

# PLAYER Paraphernalia



THE CHARGER  
(NEW BASE CLASS)

#25





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# PLAYER PARAPHERNALIA #25

By the Knotty-Works



Welcome to the twenty-fifth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces a new base class, the Charger. Although based on the fighter class, the charger has enough unique class abilities to justify it as a base class rather than trying to shoe horn it into an archetype. As the name suggests, the charger likes to charge things. In fact he is at his best when he is charging headlong into the maw of death.

## The Charger

There are some that — heedless of the danger in front of them — rush head long into battle, with little concern for their well being or possibility of survival. Then there are chargers. These warriors are trained to advance headlong to the arms of the enemy, but through advanced tactics and strategy to maximize their possibility of hurting the foe while minimizing their own fatality. Chargers are first and foremost melee tacticians, preferring hand to hand combat over any other type of attack. To a charger, the fight should always be taken directly to the enemy and facing a foe head on is the most honorable way to live and die on the battle field.

**Role:** Chargers are front line fighters, providing the front line for both defense and offense. Often used as the first sortie sent against an enemy, chargers more easily break through enemy defenses, opening holes for those that come behind them. Chargers are proficient with many ranged weapons, and can take the secondary role of ranged support, but most disdain this tactic and will generally fall into this role only when commanded to do so.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 X 10 gp (average 175 gp). Charger also begins play with an outfit worth 10 gp or less.

### Class Skills

The [charger's](#) class skills include [Acrobatics](#), [Bluff](#), [Climb](#), [Craft](#), [Intimidate](#), [Knowledge](#) (dungeoneering), [Knowledge](#) (engineering), [Profession](#), [Ride](#), [Survival](#), and [Swim](#)

**Skill Ranks Per Level** 2 + int

### Class Abilities

**Weapons and Armor Proficiency:** The charger is proficient with all simple and martial weapons. He is also proficient with light, medium, and heavy armors and all shields (except tower shields). However, wearing heavy armor or carrying a heavy load will impact some of the charger's class abilities.

**Fast Movement (Ex):** The chargers gains +10 feet to his base movement when charging at 1<sup>st</sup> level. The charger loses this bonus if wearing heavy armor or carrying a heavy load. If the charger also has the [Run](#) feat, this rate increases to +15 feet to his base movement rate.

At 11<sup>th</sup> level, the chargers gains an additional 10 feet to his base movement when charging (+15 feet if the charger has the [Run](#) feat).

**Bonus Feats:** The charger gains [Power Attack](#) as a bonus feat at 1<sup>st</sup> level. Then at 4<sup>th</sup> level and every three levels there after the charger gains additional bonus feats from the following list (new feats are marked with a \*): [Bull Rush](#), [Strike](#), [Charging Bull Rush](#)\*, [Charging Overrun](#)\*, [Charging Repositioning](#)\*, [Charge Through](#), [Crushing Blow](#), [Dodge](#), [Endurance](#), [Greater Bull Rush](#), [Greater Charge](#)\*, [Greater Drag](#), [Greater Overrun](#), [Greater Sunder](#), [Improved Bull Rush](#), [Improved Charge](#)\*, [Improved Drag](#), [Improved Overrun](#), [Improved Sunder](#), [Improved Unarmed Strike](#), [Lightning Stance](#), [Mobility](#), [Pushing Assault](#), [Run](#), [Shield of Swings](#), [Stunning Assault](#), [Stunning Fist](#), and [Wind Stance](#). The



charger must meet any prerequisites for a chosen bonus feat.

At 7<sup>th</sup>, 13<sup>th</sup>, and 19<sup>th</sup> level the charger may choose to replace an existing bonus feat with another feat. He must meet any prerequisites for the new feat and any prior bonus feat that is a prerequisite for another feat the charger has taken cannot be replaced.

