

PLAYER Paraphernalia



**CORE PRESTIGE CLASSES
(PALADIN, RANGER, AND ROGUE)**

#43



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PLAYER PARAPHERNALIA #43

By the Knotty-Works



Welcome to the forty-third issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). Continuing the Prestige path started with the previous issue we expand the three more core classes: Paladin, Ranger, and Rogue. Each prestige class focuses on just a couple of the signature abilities with an accelerated rate of gain compared to the normal class.

The obvious signature class features of the paladin are his ability to smite evil and lay on hands. These abilities provide most of the strengths of the prestige class while a couple secondary abilities are also built into the 5 level progression.

The ranger has several signature class abilities from being able to target particular species, being more adept in certain environments, as well as the ability to track foes and being well versed in certain combat styles. These are the major abilities that make up the core of the prestige class as well.

And finally the rogue, with the ability to cause extra damage when attacking from the shadows or facing a distracted foe. Special talents are also attributed to the art of deception and skulduggery and these are built into the prestige class as well.

Paladin (Prestige Class)

Self Righteous souls born of mercy and justice, the paladin seeks to right all of the wrongs found in the world, either by word or sword. Paladins see the world in black and white in regards to ethics and morality, but he also understands most are easily tempted and weak when under the onslaught of evil forces and temptations and the

paladin's job is to provide that light to reveal and purge such temptations. These stark beliefs often bring the paladin into conflict with others, but when true evil rears its ugly head the paladin will be the first to rise up in challenge.

Role: When facing despicably evil opponents, the paladin's might truly shines. His sword easily brings down the most nefarious of foes while his faith gives him the ability to aid his allies in their time of need.

Alignment: The paladin must be lawful good in alignment.

Hit Die: d10

Requirements

Ability Scores: Str 13, Wis 13, Cha 13

Base Attack Bonus: +3

Skills: Knowledge (nobility) or Knowledge (religion) 5 ranks

Special: Accept the Paladin's Code of Conduct

Class Skills

Craft, Diplomacy, Handle Animal, Heal, Knowledge (nobility), Knowledge (religion), Profession, Ride, Sense Motive, and Spellcraft.

Skill Ranks per Level: 2 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: Paladins are proficient with all simple and martial weapons. They are also proficient with all types of armor and shields (except tower shields).

If the paladin can cast arcane spells, he still suffers the normal chance of



Paladin Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+1	+0	+1	Aura of Good, Detect Evil, Smite Evil (1/day)
2	+2	+1	+1	+1	Divine Grace, Lay on Hands
3	+3	+2	+1	+2	Divine Health, Mercy, Smite Evil (2/day)
4	+4	+2	+1	+2	Divine Bond, Mercy
5	+5	+3	+2	+3	Mercy, Smite Evil (3/day)

arcane spell failure while wearing armor or carrying a shield.

Aura of Good (Ex): The paladin's aura of law and good is equal to his class level.

Detect Evil (Sp): The paladin may use *Detect Evil* as the spell at will beginning at 1st level. The paladin may focus on a single item or individual within 60 feet as a *move action* to determine if it is evil and if he concentrates for 3 rounds may learn the strength of the evil. The paladin may only focus on one item or individual at a time.

Smite Evil (Su): At 1st level the paladin may call upon the power of good to strike down evil as he faces it. As a *swift action* the paladin may choose one opponent within his line of sight and designated it as his target of the smite. If the target is evil the paladin adds his Charisma modifier (minimum of 0) to the attack roll, as well as adding his class level and Charisma modifier to the damage roll if the attack is successful. If the target is an outsider of the evil subtype, an evil-aligned dragon, or an undead creature the bonus to the damage for the first successful attack is doubled. Once the target is chosen, any attack made by the paladin automatically bypasses any damage reduction possessed by the target.

The paladin also gains a deflection bonus equal to his Charisma (minimum of 0) to his AC for attacks made by the target.

This ability is refreshed after the paladin rests for a full 8 hours. Once initiated the smite evil remains in effect until the target is dead or the power is refreshed.

The paladin gains one additional use at 3rd level and a third use at 5th level.

Divine Grace (Su): At 2nd level the paladin gains a bonus equal to his Charisma modifier (minimum of 0) on all of his saving throws.

