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## WELCOME TO THE CARNIVAL

## GONZO GON·ZO / GÄNZŌ

ADJECTIVE, NORTH AMERICAN (SLANG)

Of or associated with journalistic writing of an exaggerated, subjective, and fictionalized style. Bizarre or crazy.

ORIGIN:

-Oxford Dictionary

1970-75, Americanism; apparently first used in the phrase Gonzo journalism by U.S. journalist Hunter S. Thompson (born 1939)

-Random House Dictionary

When titling this book, we had to find an appropriate phrase, and "gonzo" was the only one that gave us a perfect fit. This book looks at the Pathfinder system as being more malleable in terms of inspiration and tone; that is to say, designers and players can use this book to inject a heavy dose of other genres and aesthetics into what would normally be a traditional (somewhat Tolkien-inspired) fantasy game. That being said, these classes are a bit "out there."

Over the years we've all played or ran (or thought of playing/running) a quirky game that did not quite mesh with the established tropes and deviated from the standard source material. Maybe you played a spelljamming quasi-scifi magic punk game, a dying earth game, a lovecraftian mystery game, an anthropomorphic post apocalypse game, a solo hyborian inspired adventure, or something we have never heard of before. Ever ran '80s-ish "heavy metal" inspired dungeon crawl where music is all-powerful while Blue Oyster Cult's "Veteran of the Psychic Wars" plays in the background? How about a punky post-apocalypse rebellion game? While our games often start out as Lord of the Rings but end up more like Monty Python, why not embrace the comedic aspects? This book includes classes and sources of inspiration for your next Pathfinder game in an attempt to shock the traditional system.

The rule of thumb when using this book is player enjoyment and engagement. The classes and variant rules presented in this book should only be utilized with both GM and player buy-in. If not everyone is onboard with your tongue-in-cheek romp through famous works of fantasy literature, you (as a GM) might want to rethink your approach to the game and the allowed material.

-Little Red Goblin Games

## GAME MASTERY

The following section includes tips for both creating a game using the brazen style ideas presented in this book and creating a game in general. It is written towards the GM but can be applicable to anyone who wishes to increase their roleplaying game skills. These tips are not set-in-stone type rules, but are general ideas gathered from years of experience.

#### ENJOYING THE GAME

At the end of the day, this is a game about not only player enjoyment but enjoyment of all involved, the GM included. Keep this in mind when you are setting up a campaign. Speak to your potential players and give them a 1-2 sentence "pitch" of the game you are running. If it does not interest them, go back to the drawing board rather than forcing them to play in something they are not going to be invested in.

Players do not always enjoy the game for the same reason(s). While it is easy to dismiss a "min-maxer" out of hand, every person has a different motivation for playing (even if a group's personal preference may lean one way or another), and none are inherently less valid. A good GM will try to accommodate everyone at his table. Roleplaying is a collaborative experience, and when you boil it down, everyone needs to be on the same page in order to have fun. This is why it is important for you, as a GM, to craft a game that everyone, including yourself, will enjoy and be hooked on playing.

#### **CORE AESTHETICS**

A great way to invigorate your game is to give it a "core aesthetic". In terms of a campaign, this is a central idea that matches with the tone and overall appeal of the game you're creating. It can also be referred to as the theme, but a core aesthetic is more encompassing, which includes the setting and world, the way the game is played (how much roleplaying is necessary is one example), how much the players/characters know, the story plot, the types of enemies and dungeons, etc. You might decide that your game will be Norse mythology inspired, where machismo and bravery is the core aesthetic. Or your game may draw its inspiration from a popular anime that your entire group is familiar with, which means the theme of the anime becomes the theme of the game. This does not mean that the game has to literally take place in a specific universe (such as an anime-inspired game actually existing in said anime's world) or draw directly from a specific source (themes are universal, after all). However, giving players a point of reference ("This game is going to play kind of like a spaghetti-western but set in a biblical Egypt") is an excellent way to give your players hints and keep all elements of the game tied together.

#### MUSIC AS A GM TOOL

Music can be viewed as distilled aesthetics and can be used to help craft your core aesthetic. Do you love a song? If so, use that, or you could pick your favorite album and try writing a game around it. Hammerfall's "Glory to the Brave" is going to produce a very different game than Empire of the Sun's "Ice on the Dune," and neither game will be anything like Eminem's "Marshall Mathers LP." Pick and choose carefully your inspiration for the sort of game you want to craft. When you are writing material, or even running the game, play it in the background.

#### DRAMATIC + SHOCKING GAMES: ACTIONS ALIGNED WITH THE AESTHETICS

Think of your favorite gaming story. Was it some quiet little moment that no one else remembers, or is it a story you retell around the gaming table time and time again? These stories are often the dramatic moments where your character either succeeded or failed in a shocking fashion. When utilizing this book, we ask that you allow some "flair" into your game. Create set pieces, give enemies dramatic weaknesses and strength, throw a few curve balls at your players, and, most importantly, follow the rule, "If it is in the spirit of the game/narrative, let it happen." This last part does not mean you need to allow automatic success or even make playing easy; but does mean let things happen naturally. Along with having a core aesthetic, players should be encouraged to follow said aesthetic.

Because this book is built around using traditional methods in extravagant ways, encourage your players to take risks and reward them when they do. You could even incorporate a "cool factor" in your game that grants players +1 to +3 bonuses on actions that are deemed as following the game's theme and are dramatically appropriate.

For instance, having the barbarian leap from his horse, over a ledge, and embed his cold steel in the head of a giant is a really cool concept for a hyborianstyle game. The check, however? It is not all that easy. He would have to make an Acrobatics check to leap; he would probably suffer a penalty on his roll to hit; and then he is going to take a lot of falling damage from his leap. In that situation, to encourage these kinds of theatrical actions, you could give him a +2 on all of his rolls, rule that the creature was taken completely by surprise due to the bold nature of the attack (and thus is considered flat footed), and state that the barbarian takes minimum falling damage if he delivers the attack because the blow to the giant slowed him significantly.

Additionally, there is no benefit to assigning a penalty for being out of line with the theme of a game. Reward your players positively, not negatively, for taking appropriate dramatic actions. Taking punitive measures can be seen as draconian and adversely controlling (with the feeling of "If you don't play my way, you can't/ won't succeed").

#### MECHANICS SHOULD REFLECT THE AESTHETICS

Designing a campaign is as much about what you do not allow as what you do. A game that is heavily based on the real world would not have elves and high level wizards walking around as commonly as a traditional Pathfinder campaign. Just because something appears in a core rulebook or popular source book does not mean it needs to be allowed in your game. Often times, placing drastic restrictions or giving players free reign in a new way can twist the tone of your game to reflect your core aesthetic.

Some ideas: What if you were to run a low level game and limit character progression to a certain level (level 5 or 6 is a good stopping point for low-power games). What if there were only artifacts but no magic items? What if there was no magical healing but a unfailing cycle of reincarnation?

### THE SINGLE CLASS AND GESTALT OPTIONS

One of the most restrictive, but theme-heavy, ways to run a game is to only allow characters of a certain class. A crusading-based game with only paladins or clerics is going to differ from a traditional Pathfinder game and differ vastly from a politically-heavy game where everyone plays bards. This can lock players into very restrictive builds and may not always allow them to express themselves. Because player expression and roleplaying is important, there are still options to circumvent the single class option. The first is to lift certain class restrictions. What if monks did not have to be lawful or barbarians chaotic? You could make paladins of any alignment by making a few adjustments to class features.

Alternatively, you could play a gestalt game. A gestalt game involves a character taking levels in two classes at once. They generally use the higher of the two classes abilities (hit dice, skill points, base attack bonus, saves, etc) and merge skill lists.

### **"ANYTHING 20"**

If anything, this book is about doing the drastic/dynamic. This is embodied, perhaps most literally, by the "anything 20" concept. If a player rolls a natural 20, let them do something outrageous. If you use this rule, keep in mind that the impressiveness of the action should be equivalent to the character's level. For instance, a low-level character (1-5) might be able to recreate the effect of an appropriate combat maneuver; and a mid-level character (6-10) might generate an effect that could be created with a 2-4th level spell. By the time a character is high-level (11-16th), the character should be able to achieve unbelievably impressive feats. This might include things such as lobbing the head off a lowerlevel monster (as per the effect of a vorpal weapon) or even something that mimics the effect of a high level spell (5th-7th), if/when appropriate. You should be the one assigning the benefit, not the players, and it should be thematically relevant, conducive to the intent of the player, and stand out from a normal action. Use "anything 20" rules sparingly, but make it an expected part of play. Get the players psyched about rolling a natural 20; they should remember what they did later. Sometimes, it may not be appropriate to utilize this rule and, in those instances, you can give a more graphic description of what has happened. Maybe Sir Eric does not split a ghoul from stem to stern on a 20, but his sword blow is still powerful and could be described as such: "Your blade rends the flesh from his undead arm, exposing now-shattered bones, and the creature lets out a mighty howl of pain that can be heard for miles around."

### "WHAT HAPPENS ON A 1?"

Many sources say that when a player rolls a natural 1, they simply miss. While this is simple, it is hardly dramatic. To make a game more dramatic, contextual failure should be involved. A natural 1 on a melee attack might cause the creature to drop their weapon or have a 50% chance to hit an ally who was adjacent to the enemy the creature was aiming for. Adding a dramatic flair to this should never be crippling or simply numerical (a natural 1 should not result in a -3 on attack rolls for 1d4 rounds). Having a natural 1 result in an encounter making it become unduly hard is another idea for dramatic effect. ("Your sword breaks and now you have to fight the dragon with your bare hands.") While natural 1s on skill checks do not always result in a critical failure, it could be fun to involve that as well.

Here are a few examples of potentially satisfying effects: You drop your weapon (melee attack roll); you fall prone (Acrobatics); you deal minimum damage to yourself (attack roll); you actually make the wound a little worse (Heal); you provoke an attack of opportunity. Remember, it should be contextual to not only the task at hand but to the situation the character is in. On a ledge? Maybe it breaks. In a haunted house? Maybe a poltergeist joins the battle on no one's side if he messes up a divine spell.

However, this concept works best if you have a mitigating factor. Maybe you need to confirm a failure (roll again and see if you fail the check). It also can be an interesting way to balance out the "anything 20" rule presented above.

#### TERRAIN INVOLVEMENT

Terrain is one of the most chronically under-utilized aspects of combat. Sure, tossing in a tree might be a fun little piece of aesthetics as an obstacle, but giving players the option to use the world around them and rewarding them for thinking smart and doing so draws them further into the game. Make it worth taking an action to do so.

Additionally, you might want to make use of the terrain appropriately by scaling it up. Maybe the handbook says falling rocks do 1d6 damage, but if dramatically appropriate (such as if the players a moving through a dangerous crevice with large boulders falling around them or players pushing large boulders off a cliff onto creatures below), having the rocks do 3d6 and knocking the creature prone on a failed Reflex save (DC 15) could be fun.

#### FOUR LETTER <del>Words</del> names

The easiest way to make a character name that players will remember is to think of a name that has three or four letters that other people can call the character. A character might be "Goldrind Tlahuixcalpantecuhtli the 3rd Sire of the Western Kingdom of Avondale," but if he introduces himself with the nickname of "Gold," the other players will remember it much easier. This is important because it can help increase the ease of roleplaying and keep players from using player names rather than character names. This is even more important on your side of the table if you want your players to remember all of your NPCs!

# A Base Class for the Pathfinder Roleplaying Game

Each person has an influence from which they draw their wealth of power. Some of these influences can be innate psionic knacks, intense academic studies of arcane mysteries, harmonious relationships with nature, services to a patron deity, or martial trainings. However, cravens take more direct routes to their goals. They pay for their power quite literally. By sacrificing objects of value, they can pay the universe for boons. Most often, this comes in the form of coin and other kinds of currency. This power is a literal manifestation of cravens' greed and imbues them with supernatural abilities.

In some campaign settings, cravens may have to make deals with a devil or other greedy outsider to gain power, but traditionally, cravens are fueled by their own unnatural avarice.

HIT DICE: D10.

ROLE: Cravens are martial characters able to augment their natural prowess with their paid powers. They make excellent frontline fighters, and though they have the potential to be incredible social characters, this is often at odds with their greedy dispositions. Still, they have various ways to make a good living, and many become wealthy as a result of their supernatural abilities.

## ALIGNMENT: Any non-good

Cravens are inherently greedy, and their studies of the cravenous arts only make this greed grow ever larger. Eventually, they are totally consumed by it and essentially become avatars of avarice and vice. While not all are evil, none are particularly well-known for their charity.

As an example, a chaotic evil craven tends to unconditionally hoard wealth and amass great fortunes at the expense of others. On the other hand, a lawful neutral craven might be working to restore the fortunes of his family's once-great mercantile company by working whatever jobs pay him the most. **STARTING WEALTH:** 4d10  $\times$  10 gp (average 220 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The craven's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Use Magic Device (Cha). Skill RANKS PER Level: 2 + Int modifier.

## TABLE 2-1: THE CRAVEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	
lst	+1	+2	+0	+0	Greedy, sell-sword	
2nd	+2	+3	+0	+0	Covetous, detect money	
3rd	+3	+3	+1	+1	Miserly, gold rush (2:1)	
4th	+4	+4	+1	+1	Armor of gold (DR 2/-)	
5th	+5	+4	+1	+1	Discount, grave robber, kleptomania	
6th	+6/+1	+5	+2	+2	Consume currency, craven talent	
7th	+7/+2	+5	+2	+2	Miserly, supply and demand	
8th	+8/+3	+6	+2	+2	Armor of gold (DR 4/-), gold rush (1:1)	
9th	+9/+4	+6	+3	+3	Consume currency	
10th	+10/+5	+7	+3	+3	Charon's obol, craven talent, kleptomania, sacrificial sale	
llth	+11/+6/+1	+7	+3	+3	Miserly, supply and demand	
12th	+12/+7/+2	+8	+4	+4	Armor of gold (DR 6/-), consume currency, supply and demand	
13th	+13/+8/+3	+8	+4	+4	Gold rush (1:2)	
14th	+14/+9/+4	+9	+4	+4	Contract murder, craven talent	
15th	+15/+10/+5	+9	+5	+5	Consume currency, miserly, on the cheap, supply and demand	
16th	+16/+11/+6/+1	+10	+5	+5	Armor of gold (DR 8/-)	
17th	+17/+12/+7/+2	+10	+5	+5	Master of coin	
18th	+18/+13/+8/+3	+11	+6	+6	Craven talent, gold rush (1:4)	
19 <b>t</b> h	+19/+14/+9/+4	+11	+6	+6	Supply and demand	
20th	+20/+15/+10/+5	+12	+6	+6	Armor of gold (DR 10/-), hand of midas	

#### CLASS FEATURES:

The following are the class features of the craven.

#### WEAPON AND ARMOR PROFICIENCIES:

The craven is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

## **GREEDY** [EX]:

At 1st level, the craven gains a bonus equal to 1/2 his craven level on Appraise checks to assess the value of an object.

