grants no additional attacks, but the shielded fighter is not penalized for two-weapon fighting for this attack.

Impeding Shield (Ex)

At 11th level, the shielded fighter may use his shield to impede an adjacent opponent's attack as a **move action**. The shielded fighter makes a combat maneuver check against the opponent's **CMD**. If successful, the opponent suffers a -2 penalty on its attack rolls if it attacks the shielded fighter and suffers a -2 penalty to its **AC** when attacked by the shielded fighter until the beginning of his next turn.

At 15th level, the shielded fighter may use a **swift action** to implement this maneuver.

Improved Shield Basher (Ex)

At 15th level, the shielded fighter gains Improved **Shield Slam** as a bonus feat. The shielded fighter may also perform a **bull rush** maneuver in place of a shield bash without provoking an **attack of opportunity**. If used with the shielded fighter's **Shield Bash** ability as part of a full-attack action, he may attempt to make multiple **bull rush** maneuvers, though he is limited to one 5-foot step as part of this turn.

Shield Guard (Ex)

At 19th level, the shielded fighter may prevent enemies from **flanking** him as a **swift action** depending on the type of shield he is wielding. If the shielded fighter is using a light shield, he may choose a single 5-foot adjacent area, heavy shield allows him to choose two adjacent 5-foot areas, and the tower shield allows him to choose three adjacent 5-foot areas; however they must all be contiguous. Even if opponents take position in those areas, they cannot be used to provide **flanking** against the shielded fighter.

This effect lasts until the shielded fighter moves out of his current area or until the beginning of the shielded fighter's next turn.

Thunderstriker

Built from the thunder striker fighter archetype, specializing in the use of the buckler and a heavy hafted melee weapon. A character that takes the thunder striker as a secondary class gains the following class features.

Buckler Proficiency (Ex)

At 1st level, the thunderstriker gains proficiency with the buckler. If the thunderstriker casts arcane spells, he still suffers the chance of arcane spell failure when casting a spell with a somatic component.

Buckler Adept (Ex)

At 3rd level, the thunderstriker takes no penalty to his attack rolls while wielding

a weapon in two hands and sporting a buckler for defense.

Buckler Bash (Ex)

At 7th level, the thunderstriker may use his buckler to bash an opponent, treating it as a light shield. He is treated as having proficiency with the light shield while using it to bash, but only when wearing a buckler.

Hammer and Anvil (Ex)

At 11th level, the thunder striker only suffers half the normal penalties for two-weapon fighting when using a buckler as his off-hand weapon. He gains any **enhancement bonus** from the buckler to both his attack and damage rolls.

Buckler Defense (Ex)

At 15th level, the thunder striker retains a +1 **shield bonus** even when wielding a two-handed weapon or two one-handed weapons, or casting a spell. He may also apply the benefits of any feats that rely on the use of a shield as well, but he does not benefit from any enhancement bonuses or special properties of the buckler until the beginning of his next turn.

Thunder Strikes (Ex)

At 19th level, the thunderstriker suffers no penalties when wielding his buckler as his off-hand weapon.

Two-Handed Fighter

The two-handed fighter is an archetype of the fighter, focusing on the maximum impact and force of the more massive melee weapons. A character that takes the two-handed fighter as a secondary class gains the following class features.

Shattering Strike (Ex)

At 3rd level, a two-handed fighter gains a +1 bonus to his **CMB** and damage when attempting to **sunder** objects. He also gains a +1 bonus to his **CMB** when someone attempts to **sunder** his weapon, armor, or worn

gear. The bonus to his **CMB**, damage while sundering, and **CMD** increases by +1 for every four levels thereafter.

Powerful Swings (Ex)

At 7th level, when a two-handed fighter makes a single attack (including a **charge**), he adds double his Strength bonus on the damage roll when wielding a two-handed weapon. If he can take multiple swings with a full-attack action, the two-handed fighter also adds double his Strength bonus for every attack after the first.

Piledriver (Ex)

At 11th level, the two-handed fighter may perform a free **bull rush** or **trip** maneuver while making single attack as a **standard action** with his two-handed weapon. Performing the maneuver is a **free action** and does not provoke an **attack of opportunity**.

Greater Powerful Swing (Ex)

At 15th level, the two-handed fighter gains **Power Attack** as a bonus feat, but only while wielding a two-handed weapon. At 17th level, while making a **Power Attack** with his two-handed weapon, the two-handed fighter's bonus damage is doubled rather than increased by half.