**Hard Hitter (Ex):** The charger causes an extra 1d6 damage to target of successful [charge](#) attack at 2<sup>nd</sup> level, and the damage increases by 1d6 every third level thereafter.

This damage is not precision based and creatures immune to precision based attacks or [flanking](#) are not immune to this damage effect. This damage is not applied to [sundering](#) attacks without aid of one of the charger's charging tactics (see below).

Damage granted from this class ability is not multiplied when a critical threat is confirmed, but added after the critical hit damage is calculated.

**Charging Maneuver Mastery (Ex):** At 3<sup>rd</sup> level the charger may add +1 to his [CMB](#) when performing [Bull Rush](#) or [Overrun](#) maneuvers and +1 to his [CMD](#) when defending against the [Bull Rush](#) or [Overrun](#) maneuvers. These bonuses increase every three levels thereafter (to a maximum of +6 at 18<sup>th</sup> level). These bonuses do not alter any other effects of either of these maneuvers such as provoking [attacks of opportunity](#) and does stack with any bonuses granted by feats, magical effects, or other class abilities.

**Charging Tactics:** The true skill of the charger is applying sound battlefield tactics to his attacks. As the charger progresses he may choose special tactics that apply to his charging attack beginning at 4<sup>th</sup> level and an additional charging tactic every third level thereafter. No tactic may be chosen more than once unless specific direction is given within the tactic description. The charger may only apply one tactic per

**Charger Progression Table**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fast Movement, Bonus Feat ( <a href="#">Power Attack</a> )
2	+2	+3	+0	+0	Hard Hitter (1d6)
3	+3	+3	+1	+1	Charging Maneuver Mastery (+1)
4	+4	+4	+1	+1	Bonus Feat, Charging Tactic
5	+5	+4	+1	+1	Hard Hitter (2d6)
6	+6/+1	+5	+2	+2	Charging Maneuver Mastery (+2)
7	+7/+2	+5	+2	+2	Bonus Feat, Charging Tactic
8	+8/+3	+6	+2	+2	Hard Hitter (3d6)
9	+9/+4	+6	+3	+3	Charging Maneuver Mastery (+3)
10	+10/+5	+7	+3	+3	Bonus Feat, Charging Tactic
11	+11/+6/+1	+7	+3	+3	Fast Movement, Hard Hitter (4d6)
12	+12/+7/+2	+8	+4	+4	Charging Maneuver Mastery (+4)
13	+13/+8/+3	+8	+4	+4	Bonus Feat, Charging Tactic
14	+14/+9/+4	+9	+4	+4	Hard Hitter (5d6)
15	+15/+10/+5	+9	+5	+5	Charging Maneuver Mastery (+5)
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat, Charging Tactic
17	+17/+12/+7/+2	+10	+5	+5	Hard Hitter (6d6)
18	+18/+13/+8/+3	+11	+6	+6	Charging Maneuver Mastery (+6)
19	+19/+14/+9/+4	+11	+6	+6	Bonus Feat, Charging Tactic
20	+20/+15/+10/+5	+12	+6	+6	True Charge

[charge](#) unless the tactic specifically grants that ability.

Charging tactics built upon one or more of combat maneuvers cannot be combined with the feats that allow the charger to perform a combat maneuver as a [free action](#). Thus, if a charger is using the [Dragging Charge](#) tactic, he may not use the [Charging Overrun](#) feat for the same attack.

Note that all charging tactics that enhance the [charge](#) attack only function while the charger is relying on his own movement (i.e. not mounted) except as granted by [Mounted Charge](#) tactic.

**Advanced Armor Training (Ex):** The charger must have the [Armored Charge](#) tactic before he may take this charging tactic. This tactic allows the charger to be more maneuverable while wearing armor and can be applied for any combat action, not just the [charge](#) attack. When the charger takes this tactic he reduces the [armor check penalty](#) by 2 points (to a minimum of zero) and increases the maximum Dexterity bonus by 2 points. This tactic may be taken twice, granting -4 reduction to the [armor check penalty](#) and +4 increase to



the maximum Dexterity bonus. This tactic does stack with other class abilities that grant armor training, but the -4/+4 threshold is the maximum bonus granted to this ability overall.