However, this is a double-edged sword. Any appealing offer of currency or other valuables seduces the craven quite easily. He receives a -4 penalty on saves to resist an offer of objects of value or currency if said object of value is integrated into a spell or offer. (For example: The caster offers 100 gp while casting charm person on a craven.) This can also lower the DC required to obtain the services or befriend the craven by -4. (For example: A player tries to bribe a craven NPC by offering 100 gp as part of his Diplomacy check.) For the purpose of this class feature, any object worth 50 gp x the craven's level is considered "valuable."

Finally, the craven must make a Will save (DC 5 + craven level) to willingly give to charity, spend frivolously, or throw away objects of value with little/less return than he feels he should. This does not inhibit him from using any of his craven class features. This might manifest itself as the craven inappropriately clinging onto a gold statue he had "procured" from an ancient temple rather than giving it to the high priest he promised it to or even having him and his party spend a great deal of time picking up a spilled pile of copper coins once combat has ended. The craven always fails this check on a roll of 1 or 2.

#### OPTIONAL RULE: PHYSICAL CHANGES

If you want to spice up the appearance of the craven, he can optionally begin to take on a physical reflection of his greed. Using this alternate rule, the craven gains one of the following physical changes at 1st, 5th, 10th, 15th, and 20th level. These changes can be covered up with a DC 15 Disguise check.

- The iris of one eye (or both) is replaced with a small currency symbol.
- The skin of the craven gains a slightly reflective golden, silvery, or coppery tinge to it.
- The hair, nail, and/or iris color of the craven turns to a metallic gold, silver, or copper.
- The craven takes on a large, visible tattoo (or series of tattoos) that indicate wealth, power, or currency symbols.
- The craven grows a gemlike growth in a prominent location of his body (the forehead, back of the hands, chest, etc). This gem is worthless in terms of price.

## SELL-SWORD (SU):

At 1st level, the craven can pay for immense power to be added to his weapon. The craven can pay gold equal to his craven level to add his craven level as a competence bonus to a single damage roll. However, he may choose to pay less than his craven level to deal bonus damage equal to the amount spent. He may sacrifice currency from any part of his person with a thought as part of the attack action. This gold can be paid after the attack roll but before the damage roll. The craven may not benefit from this more than once per round. If this ability is prevented from working (if he is in an antimagic field, for example), he cannot sacrifice the coins. The craven may use this ability a number of times per day equal to his Intelligence modifier + 1/2 his craven level.

### COVETOUS (SU):

At 2nd level, the craven gains the Improved Steal feat as a bonus feat even if he does not meet the prerequisites.



### DETECT MONEY [EX]:

At 2nd level, the craven's nose for profit allows him to smell out a good deal. This ability functions much the same as the scent ability, except that the range is 50 feet + 10 feet per level of craven (maximum of 250 ft.), and the craven can only use it to sense objects worth 500 gp or more. The craven can adjust this to smell objects above a different threshold (such as sensing objects whose value is above 5,000 gp) but never below 500 gp.

## GOLD RUSH [SU]:

At 3rd level, the craven can throw a coin and cause it to explode with concentrated greed. As a standard action, the craven can throw a number of gold coins equal to his craven level as a ranged attack. No matter the number of coins thrown, they are treated as if they were a single ranged attack that deals 1d4 points of damage + his Strength modifier. Any coins used as part of this attack sizzle away, having been sacrificed after they are thrown.

This concentrated greed gains the following bonuses:

- At 3rd level, he gains a +1 enhancement bonus for every 2 gold coins he throws.
- At 8th level, he gains a +1 enhancement bonus for every gold coins he throws.
- At 13th level, he gains an enhancement bonus to damage rolls with his gold rush ability equal to twice the number of gold coins he throws.
- At 18th level, he gains an enhancement bonus to damage rolls with his gold rush ability equal to three times the number of gold coins he throws.
- The craven may throw up to his level in gold coins each time he uses gold rush. The craven may not use his sell-sword ability in conjunction with this class feature.

The craven treats gold coins as if they were martial thrown weapons with the following profile.

Cost	Damage*	Critical	Range	Weight	Damage Type
lgp	1d4	<b>x</b> 2	30 ft.	- lbs.	В

\*Damage is not size based as currency has a standard size.

#### **MISERLY** [EX]:

At 3rd level, when the craven uses a Profession or Craft check to earn money with one week's worth of work, he gains twice the result of his Profession or Craft check in gold (rather than just the check's result in gold). At 7th level, he gains 5 times his Profession or Craft checks, and at 11th level, he gains 10 times his Profession or Craft checks. Finally, at 15th level, he earns 100 times his level on such checks. This does not provide any other sort of bonus to Profession or Craft checks.

## ARMOR OF GOLD [SU]:

At 4th level, the craven may sacrifice currency as a free action to offer himself the protection the metals would provide him. At 4th level, this grants him DR 2/- until the end of his next turn. This choice must be made after the creature has struck the craven but before any damage dice have been rolled. At 8th level and every 4 levels thereafter, the DR (and by extension, the price) increases by +2. The craven may always choose to pay less than the maximum he is capable of, resulting in equivalently less DR.

#### DISCOUNT [SU]:

At 5th level, every time the craven uses his sell-sword ability, he accumulates 1 discount token. A discount token counts as 1 gp but can only be spent on craven class features. A discount token only functions for the craven who made it.

Physically, a discount token is a non-magical wooden coin that the craven finds on his person mixed in along with his belongings. It can be stolen, destroyed, etc. A discount tokens weighs about 3 grams (about 150 discount tokens make 1 lb). Each has a small personal rune scorched, painted, or cut into its surface like a coin and is unique to each craven. There is no risk of a creature mistaking any discount token as a real coin of any value without bluffing or disguising it.

#### **GRAVE ROBBER (SU):**

At 5th level, when the craven is reduced to 0 hp, he may sacrifice gold equal to his craven level to stabilize. This does not function if the craven is killed (reduced below his negative Constitution score) or if he does not have enough gold.

#### KLEPTOMANIA [SP]:

At 5th level, the craven can use mage hand at will but only on pieces of currency or objects worth 500 gp or more. The mage hand spell can, by default (at 5th level), move an object 15 feet, and it can only move objects that weigh 5 lbs. or less than can fit in the craven's hand. At 10th level, this improves and allows him to move objects as if it were his own hand (using his own Strength score to determine this). Additionally, this improvement also allows him to move an object 15 + his craven level in feet; the object may be something the craven could carry in both arms (3 ft x 3 ft for a medium creature, 1.5 ft x 1.5 ft for a small creature); and he may do it as a swift action.

#### CONSUME CURRENCY [SU]:

At 6th level, the craven can consume currency in order to heal his wounds. As a standard action, he may consume up to 5 gp per craven level, and for every 5gp he consumes, he regains 1d8 hit points. He may consume no more than 20 times his craven level in gp per day in this manner.

#### **CRAVEN TALENT:**

At 6th level and every 4 levels thereafter, the craven finds a new way to pay to win with his cravenous powers.

Rebate: When the craven uses his sell-sword ability, he gains a +2 deflection bonus to his AC against the next attack he is targeted by. In addition, the DR he is provided with by his armor of gold class feature increases by +1; the price for the ability does not change. (For example, at 4th level, he gains DR 3/- by paying 2 gp.)

- JACKPOT: When the craven uses his gold rush ability, he may deal 1/4th that damage (minimum 1) to creatures in adjacent squares of the target he strikes with it. These creatures receive a Reflex save (DC 10 + 1/2 craven level + Intelligence modifier) to negate this damage. In addition, the craven can throw two additional coins (his level + 2) each time he uses the gold rush ability.
- Fool's GOLD: The craven may use his cravenous powers to make silver or copper coins appear as gold coins for a short while. An Appraise check (DC 10 + craven level + Intelligence modifier) will reveal them as counterfeits. The craven can transmute ten times his level per day in total gp value of silver or copper coins to that of a gold coin. Transmuting these coins takes a full round action, and he may transmute as much as he wishes at a time within his daily limit. However, these new coins only retain their modified appearance for 1d6 hours. If used to fuel craven class features, their true value is used rather than their counterfeit value.
- CRAFTING FEAT: The craven may take an item creation feat in place of a craven talent. These feats are defined as the same feats that may be selected as item creation feats from the wizard's class feature (Chapter 3 of the Pathfinder Core Rulebook). For the purpose of crafting items, they have an effective caster level equal to the craven's level. This talent may be taken multiple times.
- COMBAT FEAT: The craven may take a fighter feat in place of a craven talent. The craven counts his fighter level as being -4 lower than his craven level for the purpose of qualifying for combat feats. This talent may be taken multiple times.
- Counterfeit: Once per day, the craven can transmute some of his discount tokens into real currency. 1 discount token yields 1 gp. The ritual to do this takes 1 minute per 10 gp. He may only translate up to 5 times his craven level in gp per day. In addition, the craven gains a +4 insight bonus on any attempt to make forgeries.
- EXCHANGE: The craven can transmute a coin of one value into a coin of another value, but it always retains the same total value. For example, a craven can transmute 10 silver coins he has into 1 gold coin. This takes 1 minute to perform, but he may transmute any amount that he is able to during this time. He may transmute 10 gp worth of coins per craven level in this fashion per day. This may also be used to exchange existing currency to a local form of currency (as long as it is a coin pressed of precious metal) at the proper exchange rate in the same fashion.
- **BIG DISCOUNTS:** The craven receives 2 discount tokens per use of his sell-sword ability. The craven must be at least 10th level before selecting this talent. He may take it multiple times. Each time he takes this, it increases the number of discount tokens he gains per use of his sell-sword class feature by +1.

- SELL-OUT: The craven gains 2 additional uses of his sell-sword ability per day and reduces the amount he needs to pay by 1 (minimum 1) per use. This does not lower the effectiveness of his sell-sword ability. He may take this multiple times. Each time he takes this, it grants him +2 additional uses and lowers the amount he needs to pay for his sell-sword ability by 1.
- FABRICATOR (SP): The craven can expend 3 discount tokens (not gp) once per day to cast fabricate as a spell-like ability on up to 100 gp x his craven level of valuable materials. He uses his craven level as his caster level and may only use this ability on precious metals or other valuable material. After the initial casting per day, the craven may use this ability a number of times per day equal to his Intelligence modifier, but he must pay 6 discount tokens per use for each of these extra uses. The craven must be at least 10th level to select this talent.
- STICKY FINGERS (SU): Pieces of currency stick to the fingers of the craven as if they were magnetized. The craven gains a +4 competence bonus on steal combat maneuvers involving currency.
- PRECIOUS METAL (SU): The craven selects one type of precious metal that is listed as a special material. When wielding weapons made of this special material, he gains a +2 competence bonus on attack and damage rolls with it. Weapons coated in a material (not created entirely from them) do not count for the purposes of this talent. (Common Choices: gold, silver, adamantine, and mithral)
- SILVER SLAYER: The craven may pay 10 sp to treat any weapon he wields as if it were made of silver for 24 hours. Doing so is a ritual that take 10 minutes and involves smelting silver coins and bathing his hands in the liquid metal. This does not burn him or cause him harm but does give his hands a chalky silver sheen to them. Furthermore, the craven who wields a weapon made of silver gains a +1 insight bonus on attack and damage rolls with any weapon against creatures who are vulnerable to silver. Weapons coated in silver (not created entirely from it) do not count for the purposes of this talent. The craven must have selected the precious metal (silver) craven talent before taking this talent. LIQUID GOLD: When using a weapon made of gold, the craven does not suffer a penalty on damage rolls with it. In addition, the craven can imbue any gold weapons he wields with the transformative weapon special ability as a swift action by sacrificing 3 gp. This ability only functions while the craven wields the weapon. If dropped or taken, it returns to its default shape. The weapon resumes granting the transformative ability if it is returned to the craven before the duration expires. This ability lasts for a number of rounds per day equal to the craven's level. These rounds do not need to be consecutive. Weapons coated in gold (not created entirely from it) do not count for the purposes of this talent. The craven must have selected the precious metal (gold) craven talent before taking this talent.
  - ADAMANTINE BULWARK: When wielding an adamantine weapon, the craven ignores the hardness of objects and gains a +2 insight bonus on sunder attempts. Weapons coated in adamantine (not created entirely from it) do not count for the purposes of this talent. The craven must have selected the precious metal (adamantine) craven talent before taking this talent.

- DANCING MITHRAL: The craven may add his Dexterity to attack and damage rolls with weapons made of mithral in place of his Strength. Weapons coated in mithral (not created entirely from it) do not count for the purposes of this talent. The craven must have selected the precious metal (mithral) craven talent before taking this talent.
- SYMBOL OF OPULENCE: When using a weapon made of platinum, the craven does not suffer a penalty on damage rolls with it. The craven with this talent who makes a sell-sword attack with a platinum weapon reduces the amount he needs to pay for his sell-sword ability by 2 (minimum 1) per use. This does not lower the effectiveness of his sell-sword ability. Weapons coated in platinum (not created entirely from it) do not count for the purposes of this talent. The craven must have selected the precious metal (platinum) craven talent before taking this talent.
  - **RECALL NOTICE:** The craven can use teleport as a spell-like ability once per week to return to any place he conducted a profitable sale within the last week. This costs the craven 50 gp x his craven level. He must have netted a profit of at least 50 gp x his craven level from the previous transaction. The location must still be within the normal range of teleport. He treats the location as if he had studied it carefully for the purpose of determining if a mishap has occurred. If the craven is at least 10th level, he may do this a number of times per week equal to his Intelligence modifier. The caster level for this ability is equal to his craven level.
- DETECT HORDE: The craven may use create treasure map on dead creatures as a spell-like ability a number of times per day equal to his Intelligence modifier by sacrificing 10 gp each time. (He does not require the normal material component). The caster level for this ability is equal to his craven level.

## SUPPLY AND DEMAND [EX]:

•

At 7th level, through penny-pinching tactics and loop-holes in local laws, the craven reduces the cost to buy non-magical goods or mundane items with a value of more than 5,000 gp by 25%. In order to gain this bonus, the craven may be required to purchase multiple items. At 12th level, this expands to encompass magical items, and the threshold on this expands to objects worth 25,000 gp or less. At 15th level, the craven has no limitations on what he can apply this to. At 19th level, the craven reduces the cost to buy objects by 50% rather than 25%.

#### SIDEBAR: GMING THE SUPPLY AND DEMAND CLASS FEATURE

Should the craven attempt to sell items bought at a reduced price to someone who is aware that he brought them at a reduced price, they will likely pay him 25% less or choose not to deal with him. The craven can make a hefty profit buying low in one town and selling in another village. While this may work for a time, particularly if the supplies are in demand, vendors may eventually connect the dots and choose to cut out the middle man.

This can be a great plot hook for a party. Buying supplies in a metropolis and transporting them across dangerous country to a wealthy outpost for a steep profit can be a great way to introduce a party to this mechanic. This ability should not detract from the party's enjoyment or derail the plot of the game.

## CHARON'S OBOL [SU]:

At 10 level, if the craven is ever killed (reduced to below his negative Constitution score in hit points), he automatically sacrifices gp equal to his craven level + 10 times the amount he is beyond his negative Constitution score. If he has sufficient funds, he automatically stabilizes at -1 hit points. This even functions against death effects. This does not function if the craven does not have enough gold.

