

The Alternate Path Martial Character 3



The Alternate Path: Martial 3

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Chapter 0: Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on martial characters. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

Themes

CLASS SUPPORT: FIGHTER & CAVALIER

We believe that fighters can have nice things. While Paizo has tried to expand the capabilities of fighters, we made it our mission to give them, as well as the under appreciated cavalier, new options in this book. This is not to say we took them and made them inherently strong; we found ways to give them more dynamic options in combat that define them from everybody else.

EXPANDED MARTIAL CHARACTERS

Historically the fighter has been the class people use to wholesale define professional fighters. This book breaks that down more, offering more specialized martial classes that fill a similar role to the fighter. This is most evident in the weapon master, swordsman, archer, and reaper classes.

STREAMLINING THE EXTRANEOUS

This book has a goal of streamlining aspects of the game that slow down play so that players can focus on the enjoyment of the game more.

EXOTIC CLASSES

The classes presented in this book are referred to as “exotic classes”. Exotic classes often overlap with existing base classes. By design, many of the classes in this book overlap with the fighter; expanding on the design space it normally occupies to give more options for martial characters. Why use an exotic class though? To sum it up in one word, “familiarity”.



The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curveball”. For example, the weapon master incentivizes swapping weapons and the berserker embraces a version of the confused condition.



When you combine the exotic classes with the alternate rules also presented in the books of our Alternate Path line, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, “Mystery creates wonder and wonder is the basis of man’s desire to understand.” With that in mind, go forth and make your games unfamiliar and wonderful again!

How to Use This Book

There are several symbols in this book that we have included to make things easier for you to reference things.

The following icons denote that something is specifically for, or related to, or is somehow related to a specific class:



FIGHTERS



CAVALIERS



ARCHERS



FAITHFUL HOUNDS



REAPERS



SWORDSMEN



WEAPON MASTERS



SKIRMISHER



DEEPER RULES: Sections marked with this icon are “deeper rules”. We like to provide the most relevant information up front then expand on it in our “deeper rules” sections as not to clutter it with unnecessarily clauses and notes.



DESIGN NOTES: Sidebars marked with this icon are “design notes”. This is normally insight into how or why we designed something the way we did.




GM NOTES: Sidebars marked with this icon are “GM notes”. These are notes for GMs to pay attention to and players should not read.


Chapter 1: Alternate Rules


This section presents a number of variant rules that you can utilize in your game. None are required and this book does not make the assumption that you will be utilizing any of them.

Implementation

Just adding alternate rules to a game can make characters more powerful, particularly when multiple rules are applied. To this end, each alternate rule in this book comes with implementation notes. If there are multiple suggestions for implementation they will be bulleted; this mean you may choose what works best for your game. The most common ones are:

 **Default:** This may be used as default rule and overrides rules that conflict with it. Think of this as a “house rule”.

 **Feat:** A player may take a feat to “buy into” the alternate rule, either fully or partially. This is always followed up by a feat that allows the character to access the associated rule.

 **Special:** This covers all other fashions of implementation.

Fast Combat

Using this alternate rule characters take less actions on their turn for a more dynamic combat. They receive only a swift action and either a move or standard action. If an action takes a full-round to do they can do it but they must skip their next turn.

This rule set allows character to deliberate a bit more on their actions. For example: if you move then the enemy moves, it might change the kind of actions available to you. This system would put an emphasis on movement as getting in a position like a flanking position would be difficult to maintain as the enemy could move out from it. It also makes full-round actions more costly as it leaves you open for a round afterwards.

A suggested change for this is to give all casters the ability to cast spells as if they had the Quicken Spell metamagic feat without adjusting the spell level, though if they do so it causes their effective caster level to be reduced by 2 (minimum caster level 1) for the purpose of casting that spell. If they take the Quicken Spell metamagic feat, they do not suffer this caster level reduction.

IMPLEMENTATION

Default

Kicking the Door Down

We’ve all experienced it; you open the door and leap into combat with whatever is on the other side and... you end up going last in the initiative. Using this alternate rule, if you are the first person through pass through a door, move into a room, or otherwise enter into an unknown and potentially hostile situation you go just before any other member of the party (but not necessarily before the enemies). On the first turn of combat, you act directly before the highest initiative count among your party. On subsequent turns, you return to your normal initiative order. You may always chose not to do this and use your normal initiative.

IMPLEMENTATION

Default

Kick The Door Down [Combat]

Prerequisites: None.