**Ambling Charge (Ex):** If the charger has 1 or more ranks in **Acrobatics**, he may attempt to avoid **attacks of opportunity** from his opponents other than the target of his **charge** while charging. When using this tactic, the charger cannot move more than his base normal movement rate for the **charge** attack (his fast movement bonuses does apply). Avoiding **attacks of opportunity** are handled normally per the acrobatics skill description.

**Armored Charge (Ex):** The charger is comfortable charging in heavy armor and he does not lose the fast movement bonus while wearing heavy armor though his normal movement rate is still dependent on the armor's movement rating.

**Bear Down (Ex):** If using the **Overrun** combat maneuver, this tactic prevents the target from avoiding its effects. In order to avoid the charger's **Overrun**, the target must make a **Reflex** save with a DC equal to 10 + ½ the charger's class level + his Dexterity modifier. Normal rules for **Overrun** apply including size limitations and provoking **attacks of opportunity** unless the **charger** has the **Improved Overrun** feat. This tactic may be applied with other **charge** tactics involving the **Overrun** maneuver.

**Berserker Charge (Ex):** The charger may go into a rage-like state as a **swift action** as part of a **charge** attack, gaining a +2 bonus to hit and damage with his **charge** attack while suffering a -2 penalty to his **AC** until the beginning of his next turn. All bonuses and penalties stack with the bonus granted for the **charge** attack. The charger is **fatigued** the next round.

**Deceptive Charge (Ex):** The charger may **Feint** as a **swift action** as part of a **charge**. If successful the target loses its Dexterity bonus to its **AC** for the **charge** attack. All other normal rules for **Feint** apply including the DC calculation and penalties for certain creature types.

**Desperate Charge (Ex):** The charger may **charge** while **fatigued**, though he is limited to his base movement speed plus his fast movement bonus for the attack and the penalties to Strength and Dexterity still apply. Once he performs the **charge** attack, the charger becomes **exhausted** for 2d4 rounds and

then returns to the **fatigued** condition for the same number of rounds he was **fatigued**, though it may be removed through normal rest or magical restoration.

**Dodging Charge (Ex):** The charger may make a **Reflex** save against the target of his **charge** for any **attacks of opportunity** made by the target (such as for reach), DC equal to 10 + the target's **CMB**. If successful, the charger avoids any damage caused by the attack from the target. Attacks of opportunity from other creatures are handled normally.

**Dragging Charge (Ex):** The charger may attempt to both **Overrun** and then **Drag** an opponent as part of his **charge** attack in place of his normal melee attack. Only one Combat Maneuver check is required for the **Overrun** and **Drag** and if it succeeds the charger manages to both **Overrun** the target and then **Drag** the opponent behind him as part of the **charge**. Both combat maneuvers are processed normally in the order of the **overrun** and then the **drag** maneuver. Either maneuver may provoke **attacks of opportunity** from the target unless the charger possesses the appropriate Improved feats, but this tactic will only provoke one **attack of opportunity** from the target at most. The charger must be at least 10<sup>th</sup> level to take this charging tactic.

**Driven Charge (Ex):** The critical threat range for the weapon used for the **charge** attack is doubled. This tactic does not stack with other abilities, feats, or magical effects that increase the critical threat range of your attack. The charger must be at least 16<sup>th</sup> level before he can take this tactic.

**Follow Through (Ex):** If an opponent moves out of the charger's threat range and provokes an **attack of opportunity**, the charger may delay his attack until the target moves 10 feet away from him. At that point the charger may move 10 feet as a **free action** and make his attack, treating it as a **charge**. This tactic may provoke **attacks of opportunity** from opponents other than the intended target and the charger suffers an additional -2 penalty to his **AC** until the beginning of his turn. Due to the impromptu movement, the charger has the staggered condition for 1 round. The charger must be at least 13<sup>th</sup> level before he may take this charging tactic.

