

Player Paraphernalia

#121

BAD TO THE BONE
HORRIBLE HYBRID
CLASSES
VOLUME I

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PLAYER PARAPHERNALIA #121

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty-one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.).

This inssue introduces two new hybrid classes. Not just your cut-of-the-mill hybrid classes, but ones designed horribly. Either they have no real special uniqueness to them or—on the surface—the classes do not seem to make sense joined together. The first class—the cutter—combines the rogue's sneak attack with the fighter's bonus combat feat track. The second class—the rune rager—combines the barbarian's rage with the wizard's spell-casting ability. While they may appear generic, they are by no means overpowered nor are they flavorless.

THE CUTTER

Assassins, cut throats, soldiers of fortune, all are trained in the art of effectively and efficiently dispatching opponents quickly with the a single stroke of the blade. The cutter prefers to take his opponent unaware or while distracted from others, putting his knowledge of anatomy and superior skill at handling a blade to good use.

Role

Cutters prefer to surprise opponents to facing them directly in combat. While trained extensively in many forms of combat and nearly as skilled as other bold warriors, cutters understand their own mortality more than most,

and prefer to quickly end an opponent to trading blows.

Alignment

Cutters may be of any alignment.

Hit Die

d8.

Parent Classes

Fighter and Rogue.

Starting Wealth

5d6 X 10 gp (average 175 gp) plus one outfit worth 10 gp or less.

Class Skills

The cutter is skilled in Acrobatics, Bluff, Climb, Craft (any), Intimidate, Knowledge (dungeoneering), Knowledge (local), Perception, Profession, Ride, Sense Motive, Survival, Swim, and Use Magic Device.

Skill Ranks per Level

6 + Int modifier.

Class Abilities

The cutter gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The cutter is proficient with simple and martial weapons as well as the hand crossbow and double crossbow. He is

Cutter Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+0	+2	+2	+0	Bravery +1, sneak attack +1d6
2	+1	+3	+3	+0	Bonus feat, evasion
3	+2	+3	+3	+1	Sneak attack +2d6
4	+3	+4	+4	+1	Bonus feat, uncanny dodge
5	+3	+4	+4	+1	Sneak Attack +3d6
6	+4	+5	+5	+2	Bonus feat, bravery +2
7	+5	+5	+5	+2	Sneak attack +4d6
8	+6/+1	+6	+6	+2	Bonus feat, cutter training
9	+6/+1	+6	+6	+3	Sneak attack +5d6
10	+7/+2	+7	+7	+3	Bonus feat, bravery +3
11	+8/+3	+7	+7	+3	Sneak attack +6d6
12	+9/+4	+8	+8	+4	Bonus feat, improved uncanny dodge
13	+9/+4	+8	+8	+4	Sneak attack +7d6
14	+10/+5	+9	+9	+4	Bonus feat, bravery +4
15	+11/+6/+1	+9	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+10	+10	+5	Bonus feat, cutter training
17	+12/+7/+2	+10	+10	+5	Sneak attack +9d6
18	+13/+8/+3	+11	+11	+6	Bonus feat, bravery +5
19	+14/+9/+4	+11	+11	+6	Sneak attack +10d6
20	+15/+10/+5	+12	+12	+6	Bonus feat, master strike

proficient with light and medium armor, but not with shields.

Bravery (Ex)

Beginning at 1st level, the cutter gains a +1 bonus to Will saves versus fear and fear based effects. This bonus increases to +2 at 6th level and an additional +1 every four levels thereafter (maximum of +5 at 18th level).