## SACRIFICIAL SALE [SP]:

At 10th level, as a move action, the craven can sacrifice an object of value (at least 500 gp) that he has had possession of for at least 24 hours to create discount tokens (see the discount class feature) worth 75% of the item's price. The craven must expend 1 use of his sell-sword ability to do this, but he does not need to pay any gold. If the item in question is magical, this functions as if he was using dispel magic on the item using his craven level as his caster level. If the attempt to dispel is unsuccessful, the item is not sacrificed and no other sacrificial sale attempt can be made on that object for 24 hours.

#### CONTRACT MURDER [SU]:

At 14th level, the craven can expend a use of his sell-sword ability and pay 5 gp x his craven level (in place of the normal fee) to automatically confirm a threatened critical hit.

### ON THE CHEAP [SU]:

At 15th level, the craven can pay 1/4th the cost a weapon enhancement would normally cost to grant it to a weapon he is wielding for a number of hours equal to his craven level. This ability continues to function even if the craven is no longer holding the weapon.

### MASTER OF COIN [SU]:

At 17th level, as a standard action, the craven may attempt a disarm combat maneuver on a target within 30 feet. The target's item must be worth at least 1,000 gp. If the combat maneuver check is successful, the target is disarmed and the item falls to the ground in the target's square. For every 5 by which the check exceeds the CMD, the item lands 1 square closer to the craven. If this would place the item in the craven's square, the craven may attempt to catch the item with a DC 10 Dexterity check; otherwise it lands in the craven's square. The craven can only use this ability if he has at least one hand free. If the craven fails the combat maneuver check, the creature is not disarmed.

## HAND OF MIDAS [SU]:

At 20th level, as a touch attack, the craven can transmute base metals (iron and lead) into silver and gold with a touch attack. With a touch attack, he can transmute up to 10 pounds of material. At maximum, he can transmute up to 5,000 pounds of iron into silver (worth 25,000 gp) or up to 1,000 pounds of lead into gold (worth 50,000 gp) per week. This functions in a similar fashion to spells like transmute metal to wood.

## SPECIAL MATERIALS

### PLATINUM

**DESCRIPTION:** Crafted into weapons and armor only by the obscenely wealthy, platinum equipment is almost exclusively used as symbols of status. Due to the material being very malleable, it is a poor choice for true combat weapons or protective gear. For this reason, it is often used to decorate equipment in small amounts rather than be crafted out of it.

The rules shown here are for the rare item constructed entirely of platinum rather than being decorated with platinum. Platinum-plated items quintuple (x5) the base cost of weapons and armor and have the same properties as the item the platinum is plating. Items constructed purely of platinum cost 20 times the normal cost for items of their type.

WEAPONS: Platinum is often too soft to hold a decent edge, but light weapons that do piercing or slashing damage can be constructed of platinum or some nearly platinum alloy. They take a -2 penalty on damage rolls (minimum 1 damage). Platinum weapons have a hardness of 1/2 their base weapons' and also have the fragile quality.

ARMOR: Platinum can be fashioned into light or medium metal armor. The softness of the metal decreases the armor/shield bonus by -2 and increases the armor check penalty by +2. Platinum armor has a hardness of 5.

## THE LIVING BOMB A Prestige Class for the Pathfinder Roleplaying Game

Some people are so full of energy, hope, love, or whatever else that they could just explode! Living bombs take this idea literally and can spontaneously combust by overloading their bodies with arcane energy. HIT DIE: D8.

ROLE: A living bomb deals damage on a much larger scale than a typical caster. They gain the ability to violently explode and inflict casualties in a large area. In the process, they sacrifice a bit of their casting but gain the ability to enhance their spells with more powerful versions of the empower spell metamagic feat.

## ALIGNMENT: Chaotic

#### REQUIREMENTS

To qualify to become a living bomb, a character must fulfill all the following criteria.

- SPELLS: Able to cast 3rd level arcane spells
- METAMAGIC: Empower Spell
- ALIGNMENT: Chaotic

### CLASS SKILLS

The living bomb's class skills are Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (arcane) (Int), Intimidate (Cha), Knowledge (planes) (Int), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 2 + INT MODIFIER.

## TABLE 3-1: THE LIVING BOMB

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
lst	+0	+1	+0	+1	Spontaneous combustion, ticking timebomb	-
2nd	+1	+1	+1	+1	Improved empower spell, shape charge	+1 level of existing arcane spellcasting class
3rd	+2	+2	+1	+2	Bomb builder, explosive force, living bomb talent	+1 level of existing arcane spellcasting class
4th	+3	+2	+1	+2	Blastproof, bombsquad	+1 level of existing arcane spellcasting class
5th	+3	+3	+2	+3	Improved empower spell, spontaneous implosion	-
6th	+4	+3	+2	+3	Chain reaction, living bomb talent	+1 level of existing arcane spellcasting class
7th	+5	+4	+2	+4	Imminent detonation	+1 level of existing arcane spellcasting class
8th	+6	+4	+3	+4	Improved empower spell	+1 level of existing arcane spellcasting class
9th	+6	+5	+3	+5	Living bomb talent	-1.5
lOth	+7	+5	+3	+5	Mad bomber	+1 level of existing arcane spellcasting class

## **CLASS FEATURES:**

18

The following are class features of the living bomb prestige class.

## WEAPON AND ARMOR PROFICIENCY:

The living bomb is proficient with no new weapons or armor.

#### SPONTANEOUS COMBUSTION (SU):

As a standard action, the living bomb can explode in a 30 foot radius burst. This explosion deals 1 die of fire damage at first level + the living bomb's Intelligence modifier. At 3rd level and every odd level thereafter the damage is increased by 1 die. The actual size of the damage die is determined by the hit die that the living bomb uses to fuel the explosion. He may explode 1 time per day per hit die he has acquired and he uses the size of that hit die as the damage die of the explosion. For example a 1st level barbarian 5th level wizard, 3rd level living bomb may use his Spontaneous combustion class feature 9 times per day. This explosion will deal 2 die of damage. Once per day it deals 2d12, 3 times per day it would deal 2d8, and 5 times per day it will deal 2d6. In each case it also deals the living bomb's Intelligence modifier.

Creatures in the radius may make a Reflex save for half damage. The living bomb himself automatically takes the minimum damage which may not be reduced by resistances or immunities. The living bomb is also reduced to dust as if by disintegrate. At the start of the living bomb's next turn if he is alive he reforms and is staggered for 1 round. The living bomb reforms in the space from which he exploded if possible, if that space is occupied he reforms in the nearest location to that space.

In addition a strong directional wind, or spells like gust of wind can move the reformation space of a living bomb by up to 1d6 x5 feet in that direction.

#### TICKING TIMEBOMB [SU]:

An unfortunate side effect from becoming a living bomb is that the charge of energy builds up at the worst possible times. Starting at 1st level, any time an enemy scores a hit against the living bomb, the living bomb gains 1 eruption point. Eruption points represent wild, unstable, internal arcane pressure building up. A given creature can never inflict more than 1 eruption point to the living bomb per round. The living bomb also gains 1 eruption point when he casts a spell with the Empower Spell metamagic feat.

Once the living bomb has a number of eruption points equal to the number of HD he possesses, he will explode, dealing 1d6 + Intelligence modifier in damage to himself and any creature who shares his square (such creatures receive a DC 10 + 1/2 caster level + Intelligence modifier Reflex safe to negate). This does not consume a use of the spontaneous combustion class feature.

The living bomb can reset his eruption points to 0 by using his spontaneous combustion class feature. He adds any eruption points he has to damage rolls with his eruption class feature.

#### IMPROVED EMPOWER SPELL:

By 2nd level the chaotic swelling of energy within the living bomb that he must control is so great, it teaches him a thing or two about how to empower his magic. He may select one of the following modifications to the empower metamagic feat at 2nd level and every 3 levels thereafter.

- OVERLOADED: Variables are increased by 75% rather than 50%.
- SUPERCHARGED: Variables are increased by 100% rather than 50%. The living bomb must have the overloaded improvement before selecting this one.
- FocuseD: The level increase required to cast an empowered spell reduces by 1 (+1 rather than +2).
- HONED: The level increase required to cast an empowered spell reduces by 2 (+0 rather than +2). The living bomb must have the focused improvement before selecting this one.
- VENTING: When casting an empowered spell, the living bomb no longer gains an eruption point but instead removes 1.
- THERAPEUTIC: When casting an empowered spell, the living bomb no longer gains an eruption point but instead removes 2. The living bomb must have the venting improvement before selecting this one.

In addition the living bomb may use empower spell on his spontaneous combustion instead. At 6th level he may use maximize spell, and at 10th level he may use quicken spell. He may augment his spontaneous combustion once per day in any combination, and an additional time per day at 6th and 10th levels.

#### SHAPE CHARGE:

At 2nd level, the living bomb can shape his explosion to avoid allies. The living bomb can exclude a number of allies from his spontaneous combustion and spontaneous implosion class features equal to his Intelligence modifier. If he does so, he must reduce all damage dealt by that class feature by 1 point of damage and/or 5 feet of movement (implosion).

## BOMB BUILDER [EX]:

At 3rd level, the living bomb gains a bonus on Craft (alchemy) checks to craft bombs and other explosives equal to his living bomb level (min 1).

#### **EXPLOSIVE FORCE:**

At 3rd level, the HD from living bomb levels are considered to be dlOs rather than d8s for the purpose of determining how much damage spontaneous combustion deals. In addition, when using the HD from living bomb (as opposed to a different class), the radius of the explosion from spontaneous combustion is increased to 45 feet radius rather than 30 feet.

#### LIVING BOMB TALENT:

At 3rd level and every 3 levels thereafter, the living bomb selects a talent from the list below to represent his mastery of his explosive energies. Shockwave: When the living bomb uses his spontaneous combustion class feature, all creatures who take damage from it suffer an additional +ld6 sonic damage.

- DAISY CUTTER: The radii of the living bomb's spontaneous combustion and spontaneous implosion class features are improved by +15 ft.
- NITROGEN BOMB: When the living bomb uses his spontaneous combustion class feature, he may chose to do cold damage rather than fire damage. He may select to deal fire or cold damage on a per use basis.
- HIGH YIELD: For the purpose of determining how much damage his spontaneous combustion class feature does, the living bomb's HD for his levels in living bomb improve by 1 dice size (d6->d8->d10->d12->2d6->2d8). This may be selected multiple times, and each time it improves the HD by 1 step.
- FLASH-BANG: When the living bomb explodes by using his spontaneous combustion class feature, all creatures must additionally make a Fortitude save (DC 10 + 1/2 caster level + Intelligence modifier) or be dazed for a number of rounds equal to the living bomb's Intelligence modifier.
- DESTRUCTION ENGINE: For the purposes of determining the DCs of living bomb class features, the living bomb has a caster level equal to his full character level.

## **BLASTPROOF** [EX]:

At 4th level, the living bomb can choose to not take damage from his own spontaneous combustion. He may only do this a number of times per day equal to his Intelligence modifier.

## BOMBSQUAD [EX]:

At 4th level, the living bomb gains a bonus on Disable Device checks equal to his living bomb level if the device he is trying to disable is a magical trap or a mundane (or alchemic) explosive.

## SPONTANEOUS IMPLOSION (SU):

At 5th level, by expending a use of his spontaneous combustion class feature as a move action, the living bomb can suck all creatures within a 60 foot radius 20 feet closer to himself in as straight a line as possible. Creatures within this radius receive a Reflex save (DC 10 + 1/2 caster level + Intelligence modifier) to resist this. Creatures affixed to a surface or who gain a bonus to their CMD against bull rush maneuvers gain an equal bonus to resist this effect. The HD size of this use of spontaneous combustion does not affect the effectiveness of this class feature. Creatures moved in this fashion may not share spaces, though the eventual placement of each creature is determined by the living bomb.

## CHAIN REACTION [SU]:

At 6th level, any creature who is reduced to 0 hp by any damage from the living bomb (not just from his spontaneous combustion class feature but from spells, melee attacks, etc.) have a chance to spontaneously combust. The creature reduced to 0 hp (or less) must make a Fortitude save (DC 10 + 1/2 caster level + Intelligence modifier) in order to resist violently erupting. This functions like the spontaneous combustion class feature of the living bomb and uses the creature's largest HD for the purpose of determining damage. Rather than reforming unarmed a round later, a creature who explodes in this fashion simply takes the damage and remains in a dying state. Creatures who are reduced to 0 hp (or less) by a chain reaction are also subject to chain reaction. The living bomb can chose if any creature will suffer the effects of this class feature at the time of the creature being reduced to 0 hp (or less). Chain reaction explosions are never subject to any metamagic feats applied to the initial spontaneous combustion.

#### **IMMINENT DETONATION:**

At 7th level, the living bomb can expend 2 uses of his spontaneous combustion class feature to use both spontaneous implosion followed by a spontaneous combustion as a standard action.

## MAD BOMBER [EX]:

At 10th level, the living bomb no longer takes damage from his spontaneous combustion class feature. In addition, the DC of all living bomb class features are increased by +3 and all spontaneous combustion uses deal an additional +2 points of damage. In addition the living bomb gains 1 die of damage to his spontaneous combustion class feature for every 3 non-living bomber levels.

#### SIDEBAR: NON-INTELLIGENCE BASED LIVING BOMBS

This class was written with Intelligence as the primary ability score and assumes you are entering from a class such as the wizard or magus. However, any arcane casting class should not be barred for making an excellent living bomb and, with that in mind, with your GM's approval you may replace any mention of Intelligence in this class with your prefered casting ability score (Charisma or Wisdom) as long as you are an arcane caster.

#### A Base Class for the Pathfinder Roleplaying Game

THE MIME

A mime is traditionally just an entertainer. While many are street performers, others are practiced actors, part-time skit artists, or young adults exploring their options. Some mime as a job, a hobby in their off-time, or as a means of sustenance; even fewer search for a greater connection to the art.

The search for connection may come as desperation, passion, or curiosity. Often times, many search to embolden and develop more intrinsic performances for greater wealth and fame. Others get inquisitive and become so passionate about miming they get lost in it.

Through practice and determination, a mime develops a connection to the 7th veil, the cosmic envelope of trickery, madness, and knowledge. The mime's mundane performances begin to take on a life of their own. While the mime still acts on her own, her acts begin to become a part of her. HIT DICE: D8.

**FULE:** Without a voice, the mime can train in an array of masquerades that mock other classes. Unlike other classes, her individual abilities are not remarkably powerful, but she has the capacity to swiftly blend her masquerades in ways other classes cannot.

Eventually she becomes able to make a full attack while casting a favored spell, gaining temporary hit points, and adding significant damage to the end of her attack all within the same move. While she can fill any role to a point, she cannot fill it as well as any others who may be geared for said particular role; the mime does best as a secondary or utility support character who backs up other roles that may already be filled.





#### ALIGNMENT: Any neutral

A mime who cannot see through an unbiased view, ceases to be of a neutral alignment, or in any other way severs her connection to the 7th veil loses access to all supernatural, spell-like, and masquerade class features. She may not progress any further in levels as a mime. She regains her abilities and advancement potential if she atones for her violations (see atonement), as appropriate.

