

Player Paraphernalia

KNOTTY
WORKS

THE AXE BEAK RIDER
NEW CAVALIER ARCHETYPE

#116

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #116

BY THE KNOTTY-WORKS



Welcome to issue one hundred and sixteen 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 the axe beak rider, a cavalier archetype designed specifically for goblins or other small humanoids.

THE AXE BEAK RIDER

Class Cavalier

Race Goblin

How or why goblins got the nerve or gumption to attempt to domesticate the terrors of the open prairies is an enigma to anyone but themselves. But generations of goblin axe beak riders have continued the tradition, honing their skills and the combat and transportation abilities of their chosen mounts. However, given the size of these large predatory flight deprived birds, the axe beak riders have learned that they can be managed much more efficiently with two riders rather than one. Riding in teams of two, axe beak riders allow one goblin to focus its energies on controlling the mount while the other is free to attack opponents while gaining the benefits of height and being astride a mounted beast.

Dual Rider

At 1st level, axe beak riders are trained to control the axe beak while another higher level axe beak rider sits from behind and attacks opponents. Both riders are attuned to the axe beak in the same fashion as the druid's [animal companion](#), though its

abilities are determined by the higher level rider.

Neither rider suffers from an [armor check penalty](#) on [Ride](#) checks while astride the axe beak companion. If both riders give contradictory orders, the higher level axe beak rider's command takes precedence for the axe beak.

This dual bond allows one rider to focus on controlling the axe beak while the other makes attacks. The rider responsible for controlling the axe beak may make an attack with a successful [Ride](#) check, but suffers a -4 penalty to all attack rolls.

If a axe beak rider has a Charisma of 15 or higher, it may be assigned a medium sized axe beak at 1st level. The axe beak rider suffers the -2 penalty to attack rolls made while controlling the medium sized axe beak.

By the time the axe beak rider reaches 3rd level, it automatically gains its own medium sized axe beak, and it no longer suffers any penalties to attack rolls while also directing the axe beak's actions with a successful [Ride](#) check.

Once the axe beak rider reaches 4th level, the axe beak grows to a large size and the axe beak rider is assigned either a 1st level axe beak rider or a 1st level goblin warrior that focuses riding and directing the axe beak. The second rider is treated as cohort in regards to experience gained, and can never be higher than the axe rider's class level -3.

If the second rider is another axe beak rider, once it reaches 3rd level the senior axe beak rider must make a charisma check with a DC equal to 10 + the level of the other axe beak rider's class level + its Charisma modifier. If successful, the lower level axe beak rider stays with the senior axe beak rider until it attains another level. A new check must be made each time the lower level axe beak rider attains a new class level. If the senior axe beak rider has the **Leadership** feat, it adds ½ it's class level to the Charisma check.

If the second rider is a goblin warrior, no Charisma checks are required when it attains a new level. Goblin warriors suffer the -4 penalty to attack while attempting to control the large axe beak during the same round.

The senior axe beak rider may dismiss the second rider at any time, though any new rider gained will automatically be 1st level.

If the axe beak rider loses its axe beak companion, the secondary rider also leaves it service. Once axe beak rider gains a new mount after spending at least a week in mourning, it gains a new secondary rider that begins at 1st level.

The axe beak rider may choose to continue as the driver with another axe beak rider at 3rd level or higher, and only suffers a -2 penalty on attacks while also directing the large axe beak's actions with a successful **Ride** check. If the axe beak rider attains the same class level as the other axe beak rider, it must leave the other rider and mount and acquire its own mount and second rider as listed above.

This feature alters and replaces the cavalier's Mount class feature.

Dual Focused Combat

If the axe beak rider has a feat that alters or affects the axe beak's movement, attacks, or other tactical effects related to mounted combat, the axe beak rider may share the effects of the feat with the other rider as long as they are both astride the axe beak.

The feat may be shared as a **standard action** at 1st level, lasting for 3 + ½ the axe beak rider's class level. The other rider does not need to meet any prerequisites for the feat, and if the other rider already has the feat, no additional bonuses are granted. The axe beak rider may use this ability once per day.

At 5th level the axe beak rider may share a mounted combat related feat as a **move action** up to twice a day. At 10th level, it may share the feat as a **swift action** up to three times per day, and at 15th level as a **free action** up to four times per day.

Only one feat may be shared at a time. This feature replaces the cavalier's tactician and greater tactician class features.

Order of the Axe Beak

All axe beak riders must belong to the Order of the Axe Beak.

ORDER OF THE AXE BEAK

Axe beak riders are a tight knit group and follow their own set of ethics and edicts, geared for the protection and propagation of the tribe as well as overcoming longshanks that interfere with that drive.

The Order of the Axe Beak use their large mounts to intimidate smaller creatures, using the advantage of height and skill with the birds to completely trounce opponents. Order members are trained to operate in packs, learning to flank larger creatures to the advantage of the mounts and their riders. Over time, order members train their axe beak companions advanced combat tactics and the ability to use the bird's natural attacks to its best advantage.

Edicts

Order members must obey senior order members and follow directions without question. The senior rider's decisions of an axe beak team is never questioned by the junior member. The order member must treat its axe beak as a valued friend and companion, willing to sacrifice itself for the

sanctity of the axe beak it rides. The axe beak rider should generally protect its tribe, but this is secondary to the welfare of other order members and their axe beak mounts.

Challenge

Whenever the axe beak rider or its axe beak mount successfully critically strikes the target of the axe beak rider's challenge, the other gains an **attack of opportunity** against the target of the challenge if it is in the rider's melee threat range. If both axe beak riders astride the same axe beak have challenged the same target, if either critically strikes the same target with a melee weapon, the other rider also gains an **attack of opportunity** against the target.

Skills

Members of the Order of the Axe beak add **Perception** and **Stealth** to their list of class skills. While astride an axe beak, the order member gains a +1 bonus to any **Perception** checks per four class levels possessed.

Order Abilities

Members belonging to the Order of the Axe Beak gain the following abilities as they increase in level.

Trample (Ex)

At 2nd level, an order member riding an axe beak may direct the axe beak to trample opponents, gaining the benefits of the **Trample** feat. The order member must make a DC 15 ride check in order to trample opponents. If successful, the axe beak may make one talon attack on an opponent it has successfully knocked prone. Large axe beaks cause 1d6 + its Strength modifier (medium axe beaks cause 1d4 + its Strength modifier).

Jumping Charge (Ex)

At 8th level, the order member astride its axe beak may direct the mount to make a short flying jump as part of a **charge** attack. Any melee or natural attacks made by the order member or the axe beak as part of

charge gain a +2 **circumstance bonus** in addition to any normal attack bonuses granted from charging and attacking from higher ground. The order member must make a DC 20 ride check as part of the **charge** attack to successfully apply the bonus.

In addition, as an **immediate action** if the order member and axe beak fall from any height greater than 10 ft, the order member may prod the bird to use its wings to blunt the fall as the **Feather Fall** spell. This effect also requires a DC 20 ride check and the check may only be used once during a fall, with the benefit only lasting one round.

Axe War Machine (Ex)

At 15th level, the axe beak becomes a formidable war machine while the order member is riding it. The axe beak may make two primary attacks with its talons in addition to its bite as a full round attack. If two of the three strikes are successful, the axe beak also rends the target for an additional 2d6 points + 1½ its Strength modifier that round. If the target of the order member's challenge is rended, the damage is equal to 4d6 points + 1½ its Strength bonus.



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