Sneak Attack

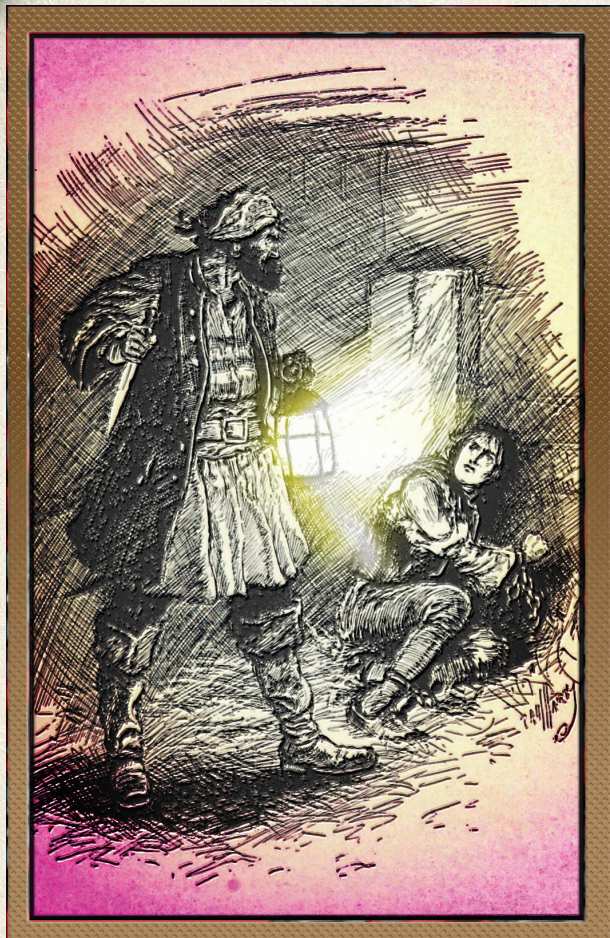
The cutter gains the ability to strike an opponent for extra damage at 1st level while wielding a melee weapon. If the cutter's opponent is denied its Dexterity bonus to AC or if the cutter is flanking it, the cutter causes an additional 1d6 points of precision damage. This damage increases by 1d6 points of damage at 3rd level and every odd level thereafter to a maximum of 10d6 at 19th level.

The cutter may only apply this damage to lethal attacks, if the cutter attempts to cause nonlethal damage with a lethal weapon, he may not apply the additional damage granted by this ability. Targets that are not susceptible to precision damage are not vulnerable to this damage as well as those immune to flanking attacks when flanked by the cutter.

Bonus Feat

At 2nd level, the cutter gains a bonus combat feat and an additional combat feat every even level thereafter. The cutter must meet any prerequisites for the feat chosen.

At 4th level and every four levels thereafter, the cutter may change out an existing combat feat for another feat he acquired as a bonus feat. He may not swap a feat



that is a prerequisite for another feat, and it must be a combat feat.

At 6th, 12th, and 18th levels, the cutter may choose a rogue talent in place of a combat feat. He must meet any requirements for the rogue talent, treating his class level as his effective rogue level. If the cutter has levels in another class that grants rogue talents, his class levels stack in regard to any requirements for the rogue talents chosen.

Evasion (Ex)

At 2nd level, the cutter suffers no damage versus area based attacks that grant a **Reflex** save to reduce the damage by half. The cutter cannot be wearing anything heavier than light armor or carrying anything heavier than a light load.

If the cutter is **helpless** or denied his Dexterity modifier, he loses the benefits of this ability.

Uncanny Dodge (Ex)

The cutter gains an intuitive edge that grants him the ability to avoid immediate threats beginning at 4th level. The cutter cannot be caught flat-footed, nor does he lose his Dexterity modifier to his **AC** when being attacked by an invisible attacker. If he is immobilized or otherwise denied his Dexterity modifier (such as being successfully feinted by the opponent), the cutter immediately loses access to this ability.

If the cutter gains uncanny dodge from another class, he automatically gains the improved uncanny dodge feature instead.

Cutter Training (Ex)

At 8th level, the cutter gains a +1 bonus to hit and damage while wielding any onehanded slashing or piercing weapon. This bonus also applies to any combat maneuvers made with the weapon wielded by the cutter. This bonus increases to +2 at 16th level.