**STARTING WEALTH:**  $3d6 \times 10$  gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

#### **CLASS SKILLS**

The mime's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Sleight of Hand (Dex).

SKILL RANKS PER LEVEL: 2 + INT MODIFIER.

### TABLE 4–1: THE MINE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
lst	+0	+0	+0	+2	Charade, reticence
2nd	+1	+0	+0	+3	Mocking performance
3rd	+2	+1	+1	+3	Mime talent
4th	+3	+1	+1	+4	Mime trap (5 ft)
5th	+3	+1	+1	+4	Reticence, mocking performance
6th	+4	+2	+2	+5	Mime talent
7th	+5	+2	+2	+5	Monkey see
8th	+6/+1	+2	+2	+6	Practiced performance (2x), mime trap (10 ft)
9th	+6/+1	+3	+3	+6	Mocking performance, mime talent
lOth	+7/+2	+3	+3	+7	Reticence
llth	+8/+3	+3	+3	+7	Monkey do
12th	+9/+4	+4	+4	+8	Mime talent, mime trap (20 ft)
13th	+9/+4	+4	+4	+8	Mocking performance
14th	+10/+5	+4	+4	+9	Practiced performance (3x)
15th	+11/+6/+1	+5	+5	+9	Reticence, mime talent
16 <b>t</b> h	+12/+7/+2	+5	+5	+10	Mime trap (40 ft)
17th	+12/+7/+2	+5	+5	+10	Mocking performance
18th	+13/+8/+3	+6	+6	+11	Mime talent
19 <b>t</b> h	+14/+9/+4	+6	+6	+11	Practiced performance (4x)
20th	+15/+10/+5	+6	+6	+12	Flawless performance, reticence

#### **CLASS FEATURES:**

The following are the class features of the mime.

#### WEAPON AND ARMOR PROFICIENCIES:

The mime is proficient with all simple weapons and light armor (not including shields). Some mime masquerades grant additional proficiencies.

## CHARADE [EX]:

At 1st level, the mime is a master of pantomiming and can communicate visually at the speed of a normal conversation. The mime is able to charade as a free action.

## **RETICENCE** [SU]:

At 1st level, the mime loses some of her ability to create sound as if under the effects of silence. A persistent connection to the 7th veil allows her to use the vibrational energy within her to act as a component for her spells and abilities. As she attains greater levels of strength, reticence requires more vibrational energy and gains additional power.

- At 1st level, the mime's speech can no longer be heard. She casts all of her spells as if they were modified by the Silent Spell metamagic feat. This does not increase their level or casting time.
- At 5th level, her footsteps can no longer be heard. The mime gains a +2 circumstance bonus on Stealth checks to move silently. She can only be detected by tremorsense at half the normal range.
- At 10th level, she completely loses the ability to create sound. She can no longer clap, stomp, knock, or produce any similar effects to generate sound. Items held or equipped fail to produce sound even when coming in contact with something not in her grasp. For example, a door knocker, clanking two stones together, or another creature striking her armor would not produce sound. This effect ceases on release, so a dropped or thrown item will still produce sound upon landing. Additionally, she can no longer be detected by tremorsense, and the circumstance bonus to her Stealth checks increases to +4.
- At 15th level, she causes any object she touches to be as if under the effects of silence until the start of her next turn.
- At 20th level, she can cast silence as a spell-like ability at will on herself. Allies that willingly remain silent within her area of effect gain access to her 1st level reticence class feature and can cast spells silently. Allies who attempt to speak must roll normally to resist and lose any access granted to her 1st level reticence class feature and ability to cast spells silently.

#### SIDEBAR: SILENCE IS GOLDEN

While the mime can speak to her allies silently using charade, her allies do not have the same convenience when affected by her silence. It is advisable for party members to pick up the language read lips so that they may silently communicate with each other.

## MOCKING PERFORMANCE [EX]:

At 2nd level, the mime must choose a performance of practice. While she does not master the trades as the original class members do, she develops her talents of impersonation and mockery and learns how to imitate them in her own satirical way. With this, she gains a number of masquerade points equal to her mime level + her Charisma modifier. The mime regains any expended masquerade points with a full night's rest. At 5th level and every 4 levels thereafter, she chooses an additional masquerade to add to her collection.

Each masquerade grants a passive benefit, as well as a unique ability called a mocking action. Mocking actions can be completed as a move action or as part of a full attack.

The mime may choose from the following masquerades.

#### MASQUERADE OF FURY (EX)

"Size doesn't matter... or does it?" The mime develops a performance of barbarian fury, imitating the barbarian's mastery of strength and rage.

- The mime adds the greataxe, greatclub, and greatsword to her list of proficiencies.
- The mime may take Toughness as a bonus feat. If she chooses not to or already has the feat, she instead increases her mocking rage ability to grant 3x her mime level in temporary hit points when used.

**Mocking Rage (Su):** The mime may spend a masquerade point to gain temporary hit points equal to 2x her mime level that last until the beginning of her next turn or until expended.

#### MASQUERADE OF LORE (EX)

"She didn't really know the answer, but she sure fooled everyone into thinking she did."

The mime develops a performance of bardic knowledge, imitating the bard's mastery of lore and art.

• The mime may use her Perform bonus in place of a knowledge bonus during a knowledge check. She may make this knowledge check untrained. This ability may be used three times per day.

**Mocking Performance (Su):** The mime may spend a masquerade point to grant allies that have line of sight to her and are within 30 feet a luck bonus to her choice of attack, damage, saving throws, or skill checks equal to 1/5 (minimum 1) of her mime level until the beginning of her next turn.

#### MASQUERADE OF FAITH (EX)

"Unlike positive and negative, neutral energy never made sense, and neither did the clerics that used it." The mime develops a performance of cleric faith, imitating the cleric's mastery of divinity and worship.

• The mime adds Heal (Wis) to her list of class skills.

• The mime adds the flail, warhammer, and scythe to her list of proficiencies. **Mocking Energy (Su):** The mime may spend a masquerade point to release a wave of neutral energy that hits all creatures in a 30 foot radius centered on the mime during which time she chooses a swift action to include in the masquerade. These swift actions are generally mundane and easy to copy for her allies, such as a wiggle of the left leg, a thumbs up, or a wave.

Any creature hit by the wave of energy receives temporary hit points equal to the mime's Perform bonus (minimum 1) that expire after 1 round. Creatures affected may reenact the swift action of the mime to heal for an amount equal to any temporary hit points that were destroyed. Creatures that do not mimic the mime's swift action take damage equal to the amount of temporary hit points left on them at the end of their turn. The saving throw for this is 10 + the mime's level + her Charisma modifier. Creatures take half damage on a successful save.

This performance is not intended to be obscure, and allies that see it and are affected always know how to respond. This is particularly effective on enemies that do not have the associated body parts to mimic the swift action or simply are not compelled to respond, cannot afford the swift action, or are not aware of the consequences due to it appearing as a bluff before turning sour.

#### MASQUERADE OF THE BEAST (Ex)

"Is she wearing oversized bear gloves... and a horse mask?" The mime develops a performance of druidic cause, imitating the druid's mastery over primal magic and nature.

• The mime adds Fly (Dex), Handle Animal (Cha), and Swim (Str) to her list of class skills.

**Mocking Shape (Ex):** The mime may spend a masquerade point to gain a natural attack turn that deals 1d6 damage and lasts until the end of her turn. At 5th level and every 3 levels thereafter, the damage of this attack increases by one dice level as if it were affected by the Improved Natural Attack feat to a maximum of 6d6.

#### MASQUERADE OF THE FORTRESS (EX)

"It doesn't have to be sharp to cut you."

The mime develops a performance of fighter focus, imitating the fighter's mastery of equipment and combat.

• The mime chooses 1 exotic weapon to add to her list of proficiencies and gains Weapon Focus as a bonus feat for the weapon she selected.

**Mocking Training (Ex):** The mime may spend a masquerade point to automatically confirm any critical threat caused by the weapon she chose for Weapon Focus.

#### MASQUERADE OF FISTS (EX)

"He can punch you really fast; while she can make you think she's punching really fast."

- The mime develops a performance of monk discipline, imitating the monk's mastery of speed and energy.
- The mime gains Improved Unarmed Strike as a bonus feat.

• The mime increases her base move speed by 10 feet.

**Nocking Blows (Ex):** The mime may spend a masquerade point to make a full attack using her ranks in Perform in place of her base attack bonus. She gains additional attacks as normal.

#### MASQUERADE OF ZEAL (EX)

"All work and no play makes Jack a dull boy." The mime develops a performance of paladin dedication, imitating the paladin's mastery of sanctity and zeal.

• The mime adds Ride (Dex) to her list of class skills.

• The mime adds shields to her list of proficiencies (including tower shields.) **Mocking Smite (Su):** The mime may spend a masquerade point to call upon the powers of comedy to help her smite mirthlessness on a chosen target until the beginning of her next turn. To smite mirthlessness, she gains a +2 deflection bonus to AC and automatically bypasses any DR against the chosen target.

#### MASQUERADE OF THE HUNT (Ex)

"Nothing marks the target quite like sticking a 'kick me' sign on his back." The mime develops a performance of ranger prowess, imitating the ranger's mastery of pursuit and camaraderie.

- The mime adds Survival (Wis) to her list of class skills.
- The mime adds the rapier, scimitar, longbow, and shortbow (including composite bows) to her list of proficiencies.

**Nocking Target (Ex):** The mime may spend a masquerade point to mark a target until the beginning of her next turn. Allies gain a bonus to attack and damage rolls equal to 1/5 her mime level (minimum 1) against the marked target.

#### MASQUERADE OF SHADOW (Ex)

"She didn't know where their vital spots were, but she was sure she could make them easier for someone else to hit." The mime develops a performance of rogue finesse, imitating the rogue's mastery of

stealth and precision.

- The mime adds Stealth (Dex) to her list of class skills.
- The mime adds the hand crossbow, sap, and short sword to her list of proficiencies.

**Mocking Strike (Ex):** The mime may spend a masquerade point to distract an enemy for a moment. The next ally other than the mime to attack the target before the beginning of her next turn deals an additional 1d6 damage on a hit. If the ally misses his attack, mocking strike is still consumed. At 4th level, this damage increases by +1d6 to +2d6, and every 3 levels thereafter, it continues to improve an additional +1d6 to a maximum of +7d6 at 19th level.

#### MASQUERADE OF THE PRODIGY (EX)

"Without a disguise, she convinced them that she was an orc... as a gnome!" The mime develops a performance of sorcerer heritage, imitating the sorcerer's mastery of power and ambition.

- The mime adds Use Magic Device (Cha) to her list of class skills.
- The mime gains a bonus feat in addition to those gained from normal advancement. This bonus feat must be selected from those listed as racial feats. The mime does not need to qualify for the racial prerequisite.

**Mocking Bloodline (Ex):** The mime may spend a masquerade point to add 1/2 her mime level to the item's caster level when using magical items, scrolls, and wands.

#### MASQUERADE OF THE TOME (EX)

"That's not magic... all the props are rigged!" The mime develops a performance of wizard thought, imitating the wizard's mastery of study and the arcane.

- The mime adds Spellcraft (Int) to her list of class skills.
- The mime chooses an item to bond with that is satirical in nature. This can be anything from an oversized tome to a really floppy wizard's cap, but must be something that is either wielded or equipped. This bonded item gives the mime a +2 bonus to her Perform checks. Additionally, this item can contain a spell of the mime's choosing from the sorcerer/wizard spell list that will be used by Mocking Bond. This spell can be changed with a full night's rest. The chosen spell's level cannot be greater than 1/3 of the mime's level.

**Mocking Bond (Sp):** The mime may spend a masquerade point to invoke the spell from her bonded item as a spell-like ability as long as the item is equipped. The save for this spell is 10 + the spell's level + the mime's Charisma modifier. The caster level for this spell is equal to the mime's level.

#### SIDEBAR: CORE RULEBOOK PARTY

As a design restraint, only the ll original Pathfinder classes were used in developing the masquerades; given the vast amount of content that has been and will be published by third parties and expansions, the mime becomes increasingly more difficult to balance and leave feeling meaningful.

On the flipside, should one wish to develop a masquerade for the mime using his own campaign or another class not listed here, one is more than welcome to do so.

The masquerades can have some of the class' skills, an additional feat, a number of martial proficiencies, or an exotic proficiency that resembles the class she's mocking, as well as a mocking action that uses a masquerade point to employ.

When developing the mocking action, one should primarily focus on the key ability and feeling of the class that makes it unique or different. The existing ones provide great examples. Additionally, avoid abilities that tend to be existent in other classes and attempt to maintain a satirical and entertaining ploy.

### MIME TALENT:

The mime attains greater mastery of performance and understanding of others as she learns how to replicate and inhibit their actions more effectively, which grants her even greater miming powers. At 3rd level and every 3 levels thereafter, the mime may choose a mime talent to add to her repertoire. Unless stated otherwise, each mime talent can only be selected once.

- DEFT PERFORMANCE (Ex): The mime gains a dodge bonus to her AC equal to her Charisma modifier. She loses this bonus if encumbered or is wearing medium or heavy armor.
- DUPLICATE (SP): A number of times per day equal to 1/3 her mime level (minimum 1), the mime can recast a spell an ally has cast within her last turn. When duplicating a spell with a material component that costs more than 100 gp, the mime must provide that component. The mime must be 7th level or higher before selecting this talent.
- IMITATE (Ex): A number of times per day the equal to 1/3 her mime level (minimum 1), the mime can make a skill check using the appropriate skill bonus of a willing ally within 30 feet. This talent may not be used on class skills.
- MIMIC (Ex): A number of times per day equal to 1/3 her mime level (minimum 1), the mime can make a skill check using her bonus to Perform instead of the normal bonus. This talent may only be used on class skills.
- MockING SPELL (SP): The mime gains +2 bonus on Spellcraft checks to identify spells. Additionally, twice per day, the mime may prepare a counterspell against an enemy caster within 15 feet of her. The effect of the counterspell changes depending on the level of success.
  - -Beat by 0-4: The spell is recycled; it fails and refunds the spell slot used. -Beat by 5-19: The spell is destroyed; it fails and fizzles out. -Beat by 10-14: The spell is reflected; it changes its target to the original caster.

-Beat by 15+: The spell is redirected; the mime may change its target to any within range of the original caster.

- OVERSIZED BOFFER (Ex): The mime may create a boffer out of any weapon she is proficient with. A boffer is a weapon wrapped with extra material. Generally, this extra material is soft material meant for a playing and acting with the weapon; instead, the mime wraps her weapon for added impact. Turning a weapon into a boffer increases its size and damage dice by one category. This weapon deals nonlethal damage and retains any other masterwork or magical properties that are present on it. The mime may wield a boffer weapon 1 size category larger than she is as if it were her size.
- RECIPROCATE (SP): A number of times per day equal to 1/3 her mime level (minimum 1), the mime can recast a spell an enemy has cast within her last turn. When reciprocating a spell with a material component that costs more than 100 gp, the mime must provide that component. The mime must be 9th level or higher before selecting this talent.
- REFLECTIVE ARCANA (SP): A number of times per day equal to 1/4 her mime level, she may spend a masquerade point as a standard action to touch an ally and restore an expended spell of his regardless of preparation needs or spell level. The mime must be 7th level or higher before selecting this talent.
- SWIFT PERFORMANCE (Ex): The mime increases her move speed by +5 feet for every 5 points of total bonus in Perform she has.

