

Player Paraphernalia

KNOTTY
WORKS

SETTING THE
WORLD ON FIRE
MORE GOBLIN ARCHETYPES

#117

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #117

BY THE KNOTTY-WORKS



Welcome to issue one hundred and seventeen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). Goblins have the penchant for lighting things up with their flaming desire to make their mark upon the world. This issue introduces several options for building on this innate desire to play with fire with the fire bug sorcerer bloodline and several fire bug archetypes for various classes.

THE FIREBUG BLOODLINE

Goblins have some strange birthing rites that involve fire to both toughen and enhance the baby's life force. If the baby appears particularly resistant to the flame, they are considered touched by the blessing of the fire and are raised to harness the flame for their own desires.

Race

The firebug bloodline is restricted to goblins.

Class Skill

The firebug bloodline goblin sorcerer treats the acrobatics skill as a class skill.

Bonus Spells

Touch of Combustion (3rd), Fire Breath (5th), Firestream (7th), Firefall (9th), Flame Strike (11th), Contagious Flame (13th), Firebrand (15th), Fire Storm (17th), Meteor Swarm (19th)

The firebug treats it's Charisma as 2 points higher in regards to learning fire based

spells by level including the bonus spells granted by the bloodline.

Bonus Feats

Agile Maneuvers, Burn! Burn! Burn!, Burning Spell, Elemental Focus (Fire), Enlarge Spell, Fire Hand, Fire Tamer, and Toughness

Bloodline Arcana

When the goblin firebug casts spells with the fire descriptor or deals fire damage, it gains a +1 bonus to its caster level in regards to the effects of the spell and any associated DCs for the spell cast gain a +1 bonus.

Bloodline Powers

The firebug goblin sorcerer learns from an early age that fire is its most trusted friend and ally, relying on it more than any other.

Burning Fortitude (Ex)

The firebug gains fire resistance 5 at 1st level. This resistance increases to 10 at 5th level, 15 at 10th level, and 20 at 15th level. The firebug gains Immunity to fire at 20th level.

The firebug is not immune to its own fire based spells or bloodline powers. However, its resistance and Reflex saving throws apply.

Burning Touch (Sp)

At 3rd level, the firebug may manifest a flaming nimbus about its hand as a swift action. The flame lasts until the beginning of the firebug's next turn and may be used to make a melee touch attack that causes

1d6 + 1 per two sorcerer class levels for any attack made while the nimbus is active.

Beginning at 6th level, the firebug may throw the fire as a ranged **touch attack** with a range of 30 ft., though it immediately ends once thrown. The firebug may manifest the flame up to 3 + its Charisma modifier times per day.

Burning Body (Sp)

At 9th level, the firebug may erupt into flame as a **swift action** that lasts until the beginning of the goblin's next turn. Anyone within 10 ft. of the firebug must make a **Reflex** save (DC 10 + ½ the firebug's class level + its Charisma modifier) or suffer 2d6 + 1 per two sorcerer class levels points of fire damage.

Unattended objects within range whose hardness is less than the damage caused by the fire catch fire and suffer an additional 1d6 points of damage until completely destroyed or extinguished.

Any melee or unarmed attacks made by the firebug cause an additional 2d6 + 1 per two sorcerer class levels points of fire damage while this power is manifested. It may be manifested a total number of times per day equal 3 + the firebug's Charisma modifier.

Explosive Personality (Sp)

At 15th level, the firebug may spend a **standard action** to trigger a burst of fire that completely engulfs a 20 ft. radius about it, causing 1d6 points of damage per sorcerer class level. Everyone within range is allowed a **Reflex** save to reduce the damage by half (DC 10 + ½ the firebug's class level + its Charisma modifier).

The firebug may use this power once per day, plus an additional time at 17th and 19th levels.

Fire Within (Sp, Su)

At 20th level, the firebug maintains a seed of elemental fire within itself. As a result, spells and **spell-like abilities** that cause

fire damage cast by the firebug add ½ its sorcerer class level to the damage.

Once per day the firebug may manifest the effects of the **Fiery Body** spell as a **spell-like ability**, using its sorcerer class level as the caster level.