Improved Uncanny Dodge (Ex)

At 12th level, the cutter may no longer be **flanked**, except by those much more skilled than himself. Unless the attacker has at least four or more levels that grant it uncanny dodge and improved uncanny dodge.

If the cutter has levels in another class that grants uncanny dodge and improved uncanny dodge, the class levels stack when determining the whether or not the attacker can actually **flank** the cutter.

Master Strike (Ex)

At 20th level, the cutter's sneak attack not only causes an extreme amount of damage, he can use it to cause an additional effect to an opponent once every 24 hours. The cutter may choose to cause the target to suffer an additional amount of bleed damage equal to ½ his class level or paralyze the target for a number of rounds equal to ½ his class level. The target is allowed a **Fortitude** saving throw



with a DC equal to $10 + \frac{1}{2}$ the cutter's class level + his Intelligence modifier. Creatures immune to precision damage are immune to the effects of this ability as well.

THE RUNE RAGER

Magic is not just the province of the civilized or cultured. Many societies have individuals that study the ways of magic and ways to infuse and forge their own auras to spectacular effect. The rune rager revels in his bestial nature, harnessing his inner reserves to savage effect while enhancing his own abilities with his magical aura.

While many would think his reactive and wild nature would hinder the rune rager's ability to seriously study or focus on

the minutia of the magical arts, he finds the means to aid in his arcane pursuits by less conventional methods, including the use of body art and small talismans of wood, bone, and metal.

Role

The rune rager is a full blooded spell caster, he studies spells and then casts them when needed to deal with his enemies or strengthen his allies or himself. However, there are times that his emotions get ahead of him, overriding his natural inclinations of self-preservation to charge into battle and tackle the enemy head on. It is during these times that his magical knowledge may give him an edge and possibly save his life from certain destruction.

Alignment

Rune ragers cannot be lawful, but otherwise there are no other restrictions to his alignment.

Hit Die

d8.

Parent Classes

Barbarian and Wizard

Starting Wealth

2d6 X 10 gp (average 70 gp) plus one outfit worth 10 gp or less.

Class Skills

The rune rager is skilled in Acrobatics, Climb, Craft (any), Fly, Intimidate, Knowledge (arcana), Knowledge (nature), Perception, Ride, Spellcraft, Survival, and Swim.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The rune rager gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The rune rager is proficient with simple weapons as well as the battleaxe,

Rune Rager Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spells Per Day						
						0	1 st	2 nd	3 ^d	4 th	5 th	6 th
1	+0	+2	+0	+2	Fast movement, rage	3	1	—	—	—	—	—
2	+1	+3	+0	+3	Rune power	4	2	—	—	—	—	—
3	+2	+3	+1	+3	Uncanny dodge	4	3	—	—	—	—	—
4	+3	+4	+1	+4		4	3	1	—	—	—	—
5	+3	+4	+1	+4		4	4	2	—	—	—	—
6	+4	+5	+2	+5	Rune power	5	4	3	—	—	—	—
7	+5	+5	+2	+5		5	4	3	1	—	—	—
8	+6/+1	+6	+2	+6	Improved uncanny dodge	5	4	4	2	—	—	—
9	+6/+1	+6	+3	+6		5	5	4	3	—	—	—
10	+7/+2	+7	+3	+7	Rune power	5	5	4	3	1	—	—
11	+8/+3	+7	+3	+7		5	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Greater rage	5	5	5	4	3	—	—
13	+9/+4	+8	+4	+8		5	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Rune power	5	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Superior uncanny dodge	5	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10		5	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Tireless rage	5	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Rune power	5	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11		5	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Mighty rage	5	5	5	5	5	5	5

handaxe, longbow, shortbow, starknife, throwing axe, and warhammer. He is proficient with light armor, but not with shields.

While casting arcane spells, the rune rager does suffer the normal chances of arcane spell failure when casting spells with somatic components. However, the chance of arcane spell failure is reduced by a percentage chance equal to ½ his class level to a minimum of 0%.

