

Player Paraphernalia

KNOTTY
WORKS

CAVALIERS UNHINGED
TAKING CHIVALRY IN A NEW
DIRECTION

#96

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #96

BY THE KNOTTY-WORKS



Welcome to issue ninety-six 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 alternate archetypes for the cavalier and a new order. Special thanks to Rodney Sloan for his contributions of the Revolutionary archetype and the Order of Ancient Horror for those that wish a more Lovecraftian or occult theme.

Duel Master (Cavalier Archetype)

While images of a metal clad knight astride a mighty warhorse riding forth to save the princess inspire most to join orders of chivalric pride, many find that true nobility and honor comes from their ability to face their enemies on an even playing field. The duel master is trained in arts of fencing and finesse rather than handling larger bulky weapons and stomping around in heavy iron shells.

Class Skills

The duel master does not gain [Handle Animal](#) as a class skill, but it is replaced by [Escape Artist](#).

Weapon and Armor Proficiency

The duel master is only proficient with light armor and shields (except tower shields). However, he does gain [Dodge](#) as a bonus feat at 1st level regardless of his Dexterity score.

In regards to weapons, the duel master is proficient with all simple weapons and all light and one handed martial melee



weapons. He gains [Weapon Finesse](#) as a bonus feat at 1st level as well.

Uncanny Dodge (Ex)

At 1st level, the duel master gains a sense of impending attack. As a result, the duel master cannot be caught flat-footed, nor does he lose his Dex modifier to his [AC](#) if the attacker is invisible. He does lose his Dex modifier to his [AC](#) if he is immobilized or helpless.

At 8th level, the duel master may no longer be [flanked](#) and does not suffer sneak attack damage from a character [flanking](#) him unless that attacker has at least four more class level granting the sneak attack than the duel master's class level.

If the duel master gains uncanny dodge from another class, the levels stack in determining the level required to overcome the duel master's [immunity](#) to sneak attack damage while being [flanked](#).

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





Feinting Expert (Ex)

At 3rd level, the duel master gains **Improved Feint** as a bonus feat. He does not need to meet the prerequisites for the feat, but any other related feats will require the duel master to meet any prerequisites as listed.

This class feature replaces the Cavalier's Charge class feature.

True Sense (Ex)

At 4th level, the duel master adds ½ his class level when he uses **Sense Motive** in order to avoid being feinted in combat. The duel master may attempt to "read" someone by hunch or to detect an **enchantment** as a **full round action**, suffering a +10 to the DC (normally using **Sense Motive** to sense enchantments or reading people is at least 1 minute in length).

This class feature replaces the cavalier's Expert Trainer class feature.

Feint Master (Ex)

At 11th level, the threat range of any melee weapon wielded by the duel master against an opponent denied its Dexterity modifier is doubled. This increase does not stack with any other effect that increases the threat range of the weapon. If the opponent is the target of the duel master's challenge, he gains a +4 bonus to confirm any critical threats as well.

This class feature replaces the cavalier's Mighty Charge class feature.

Supreme Feint (Ex)

At 20th level, the duel master deals double damage when he successfully feints an opponent. If the duel master's **feint** causes critical damage, the target must make a **Will** save or be **stunned** for 1d4 rounds. If the target makes its **Will** save, it is still **staggered** for 1d4 rounds. The DC for the **Will** save is equal to 10 + the duel master's base attack bonus.

This class feature replaces the cavalier's Supreme Charge class feature.

Revolutionary (Cavalier Archetype)

To the revolutionary, there is no greater ideal worth fighting for than the common people and their cause. Ready to die for drastic political change in the hopes of a new dawn for every man, the revolutionary sounds a call to arms that cannot easily go unanswered.

Class Skills

A revolutionary gains **Knowledge** (history) and **Knowledge** (local) as class skills instead of **Handle Animal** and **Ride**.

Weapon and Armor Proficiency

A revolutionary is proficient with all simple weapons and with light armor. He gains **Catch Off-Guard** and **Throw Anything** as bonus feats at 1st level.

This modifies the cavalier's normal weapon and armor proficiency.

Powerful Persuader (Ex)

At 1st level, the revolutionary becomes a powerful orator, able to swing the opinions of others. When the revolutionary makes a **Diplomacy** or **Intimidate** check, he can roll twice and take the higher result. Using this ability is a **free action**. He can use this ability once per day at 1st level, plus one additional time per day for every 3 levels thereafter.

This class feature replaces the cavalier's Mount feature.

Charge the Barricade (Ex)

At 3rd level, the revolutionary's **charge** inspires his allies to storm defended positions. When charging, a revolutionary may **charge** through difficult terrain and does not take the -2 penalty to **AC** for attacking on a **charge**. Until his next turn, any of the revolutionary's allies within 60 feet gain the same benefits while charging.