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### MIME TRAP [SU]:

At 4th level, the mime acquires the ability to create a small invisible wall. The wall acts as the wall of force spell but only as a 5x5 foot flat vertical plane that borders her space. The wall of force lasts for 1 round per every 2 mime levels and is destroyed immediately if the mime is no longer within reach of the wall. The wall has hardness 30 and a number of hit points equal to 20 per mime level. Mime trap can be used a number of times per day equal to 1 + the mime's Charisma modifier.

At 8th level, the wall increases to a 10x5 foot flat vertical plane. It can extend horizontally 10 feet or bend once around the mime's space.

At 12th level, the wall increases to a 20x5 foot flat vertical plane. It can extend horizontally 20 feet or bend 3 times around the mime to create a 5x5 foot box.

At 16th level, the wall increases to a 40x5 foot flat vertical plane. It can create a 10x10 foot box around the mime and potentially other creatures or bend 3 times in any horizontal direction.

## MONKEY SEE [EX]:

At 7th level, the mime acquires the ability to use any combat feat that she had line of sight to within the last 5 rounds as if she had the feat. She cannot use any feat she does not meet the prerequisites for.

## **PRACTICED PERFORMANCE** [EX]:

At 8th level, the mime becomes more practiced with her masquerades and learns how to combine performances while maintaining clarity between them. The mime may pay for 2 different mocking actions to complete them simultaneously.

At 14th level, the mime may pay for 3 different mocking actions to complete them simultaneously.

At 19th level, the mime may pay for 4 different mocking actions to complete them simultaneously.

#### MONKEY DO [EX]:

At llth level, the mime expands upon her monkey see abilities. She may now use her monkey see ability even if she does not have the prerequisites for the feat being copied.

## FLAWLESS PERFORMANCE [EX]:

At 20th level, the mime becomes a master of impersonation and has complete mastery over her performances. A number of times per day equal to her Charisma modifier, she may, as a swift action, apply her total Perform bonus to a roll. This stacks with any other bonuses the roll already benefits from. This includes any rolls that already benefit from her total Perform bonus.

# A Base Class for the Pathfinder Roleplaying Game

Punks are students of the streets: part unloved urchins, part acrobats, and part heralds of things to come. They are most at home in the hustle and bustle of major metropolises where the power of the "Spirit of Civilization" can be strongest felt. They are chosen from among the countless huddled masses who possess a certain skill set to champion the causes of Spirit of Civilization. The Spirit is a formed entity made from the concepts of progress, change, industry, discovery, and community. Their chosen few, the punks, are typically destitute and fighting a battle they cannot possibly hope to win alone. Some start out as beggars, drunks, or vagrants; while others are given the power as young orphans or disenfranchised youths. Regardless of where they come from, they always have a touch of destiny about them after their interaction with the Spirit of Civilization. They find themselves in the middle of social unrest, wars, power struggles, criminal enterprises, and many other things they would not typically be inclined to just serendipitously find themselves in the middle of. There are hundreds of these agents in the world, and the Spirit of Civilization guides them, pulling cosmic strings behind the scenes to bring about its own ends.

There is a second kind of punk. These are the the ones who train to become one, making themselves the perfect candidate for the Spirit of Civilization to manipulate. These are typically found in quasi-religious orders in large (mostly human) cities. Externally, they look like vagrant camps, but they are actually skilled warriors fighting for revolution and social change in the world.

HIT DICE: D10.

**NULE:** Punks are extremely adept and unconventional fighters. The way they fight has a desperation to it akin to an enraged barbarian but with a creative and opportunistic nature not unlike a rogue. Unlike both of those classes, however, punks can move in unique and interesting ways as part of their typical combat style. They are aerial acrobatic specialists, and as such, punks favor hooked swords, whips, and other weapons that can be used to aid in their acrobatic movement styles.

On the flip-side, punks have supernatural abilities related to their connection to the Spirit of Civilization. As avatars of this inherently chaos-aligned, universal, metaphysical force, they possess chaotic supernatural abilities designed to hinder their foes.

These two aspects combine to make them oddball, acrobatic, front line combatants that specialize in debilitating their opponents.

ALIGNMENT: Any chaotic

STARTING WEALTH: 1d6 x 10 gp (average 35 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The class's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Knowledge (Local) (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str). SKILL RANKS PER LEVEL: 4 + INT MODIFIER.

#### **CLASS FEATURES:**

The following are the class features of the punk.

## WEAPON AND ARMOR PROFICIENCIES:

The punk is proficient with all simple weapons, hooked axe, shang gou, whips, all one-handed firearms, and light armor (not medium, heavy, or with any shields).

## Countercultural Hero (eX):

Given the vagrant beginnings of the punk and the punk's countercultural mission, he gains an aura of chaos. The power of the punk's aura of chaos see the detect chaos spell) is equal to his punk level.

#### SIDEBAR: HOW FAR DO YOU FALL PER ROUND?

Because there is no "rules as written" definitive answer

to how far a character falls in a given round, we will define it for the purpose of this class. If we apply a bit of physics to the question, the answer is about 575 feet for the first round he falls. The second round and every round thereafter, He falls 1,050 feet. The numbers are rounded for the sake of ease of use.

## TABLE 5-1: THE PUNK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Novement Speed Bonus
lst	+1	+0	+2	+0	Countercultural hero, gravity gain	+0 ft.
2nd	+2	+0	+3	+0	Chaotic beats, cityscape runner	+0 ft.
3rd	+3	+1	+3	+1	Aerial antics, gravity gain, lifestyle choice	+0 ft.
4th	+4	+1	+4	+1	Devil city parkour, stunt	+0 ft.
5th	+5	+1	+4	+1	No fear, skyhook	+0 ft.
6th	+6/+1	+2	+5	+2	Extreme acrobatics, freestyle, springboard	+10 ft.
7th	+7/+2	+2	+5	+2	Lifestyle choice	+10 ft.
8th	+8/+3	+2	+6	+2	Stall, stunt	+10 ft.
9 <b>th</b>	+9/+4	+3	+6	+3	No fear	+10 ft.
lOth	+10/+5	+3	+7	+3	Extreme acrobatics, freestyle	+15 ft.
llth	+11/+6/+1	+3	+7	+3	Lifestyle choice	+15 ft.
12th	+12/+7/+2	+4	+8	+4	Stunt	+15 ft.
13th	+13/+8/+3	+4	+8	+4	Improved aerial antics (1/ turn)	+15 ft.
14th	+14/+9/+4	+4	+9	+4	Extreme acrobatics, freestyle	+20 ft.
15th	+15/+10/+5	+5	+9	+5	Lifestyle choice	+20 ft.
16th	+16/+11/+6/+1	+5	+10	+5	Stunt	+20 ft.
17th	+17/+12/+7/+2	+5	+10	+5	Improved aerial antics (2/ turn), improved devil city parkour	+20 ft.
18th	+18/+13/+8/+3	+6	+11	+6	Extreme acrobatics, freestyle	+25 ft.
19th	+19/+14/+9/+4	+6	+11	+6	Lifestyle choice	+25 ft.
20th	+20/+15/+10/+5	+6	+12	+6	Freefall, stunt	+25 ft.

## **GRAVITY GAIN [EX]:**

At 1st level, the punk gains a circumstance bonus to his melee damage rolls based on how far above his enemy he is. The punk may only make an attack delivered after falling or jumping from a higher surface. He converts any falling damage he would normally take to additional damage on a single attack roll.
For every 10 feet the punk has fallen, he does an additional +1d6 damage. He may only roll a number of d6 dice equal to half his punk level (minimum of 1). For every additional 10 feet that a punk would fall he gains a +1 bonus on the damage roll for falls up to 200 feet. There is no further increase for falls above 200 feet. In addition, the punk of 3rd level or higher never takes falling damage from heights 10 feet per punk level or lower.

#### EXAMPLE:

The 4th level punk falls 30 feet and would normally take 3d6 damage. If he hits with his long sword, he would deal 1d8 (from his longsword) + 2d6 (from rolled falling damage) + 1 (from the extra falling damage) + his Strength modifier. Remember, the maximum fall damage a creature can take is 20d6.

## **CITYSCAPE RUNNER** [EX]:

At 2nd level, the punk gains a competence bonus on any Acrobatics checks and on Survival checks in urban environments equal to 1/2 his punk level.

## CHADTIC BEATS [SP]:

At 2nd level, the punk gains the ability to use ghost sound as a spell-like ability at will so long as he uses it to produces music he finds appealing. He uses his punk level as his character level.

### **AERIAL ANTICS (SU):**

At 3rd level, each time the punk successfully scores a hit with a melee attack against an opponent, he has the option to launch himself 5 feet into the air after the attack. If this moves the punk outside of the reach of his weapon, his attack ends.

### LIFESTYLE CHOICES:

At 3rd level, the punk's lifestyle is affected by the training he has embarked upon. By allowing a little more of the Spirit of Civilization into to his heart, the Spirit rewards the punk with supernatural gifts. At 3rd level and every 4 levels thereafter, the punk gains a lifestyle choice from the list below.

- HOLDING (Su): The punk gains access to an nondimensional space hidden in his palm (or other easily accessible point of his body). The punk must be at least 7th level before he can select this lifestyle choice. This supernatural effect functions as a bag of holding I. At 11th level, this functions as a bag of holding III at 15th, and a bag of holding IV at 19th. The punk can attempt to Sleight of Hand objects into this nondimensional space rather easily. He gains a +4 circumstance bonus on Sleight of Hand checks to place objects in or withdraw them from his internal bag of holding. The bag of holding simply looks like a small healed-over scar or a inconspicuous tattoo.
- JUNKYARD DOG: The punk gains the Improvised Weapon Mastery feat as a bonus feat. In addition, if a punk with this lifestyle choice confirms a critical hit with an improvised weapon, he may chose to give the improvised weapon the broken condition and deal an additional 1d6 damage per 2 punk levels (minimum 1d6).

In order to do this, the improvised weapon he is attempting to break must have a hardness of 5 or less.

- No FUTURE: When the punk attacks a lawful outsider, lawfully aligned dragon, or lawfully aligned divine spellcaster, he gains a bonus on damage rolls against them equal to his Charisma modifier. This bonus is a sacred bonus if the punk is of a good alignment and a profane bonus if he is of evil alignment. If the punk is of neutral alignment, he may select what kind of bonus this is. Once this choice has been made once, it may not be changed in the future.
- PROFANE CURSE (SP): The punk's scathing insults and cutting words do more than hurt his target's ego. On a successful Intimidate check against a creature, the punk also inflicts the effects of bestow curse on the target. The punk may add this extra effect a number of times per day equal to his Charisma modifier. The punk uses his punk level as his character level. The punk must be at least 7th level in order to select this lifestyle choice.
- **RIOT:** The punk gains the Improved Unarmed Strike feat as a bonus feat. In addition, he uses the unarmed damage for a creature one size category larger when determining the damage his unarmed strikes and natural attacks deal.
- RUNNING MAN: The punk gains the Fleet feat as a bonus feat (increasing his speed by +5 feet). In addition, he may move up to 5 feet as a swift action without provoking attacks of opportunity.
- ScumBAG: The punk gains the Improved Dirty Trick feat as a bonus feat. In addition, the duration of a dirty trick pulled by the punk is increased by +2 rounds. A punk must be at least 7th level in order to select this lifestyle choice.
- SELF-DESTRUCTION (Ex): The punk can end a non-magical mind-altering effect that is currently affecting him as a swift action by choosing to take 1d8+2 of selfinflicted non-lethal damage. If the effect is magical in nature, he may grant himself a second save as a swift action by inflicting that damage. This damage cannot be reduced or mitigated in any way because it is voluntarily done.
- SKATEPARK HERO (SU): The punk gains a mode of magical transportation. This manifests itself as something at the feet of the punk. It could be a board of light upon which he rides like a skateboard, a sparking light that allows him to glide across the ground like rollerblades, or even a magical longboard that glides across the waves as if it had a motor on it (in an aquatic setting). This allows the punk to move at a +10 foot movement speed. The object must not be motorized, must roll or slide, be of simple construction (not necessarily part of the time period), and require no hands to utilize.
- STREET CRED (SU): The punk gains a circumstance bonus on Intimidate checks equal to 1/2 his punk level while in urban environments or against creatures of his same race. Creatures gain a bonus on Knowledge (local) checks to identify a punk with street cred equal to 1/2 his punk level. This has no effect if the punk is disguised.
- TAG (Su): As a standard action that provokes an attack of opportunity, the punk may make a breath attack that blankets a 30 foot cone in aerosolized paint or ink. The paint comes to rest in such a way that it forms a personal logo, statement, or other icon that is self-identifying. The image created may be rather complex. Creatures within the area of this attack must make a Reflex save (DC 10 + 1/2 punk level + Dexterity modifier) or are blinded until they take a move-equivalent action that provokes an attack of opportunity to clear their eyes of the material. A creature may make a Knowledge (local) check with a DC equal to 25 - the punk's level to identify the tag as the punk's.

### DEVIL CITY PARKOUR [EX]:

At 4th level, as part of a move action, the punk can redirect his movement off a solid object that can support his weight (a wall, a refuse bin, a tree, etc) and continue the rest of his movement in a straight line (up, diagonal, etc). The punk must have at least 5 feet of movement before contacting the object in question.

### EXAMPLE:

The punk is 10 feet from a wall. He has a move speed of 40 feet. He can move 10 feet, until he gets to the wall, and then travel the remainder of his movement speed (30 feet) straight upwards. He can also move at an angle if he wishes.

## STUNT [EX]:

At 4th level and every 4 levels thereafter, the punk learns how to execute one of the following stunts or other aerial acrobatic maneuver while he is in the air. Any time the punk gains jumps or otherwise moves 5 feet upward, he can benefit from one stunt he knows how to perform. The punk can only benefit from one stunt at a time and never gain a benefit from this class feature more than once per turn. Charge: The punk may charge vertically so long as he begins his turn on the ground. He may count falling straight down as if he was charging if he wishes.

- DIVE: The punk may target the ground where he lands with a melee attack that automatically hits. If he deals damage equal to or greater than the hardness of the surface he lands on, he can dig a hole 5 feet deep as part of the action of landing. This impact crater can be used to provide him with cover or the like.
- DIVE ROLL: The punk gains a +4 dodge bonus to his AC against attacks until the end of his turn.
- FALCON SWOOP: For the purpose of the gravity gain feature, falcon swoop doubles the distance the punk is considered to have fallen.
- IMPACT: All creatures adjacent to the square in which the punk lands must make a Reflex save (DC 10 + 1/2 punk level + Dexterity modifier) or be knocked prone.
- HURRICANE: If the punk uses a gravity gain attack and used this stunt, he can give up his extra damage and instead make one melee attack at his highest base attack bonus against each opponent within reach of the square he lands in. He must make a separate attack roll against each opponent.
- METEOR: The punk gains a circumstance bonus on attack rolls equal to 1/4th his punk level.