Fast Movement (Ex)

The rune rager gains 10 ft. bonus to his land speed as long as he isn't wearing anything heavier than light armor or carrying nothing heavier than a light load.

Rage (Ex)

Beginning at 1st level, the rune rager learns to harness his inner reserves to

let forth a torrent of aggression and rage for a number of rounds per day equal to his Constitution modifier + 4. Temporary bonuses to his Constitution do not add to the total number of rounds granted per day. He gains two additional rounds each level thereafter, and the number of rounds per day is renewed each day after 8 hours of rest, though these do not need to be consecutive.

The rune rager enters and ends a rage as a **free action**. While raging, the rune rager gains a +4 **morale bonus** to his Strength and Constitution as well as a +2 **morale bonus** to any Will saves. At the same time, the rune rager is more reckless and suffers a -2 penalty to his Armor Class.

The rune rager gains additional hit points from the bonus to his Constitution, and points gained are lost once the rage



ends. While raging, the rune rager cannot use any Charisma, Dexterity, or Intelligence based skills (except [Acrobatics](#), [Fly](#), [Intimidate](#), or [Ride](#)) or any ability that requires concentration. As soon as the rune rager ends his rage, he immediately becomes [fatigued](#) for a number of rounds equal to twice the number of rounds spent raging. The rune rager may not enter a new rage while [fatigued](#) or [exhausted](#). If the rune rager becomes incapacitated—including unconsciousness or death—the rage immediately ends.

This feature counts as the [barbarian's](#) rage class feature in regards to feat prerequisites, abilities, magic item requirements, and spell effects. If the rune rager has levels in another class that grants rage, his effective class level is the combination of all classes with this feature to determine the total number of rounds per day that he may rage.

Spells

The rune rager casts arcane spells drawn from the [sorcerer/wizard spell list](#). The rune rager must have an Intelligence of 10 + the level of the spell in order to learn and cast the spell. He is limited to the level of spells and the number of spells per day he may cast as listed on the rune rager progression table. The rune rager does gain bonus spells per day based upon his Intelligence score as given from

the Ability Modifier and Bonus Spells table found within the [Pathfinder Roleplaying Game Core Rule Book™](#).

Any saving throws associated with spells cast by the rune rager have a DC equal to 10 + the spell's level + the rune rager's Intelligence modifier.

The rune rager does gain cantrip spells (0-level spells) beginning at 1st level. Unlike other spells, cantrips do not consume a spell slot once cast, so that all prepared cantrips may be cast as desired by the rune rager.

The rune rager must prepare his spells ahead of time by studying his rune book and spending an hour studying the runes after getting 8 consecutive hours of sleep or meditation (that grants the same benefits of sleep). Only spells found within his rune book may be prepared. The rune rager begins with all cantrips found with the [Core Rule Book™](#) and two 1st level spells. He also gains additional 1st level spells equal to his Intelligence modifier as well.

The rune rager gains two additional spells chosen from the [sorcerer/wizard spell list](#) each time he gains a new level. These spells must be of a level that he may cast based on his new level as listed in the rune rager progression table.

The rune book is a loose term that may apply to either a physical tome, tattoos inscribed on the rune rager's own

body, or small fetishes inscribed with runes or a combination thereof. A physical tome follows the constraints of a normal spell book. Fetishes inscribed with spells have an effective weight of ½ lb. per spell level (fetishes with cantrips have no appreciable weight) and are not magical items in and of themselves and do not take up magic item slots.

Rune ragers may inscribe rune spells from studying other arcane spells from a normal spell book while wizards cannot scribe spells into their spellbooks from the rune spells found on the rune rager or in his rune book.