Benefit: You are treated as if you were using the “Kicking Down the Door” alternate initiative rule and benefit from the shift in initiative if you are the first one to enter into the unknown before any other party members.

Mundane Enhancement Bonus

It’s often rather disappointing that non-magical smiths can’t make weapons worth wielding after low levels (as they can typically only make masterwork weapons and not enchanted ones). This alternate

ALTERNATE RULES

rule allows for the mundane crafting of weapons and armor with an enhancement bonus.

Crafting a +1 (or higher) weapon or piece of armor is done in a similar fashion to crafting a piece of masterwork equipment. It adds to the base cost of the item, which therefore increases the DC. Equipment crafted in a mundane fashion is treated exactly the same as a magically crafted one- it still provides an enhancement bonus and counts as a magic for the purpose of overcoming DR (etc). A mundane crafter cannot, however, grant special abilities to the weapon or armor, only enhancement bonuses. These rules only allow a mundane crafter to craft weapons, armor, and shields; they do not allow a mundane crafter to craft wondrous items, rings, spell completion items, etc.

TABLE 1-1: MUNDANE ENHANCEMENT BONUS PRICING

Bonus	Price (Weapon*)	Price (Armor/ Shield)
+1	2,400	1,200 gp
+2	9,000	4,500
+3	20,000	10,000
+4	35,400	17,700 gp
+5	55,200	27,600 gp

*The price listed covers 50 pieces of ammunition.

*Each end of a double weapon must be crafted separately in this fashion.

IMPLEMENTATION

Default

Craftsman

You are skilled at mundane crafting.

Prerequisites: 3 ranks in any Craft or Profession skill.

Benefit: You may use the mundane crafting rules to forge equipment that grants enhancement bonuses.

Overkilling

If you reduce a creature to a negative value equal to 10 + its HD it is considered to be "overkilled". An overkilled creature is reduced to bloody chunks and it can be difficult, if not impossible, to reconstruct a physical body for things like a *raise dead* spell. This

only works if you bring a creature from a positive hit point value to a negative one, hitting a creature like this after it is dead does not cause this to occur.

IMPLEMENTATION

Default

Overkill

Prerequisites: BAB +3

Benefit: If you reduce a creature to a negative value equal to 10 + its HD it is considered to be "overkilled". An overkilled creature is reduced to bloody chunks and it can be difficult, if not impossible, to reconstruct a physical body for things like a *raise dead* spell.

Outclassing

If the total result of an attack roll you make with a melee or ranged attack doubles a creature's AC, you deal an additional amount of damage equal to 1/2 your level (rounded down). If you triple it, you deal your level in damage instead. This is precision damage and is not multiplied on a critical hit.

IMPLEMENTATION

Default

Outclass

Prerequisites: BAB +5

Benefit: You can "outclass" a creature, as described in the outclassing alternate rule.

Reflexive Initiative

One's ability to react to danger is largely reflected in two different statistics: a character's Reflex save and their Initiative modifier. Using this alternate rule you can combine the two. A character uses their Reflex save as their initiative check, adding any modifiers to their initiative only on initiative rolls (Improved Initiative doesn't give you a bonus to Reflex saves; just on Reflex checks to determine the initiative order). If you adopt this rule you'll find that everyone has much higher initiative rolls. It also gives the advantage to classes and creatures with higher Reflex saves; a rogue will generally go before a fighter and a pixie will go before a hill giant. Using this system assigns a higher value to the Improved Initiative feat

as it can offset the difference between classes with a good Reflex save progression and a bad Reflex save progression.

IMPLEMENTATION

Default

Reflexive Initiative

Prerequisites: None

Benefit: You use your Reflex save in place of your initiative roll. Any bonuses, other than your Dexterity modifier, as that is already added to your Reflex, you gain to your initiative still apply.

Revised Weapon Special Features

These rules can be used as a way to incentivize using weapon special features or exotic weapons or they can be an expansion on their usefulness. Unless noted, these revised traits replace the existing benefit of a special weapon trait.

IMPLEMENTATION

Default

Special (Proficiencies): A character who is proficient with a weapon can use these revised weapon special features rather than their default ones.

Special (Weapon Focus): A character who has the Weapon Focus feat with a specific weapons can use these revised weapon special features rather than their default ones.

Weapon Versatility [Combat]

Prerequisites: Base attack bonus +3.

Benefit: You use the revised weapon special features for all weapons you are proficient with.

Blocking: If you did not take an attack action on your last turn you gain a +1 shield bonus to your AC. If you fight defensively or take a total defense action you gain a +2 shield bonus instead.