This class feature replaces the Cavalier's Charge feature.





The People's Champion (Ex)

At 4th level, the revolutionary draws like-minded people to fight for his cause. He gains **Leadership** as a bonus feat, but may not gain a cohort until he has reached 7th level. For the purposes of gaining followers, the revolutionary gains a +2 bonus to his **Leadership** score if he has a publicly known, well defined agenda for fast and drastic political change. He gains a minimum number of 1st level followers equal to his Charisma bonus (minimum 1).

At 12th level, in a settlement (see the Pathfinder RPG Game Mastery Guide™) with a population of more than 2,000 the revolutionary may make a **Diplomacy** check once per day to draw a crowd and gain additional followers. If the general alignment of the settlement is more than one step from the revolutionary's alignment, then the population size required for this ability is instead more than 5,000. The revolutionary uses the result of the **Diplomacy** check as his effective **Leadership** score and gains followers in addition to those already allowed to him by the feat. These additional

followers accompany the revolutionary for 1 hour per 4 class levels.

This class feature replaces the cavalier's Expert Trainer feature.

Revolutionary Oath (Ex)

Beginning at 11th level, the revolutionary can swear a powerful oath before his allies and followers, steeling himself for the coming battle and bolstering their resolve. Once per day, during a speech of 5 minutes or more, the revolutionary swears an oath. Until the next day or the fulfillment of his oath, the revolutionary gains the **Diehard** feat.


All of the revolutionary's allies that hear the oath gain temporary hit points equal to the revolutionary's Charisma bonus until the next day, or until the revolutionary fulfills his oath or dies.

This class feature replaces the cavalier's Mighty Charge feature.

Revolution! (Ex)

At 20th level, the revolutionary sounds a deadly call to arms. He may choose **Improvised Weapon Mastery** as a





bonus feat or he gains proficiency with all martial melee weapons, once this choice is made it cannot be changed. The critical threat range for all the revolutionary's melee weapons, and for the melee weapons of allies within 30 feet, increases by 1. Apply this threat range increase after any bonuses from feats such as **Improved Critical**.

This class feature replaces the cavalier's Supreme Charge feature.

Order of the Ancient Horror

Cavaliers who join the order of the ancient horror dedicate themselves to a mysterious creature from beyond the edge of sanity. Cavaliers of this order tend to be champions of secretive cults, or power hungry general's eager to further the unfathomable designs of a powerful, unseen master.

Alignment: The cavalier must choose a benefactor to venerate and his alignment must be within one step of his benefactor's, along either the law/chaos axis or the good/evil axis.

Edicts

The cavalier dedicates himself in service to a being from another plane and to the furthering of that being's aims. He must submit to his master's every wish, further its designs and seek out new agents to bolster his master's cult. He must strive to protect his master at all cost.

Challenge

An order of the ancient horror cavalier moves with otherworldly swiftness against his foes. He gains the **Spring Attack** feat against the target of his challenge, even if he does not meet the feat's prerequisites. If he already has the **Spring Attack** feat, the cavalier's speed increases by 5 feet while his challenge is active.

Skills

An order of the ancient horror cavalier adds **Knowledge** (planes) and **Linguistics** to his list of class skills. An order of the ancient horror cavalier can make

Knowledge (planes) skill checks untrained. Whenever the cavalier uses **Bluff** to oppose a **Sense Motive** check regarding his master, he receives a **competence bonus** on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1). In addition, the order of the ancient horror cavalier receives one bonus language from his master's list of known languages.

Order Abilities

An order of the ancient horror cavalier receives the following abilities as he increases in level.

Terrible Revelation (Ex)

At 2nd level, the cavalier can sow fear amongst his enemies by describing the terrible fate that awaits them at the hands of his master. The cavalier receives a **competence bonus** on **Intimidate** skill checks to demoralize a target equal to $\frac{1}{2}$ his cavalier level (minimum +1). Furthermore, at the cavalier's choice, if a demoralized target's HD is lower than the cavalier's level, then the target is **frightened** rather than **shaken**.

Dark Calling (Sp)

At 8th level, the cavalier can call forth servants of his master to aid him in battle. He gains the ability to cast the **Summon Monster IV** spell. The type of creature chosen must not oppose the cavalier's or his master's alignment. Regardless of the cavalier's alignment, if given the choice, the summoned monster must use the fiendish template. The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

All Shall Kneel (Ex)

At 15th level, the cavalier learns to bring his enemies low with his attacks. When he confirms a critical hit against a foe of the same size or smaller, that creature falls prone and provokes an immediate **attack of opportunity** from the cavalier.



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