Tattoos are not magical, but are permanently engraved upon the rune rager's body. They can be magically removed by the *Erase* spell, though the rune rager is allowed a *Will* save to resist the effect. Rune ragers may change one previously transcribed tattoo at any level they gain a new spell level to a new spell that they have learned and are able to cast. Once the tattoo is changed, it cannot be altered back to the original rune without magically removing it first.

The rune rager is limited to a total number of spell level rune tattoos equal to his class level plus his Constitution modifier. The rune rager may choose to automatically add one or both spells gained through achieving a new class level as a tattoo. Otherwise, adding a new tattoo (or replacing a tattoo that was magically removed) requires the same cost and time as adding a new spell to a wizard's spellbook.

Fetishes may be anything of the approximate size and weight based on the spell inscribed upon it, though commonly made from natural materials including bone, wood, or crudely worked metal. If the fetish is lost or destroyed, the rune rager must fashion another one, casting 50 gp per spell level of the spell inscribed and it takes one day to create the fetish. The rune rager may craft new fetishes from spells stored in his rune book with the same cost as replacing an existing

fetish. The rune rager may create new fetishes with new spells using the normal rules for researching spells used for wizards.

Rune Power

Beginning at 2nd level and every four levels thereafter, the rune rager gains access to abilities that link his raging fury with his arcane aura, known as rune powers. The rune rager may only choose a particular rune power once unless the description specifically states otherwise. Some rune powers may require the rune rager to possess other rune powers as well.

Augmented Flesh (Su)

The rune rager may expend a spell as a **free action** to gain **damage reduction** equal to the level of the spell sacrificed. The **damage reduction** lasts for a number of minutes equal to 3 + the rune rager's Constitution modifier.

Familiar (Ex)

The rune rager gains a familiar with all of the benefits normally granted by the connection to such a creature. The rune rager may only have one familiar at a time. If a familiar is dismissed, lost, or killed, the rune rager may replace it one week later through a special ritual that costs 200 gp per rune rager class level. If the rune rager gains a familiar from another class, his class levels stack in regards to the familiar's abilities and stats.

Fetish Focus (Su)

The rune rager learns to harness the inherent energies of his fetishes. When casting a spell from a fetish on his person, he uses the fetish in place of any required material components or focus that cost 1 gp or less without consuming the fetish itself and any DCs related to the spell's effect gains a +1 bonus.

However, if the rune rager loses the fetish or does not have it in his possession after he prepared its spell, the rune rager must make a successful concentration check to cast the spell.

Fetish Mastery (Su)

The rune rager must have the Fetish Focus rune power before he may choose this rune power. The rune rager may cast any spell he has prepared from a fetish while he is in a rage, though he may not cast it defensively and he automatically fails any concentration checks. Once per day the rune rager may cast a single spell that has been inscribed on one of his fetishes on his person without preparing it ahead of time. He may not apply any metamagic feat effects to the spell, though he may cast it while raging.

Indomitable Spirit (Ex)

The rune rager may sacrifice a number of rounds of rage to gain a bonus to a single saving throw as an **immediate action**. The bonus cannot exceed $\frac{1}{2}$ his class level.

Metamagic Tattoo (Su)

The rune rager may inscribe a tattoo, capturing a metamagic effect that may be applied to any prepared spell he has tattooed upon himself by increasing the effective level of the spell based on the metamagic effect. This rune power consumes a number of available spell levels that the rune rager may inscribe upon his body equal to the effective level increase required for the metamagic feat.

The rune rager may take this rune power multiple times, selecting a different metamagic feat to inscribe on his body each time. The rune rager must meet any prerequisites for the feat, but does not actually have to have the feat to take the power. This power is not the same as the feat and cannot be used as a prerequisite for taking other metamagic or other feats except other metamagic tattoos.

Rage Funneling (Su)

The rune rager may extend his rage by expending a spell level slot as a **free action** for a number of additional rounds equal to the spell sacrificed. If the rune



rager ends the rage before the extended duration, the additional rounds are lost.