Brace: If you are wielding a brace weapon you get a free attack of opportunity against an opponent who charges you. This is in addition to the normal number of attacks of opportunity you can make per round but you may only gain this extra attack of opportunity once per round.

Deadly: As per normal. Additionally, you gain a +2 on critical confirmation rolls with a deadly weapon.

Disarm: You count as if you had the Improved Disarm feat while wielding this weapon. If you have or gain the Improved Disarm feat, increase the bonus on disarm attempts that feat provides by +2.

Distracting: You count as if you had the Improved Feint feat while wielding this weapon. If you have or gain the Improved Feint feat, increase the bonus on Bluff checks made to feint by +2.

Double: As per normal. In addition, you count as if you had the Two-Weapon Fighting feat while wielding this weapon. If you have or gain the Two-Weapon Fighting feat, decrease the two-weapon fighting penalties with the weapon by 1.

Finesse*: As per normal but a character with the Greater Weapon Focus feat can add their Dexterity modifier to damage rolls as well. (Please note that "Finesse" is not normally listed as a special weapon feature, but we are including it here as it essentially acts like one anyway.)

Fragile: As per normal.

Grapple: As per normal. In addition, you can forgo damage on a successful hit to make a free grapple attempt at the reach of this weapon instead.

Monk: As per normal.

Nonlethal: As per normal.

Performance: As per normal.



ALTERNATE RULES

Reach: As per normal, but a character with the Greater Weapon Focus feat can attack adjacent creatures at a -2 penalty.

Sunder: You count as if you had the Improved Sunder feat while wielding this weapon. If you have or gain the Improved Sunder feat, increase the bonus on sunder attempts that feat provides by +2.

Trip: As per normal. In addition, you count as if you had the Improved Trip feat while wielding this weapon. If you have or gain the Improved Trip feat, increase the bonus on trip attempts that feat provides by +2.

Rock, Paper, Hammer

Weapons can best be thought of as tools and tools always have a purpose. Some weapons were better against certain types of armor and certain types of armor were better against attacks from certain types of weapon. These alternate rules adds a bit of a “rock, paper, scissor” relationship to weapon damage types and types of armor. It also defines armor types in a little more detail.

- If a weapon type is “**effective**” against a certain armor type, it causes 1.5x damage.
- If a weapon type is “**disadvantaged**” against a certain armor type, it causes half damage (rounded down).

ARMOR FAMILIES

Hide: leather, hide, studded leather

Chain: chainmail, chain shirt, kusari gusoku

Padded: padded, quilted

Segmented: armored coat, banded, do-maru, four-mirror, kikko, lamellar (all varieties), mountain pattern, scale, splint, tatami-do

Plate: Breastplate (all varieties), full plate, half-plate (all varieties), o-yoroi, stoneplate, wooden

DEEPER RULES

Overcoming: If you have a weapon with an enhancement bonus at least 2 higher than the armor of the creature you are attacking, it bypasses any disadvantage the armor would impose on the attack.

TABLE 1-2: ROCK PAPER HAMMER

	Bludgeoning	Slashing	Piercing
Hide	N/A	Effective	Effective
Chain	Effective	Disadvantaged	Disadvantaged
Padded	Disadvantaged	Effective	Disadvantaged
Segmented	Effective	N/A	Effective
Plate	N/A	Disadvantaged	Disadvantaged

Shields: Shields allow a creature to count as if they were wearing plate *and* whatever they are wearing, always taking the result that is better for them.

Natural Armor: Natural Armor counts as hide. Natural armor is treated as having an enhancement bonus equal to 1/2 its total bonus, to a maximum of 1/4th the HD of the creature for the purpose of this alternate rule.

Multiple Sources: If a creature has multiple sources of AC (such as a creature with natural armor wearing chainmail) then they count as whatever grants them the highest AC bonus.

Multiple Damage Types: If a weapon has multiple simultaneous damage types (“B and P”) chose the damage type you prefer.

Other Sources: Sources of AC, such as divine or magical, do not figure into this alternate rule.

IMPLEMENTATION

Default

Special (Proficiencies): A character who is proficient with a weapon or armor gains any beneficial aspects of the Rock, Paper, Hammer rules (any time it is “effective” but never if it is “disadvantaged”). If two character are both proficient in their weapons and armor apply the Rock, Paper, Hammer, rules normally.

Rock-Paper-Hammer [Combat]

Prerequisites: BAB +3.

Benefit: You use the special weapon and armor interaction rules laid out under the Rock, Paper, Hammer section.