Lay on Hands (Su): At 2nd level the paladin may channel positive energy through his hands to heal wounds (either himself or others) by touch. Each day the paladin may lay on hands to heal damage a number of times equal to his paladin level + his Charisma modifier. Each use heals 1d6 points of damage per paladin class level, requiring a *standard action* and be within reach when healing others or just a *swift action* when healing himself. Only one hand is needed to use this ability.

The paladin may also use this ability to damage undead as a touch attack that doesn't provoke *attacks of opportunity* as a *standard action* for 1d6 points of damage per paladin class level. Undead do not receive a saving throw for the damage.

Divine Health (Ex): At 3rd level the paladin becomes immune to all diseases including supernatural and magical versions (including mummy rot).

Mercy (Su): Beginning at 3rd level the paladin may select one mercy per level. The effect of the mercy may be applied to any use of the paladin's Lay on Hand ability at no additional cost. As the paladin gains additional mercies, all effects may be applied in a single use of the Lay on Hands ability. Once a mercy is chosen, it cannot be changed.

A mercy can remove any condition caused by a curse, disease, or poison without curing the affliction, with the condition returning after 1 hour unless the mercy actually removes the affliction.



The paladin may choose to remove either the **fatigued**, **shaken**, or **sickened** condition at 3rd level. At 4th level **dazed**, **exhausted**, **frightened**, **nauseated**, and **staggered** is added to the list of possible mercies the paladin may choose, and at 5th level **diseased**, **cursed**, and **poisoned** is added to the list.

In order to take the **exhausted**, **frightened**, or **nauseated** the paladin must take the corresponding lesser condition (**fatigued**, **shaken**, or **sickened** respectively). Removing a curse acts as the **remove curse** spell, removing a disease acts the same as the **remove disease** spell, and removing a poison acts as the **neutralize poison** spell. All effects use the paladin's class level as the caster level.

Divine Bond (Su): At 4th level the paladin forges a supernatural bond with his deity allowing him to choose one of the following two options. Once selected the bond cannot be changed.

The first option allows the paladin to enhance his weapon as a **standard action** by calling upon the aid of a celestial spirit that imbues his weapon with supernatural power for 1 minute per level of the paladin. The weapon sheds light as a torch and gains a +2 enhancement bonus. If the weapon is magical, this bonus stacks with the weapon's other enhancement bonus to a maximum of +5 or they may be used to add any of the following special weapon properties based on the normal cost for adding the special property: **axiomatic**, **defending**, **disruption**, **flaming**, **flaming burst**, **holy**, **keen**, and **merciful**.

If the weapon does not have a pre-existing enhancement then only **defending**, **flaming**, or **merciful** may be chosen. If the weapon has a pre-existing special property that is on the list above, the paladin may not select the same special ability as their effects do not stack. Once a special ability is chosen, it cannot be changed until the spirit that imbued the weapon is called again. If the weapon is held by anyone other than the paladin the effects imbued by the celestial spirit are lost until the weapon is

returned to the paladin. If the weapon is a double weapon, only one end may be enhanced by the spirit.

If the weapon bonded with the celestial spirit is destroyed, the paladin loses the ability to reconnect with the celestial spirit for 30 days or until he gains a new level (whichever comes first). While denied his bonded weapon the paladin suffers a -1 penalty to all attack and damage rolls.

The paladin may use this ability once per day at 4th level and twice per day at 5th level.

The second option grants the paladin the service of an unusually intelligent mount (typically a heavy horse for a medium sized paladin or a pony for a small paladin, though other suitable mounts may be selected as determined by the GM). This bonded mount functions as a druid's **animal companion** using the twice the paladin's level as the effective druid level. Bonded mounts have an Intelligence of at least 6. Once per day as a **full-round action** the paladin may magically summon his mount to his side as a spell like ability using as a 3rd level spell. The mount instantaneously appears adjacent to the paladin as long as there is sufficient space. At 5th level the paladin may summon his mount to his side twice a day.

If something should happen to the mount, the paladin may not summon another mount for 30 days or until he gains a new paladin level, whichever comes first and the paladin suffers a -1 penalty on attack and damage rolls.

Code of Conduct: The paladin must adhere to the tenets set forth by his faith. If he should ever willingly commit an evil act he loses all of his paladin class abilities until he is able to atone for the act. In addition, the paladin's code requires that he respect legitimate authority, act with honor and honesty, help those in need for a good purpose, and punish those that seek to subvert that which is good and innocent.