Raging Focus (Ex)

The rune rager learns to focus his primal aggression through his arcane aura. The rune rager may sacrifice a number of rounds worth of rage equal to $\frac{1}{2}$ his class level as an **immediate action** to gain a **morale bonus** equal to the number of rounds sacrificed to any concentration checks while casting a spell.

Rage Powers

The rune rager may choose a rage power normally restricted to

barbarians. The rune rager treats his class level as his effective **barbarian** level in regards to any prerequisites for the rage power. If the rune rager has levels in another class that grants rage powers, his class levels stack in regards to the rune rager's effective class level. The rune rager may choose this power more than once, selecting a different rage power each time.

School Adept

The rune rager may choose a single school (or sub-school) of magic when choosing this power. The rune rager gains one of the 1st level powers of the chosen school, treating his class level as his effective **wizard** level to determine the effects of the power.

School Expertise

The rune rager must have the School Adept power before he may choose this rune power. The rune rager gains the second 1st level power granted from the school of magic chosen for the School Adept rune power. The rune rager treats his class level as his effective **wizard** level for any class dependent requirements for the power.

School Mastery

The rune rager must be at least 8th level and have the School Expertise power before he may choose this rune power. The rune rager gains the school power normally granted at 6th or 8th level. The rune rager treats his class level as his effective **wizard** level for any class dependent requirements for the power.

Tattoo Focus (Su)

The rune rager learns to harness the inherent energies of his tattoos. When casting a spell from one of his tattoos, he uses the tattoo in place of any required material components or focus that cost 1 gp or less without consuming the tattoo itself and any DCs related to the spell's effect gains a +1 bonus.

However, if the tattoo is removed after he prepared its spell, the rune rager must

make a successful concentration check to cast the spell.

Tattoo Mastery (Su)

The rune rager must have the Tattoo Focus rune power before he may choose this rune power. The rune rager may cast any spell he has prepared from a tattoo while he is in a rage, though he may not cast it defensively and he automatically fails any concentration checks. Once per day the rune rager may cast a single spell that has been inscribed on one of his tattoos on his person without preparing it ahead of time. He may not apply any metamagic feat effects to the spell, though he may cast it while raging.

Uncanny Dodge (Ex)

The rune rager gains an intuitive edge that grants him the ability to avoid immediate threats beginning at 3rd level. The rune rager cannot be caught flat-footed, nor does he lose his Dexterity modifier to his AC when being attacked by an invisible attacker. If his is immobilized or otherwise denied his Dexterity modifier (such as being successfully feinted by the opponent).

If the rune rager gains uncanny dodge from another class, he automatically gains the improved uncanny dodge feature instead.

Improved Uncanny Dodge (Ex)

At 8th level, the rune rager may no longer be **flanked**, except by those much more skilled than himself. Unless the attacker has at least four or more levels that grant it uncanny dodge and improved uncanny dodge.

If the rune rager has levels in another class that grants uncanny dodge and improved uncanny dodge, the class levels stack when determining the whether or not the attacker can actually **flank** the cutter.

Superior Uncanny Dodge (Ex)

At 15th level, the rune rager adds ½ his class level to any concentration checks made while casting defensively. This bonus

stacks with any other bonuses granted by feats, magical effects, etc.

Greater Rage (Ex)

At 12th level, when the rune rager enters a rage, he gains a +6 morale bonus to his Strength and Constitution score and a +3 morale bonus to any Will saves.

Tireless Rage (Ex)

At 17th level, the rune rager no longer becomes fatigued when ending his rage.

Mighty Rage (Ex)

At 20th level, when the rune rager enters a rage, he gains a +8 morale bonus to his Strength and Constitution score and a +4 morale bonus to any Will saves.

NEW FEATS

Extra Rune Power

You have poured over the runes, rewarding your skill and efforts to master your own energies by granting you even more power.

Prerequisites: Rune Power class feature.

Benefits: You may choose an additional rune power as long as you meet any requirements for the power.

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