THE FIREBUG MYSTERY

It isn't just the mystery of fire that perplexes goblins, but the desire to watch as things burn to the ground. The firebug mystery represents that burning desire goblins have to master not just the flame, but creative ways to employ it to better their world.

Race

The firebug mystery is restricted to goblins.

Class Skills

The firebug oracle gains **Acrobatics**, **Fly**, **Intimidate**, and **Survival** as class skills.

Bonus Spells

Touch of Combustion (2nd), **Fire Breath** (4th), **Firestream** (6th), **Firefall** (8th), **Flame Strike** (10th), **Contagious Flame** (12th), **Firebrand** (14th), **Fire Storm** (16th), **Fiery Body** (18th)

Oracle Revelations

Backdraft (Ex)

The oracle creates a flame infused gust of hot air. The effect is identical to the **Gust of Wind** spell, but everyone within the area of effect suffer 1d6 + 2 points per oracle level of fire damage. Individuals within the area of effect are allowed a **Fortitude** save (DC 10 + ½ the oracle's class level + its Charisma modifier) to reduce the damage by half. Unlike the normal **Gust of Wind**, this effect does not extinguish existing fires but instead causes everyone within 5 ft. of the open flame to suffer an additional 1d6 points of damage.

The oracle can use this revelation 3 + its Charisma modifier times per day and must be at least 5th level before it may choose this revelation.

Balls of Fire (Sp)

The oracle may produce up to two small balls of fire in its open hands as a **standard action**. These balls may then be thrown as a **free action** or held for up to a number of rounds equal to the oracle's class level. The balls may be thrown or wielded individually or in tandem as a two-weapon attack, though penalties for wielding two weapons apply, treating each ball as a light weapon.

Each ball causes 1d6 +1 point per 2 oracle class levels fire damage, allowing the goblin to either make a melee or ranged **touch attack** with each ball. The balls have a 20 ft. range increment and once thrown disappear upon striking any surface.

The oracle may use this revelation 3 + its Charisma modifier times per day.

Blessing of the Flame (Sp)

The oracle may erupt into flame as a **swift action** that lasts until the beginning of the goblin's next turn. Anyone within 10 ft. of the goblin must make a **Reflex save** (DC 10 + ½ the oracle's class level + its Charisma modifier) or suffer 2d6 + 1 per two oracle class levels points of fire damage.

Unattended objects within range whose hardness is less than the damage caused by the fire catch fire and suffer an additional 1d6 points of damage until completely destroyed or extinguished.

Any melee or unarmed attacks made by the firebug cause an additional 2d6 + 1 per two oracle class levels points of fire damage while this power is manifested. It may be manifested a total number of times per day equal 3 + the goblin's Charisma modifier. The oracle must be 11th level before it may choose this revelation.

Cremation Inferno (Sp)

The oracle may cause one creature within 60 ft. to burst into intense flames as a **standard action**. The creature is allowed a **Fortitude save** (DC 10 + ½ the oracle's class level + its Charisma modifier) to reduce the damage by half, but otherwise suffers 1d6

points of damage per oracle class level. In addition, armor and weapons carried or worn by the opponent also suffer fire damage from the intense flames. If the opponent does not have fire resistance or **immunity** to fire, it must make a **Reflex save** (same DC as the **Fortitude** save) or catch on fire as well.

The oracle must be at least 11th level before it may take this revelation and may use it 3 + its Charisma modifier times per day.

Flame Retardant (Ex)

The oracle gains **Fire Resistance 5**, increasing by 5 at 5th level and every five levels thereafter. Once the oracle reaches 20th level, it is immune to fire damage.

Fire Jet (Sp)

The oracle may fly as the spell with a speed of 60 ft. Per round, though its maneuverability is poor. The oracle initiates and dismisses this revelation with a **standard action** and may use it for a total number of minutes equal to its class level. These minutes do not have to be consecutive, but must be used in one minute increments.

If the oracle flies less than half the speed granted by the revelation, any remaining movement not used actually causes the oracle to plummet by an equal amount. If it hits the ground during this descent, the oracle suffers 1d6 points of damage.