**Knock Down (Ex):** The charger may perform a **Trip** attempt when he successfully hits



a single target with his **charge**. Rules for Trip apply including provoking **attacks of opportunity** and size limitations. The charger must be at least 7<sup>th</sup> level before he may choose this charging tactic.

**Moe Down (Ex):** If wielding a reach melee weapon as part of a **charge**, the charger may attack two adjacent targets with a single attack. The charger rolls to hit once, applying a -2 penalty rather than a +2 bonus to the attack which is then applied to each target. The charger suffers the standard -2 penalty to his **AC** until the beginning of his next turn. Damage from his **Hard Hitter** class ability applies for a successful strike. The charger must be at least 10<sup>th</sup> level before he may take this charging tactic.

**Mounted Charge (Ex):** The charger gains **Mounted Combat** as a bonus feat regardless of the number of ranks he has in **Ride**. In addition, he may use the Deceptive Charge, Driven Charge, Plow Through, Smashing Charge, or Sundering Charge while astride a mount. The charger must be at least 10<sup>th</sup> level before he may take this charging tactic.

**Piercing Charge (Ex):** If the charger makes an **charge** with a piercing reach weapon such as a long spear or lance, the weapon causes one extra die of damage. If the attack is a critical success, a number of extra dice of damage are added based on the critical multiplier. The charger must be at least 13<sup>th</sup> level for this tactic.

**Plow Through (Ex):** The charger may attack another target that is within reach after attacking his first target of the **charge** attack. Only one attack may be made against the second target using the same attack bonus used for the first target. This attack does provoke **attacks of opportunity** from both targets unless the charger has the **Improved Charge** feat. The charger suffers an additional -2 penalty to his **AC** until the beginning of his next turn. The charger must be at least 13<sup>th</sup> level to take this tactic.

**Repositioning Charge (Ex):** The charger may attempt to **Reposition** the target of his **charge** in place of the normal melee attack. Normal rules for **repositioning** apply including provoking **attacks of opportunity** unless the charger has the **Improved Reposition** feat. If the charger beats the DC to **Reposition** by 5 or more points, the target also takes the damage from the charger's

**Hard Hitter** class ability. The charger must be at least 7<sup>th</sup> level before he can take this tactic.

**Reversed Charge (Ex):** The charger may make a single attack prior to moving during his turn and then move up to his base movement rate. He avoids any **attacks of opportunity** for the first five feet of movement, but suffers a -2 to his **AC** until the beginning of his next turn and the attack does not count as a **charge**. Rules regarding use of the Withdraw action apply when threatened by invisible opponents or if the charger is **blinded**.

**Side Swipe (Ex):** The charger may make a single attack against one opponent he passes while charging another with a -5 penalty to the attack. This attack does provoke **attacks of opportunity** from the target of this secondary attack. The target of the side swipe can not be the direct path of the charger's original target unless he also has the **Charge Through** feat. The charger must be at least 7<sup>th</sup> level before he can take this tactic.

**Smashing Charge (Ex):** If charging into an inanimate object or a construct, the charger ignores a number of points of the object's hardness equal to half his class level. In addition, the charger may apply damage caused by his **Hard Hitter** class ability to the object being attacked.

**Sprinting Charge (Ex):** The charger may move up to three times his base movement rate -including the bonus for Fast Movement - when charging as long as he is not wearing anything heavier than light armor or carrying a light load. The charger must be at least 7<sup>th</sup> level to take this tactic.

**Sundering Charge (Ex):** If the charger decides to use his attack from a **charge** to **sunder** an item held by another, the damage from the charger's **Hard Hitter** class ability is applied to the overall damage to the object.