Ranger (Prestige Class)

Few can match the skill of the hunt when it comes to the ranger. Trained to find the weaknesses in others and use that

Ranger Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+1	+1	+0	1st Favored Enemy, Track
2	+2	+1	+1	+1	Combat Style Feat, Endurance
3	+3	+2	+2	+1	2nd Favored Enemy, Favored Terrain
4	+4	+2	+2	+1	Combat Style Feat, Woodland Stride
5	+5	+3	+3	+2	3rd Favored Enemy, Evasion

to gain the advantage both in finding and bringing down their chosen foes, few can be as focused as ranger. Mastering both his environment and his chosen weapons, the ranger learns to always get the upper hand when bringing down his chosen prey.

Role: Specialists that can provide that needed touch when facing a particular foe, the ranger easily fulfills this role both in and out of combat. However, their weapon mastery gives them a bit of an edge over others regardless of the opponent they face.

Alignment: The ranger may be of any alignment.

Hit Die: d10

Requirements

Ability Scores: Str 13, Dex 13

Base Attack: +5

Skills: Knowledge (nature) or Survival 5 ranks

Class Skills

Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Perception, Profession, Ride, Spellcraft, Stealth, Survival, and Swim.

Skill Ranks per Level: 6 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The ranger is proficient with all simple and martial weapons. He is also proficient with light and medium armor and shields (except the tower shield). If the ranger can cast arcane spells, he still suffers the chance of arcane spell failure while wearing armor or carrying a shield.

Favored Enemy (Ex): The ranger is trained to hunt one particular type of creature, gaining a +2 bonus to bluff, knowledge, perception, sense motive, and survival checks against such creatures. The ranger also gains a +2 bonus on weapon attack and damage rolls against that creature type. The ranger selects one creature type at 1st level (or a subtype if humanoids or outsiders is chosen) as listed on the core Ranger Favored Enemies list. If the ranger does not have the relevant field of study in the knowledge skill, he may still attempt to identify a creature of the type (or subtype) chosen untrained.

The ranger may choose another creature type (or subtype) at 3rd level and 5th level, gaining the +2 bonuses listed above. In addition, the bonus for previous creature types chosen increase by +2.

If a creature falls within two or more of the types selected, the bonuses do not stack; the ranger simply uses the highest bonus available.

Tracking (Ex): The ranger adds his class level to any survival skill checks to follow tracks.

Combat Style Feat (Ex): Just as the ranger tends to focus on a particular type of foe, he also prefers a single type of weapon over any other while seeking out his prey. At 2nd level the ranger may select one of the following combat styles and select from the following feats from the corresponding list. The ranger does not need to meet any of the prerequisites for the feat other than any other feat requirements (such as Point Blank Shot for Precise Shot). The ranger must be proficient with the weapon in order to gain the benefits of the feat as well.

Archery

Weapons: Any bow or crossbow

Feats: Deadly Aim, Far Shot, Focused Shot, Point Blank Shot, Precise Shot, and Rapid Reload.

Mounted Combat

Weapons: Any that can be wielded while mounted

Feats: Mounted Combat, Mounted Archery, Ride-By Attack, Trick Riding

Two Handed Weapon

Weapons: Any two handed melee weapon

Feats: Cleave, Power Attack, Pushing Assault, and Shield of Swings

Two Weapon Combat

Weapons: Any one handed or light melee weapons or double weapons that may be used to make an off-handed attack.

Feats: Double Slice, Improved Shield Bash, Quick Draw, Two-Weapon Defense, Two-Weapon Feint, and Two-Weapon Fighting

Weapon and Shield

Weapons: Any one handed melee weapon and any shield except tower shield

Feats: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting

If the ranger is wearing heavy armor he loses the benefits of the feats selected. He may choose another feat at 4th level and once chosen a feat selected from this ability cannot be changed.

Endurance (Ex): The ranger gains the Endurance feat as a bonus feat at 2nd level.

Favored Terrain (Ex): At 3rd level the ranger becomes intimately familiar with a specific environment. While within that environment the ranger gains a +2 bonus on initiative checks, knowledge (geography), perception, stealth, and survival skill checks. The ranger also does not leave a trail while traveling through his favored terrain and cannot be tracked unless he chooses to do so. The ranger may select the desired terrain from the list found in the core Ranger class Favored Terrain description.

Woodland Stride (Ex): At 4th level the ranger may move through any sort of natural undergrowth that is typically designated as difficult terrain at her normal speed without taking damage or suffering any impediment. Magically suffused terrain; however, will still affect her normally.