The oracle may **charge** while using this revelation, in which case it gets a +4 **circumstance bonus** to attack and damage if attacking a creature on the ground and a **free bull rush** attempt that does not provoke an **attack of opportunity** from the target. Using this revelation in this manner automatically ends the flight for the oracle.

The oracle must be at least 7th level before it may choose this revelation.

Flash Bang (Sp)

The oracle causes a loud pop and bright flash to explode in a 5 ft. square up to 100 ft. away within its line of sight. Everyone within

30 ft. of the flashbang must make a **Fortitude** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or become **blinded** and **deafened** for 3d6 rounds. Creatures with the light sensitivity **vulnerability** suffer a -2 penalty to their saving throw. Creatures already **blinded** or **deafened** are not affected by that component of this effect. The oracle may use this ability a number of times per day equal to $\frac{1}{2}$ its class level.

Minor Conflagration (Sp)

The oracle causes a fire to ignite in a 5 ft. area up to 60 ft. away as a **standard action**. Anyone within that area must make a **Reflex** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or suffer 1d6 points of damage. The fire continues to burn in that area for a number of rounds equal to the oracle's class level. After the initial round, the oracle may spend a **move action** to have the fire spread into another 5 ft. area as long as it isn't physically blocked by earth, stone, emptiness, or water and the entire area covered by flame is contiguous. Anyone within any area covered by the flame must make the same **Reflex** save for suffer 1d6 points of fire damage.

At 10th level, the damage increases to 2d6 points, and 3d6 at 18th level. The oracle may use this revelation 3 + the goblin's Charisma modifier times per day.

Shimmer (Su)

The oracle may manifest a shimmering wave of heat and smoke about its body as a **swift action** that lasts until the beginning of its next turn. The effect grants the goblin partial **concealment** from both melee and ranged attacks physical attacks, but not from spells, **spell-like abilities**, or supernatural energy or force based attacks.

The oracle may manifest this revelation a total number of rounds per day equal to its class level.

Smoldering Gaze (Sp)

The oracle may stare intently at one creature or object within 30 ft. as a **standard**

action, causing it to begin to heat up and smolder. Creatures targeted by the goblin must make a **Fortitude** save (DC 10 + $\frac{1}{2}$ the oracle's class level + its Charisma modifier) or suffer 1d6 points of fire damage while unattended object automatically take 1d6 points of fire damage.

If the goblin uses this revelation on the same creature or object for more than one consecutive round, the damage increases by 1d6 points of fire damage each round and creatures that suffer damage from this effect after the first consecutive round must make a **Reflex** save each round (same DC) or catch fire. Unattended objects automatically catch fire.

The oracle may use this revelation a total number of rounds per day equal to $\frac{1}{2}$ its class level + its Charisma modifier (minimum of 1).

Final Revelation

At 20th level, the oracle maintains a seed of elemental fire within itself. As a result, spells and **spell-like abilities** that cause fire damage add $\frac{1}{2}$ its oracle class level to the damage.

Once per day the oracle may manifest the effects of the **Fiery Body** spell as a **spell-like ability**, using its class level as the caster level.

SCORCHED CURSE

Your body is scarred from remnants of 1st through 3rd degree burns you suffered earlier in life.

Effect

You suffer a -4 penalty on all perception checks based on touch. In addition, -2 on **Diplomacy** skill checks but gain a +2 bonus on Intimate skill checks.

At 5th level, you gain DR 5/lethal. This **damage reduction** also applies versus spells that cause nonlethal damage.

At 10th level, you gain DR 10/lethal. This **damage reduction** also applies versus spells that cause nonlethal damage.

At 15th level you become immune to nonlethal damage.

THE FIREBUG (DRUID ARCHETYPE)

Goblins love nature, they love transforming it to meet their needs and desires. And the quickest way to initiate that transformation is through flames and heat, quickly clearing out the area from things and creatures that threaten or compete with goblins for resources and space.

The firebug sees itself as a natural extension of nature's need to cleanse itself and create itself anew.

Race

The firebug druid archetype is restricted to goblins.