### ND FEAR [EX]:

At 5th level, the punk does not provoke attacks of opportunities when performing combat maneuvers if he succeeds on a DC 15 Will save. He must make this Will save every time he would provoke an attack of opportunity. At 9th level, this also applies to attacks of opportunity provoked from the punk's movement but with a DC 20. Additionally, at 9th level, the punk automatically passes his no fear checks for attacks of opportunities provoked by combat maneuvers.

### SKYHOOK [SP]:

At 5th level, the punk can use glide as a spell-like ability at will using his punk level as his caster level.

## FREESTYLE [SU]:

At 6th level, the punk gains a +10 foot bonus to his base land speed. At 10th level and every 4 levels thereafter, this bonus to his land speed increases by +5 feet to a maximum of +25 feet at 18th level.

# EXTREME ACROBATICS [EX]:

By 6th level, the punk has become uniquely attuned with his urban environment and can execute moves of pure amazement. He may perform certain combat maneuvers, listed below, in new and innovative ways. He selects one benefit from this class feature at 6th level and a new one every 4 levels thereafter.

- BULLRUSH: On a successful bush rush attempt, the punk may move his opponent upwards rather than straight back.
- CHARGE\*: The punk who targets a creature with a vertical charge (see the charge stunt) automatically confirms any critical hits delivered as part of the charge.
- LAUNCH: The punk can attempt to make a combat maneuver against a creature after moving 10 feet. If he does so, he gains an additional 10 feet of vertical height off the creature he targeted with this ability. The also allows the punk to use his devil city parkour off creatures he launches off of by making a combat maneuver check as part of the move action he uses to use his devil city parkour. Using this ability provokes an attack of opportunity.
- OVERRUN: Creatures cannot move out of the punk's way when he attempts an overrun if the punk has moved at least 20 feet prior to attempting the maneuver. Additionally, the punk may attempt to overrun a creature who is two size categories larger than himself.
- **REPOSITION:** The punk can move a creature into an area that is inherently dangerous if he exceeds its CMD by at least 10. If he attempts to reposition a creature into a dangerous square and fails to exceed the creature's CMB by 10, the punk may chose another non-dangerous square.

"This is not a combat maneuver, but is gained as a result of this class feature.

### SPRINGBOARD [SU]:

At 6th level, the punk can take a move action to propel himself 5 feet per punk level straight up in the air.

## STALL [EX]:

At 8th level, if the punk ends his movement in the air at the end of his turn, he remains in the air until the start of his next turn.

### **IMPROVED AERIAL ANTICS [EX]:**

At 13th level, the punk who launches himself 5 feet in the air with his aerial antics class feature can move the creature 5 feet into the air as well. This may not occur more than once per turn. At 17th level, he may do this twice per turn.

### IMPROVED DEVIL CITY PARKOUR [EX]:

At 17th level, when the punk uses his devil city parkour class feature, any additional movement granted by the redirected movement is doubled.

EXAMPLE: The punk is 10 feet from a wall. He has a move speed of 40 feet. He can move 10 feet, until he gets to the wall, and then travel the remainder of his movement speed (30 feet) x2 straight upwards. This means he can move 60 feet straight upward after hitting the wall. He can also move at an angle if he wishes.

## FREEFALL [EX]:

At 20th level, the punk becomes a legend of the streets in his own right. No one, from the lowest street beggar to the highest king can hold him back. He gains the ability to act as if he was constantly under the effects of freedom of movement, and when attacking a creature of the lawful alignment with his gravity gain class feature, he always is considered to have fallen from at least 100 feet.

# THE ROCKSTAR

A Base Class for the Pathfinder Roleplaying Game

Long ago, in the desolate Halls of Legends, a thriving warrior-cult practiced symbolic plays and rituals to satiate their rebellious spirits and the spirits of anyone who wanted to watch. They sang songs of bittersweet social revolution, composed painful melodies for the lost loves of their lives, and danced with all the passion of their generation. Driven by nothing other than their countercultural ideas and free spirits, they led a revolution that promised social change. They took up arms, rocked out, and clashed with the forces of order for the freedom of the human spirit. Though their hearts swelled and their steel was strong, they were defeated by The Man and repressed for generations. They practiced in secret and played the mournful melodies of their glory days - passing their ideas and symphonies to the next generation.

This new generation did not live in fear and soon exposed themselves as the true inheritors of the rock-and-roll souls of their predecessors. Part warrior, part musician, and all revolutionary, these "rockstars" became more and more literal in their ritual performances. Armed with weapon-instruments and the supernatural strength their passion grants them, rockstars are regional icons who rock as hard on the battlefield as they do in concert.

HIT DICE: D10.

ROLE: The rockstar is always center stage. He is the headliner, not some lame opening act, and fights on the front line. While he is primarily skilled at melee combat, he can also create damaging solos and rock-outs that cause sonic damage in a large radius.

### ALIGNMENT: Any chaotic

Rockstars are countercultural icons, and as such, they openly rebel against any sort of authority. Non-chaotic rockstars can no longer progress in the rockstar class but retain all class features with the exception of their message class feature. Additionally, rockstars can be good or evil aligned; although, most tend to be either chaotic neutral or chaotic good. Evil rockstars are in it only for themselves and generally have depraved natures; they try to hide from the public eye.

### SIDEBAR: WHERE DOES THIS CLASS FIT IN?

The rockstar class clearly does not fit in the traditional Tolkien fantasy game. It is designed for a game where music has a strong presence and is an almost magical aspect beyond simple spellwork. This class draws much from the '70s, '80s, and even '90s music mythology, the covers of rock albums, and the personas of performers. Some inspirations for this class include Dazzler (Marvel Comics), Midvalley the Hornfreak (Trigun), Basara Nekki (Macross 7), Haruko (FLCL), Mariachi (Once Upon A Time In Mexico), KISS (Gene Simmon's bass in particular), Noise Marines (Warhammer 40k), I-No (Guilty Gear), Motochika Chosokabe (Samurai Warriors), Eddie (Brutal Legend), Bluegrass (SilverHawks), Rojuro "Rose" Otoribashi (Bleach), and Johnny Guitar (Marvel Comics).

### RELATIONSHIP WITH BARDS

Bards and rockstars both utilize the magic of music to one degree or another. The primary difference between the two of them is their implementation of it. While they both draw their source of power from the same place, they could not be more different. Bards use spellcraft, performance of music, and their jack-of-all-trades nature to help augment a group, while a rockstar does the opposite. Rockstars are devoid of spells, care a great deal more about themselves than their allies (at least mechanically), are almost a purely martial class, and have very few skills. The relationship between bards and rockstars can be described as similar to the relationship between wizards and magi but with an even wider gap that separates them. The rockstar can be counted as a bard alternate with GM approval, depending on the setting.

**STARTING WEALTH:** 5d6 x 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less and an instrument (not instrument weapon) of his choice.

## **CLASS SKILLS**

The rockstar's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Disguise (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), and Sense Motive (Wis). Skill Ranks Per Level: 2 + INT MODIFIER.

**CLASS FEATURES** 

The following are the class features of the rockstar.

# TABLE 6-1: THE ROCKSTAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
lst	+1	+0	+0	+2	Genre, instruments, message, rock-out (1d6)
2nd	+2	+0	+0	+3	Idol, sonic shield
3rd	+3	+1	+1	+3	Solo (1d8), songs
4th	+4	+1	+1	+4	Performance persona (l/day), stylistic choice
5th	+5	+1	+1	+4	Accompaniment, message
6 <b>t</b> h	+6/+1	+2	+2	+5	Art of rock +1
7th	+7/+2	+2	+2	+5	Power solo
8th	+8/+3	+2	+2	+6	Performance persona (2/day), stylistic choice
9th	+9/+4	+3	+3	+6	Shred
10th	+10/+5	+3	+3	+7	Art of rock +2
llth	+11/+6/+1	+3	+3	+7	Can't stop the music
12th	+12/+7/+2	+4	+4	+8	Performance persona (3/day), stylistic choice
13th	+13/+8/+3	+4	+4	+8	Pump up the volume (rock-out)
14th	+14/+9/+4	+4	+4	+9	Art of rock +3
15th	+15/+10/+5	+5	+5	+9	Pump up the volume (solo)
16 <b>t</b> h	+16/+11/+6/+1	+5	+5	+10	Performance persona (4/day), stylistic choice
17th	+17/+12/+7/+2	+5	+5	+10	Certified platinum
18th	+18/+13/+8/+3	+6	+6	+11	Art of rock +4
19 <b>th</b>	+19/+14/+9/+4	+6	+6	+11	Sonic symphony
20th	+20/+15/+10/+5	+6	+6	+12	Performance persona (5/day), stylistic choice, the show must go on



## WEAPON AND ARMOR PROFICIENCIES:

The rockstar is proficient with all simple weapons and all instruments, as well as light armor but not shields.

# **INSTRUMENTS** [EX]:

Thanks to the special training the rockstar has, he may treat an instrument as a martial weapon, rather than an exotic weapon, with the following profile:

# TABLE 6-2: INSTRUMENTS

Weapon	Cost	Dmg (S)	Dag (M)	Critical	Range	Weight	Damage Type	Special	Weapon Type
Drumstick, pair*	56 gp	1d2	1d4	19-20 x2	-	1 lb.	Ρ	Instrument	Light
Guitar ("The Axe")	10 gp	1d6	1d8	19-20 x2	-	7 lbs.	B or S	Instrument	2 Hands
Keytar	25 gp	1d6	1d8	19-20 x2	-	7 lbs.	S	Instrument	2 Hands
Mic & Cord	50 gp	1d4	1d6	x2		3 lbs.	В	Instrument, reach, trip, grapple	2 Hands
Saxophone	20 gp	1d8	1d10	x2	-	6** lbs.	В	Instrument	1 Hand
Violin Bow***	15 gp	1d4	1d6	19-20 x2		1 lbs.	P or S	Instrument	1 Hand

Shield	Cost	Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight	Special
Violin	15 gp	+1	- 0,749,750	-1	5%	5 lbs.	Instrument

\*These two drumsticks are spike tipped. When used as a pair, the penalty for dual wielding them is reduced by -2 (minimum 0). A wearable drum is provided with this to allow for use with the rockstar class features.

"This is an average. Alto can weigh 3-4; tenor can weigh as much as 8; and a bari can weight up to 15.

### MESSAGE:

Everyone has a message they want people to heed. Some have shallow messages, like the pop star who encourages everyone to party or the rapper who tells people to objectify women and glamorize violence. Others have deeper messages, like a glam rockstar bringing attention to the struggle of his generation or an Irish singersongwriter who shines light on the history of her people though tragic folkballads. When the rockstar rocks out or does a solo, it projects his thoughts and emotions into the minds of creatures affected by the rockstar's rock-out and solo class feature.

At 1st level, this effect is purely superficial. At 5th level, the message causes a creature, the first time in a 24 hour period that takes damage from a rock-out or solo attack, to make a Will save (DC 10 + 1/2 rockstar level + Charisma modifier) or be overcome with the emotions of the message.

At 1st level, the rockstar should select the most fitting emotion that ties with his message. Once the choice is made, it applies to all rock-out and solo attacks and cannot be changed. He must choose the following list of emotions:

- JOY/HAPPINESS/HOPE: The creature's attitude towards the rockstar is improved by one step.
- SORROW/SADNESS/BITTERNESS: The creature takes -4 penalty on Will saves for the next ld4 rounds.
- INTIMIDATION/ANGER/RAGE: The creature is shaken for 1d4 rounds.

### GENRE [EX]:

Every musician has a speciality that he is passionate about. This becomes the rockstar's genre. The rockstar must pick or develop a rock genre at 1st level. Depending on what genre a rockstar chooses, he can use his Perform skill in place of a single other skill. While it is up to the player to select his genre and the associated skill (For example: the death metal genre and the Intimidate skill) there are a few guidelines. The skill must be a rockstar class skill, cannot be Knowledge (local), and the player must be able to rationalize his choice to his GM.

The possibilities are endless, so long as the genre has heart and is in tune with the rockstar's message. Some examples include glam rock, folk rock, pop rock, blues rock, British rock, arena rock, punk rock, death metal, hard rock, alternative rock, etc. The rockstar can even develop his own rock genre that is tailored to the campaign setting or his race. Some examples might include Elven soul funk or Gnomish polka metal, psychedelic gargoyle pop, Dwarven axe ska, and even Halfling battle ballards.

### ROCK-OUT [SU]:

At 1st level, the rockstar can rock-out on his instrument as a standard action to deal sonic damage to all enemies around him. This deals 1d6 sonic damage + 1/2 rockstar level to all enemies within 30 feet. Using rock-out does not provoke an attack of opportunity. Creatures take half damage if they can make a Reflex save (DC 10 + 1/2 rockstar level + Dexterity modifier).

# IDOL [EX]:

By 2nd level, the fame and fortune of the rockstar is on the rise. When he saunters around town, his talent proceeds him. If he makes a Perform check (DC 15), the rockstar gains a bonus on Charisma based skill checks when interacting with people he meets who hear him and are aware of his fame. This circumstance bonus to the skill check is equal to 1/2 the rockstar's level. The chance of someone knowing the rockstar is listed on the accompanying chart. Being recognized has its drawbacks, particularly if the rockstar is infamous. Checks by anyone made to identify the rockstar with Knowledge (local) gains a +4 bonus.

### TABLE 6-3: IDOL

Rockstar Level	% Chance of Being Recognized
1-5th	10%
6-10th	25%
11-15th	50%
16-19th	75%
20th	100%

### SONIC SHIELD (SU):

When an opponent targets the rockstar of at least 2nd level with a melee or ranged attack, the rockstar can spend an immediate action to make a Perform check. The rockstar can use the result as his AC or touch AC against the targeted attack. The rockstar must be aware of the attack and not flat-footed. The rockstar must be wielding an instrument to perform this ability.

## SOLO (SU):

At 3rd level, the rockstar can perform a wicked solo on his instrument as a full round action to deal sonic damage to all enemies around him. This deals 1d8 sonic damage + 1/2 rockstar level to all enemies within 30 feet. Performing a solo does not provoke an attack of opportunity. Creatures take half damage if they can make a Reflex save (DC 10 + 1/2 rockstar level + Dexterity modifier).

### SONGS [SU]:

At 3rd level, the rockstar can string combinations of rock-out and solo attacks together to make a song. When the rockstar of 3rd level or above makes a rock-out or solo attack, he must describe the lyrical accompaniment he will provide in one of 3 ways: as a chorus, a verse, or an instrumental (where he lets his instrument do the talking).

- CHORUS: The centers of the song. (Rock-out only)
- VERSE: The varying parts of the song. (Rock-out only)
- INSTRUMENTAL: A part of the song where there are no vocals. (Rock-out or solo)

Depending on what the rockstar used during his previous rock-out or solo attack (during the same combat), he gains a bonus effect on the next rock-out or solo attack. A rockstar who performs the same kind of playing style (chorus, verse, or instrumental) as he did the previous time does not gain any additional bonus (example: a rock-out chorus to a rock-out chorus).