Devastating Blow (Ex)

At 19th level, the two-handed fighter may make a single attack as a **standard action** and treat a successful strike as an automatic critical threat by taking a -5 penalty to the attack roll and the confirmation to the critical threat. If the two-handed fighter's weapon has a special ability that triggers on a critical strike, this feature will not activate it.

Two-Weapon Fighter

While designed for agile warriors, the two-weapon fighter is a fighter archetype that focuses on quick and decisive strikes while wielding two light or one-handed weapons. A character that chooses the two-weapon



fighter as a secondary class gains the following class features.

Defensive Flurry (Ex)

At 3rd level, the two-weapon fighter gains a +1 **dodge bonus** to his **AC** against melee attack until the beginning of his next turn when he makes a full-attack with both weapons. This bonus increases by +1 every four levels thereafter.

Twin Strike (Ex)

At 7th level, the two-weapon fighter may either make a full-attack with two weapons or a double weapon, gaining a +1 bonus on attack and damage rolls. Or he may make one attack with both weapons as a **standard action**, suffering a -1 penalty

to the attack rolls in addition to the standard penalties for attacking with both weapons.

The full-attack bonus increases by +1 every four levels thereafter.

Improved Balance (Ex)

At 11th level, the two-weapon fighter reduces the penalties for attacking with two weapons by -1 or he may treat the a one-handed weapon in the off-hand as a light weapon with the normal penalties.

Equal Opportunity Slicer (Ex)

At 15th level, the two-weapon fighter may attack with both his primary and off-handed weapon while making an **attack of opportunity**. Penalties for attacking with two weapons or a double weapon apply normally.

Perfect Balance (Ex)

At 19th level, the penalties for fighting with two weapons or a double weapon are reduced by another -1, stacking with Improved Balance. As with Improved Balance, if the two-weapon fighter wields a one-handed weapon in his off hand, he may instead treat it as a light weapon though the penalties are not decreased.

Weapon Master

Devotion to a single weapon above all others, this archetype falls under the fighter, but it's benefits may be worthwhile to nearly any class that relies on a physical weapon for defense. A character that chooses the weapon master as a secondary class gains the following class features.

Weapon of Choice (Ex)

At 1st level, the weapon master must choose a single weapon as his weapon of choice. It must be a weapon with which he has proficiency.

Weapon Knows its Own (Ex)

At 3rd level, the weapon master gains a +1 bonus to his **CMD** when anyone

attempts to **disarm** or **sunder** his weapon. This bonus also applies for any saving throws for effects (magic or mundane) that target the chosen weapon as long as it is in the weapon master's grip. This bonus increases by +1 every four levels thereafter.

Relentless Strike (Ex)

At 7th level, the weapon master may re-roll an attack roll, critical confirmation roll, miss chance check or damage roll as an **immediate action**, accepting the second result even if it is worse. The weapon master may use this ability once per day, gaining an additional use every four levels thereafter.

Weapon's True Master (Ex)

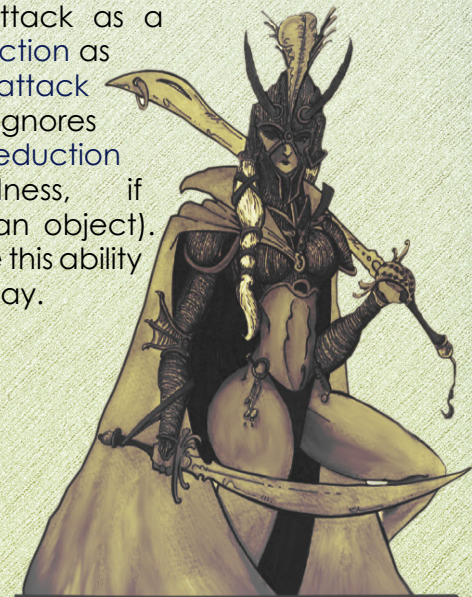
At 11th level, the weapon master gains a +1 **insight bonus** to his **AC** when being attacked by a weapon that is the same type as his chosen weapon. This bonus increases by +1 every four levels thereafter.

Critical Calling (Ex)

At 15th level, the weapon master may increase the damage multiplier by +1 when confirming a critical hit as an **immediate action**. He may use this ability once a day, gaining a second use at 19th level.

Unstoppable Strike (Ex)

At 19th level, the weapon master may make a single attack as a **standard action** as a **touch attack** that ignores **damage reduction** (or **hardness**, if attacking an object). He may use this ability once per day.



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