Simple Encumbrance

Sometime determining one's encumbrance can be a complex affair and it turns what should be a simple aspect of the game into a number-crunching nightmare. This alternate rule provides a simpler way of utilizing it. Using these rules you may select one of the following types of encumbrances. These correspond to light, medium, and heavy loads respectively:

LIGHT

You can wield one hand worth of equipment (weapons or shields), up to medium armor and carry up to 5x your Strength score in other items.

Penalty: You take no penalty for this.

MEDIUM

You can wield two hands worth of equipment (weapons or shields), up to medium armor, and carry up to 10x your Strength score in other items.

Penalty: Your movement is reduced by 5 feet, you have a maximum Dexterity bonus of +3 and take a -3 armor check penalty (on top of what you normally have).



HEAVY

You can wield two hands worth of equipment (weapons or shields), up to heavy armor, and carry up to 20x your Strength score in other items.

Penalty: Your movement is reduced by 50%, you have a maximum Dexterity bonus of +1 and take a -6 armor check penalty (on top of what you normally have)

STRENGTH SCORE ADJUSTMENTS

- A character with **less than 10 Strength** takes the penalty of an encumbrance one higher than their own (a light loadout takes the penalties of a medium loadout).
- A character with less than **10-16 Strength** takes the normal penalties.
- A character with less than **17+ Strength** takes the penalty of an encumbrance one lighter than their own (a medium loadout takes the penalties of a light loadout).

DEEPER RULES

- Ammunition for non-siege weapons is always assumed to be 1 item worth of weight, regardless of overall quantity.
- A GM may rule that exceptionally bulky items (an anvil, a statue) count for more than one item.

IMPLEMENTATION

Default

Solid Characters

Using this alternate rule if two or more allies are adjacent to each other (even diagonally) an enemy creature cannot pass through. The option to tumble via the Acrobatics skill now allows an enemy to pass through such squares. This allows characters to box someone in, or otherwise block of certain paths of movement. In order to count for the purpose of this the characters must be threatening the creature (wielding a melee weapon, holding a touch spell, etc).

A creature two size categories larger than the smallest creature attempting to block its path is undeterred by them and thus ignores this effect.

IMPLEMENTATION

Default

Solid Characters [Teamwork]

You and your allies know how to form an effective wall.

Prerequisites: None.

Benefit: You and whoever else shares this feat are treated as if you were solid (as per the “solid characters” alternate rule) for the purpose of blocking enemy movement when adjacent.

Variant Penalties for Armor

For new players adjusting your maximum Dexterity to AC and keeping in mind what the armor check penalty of your armor is can be a bit much. To offset this, we came up with some simplified rules for this:

Light Or No Armor: Add your full Dexterity modifier to your AC and your full modifier to your Strength & Dexterity based skills.

Medium Armor: Add 1/2 of your Dexterity modifier (round down, minimum 0) to your AC and 1/2 your modifier (round down, minimum 0) to your Strength & Dexterity based skills.

Heavy Armor: Do not add your Dexterity modifier to your AC and no modifier to your Strength & Dexterity based skills.

Shields: If you are using a shield with a +2 AC bonus or higher it causes you to treat any armor you are wearing as if it were 1 category heavier for the purpose of determining penalties. Tower shields increase the category by 2.

Above Heavy: If there is a situation where something would cause armor to count as heavier than heavy armor (such as when you are wielding a shield) you take a -4 penalty on all Dexterity and Strength based skill checks.

Other Aspects: This does not impact other aspects of the armor, such as arcane spell failure chance, adjustments to movement speed, etc.

FIGHTER'S ARMOR TRAINING

At 3rd level a fighter counts their armor as being 1 category lighter for the purpose of determining the penalty for wearing armor (as described above). In addition a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at their normal speed while wearing heavy armor. At 11th level the fighter counts their armor as being 2 categories lighter for the purpose of determining the penalty for wearing armor. At 15th level a fighter counts their armor as being 3 categories lighter for the purpose of determining the penalty for wearing armor.

CATEGORIES AND FIGHTER'S REDUCTION

As an example of how this reduction would work, let's look at a 15th level fighter wearing heavy armor and using a tower shield. They'd get the penalties for wearing heavy armor but the tower shield bumps that up by 2 categories. This means he's wearing “above heavy”. He'd still be able to move at full speed, though his tower shield still reduces his movement speed. Since he is level 15 he'd reduce his armor category by 3 levels, bringing it down to 2. He'd take the penalties associated with medium armor despite wearing heavy armor and wielding a tower shield.