Evasion (Ex): At 5th level the ranger can avoid damage from any area based attack that requires a Reflex save and does ½ damage from a successful saving throw. If the ranger succeeds with his Reflex saving throw he takes no damage from the area-effect attack. If the ranger is wearing heavy armor or if the ranger is helpless he loses this benefit.

Rogue (Prestige Class)

Anyone that seeks a life of adventure and thrills, whose skill at a battle of wits is just as formidable as their martial skills may find a rogue's life is for them. Adaptable to nearly any type of situation, the rogue's sixth sense keeps her one step ahead of danger while her wide range of skills opens any doors before her. An eye for detail as well as trouble gives the rogue an edge over nearly any type of opponent or encounter, relying on luck just as much as prowess.

Role: Catching an enemy unaware is the rogues' best talent, allowing her to strike down the opponent even before he is aware of her presence. Her talent of being almost supernaturally aware of her surroundings, grants her the edge while exploring the unknown while her plethora of skills allows her to be handy in nearly any type of situation.

Alignment: The rogue may be any alignment.

Hit Die: d8

Requirements

Ability Scores: Dex 13, Int 12

Skills: Disable Device, Disguise, Sleight of Hand, or Stealth 5 ranks

Class Skills

Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Intimidate, Knowledge (dungeoneering), Knowledge

Rogue Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+1	+0	Sneak Attack +1d6, Uncanny Dodge
2	+1	+1	+1	+1	Sneak Attack +2d6, Rogue Talent
3	+2	+1	+2	+1	Sneak Attack +3d6, Improved Uncanny Dodge
4	+3	+1	+2	+1	Sneak Attack +4d6, Rogue Talent
5	+3	+2	+3	+2	Sneak Attack +5d6, Advanced Rogue Talent

(local), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Stealth, Swim, and Use Magic Device.

Skill Ranks per Level: 8 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The rogue is proficient all simple weapons, plus the hand crossbow, rapier, sap, and short sword. She is proficient with light armor but not shields. If the rogue can cast arcane spells, she suffers the chance of arcane spell failure based on the type of light armor worn.

Sneak Attack (Ex): Training in the art of striking an opponent's more sensitive parts allows the rogue the opportunity to cause additional damage with her weapons under certain conditions. Beginning at 1st level the rogue's attack deals an extra 1d6 points of damage if her target would be denied its Dexterity bonus to AC (regardless of whether or not the opponent has a Dexterity bonus) or while she is **flanking** her opponent. This damage increases by 1d6 points each level thereafter (to a maximum of 5d6 at 5th level). This is considered precision damage and it is not multiplied if the rogue manages to score a critical hit.

The rogue must be able to see the target to easily strike at a vital area and be able to reach the target. A rogue cannot sneak attack a creature that has **concealment**. Unless the weapon is designed specifically for nonlethal damage, the rogue cannot use his sneak attack to cause **nonlethal** damage, even with the -4 penalty. The rogue may use her sneak attack with a ranged attack as long as the victim is within 30 feet of the rogue.

Uncanny Dodge (Ex): At 1st level the rogue gains a sixth sense when mortal danger is within close proximity. As a result she cannot be caught flat-footed or lose her Dexterity bonus to AC while being attacked by an invisible attacker. She still loses her Dexterity AC bonus if she is helpless or if she is successfully feinted by an opponent.

If the rogue already possesses Uncanny Dodge from another class, she automatically gains Improved Uncanny Dodge (see below).

Rogue Talent: The rogue gains access to the list of **rogue talents** at 2nd level and 4th level as listed in the core Rogue class. The rogue must meet any requirements for the rogue talent, though her class level is doubled in regard to any effective rogue level requirements.

The rogue may only choose a rogue talent once unless the talent specifies otherwise.

Improved Uncanny Dodge (Ex): The rogue's senses improve to the point that she cannot effectively be flanked at 4th level. This ability also denies another rogue from using the sneak attack ability while **flanking** her unless the attacking rogue has at least four or more rogue levels than the defending rogue.

If the rogue has another class with the Uncanny Dodge class ability, her levels stack in regards to the effective level required to effectively flank her.

Advanced Rogue Talents: At 5th level the rogue may choose either another rogue talent or select an **advanced rogue talent** from the list presented in the core Rogue class. She must still meet any requirements for the advanced talent, though her effective rogue level is twice her rogue level.



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