**Two Weapon Charge (Ex):** The charger may attack with two weapons as part of his **charge** attack. Penalties for attacking with two weapons apply and any bonuses to hit with the **charge** only apply to the primary attack, the off handed attack does not gain a bonus from the **charge** attack. The damage from the charger's **Hard Hitter** class ability only applies to the primary attack as well. The charger must be at least 13<sup>th</sup> level to take this tactic.

**True Charge (Su):** Once the charger reaches 20<sup>th</sup> level, he may make a true **charge** once per encounter. This **charge** allows the



charger to apply all known tactics (though limited to one tactic that includes combat maneuvers such as **Overrun**, **Reposition**, or **Bull Rush**) to the **charge** and he may move up to three times his base speed for the **charge** as long as he isn't **fatigued** or **exhausted** (this does not stack with the Sprinting **charge** tactic). If the charger critically hits the target with the true **charge**, the damage caused from his **Hard Hitter** class ability is counted as part of the critical damage calculation.

## New Feats

### Additional Charging Tactic

You have learned a new charging tactic to employ against your enemies.

**Prerequisites:** **Charging Tactic** class feature

**Benefits:** Choose a charging tactic that you are eligible to learn based on your class level.

### Charging Bull Rush (Combat)

While pushing your opponent back from your **charge**, your weapon finds its mark.

**Prerequisites:** **Improved Bull Rush**, **Improved Charge**, Base Attack Bonus +6

**Benefits:** If your **charge** attack is successful, you may make a **Bull Rush** maneuver as a **free action** against the original target of the **charge**.

**Normal:** The **Bull Rush** maneuver replaces the normal attack action from the **charge**.

### Charging Overrun (Combat)

You push past the target of your charge while delivering a nasty blow.

**Prerequisites:** **Improved Charge**, **Improved Overrun**, Base Attack Bonus +6

**Benefits:** If your **charge** attack is successful, you may make an **Overrun** maneuver as a **free action** against the original target of your **charge**.

**Normal:** The **Overrun** maneuver replaces the normal attack action from the **charge**.

### Charging Repositioning (Combat)

You manage to move your opponent from the force of your charging blow.

**Prerequisites:** **Improved Charge**, **Improved Reposition**, Base Attack Bonus +6

**Benefits:** If your **charge** attack is successful, you may make a **Reposition** maneuver as a **free action** against the original target of your **charge**.

**Normal:** The **Reposition** maneuver is normally a **standard action** that cannot be combined with the **charge** attack.

### Greater Charge (Combat)

Those that get hit by your powerful charge find themselves vulnerable to others.

**Prerequisites:** **Power Attack**, **Improved Charge**, Base Attack Bonus +6, Dex 13

**Benefits:** You suffer no **AC** penalty for a **charge** attack. Targets struck by your successful Charge provoke **attacks of opportunity** from everyone within reach but you.

### Improved Charge (Combat)

You have taken the charge to a whole new level and find hitting opponents while running at them quite effective.

**Prerequisites:** **Power Attack**

**Benefits:** You gain a +3 bonus to hit the target of your **charge** and the suffer a -1 penalty to your **AC** until the beginning of your next turn.

**Normal:** You gain a +2 bonus to attack the target of your **charge** while suffering a -2 penalty to your **AC** until the beginning of your next turn.

### Notes and Rationale from the Designer

This revised edition includes clarification of some of the games mechanics and additional charging tactics. While seen as a one-trick pony, the Charger does offer a viable front line combatant with many of the bonus feats. In addition, new charging tactics were created to give him a bit more flexibility including a withdraw like action, ability to charge as an attack of opportunity, and the inclusion of mounted combat. While the charger's main purpose is still to close with the enemy as quickly as possible, he now has more flexibility in regards to take advantage of a fleeing foe or making a decisive retreat to line up another charge grant opportunities to bring the full brunt of his brute force to bear.



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