MITHRAL (SPECIAL MATERIALS)

Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor check penalty to all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, and the maximum bonus to AC and skill checks is increased by +2. Note: Armor made from darkleaf cloth (ARG) is the equivalent of mithral for non-metal armors.

IMPLEMENTATION

Default

Reprint: Broken Bone Condition

An attack that breaks bone, or the target's equivalent thereof, can render the limb struck painful and useless. The bone inside is destroyed- shattered beyond simple repair. Creatures with this condition can have it inflicted on any limb and lose the use of that limb until the condition is removed. As such, a specific limb must be declared before use. This condition may be applied multiple times, but each time it applies to a specific limb. This does not impose any penalties to the attack roll (as is the case if using Paizo's called shot rules). Creatures who have a limb broken must make a Will or Fortitude save (DC 20) or are shaken for 1d4 rounds from the pain. This is a fear effect. It requires a DC 10 Heal check to set a limb and 3d6 weeks to heal it. Any sort of magical healing sets bones but does not remove the condition if not already set (thus 2 applications of magic healing would remove the condition in addition to the hit points restored by the spell). A *heal* or *regenerate* spell will remove the condition as will any magic or abilities that remove ability score damage/drain. The following creatures are immune to the broken bone condition: creatures without limbs, oozes, any

creature immune to precision damage, creatures with the chaotic subtype. Furthermore creatures who definitely lack a skeleton, exoskeleton, or the biological equivalent thereof (subject to the GM's discretion) are immune to the broken bone condition

Note: This was originally printed in Little Red Goblin Games' "Heroes of the Waves" book.

Sidebar: Converting Existing Bone Breaking Feat

The Jawbreaker feat can be replaced with the Ankleshatter feat found in this book's feat section. The Neckbreaker and Bonebreaker feats can be left as they are.

Sidebar: Classes in this Book and Retraining Feats
When classes presented in this book gain bonus combat feats they can choose to learn a new bonus feat in place of a bonus feat they already learned. In effect, the character loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. These classes can only change one feat at any given level and must choose whether or not to swap the feat at the time they gain a new bonus feat for the level.



Chapter 2: Combat Schools

Every warrior retrieves their training from somewhere and exceptional warriors get exceptional training. Combat schools are a new element of the game introduced here that allows martial characters to express themselves in new and dynamic ways. A “school” represents the way a particular martial character has trained. Think of this as a more expansive version of style feats (which this treats as a school, for the most part) that also reflect your character’s background a bit. Each school is describe in its entry and is intended to add flavor to an otherwise rote and purely mechanical aspect of the game. If you, as the GM, decide they do not fit with your game, feel free to adjust or flat out ignore the backgrounds associated with the schools.

Note: The class icons next to the school names are merely developer suggestions. Any class can theoretically take any school.

Rules

A character who has access to a school gains a benefit from it at 3rd level and every 3 levels. The choice of what school a given character follows must be made prior to 3rd level. A character who has access to combat schools may instead elect to follow no school and instead take style feats that they meet the prerequisites for at the levels they would normally gain school benefits from.

The following classes, by default, gain access to combat schools: archers, reapers, swordsman, and weapon masters. See “Giving Other Classes Combat Schools” later in this chapter to see how other classes can benefit from them.

A character can only have the benefits of 1 school at a time. If they gain a second combat school, they can change which school they have active as a swift action but are always benefiting from one school or another. A combat school is not the same thing as a combat style, as described by style feats.

A character cannot, however, be using a school and a style at the same time. No school benefit may ever be taken more than once unless specifically noted. If a school’s ability refers to “school weapons” it is referring to school weapons from that school. If other abilities refer to “school weapons” they refer to the all school weapons that the school or schools they are benefiting from have.

For example: If I was a weapon master and had both the Silver Lance and Doppelsöldner combat schools, my Doppelsöldner abilities would only work with two-handed weapons from the Doppelsöldner’s list of school weapons, not two-handed weapons from the Silver Lance’s list of school weapons.



Compagnie de la Reine

The “Compagnie de la Reine” or the “Queen’s Company” is a international organization that trains guards for nobility. They only accept applicants of good character with a formal education and the manners required of someone who will spend time in the presence of a noble. They are taught the art of fencing, often at the expense of their patron noble, before being returned to their master for guard duty. They are also used as their noble’s champion, should they be challenge to a duel, and are taught to take great pride in their position. Joining the Compagnie de la Reine means swearing off any political or hereditary ambitions of your own and makes it illegal for you to take office. They are famous for their light blue silken sashes that they wear, a warning sign for any would-be assassins to be wary.