- CHORUS TO VERSE: The rockstar may roll the damage for his rock-out twice and select which he wants to take.
- CHORUS TO INSTRUMENTAL: The radius of this solo or rock-out is increased by +10 feet.
- VERSE TO CHORUS: The damage dice for the rock-out is increased to 1d8 rather than 1d6.
- VERSE TO INSTRUMENTAL: The rockstar may roll the damage for his rock-out/solo twice and select which he wants to take.
- INSTRUMENTAL TO CHORUS: A single creature, as defined by the rockstar, is subject to a bullrush attempt. The creature may be of any size (it is not limited to creatures up to one size category larger). The rockstar makes a CMB check, as if he were making a normal bullrush attempt, and this bullrush does not provoke an attack of opportunity.
- INSTRUMENTAL TO VERSE: The radius of this rock-out is increased by +10 feet.

### PERFORMANCE PERSONA [SU]:

At 4th level, the rockstar is able to solidify a persona, related to his music, who is larger than life. This alternate persona is a form he can adopt at a standard action and dismiss just as quickly. While in his performance persona, he gains a morale bonus on all Perform checks equal to 1/2 his rockstar level. This persona is generally represented by an alternate style of voice, lavish or even flamboyant attire (which changes as part of the transformation), and even drastic personality changes. These physical changes are superficial and do not provide any mechanical benefit. Some kind of superficial transitory effect generally accompanies the transformation (a bolt of lighting, a brilliant light with a guitar riff, etc.).

The rockstar can remain in his rockstar persona for as long as he wishes; however, after a number of rounds equal to his Charisma modifier of being in his persona, he must make a Fortitude check (DC 10 + rockstar level) or be forced to revert to his normal form. Every time he makes a successful Fortitude save, the DC increases by +2. The rockstar may only transform once per day at 4th level. At 8th level and every 4 levels thereafter, he gains one additional use per day.

### STYLISTIC CHOICE:

At 4th level, the rockstar's unique and individual talent starts to emerge and begins to influence the way he both plays and fights. To represent this, he may select one of the following stylistic choices. At 8th level and every 4 levels thereafter, the rockstar selects an additional stylistic choice.

• AMPLIFIER: When using the Whirlwind Attack feat with an instrument, the rockstar may perform a rock-out as a free action that deals damage only to creatures who were successfully struck by the whirlwind attack.

- QUICK FINGERS: The DC to avoid damage from the rockstar's rock-out and solo class features is increased by +2. If the rockstar is at least 10th level, this increases the DC by +4 instead.
- CROWD PLEASER: When the rockstar uses his solo class feature, he makes any creature struck by it vulnerable to attacks from allies until the start of his next turn. Allies who attack any such creature gain a +2 morale bonus to hit and a +4 morale bonus on rolls to confirm critical hits against it. The rockstar himself does not benefit from this.
- LARGER THAN LIFE: The rockstar can cause himself to grow one size category larger when he transforms into his Performance Persona. This functions as enlarge person and persists for as long as his Performance Persona is being used. He may chose to not add this effect when he transforms and may dismiss it as a swift action. If dismissed, the rockstar may only regain this by expending another use of his Performance Persona class feature.
- STRUMMING: The rockstar can make a single rock-out attack as a swift action against a single creature. Unlike his normal rock-out attack feature, strumming does not add 1/2 the rockstar's class level to the damage dealt and attacks only a single creature rather than a radius.
- HARDCORE: The rockstar adds +1 to all damage dealt with his rock-out and solo class features.
- GIMMICK: The rockstar's persona has a gimmick. For a number of times per day equal to the rockstar's Charisma modifier, the persona may cast a spell, 2nd level or lower, from either the bard or sorcerer/wizard spell list as a spelllike ability using his full rockstar level as caster level. The rockstar may only do this while in his Performance Persona.
- WIDE RANGE: The rockstar may select a second weapon type with the instrument special feature and apply his bonus from the Art of Rock class feature to it. The rockstar must be at least 6th level to select this stylistic choice.
- STAGE PRESENCE: The rockstar gains an aura linked to his genre or message. This either grants all allies within 10 feet of the rockstar a +2 bonus on Will saves or all enemies within 20 feet a -2 penalty on Will saves. Once the choice has been made, it cannot be changed. The nature of the aura is determined by the player, but he should attempt to align it with his message and/or genre.
- INTENSITY: When wielding an instrument that the rockstar has chosen for his Art of Rock class feature, he deals an extra 1d6 worth of the same damage type his rock-out class feature does on a critical hit. This extra damage is not multiplied.
- DANCE: The rockstar incorporates dance and physical movement into his act. This grants him a +10 foot bonus to his move speed and a +2 bonus on Acrobatics checks.
- BACKGROUND MUSIC: Music played by the rockstar does not impose a penalty to his Stealth checks because the music seems to come from everywhere and nowhere all at once. Guards may be alerted to the presence of music but not of the rockstar's location.



### ACCOMPANIMENT [SU]:

At 5th level, when the rockstar uses his rock-out class feature, sounds of others jam along with the rockstar's tune. These eternal sounds match his instrument as long as he continues to play. If a harmony or multiple vocals are required, they are provided. This increases the range of the rock-out class features by +10 feet.

As an example, while the rockstar shreds on his guitar and sings, he can have a bass and drums back him up; or if he plays his mournful jazz saxaphone, he can have a matching classic piano back him up.

### ART OF ROCK [EX]:

Starting at 6th level, the rockstar selects a single weapon type with the instrument special feature. Whenever he attacks with a weapon from his chosen type, he gains a +1 bonus on attack and damage rolls. Every 4 levels thereafter (10th, 14th, and 18th), the bonus increase by +1 to a maximum of +4 at 18th level.

### POWER SOLO [SU]:

At 7th level, when the rockstar performs a solo, it becomes so powerful that it can shatter stone and break hearts. The damage for the solo class feature is increased to 2d6 rather than 1d8.

### SHRED [SU]:

At 9th level, when performing a solo or rock-out, the rockstar may choose to use an alternative damage type. He may choose acid, cold, electricity, or fire as his alternative to sonic. The rockstar must select only one, and it must thematically fit his genre and/or message. Once this selection has been made it cannot be changed. However, on a turn by turn basis, he may chose between sonic and the new damage type he gains from this class feature.

As an example, a death metal guitarist who growls about the destruction of societal norms might pick fire or acid; meanwhile, a jazz maven who blasts bittersweet melodies could chose cold. Ultimately, this change is determined by the player, but he should attempt to align it with his message and/or genre and have a rationale ready.

## CAN'T STOP THE MUSIC:

At lith level, the rockstar's message is so potent that any attempts to hinder it fail. The rockstar may rock-out or perform a solo even in locations that would not normally allow him to do so. This includes underwater, in an area of silence, the vacuum of space, or even an antimagic field. This does not give him the ability to otherwise survive in said area. However, in an area of magical silence or an antimagic field (or similar effect), the rockstar's rock-out or solo deals minimum damage.

### PUMP UP THE VOLUME:

At 13th level, the rockstar can chose to deal high average damage (4 + 1/2 rockstarlevel) for his rock-out attack rather than rolling the dice (typically 1d6 + 1/2 rockstar level). Additionally, at 15th level, the rockstar can do this with his solo ability (8<sup>\*</sup> + 1/2 rockstar level). He always has the option to chose to roll his damage if he wishes, but once the dice has been rolled, he may not use this ability until the start of his next turn.

'This number is modified by the rockstar's power solo class feature.

### **CERTIFIED PLATINUM:**

At 17th level, the rockstar's rock-out and solo class features have their radii increased by +20 feet. For rock-out, this stacks with the accompaniment class feature.

### SONIC SYMPHONY:

At 19th level, the rockstar's sonic shield can be activated as a free action.

### THE SHOW MUST GO ON [EX]:

At 20th level, the rockstar's martial training is able to augment his strange presence. While in his performance persona, he can continue to play any instrument he has chosen for his art of rock class features, even under circumstances that would not allow him to do so. He ignores any armor check penalties to his Perform skill, can play while blinded at no penalty, can play his instrument as normal even if it is broken, can play while unconscious (nonetheless, he ceases to play when dead), can play without the typically associated body part with no penalty (example: no penalty if he was missing an arm or he could play with his teeth with no penalty), is not at risk of taking damage while disabled if the action he takes is playing his instrument, suffers no penalties to his Perform skill while entangled or fatigued/exhausted or shaken or sickened, and never drops his instrument while panicked or stunned. This does not allow him to make attacks or anything other than produce music.

(For example, this does not allow him to use his rock-out and solo class features.)

# A Base Class for the Pathfinder Roleplaying Game

**The First Laugh:** Many say when the first laugh escaped mortal lips it gave birthto all mirth, levity, comedy, sarcasm, joy, and sorrow within the universe. There is a power in smiles, in riotous laughter, and in comedy; a power few truly tap into. Toons are the masters of such energies and can tap into it to bring forth more glee. They are empowered by the laughter of others and know just how to make someone smile (even while twisting a knife into his gut).

Toons rarely study their art; it is a natural gift that few possess. When combined with an understanding of The First Laugh and an adherence to an absurdist or dada philosophy (see the works of Søren Kierkegaard, Albert Camus, Malaclypse the Younger, and Omar Khayyam Ravenhurst, or even the likes of Jean-Paul Sartre or Friedrich Nietzsche), they become "unglued." Toons who are unglued (or becoming unglued) can warp and manipulate the rules of reality, so long as they do so unconsciously. As toons progress in level, they becomes more and more unglued until they are finally freed of all constraints of logic, order, and reality. HIT DICE: D10.

**NULE:** For all their comedy, toons are ruthless combatants. They can prank and gag their opponents in cruel (but still funny) ways to wear them down or use their class features to perform oddball supernatural abilities to cause damage in creative ways.

ALIGNMENT: Any chaotic

Toons are agents of chaos and delight in pranks (well-meaning or vicious), disruptive acts, theatrics, and anything that upsets the status quo.

**STARTING WEALTH:**  $3d6 \times 10$  gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

### CLASS SKILLS

The toon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 2 + INT MODIFIER.

# TABLE 7-1: THE TOON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC and CMD Bonus	
lst	+1	+0	+0	+2	Laughter, slapstick, toonstyle (prestidigitation)	+0	
2nd	+2	+0	+0	+3	Caricature, gags	+0	
3rd	+3	+1	+1	+3	Toonstyle (ghost sound)	+0	
4th	+4	+1	+1	+4	Make-believe, slapstick +1	+1	
5th	+5	+1	+1	+4	Bonus feat, pratfall, toonstyle (silent image)	+1	
6th	+6/+1	+2	+2	+5	Gags, gutterspace	+1	
7th	+7/+2	+2	+2	+5	Slapstick +2, toonstyle +1 (alter self)		
8th	+8/+3	+2	+2	+6	Prank	+2.	
9th	+9/+4	+3	+3	+6	Bonus feat, go with it, toonstyle (major image)	+2	
10th	+10/+5	+3	+3	+7	Gags, slapstick +3	+2	
llth	+11/+6/+1	+3	+3	+7	Toonstyle (illusory wall) +2		
12th	+12/+7/+2	+4	+4	+8	Make-believe +3		
13th	+13/+8/+3	+4	+4	+8	Bonus feat, slapstick +4	+3	
14th	+14/+9/+4	+4	+4	+9	Gags +3		
15th	+15/+10/+5	+5	+5	+9	Toonstyle (polymorph) +3		
16 <b>t</b> h	+16/+11/+6/+1	+5	+5	+10	Slapstick +5 +4		
17th	+17/+12/+7/+2	+5	+5	+10	Bonus feat +4		
18th	+18/+13/+8/+3	+6	+6	+11	Gags +4		
19 <b>th</b>	+19/+14/+9/+4	+6	+6	+11	Slapstick +6	+4	
20th	+20/+15/+10/+5	+6	+6	+12	Unglued	+5	

# **CLASS FEATURES:**

The following are the class features of the toon.

# WEAPON AND ARMOR PROFICIENCIES:

The toon is proficient with all simple weapons but with no armor or shields. The toon is uniquely proficient in all improvised weapons.

### LAUGHTER [SU]:

At 1st level, the toon gains a pool of "laughs," which represent the number of times he has solicited genuine laughter from others. This pool of points starts off empty at the beginning of each day, and he gains laughs by causing creatures around him to genuinely laugh. (See the sidebar "What Defines Comedic Effect?" for more information.) The toon may not spend a number of laughs more than his toon level + his Charisma modifier per day. At 3rd level, the toon begins each day with a number of laughs equal to his Charisma modifier. Laughs do not carry over after he rests.

### **SLAPSTICK** [SU]:

At 1st level, the toon gains the Catch Off-Guard combat feat as a bonus feat. At 4th level, the toon gains a +1 luck bonus on damage rolls with improvised weapons. This bonus improves by +1 at 7th level and every 3 levels thereafter to a maximum of +6 at 19th level. In addition, rather than not taking a penalty as per the Catch Off-Guard feat allows, the toon is considered proficient in improvised weapons. This allows the toon to treat improvised weapons as its own weapon category and, as such, take feats like Weapon Focus with a focus in improvised weapons.

#### SIDEBAR: WHY IS EVERYTHING A SUPERNATURAL ABILITY?

The abilities of the toon are all supernatural because they stem from the toon's ability to bend and break the rules of reality by causing his perception of reality to effect events.

## TOONSTYLE [SU]:

The toon is talented at using magic to augment his comedic style. At 1st level, the toon can use prestidigitation at will, but only to affect himself. At 3rd level, he may use ghost sound at will, but the sounds always originate from the toon. At 5th level, he may use silent image at will. At 7th level, he may use alter self at will. At 9th level, he may use major image at will. At 11th level, he may use illusory wall at will. At 15th level, he may use polymorph on himself at will.

For all these abilities, the toon uses his toon level as his caster level. These abilities must be used for comedic effect, even though they may still be used in combat. A toon who uses his toonstyle class feature habitually without comedic consideration loses access to this class feature.

Once he loses his class features, he must wait at least 3d8 hours before he can regain them. A toon who consistently uses his toonstyle abilities for non-comedic effects (or unfunny acts) may find himself unable to regain them. In order to atone and regain class features, the toon must cause a number of people to laugh, without his powers, equal to twice his toon level. This may be in the same place or at different times, but the laughter must be genuine and a fully belly laugh (not just a sarcastic smirk or a chuckle).

#### SIDEBAR: WHAT DEFINES COMEDIC EFFECT?

"What defines comedy?" is a question that has plagued comedians since the first laugh was heard. What is funny? What makes people laugh? In game terms, the final arbiter is the GM, but he should consider the intent of the player. Generally, acts designed to deceive, trick, or humiliate a creature are considered humorous. That list is far from all-inclusive and should be considered a guide more than a rule. For example, a GM may decide something is unfunny, in poor taste, or even just wicked (rather than funny) despite it being in one of those categories.

### GAGS [SU]:

Beginning at 2nd level, the toon gains access to "gags": supernatural abilities that stem from his freedom from the constraints of rational thought and the laws of reality. By spending 1 laugh, a toon can perform a gag. Unless otherwise noted, a gag is a swift action that does not provoke an attack of opportunity. Some gags may be maintained and doing so simply requires concentration (no extra laughs).