Call Forth the Flame (Sp)

The firebug may sacrifice a prepared spell to fire a blast of flame as a ranged **touch attack** that does 1d6 points of fire damage per class level. If the flame blast successfully strikes the target, everyone within 5 ft. must make a **Reflex** save or suffer half damage. The range of the flame blast, associated saving throw DC, and maximum damage is based on the spell sacrificed. The firebug adds its Wisdom modifier to the **Reflex** save DC.

Fire Blast Conversion Table			
Spell Level	Range	Maximum Damage	Reflex DC
1	close (25 ft. + 5 ft./2 levels)	5d6	11
2		5d6	12
3		8d6	13
4	medium (100 ft. + 10 ft./level)	10d6	14
5		10d6	15
6		12d6	16

Fire Blast Conversion Table

Spell Level	Range	Maximum Damage	Reflex DC
7	long (400 ft. + 40 ft./level)	15d6	17
8		15d6	18
9		18d6	19

This ability replaces the druid's ability to spontaneously cast *Summon Nature's Ally*.

Fire Tongue

The firebug adds Ignan to the list of possible bonus language options in addition to any languages granted to goblins.

Firebugs are also proficient with the druidic tongue, though they do not know the druidic alphabet and will not willingly read or write in the druidic (or any other) language.

This feature alters the druid's bonus languages.

Born of Fire

The firebug's faith relies on the power and provisions of fire. As a result the firebug gains access to the Fire domain at 1st level. The firebug's class level is treated as the effective cleric level, and it does gain additional domain spell slots which must be used with the fire domain spells. Fire domain spells cannot be converted to the firebug's Call Forth the Flame ability.

This feature replaces the druid's Nature Bond class feature.

Fire Brand (Sp)

At 1st level, the firebug may cause any source of fire within 30 ft. to burst into a bright flash or billow with a dark choking smoke as a **standard action**. The effect is identical to the *Pyrotechnics* spell and it may be used once per day, plus an additional time at 3rd level and every three levels thereafter. The DC of any associated saving throws is equal to 10 + ½ the firebug's class level + its Wisdom modifier.

This feature replaces the druid's Wild Empathy class feature.

Flaming Fortitude (Ex)

The firebug gains a +4 bonus on any saving throws involving fire based attacks or effects at 4th level. At 9th level, any damage absorbed by the firebug's resistance actually heals it for half the damage that was resisted. Once the firebug gains immunity to fire, half of the damage that would have been suffered from the fire is healed by the goblin.

This feature replaces the druid's Resist Nature's Lure and Venom Immunity features gains at 4th level and 9th level respectively.

Flame Shape (Su)

Beginning at 4th level, the firebug may change her form into that of a small fire elemental as the *Elemental Body I* spell. The firebug may transform into the elemental for a number of hours equal to its class level. The transformation to either elemental or goblin form requires a standard action that does not provoke an attack of opportunity.

The goblin may transform once per day, gaining an additional use at 6th level and every two levels thereafter until it reaches 20th level, at which point the firebug may transform into either form at will.

At 8th level the firebug may transform into a medium fire elemental as the *Elemental Body II* spell, a large fire elemental at 10th level as the *Elemental Body III* spell, and a huge fire elemental at 12th level as the *Elemental Body IV* spell.

This feature replaces the druid's Wild Shape class feature.

Touch of Scarification (Sp)

The firebug gains the ability to cause others to suffer painful burns upon

their skin simply by touch at 13th level. The goblin may make a single melee touch attack as a standard action. If successful, the target suffers a -2 penalty to attack rolls and Reflex and Fortitude saving throws. The burns fade over a period of time, with the penalties reduced to -1 after 24 hours and then completely disappear after another 24 hours. Victims are allowed a Fortitude save (DC 10 + ½ the firebug's class level + its Wisdom modifier) to reduce the penalty to -1 when first touched, reducing the effect to just 24 hours. Those already subjected to the firebug's touch are immune to any further touch attacks for this effect for 24 hours or while already suffering the effects of a previous touch.

Creatures with resistance or immunity to fire are not affected by this effect. The firebug may voluntarily initiate or dismiss this effect as a free action as desired.

This feature replaces the druid's A Thousand Faces class feature.



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