If any creature (or creatures) points out the impossibility of the action the toon is taking with his gag, the toon must spend 1 laugh at the start of his next turn or he cannot maintain it. A toon may only ever utilize one gag a round.

Gags that function as spell-like abilities or mimic the effect of a spell use the toon's level as his caster level.

At 2nd level and every 4 levels thereafter, the toon gains a new gag he can choose to use. He chooses his gags from the following list.

- DON'T LOOK DOWN: The toon may treat thin air as if it were an extension of the terrain he was on when he began his movement. If he spends 1 laugh as a swift action, he may continue to move as if the area he was on was a flat plane that could support his mass. This allows him to continue in a straight line, provided he does not change his elevation. This may also be utilized to allow the toon to traverse dangerous terrain (such as lava, water, etc.) without impediment on the same plane of movement.
- Accordion: If the toon spends 1 laugh as a swift action, he may comically react to a major source of damage by causing his body to distort as a result of the blow. He gains DR/ - equal to 1/2 his toon level until the next of his next turn.
- EXAGGERATE: If the toon spends 1 laugh as part of the action he takes to make his combat maneuver, he may add his Charisma to his CMB and on attack rolls until the end of his turn.
- UP THE WALLS: If the toon spends 1 laugh as a swift action, he can traverse a surface of any angle as if it were a flat horizontal surface. While doing this, he is affected by gravity as if he was properly oriented towards the ground. This gag can be maintained as a swift action.
- STRETCH: If the toon spends 1 laugh as a swift action, he increases his reach by +5 feet with any weapon until the end of his turn.
- COMIC DEATH: The first time in a 24 hours period that the toon is reduced to O or lower hp, he is instead knocked prone and unconscious for 1d4 rounds if he spends 1 laugh as a free action. At the end of this period of time, he is brought back to life at 1 hp. Until he is revived, he is considered dead.

- WILHELM SCREAM: If the toon spends 1 laugh as a swift action, his voice carries twice as far as a typical creature for 1 minute. In addition, any time during this timeframe that the toon deals sonic damage, he increases the damage dealt by +1d6. This gag does not have to be maintained to continue its effect.
- EXIT STAGE LEFT (SP): The toon can use dimension door as a spell-like ability if he spends 1 laugh as part of the action to cast the spell-like ability. He may only use this ability while not observed.
- **X-Ray VISION:** The toon's eyes bulge and his tongue falls out of his mouth as he gawks at something before him. Is he imagining what is under that foxy lady's dress? Dreaming of the riches behind door #1? Whatever the case may be, the toon can see into and through solid matter at a range of 30 feet until the start of his next turn if he spends 1 laugh as a free action. This gag can be maintained as a free action. The toon sees as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead block this vision.
- FALSE WALL: If he expends 1 laugh as a full-round action, the toon can decorate up to a 10 ft x 10 ft piece of terrain with a relatively flat surface (wall, door, sheer cliff face, etc.) with a life-like mural that suggests passage through said surface (painting it to look like a door, the opening of tunnel, a window, etc.). The toon may pass through this as if it were really there. The toon may travel up to 10 feet per toon level into the surface and may emerge on the other side if such a destination is able to be reached in the timeframe where the space exists. The size of the passage is large enough for the toon to move easily.

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Should any creature other than a toon try to enter the entryway created by the toon, they find that, even while the inside of this area may appear to be filled with objects or even people, it is simply an illusion. Creatures moving at normal move speed who slam into the real surface take 1d6 points of damage; creatures running or charging take 2d6; and creatures moving at half speed or less only take 1d4 points of non-lethal damage.

This space only lasts for 1+1d6 rounds after the gag has been created. A toon does not need to maintain this gag. After such time, the false wall returns to normal and only a crude painting remains on the surface. The toon inside the false wall is shunted out, taking 1d6 points of damage and transporting to the entrance of the wall. This movement is forced movement and does not provoke attack of opportunities. The placement of the toon, if he is shunted out, is determined by the toon himself and should be in as straight a line as possible. BACKFIRE: The toon can attempt a dirty trick combat maneuver to jinx a ranged weapon if he expends 1 laugh as part of the maneuver. This jinx on the weapon lasts for 1 minute and does not need to be maintained. It might involve plugging a firearm with a carrot, using otherworldly glue to adhere an arrow to its bow, or replacing a blow dart with confetti. This causes the next attack with that ranged weapon to automatically fail to hit its target. In addition to the effects of the dirty trick effect, which occur when the weapon is fired (not at the time of the combat maneuver), the backfired creature takes 1d6 points of non-lethal damage.

### CARICATURE (SU):

As the toon becomes more eccentric and detached from reality, he begins to take on distorted physical characteristics. Starting at 2nd level, the toon should describe some comic change to his physical form upon gaining a new level. While these are superficial, becoming detached has benefits. It allows the toon's body to stretch, bend, and even temporarily completely flatten as the moment requires. This makes the toon difficult to predict and even more difficult to comprehend.

SUGGESTIONS: Odd skin color, bug-eyes, over-large hands/feet, permanently gloved hands, only four fingers, a comically large nose, a heavy accent or distinctive method of speech, a stretched mouth, buck-teeth (or other strange teeth), a physical tick, a jaunty style of walk, etc.

At 2nd level, when unarmored and unencumbered, the toon adds his Charisma bonus (if any) to his AC and his CMD. In addition, at 4th level, the toon gains a +1 bonus to AC and CMD. This bonus increases by +1 for every 4 levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the toon is flatfooted. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

## MAKE-BELIEVE [SU]:

At 4th level, the toon can use minor creation as a supernatural ability a number of times per day equal to his Charisma modifier. This takes a full round action to complete, rather than 1 minute. At 12th level, this functions as major creation instead.

### TOON BONUS FEAT:

At 5th level and every 4 levels thereafter, the toon gains a bonus feat he chooses from the following list: Antagonize<sup>UM</sup>, Childlike<sup>APG</sup>, Combat Reflexes, Cosmopolitan<sup>APG</sup>, Disorienting Maneuver<sup>UC</sup>, Dodge, Exotic Weapon Proficiency, Fleet, Greater Dirty Trick<sup>APG</sup>, Greater Reposition<sup>APG</sup>, Greater Steal<sup>APG</sup>, Gnome Trickster<sup>APG</sup>, Go Unnoticed<sup>APG</sup>, Improved Dirty Trick<sup>APG</sup>, Improved Initiative, Improved Reposition<sup>APG</sup>, Improved Steal<sup>APG</sup>, Improved Unarmed Strike, Improvised Weapon Mastery, Mobility, Sidestep<sup>APG</sup>, Spring Attack, and Seeing Stars<sup>Gonzo</sup>.

He can choose any feat from this list, even if he does not meet the prerequisites. The only exception is prerequisites that require a feat on this list as a prerequisite. For example: A toon could not take Greater Dirty Trick without first selecting Improved Dirty Trick.

### PRATFALL [SU]:

Starting at 5th level, the toon never takes more than 3d6 falling damage. If he would take more than 3d6 damage normally, he is knocked prone (and physically lands flat as a pancake).

## **GUTTERSPACE** [EX]:

There exists a space between dimensions where the collective trash and scum gather. These tiny pocket dimensions are ripe for the looting and only the unglued persona of a toon can access their odd placement (as they exist outside normal space/ time). At 6th level, by reaching into one of these innumerable pocket dimensions, collectively called gutterspace, the toon can subconsciously produce objects. He may only do it in moments of duress (in combat, during a skill check with potentially life threatening results, etc.) and only once per day.

Reaching into gutterspace is treated as if the toon is drawing a weapon (it can be done as part of a move action, is effected by feats like Quick Draw, etc.). The toon states what he wants to draw out of gutterspace in specific terms ("a masterwork warhammer"); then the GM rolls 1d20 and consults the accompanying table (Gutterspace Result Table) to see what the result is. The item should have relevance to the stressful situation the toon is in, cannot cost more than 500 gp per toon level, may never be an object he has requested in the past with this class feature', may never be more than one object (such as ammo), and is sucked back into gutterspace in 1d6 + the toon's level rounds. If the object is a consumable, he does not lose the benefit after the period of time elapses but any ongoing effects end immediately.

"This is defined by the base object. For example, a toon could request a masterwork warhammer followed by a masterwork longsword and be fine. He could not, however, request a masterwork warhammer followed by another warhammer. A toon could request a potion of cure light wounds followed by a potion of cure moderate wounds and be fine, but he could not draw another potion of cure light wounds ever again.

# TABLE 7-2: GUTTERSPACE RESULT

Roll	Result
1	The toon gets a useless novelty item or piece of scrap instead of what he wants.
2-3	The toon gets a completely different item, randomly decided by the GM, of similar value. There is a 50% chance this item will simply be unstable due to interdimensional travel and spontaneous combust dealing 1d6 damage in a 20 foot radius after 1d4 rounds. A Reflex save (DC 15) reduces this damage by half.
4-20	The toon gets the item he was seeking.

## **PRANK** [EX]:

At 8th level, when the toon uses any of his spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), the spell-like ability resolves at caster level 4 levels higher. If the toon uses his spell-like abilities in this manner, it gains a +4 luck bonus on Concentration checks for that ability.

# **GD WITH IT [EX]:**

At 9th level, when a creature points out the unrealistic nature of one of his gags, the toon no longer must pay an extra laugh to maintain the gag.

## UNGLUED [SU]:

At 20th level, the toon becomes a creature completely unglued from reality. His creature type switches to aberration, and he becomes immune to precision damage, ability score damage, and critical hits. In addition, he begins his day with a number of laughs equal to his toon level + his Charisma modifier.

# NEW FEATS

### BAND BATTLE

Your glorious sound permits no other noise to be heard. PREREQUISITES: Rock-out class feature.

BENEFIT: You and all allies within 30 feet of you reduce sonic damage by the minimum damage of your rock-out class feature if you have used your rock-out or solo class feature within the last 3 rounds.

### DEVIL'S FIDDLE

"My name's Johnny, and it might be a sin; but I'll take your bet, and you're gonna regret it 'cause I'm the best there's ever been."

PREREQUISITES: Rock out class feature, Perform 10 ranks, Knowledge (religion) or (planes) 1 rank.

BENEFIT: As a full round action, you can make a Perform check that challenges all devils to a contest. All devils within earshot must use a swift action to make an opposed Perform check. If they fail their check, they are stunned for 1 round. If any devil successfully beats your Perform check, you are stunned on your next turn. Each devil may only be subjected to this ability once per day, but you may use this ability once per day per point of Charisma you have.

## DOUBLE OR NOTHING [COMBAT]

With a mighty swing, you bank on hitting your opponent despite your all-or-nothing attack. When it pays off, it pays off big.

PREREQUISITES: Power Attack, sell-sword class feature, base attack bonus +5. BENEFIT: You gain 1 extra discount token when using sell-sword and Power Attack together. Additionally, you gain another use of your sell-sword class feature per day.

### EXTRA CRAVEN TALENT

Your greed for knowledge of the cravenous arts knows no satisfaction. You delve deeper and go to greater lengths to obtain your greed fueled power. PREREQUISITES: Craven talent.

BENEFIT: You gain an extra craven talent. Multiple: You may select this multiple times.

### EXTRA GAG

Your bag of tricks is deeper than most other's. PREREQUISITES: Gag class feature, character level 7th. BENEFIT: You gain an extra gag. SPECIAL: This may be selected multiple times.

# EXTRA LIFESTYLE CHOICE

You are a step outside the norm. PREREQUISITES: Lifestyle choice class feature. BENEFIT: You gain an extra lifestyle choice.

### EXTRA MASQUERADE

You've spent extra time developing your masquerades. PREREQUISITES: Mocking performance class feature. BENEFIT: You gain an extra masquerade.

### EXTRA MIME TALENT

You have a trick more than most. PREREQUISITES: Mime talent class feature. BENEFIT: You gain an extra mime talent. Multiple: This may be selected multiple times.

### **GENRE FUSION**

Through cross-training in multiple genres, you make one all your own. PREREQUISITES: Genre class feature, Perform 5 ranks.

BENEFIT: Select a non-class skill. You may use your Perform skill (via your genre class feature) to that skill as well. This newly selected skill may not be a Knowledge skill. You may also modify your declared genre by adding a "fusion" of a different (unrelated) genre to its name.

EXAMPLE: You decide your death metal dwarf needs to add some classic music to his repertoire. You rename your genre to "baroque dwarven death metal" and add Heal to the list of skills you may replace with your Perform check.

### INNOCENT BLISS

"That 'gift' should have exploded by now." "Oh, I was too bashful to accept it, so I returned it." PREREQUISITES: Gag class feature.

BENEFIT: The first creature in a given round who points out the impossibility of one of your gags has no effect on your ability to maintain your gags. (In other words, you do not have to pay the extra laugh.) Subsequent creatures after the first still cause this penalty.

### IMPROVED SELL-SWORD

You have worked out the exchange rates, double checked the numbers, and found loopholes in the way your money-sacrifices work. This allows you to shave off a copper here and shift a decimal place there...

PREREQUISITES: Weapon Focus, sell-sword class feature, base attack bonus +5. BENEFIT: This feat reduces the amount you need to pay for your sell-sword ability by 1 (minimum 1) per use. This does not lower the effectiveness of your sell-sword ability. In addition, when paying the maximum amount for your sell-sword ability, you gain a +2 luck bonus on your next attack roll. This bonus only lasts 3 rounds and vanishes if not used. This ability only functions with weapons that you have taken the Weapon Focus feat in.

### SEEING STARS

You hit a creature so hard, it sees little birdies or stars around its head... right before you cave it in.

**PREREQUISITES:** Slapstick class feature, Weapon Focus (improvised weapons). **BENEFIT:** On a critical hit with an improvised weapon, if the creature fails a Fortitude save (DC 10 + 1/2 your character level + Charisma modifier), it is staggered for a number of rounds equal to your Charisma modifier. A given creature may only be affected by this once per day. If you have at least 8 BAB, there is no imposed limit on times per day.

# SELF-AGGRANDIZEMENT

"That's so typically me. I'm such a riot."

PREREQUISITES: Laughter class feature, character level 5th.

BENEFIT: As a swift action, you may grant yourself a number of laughs equal to your Charisma modifier. However, you may not gain laughs from any other sources for a number of rounds equal to your Charisma modifier.

### SLOW JAM

You rock slow and steady.

PREREQUISITES: Genre class feature, Perform 5 ranks.

**BENEFIT:** You can forgo the normal damage from a rock out or solo in order to slow the flow. All enemies who would normally take damage from your rock out of solo must make a Will save (DC 10 + 1/2 rockstar level + Charisma modifier) or have their movement speeds reduced by 50% (minimum 5 feet) until the end of your next turn.

### WAGEMAGE

The power of money buys lots of things, including simple magics. PREREQUISITES: Knowledge (arcane) 5 ranks, discount class feature. BENEFIT: You can expend 1 discount token to cast a Oth or 1st level spell from the sorcerer/wizard spell list as spell-like abilities. The DC for these spells are DC 10 + spell level + Intelligence modifier. You may only spend a number of discount tokens in this fashion equal to your Intelligence modifier per day.

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