School Weapons: Rapiers, daggers, and swordbreaker daggers

Restriction: A fencer (from Little Red’s “En Garde”), duelist (prestige class), or swashbuckler may not join this school.

COMPAGNIE DE LA REINE BENEFIT (Ex):

Select one of the following Compagnie de la Reine benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

COMPAGNIE DE LA REINE BENEFITS:

Agile Swordsman: You can use your Dexterity in place of your Strength on attack rolls and damage rolls with school weapons. While using this, you cannot benefit from things that are based off your Strength (like Power Attack).

Critical Precision: All school weapons have their critical threat range expanded by 1 (a 18-20 becomes a 17-20, for example). This effect doesn’t stack with any other effect that expands the threat range of a weapon, such as Improved Critical or a *keen* weapon.

Lines of Attack: While armed with a school weapon in your main hand, you add 1/4th your level to your AC as a deflection bonus.

Loyal Guard: You gain Bodyguard and In Harm’s Way as bonus feats, even if you don’t meet the prerequisites.

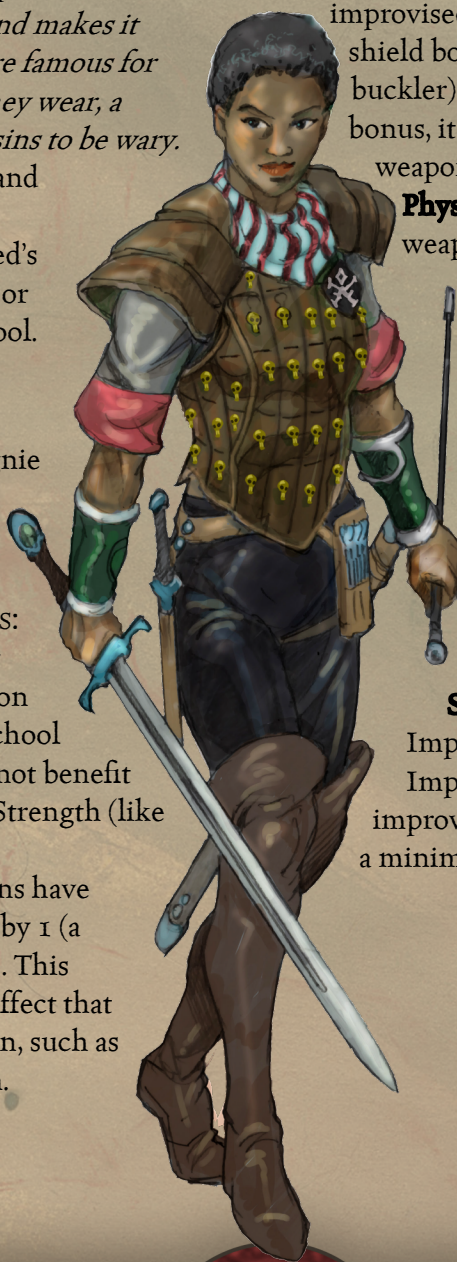
Measure and Tempo: While armed with a school weapon in your main hand, you can make a second free 5-foot step on your turn after a successful attack if you have made one already.

Offhand Defense: When you are armed with a dagger (or swordbreaker dagger), buckler (or, if you have the Improved Improvised Weapon feat, a one-handed improvised weapon in you offhand) you gain a +3 shield bonus (this adds to the the shield bonus of a buckler). If these weapons have an enhancement bonus, it also serves to increase the AC bonus that weapon provides.

Physical Chess: While armed with a school weapon in their main hand you add 1/4th you level on disarm, feint, and dirty trick attempts. In addition, you add an equal bonus to your CMD against such combat maneuvers as well as against feint attempts. Finally, if you have the lines of attack school benefit, you do not provoke attacks of opportunity while attempting such actions.

Riposte: If a melee attack misses your AC by 5 more, the attacker provokes an attack of opportunity from you.

Swift Guard: You gain the benefits of the Improved Initiative feat. If you ever gain Improved Initiative the bonus it provides improves by an additional +1/4th your level (with a minimum improvement of 1).



Diamond Fist School

Sequestered in the high, snowy peaks, the mysterious Diamond Fist School is spoken of in whispers by practitioners of martial arts. They welcome any who can find their hidden school and survive their grueling physical challenges. They are vicious and fiercely competitive with a formal hierarchy that is governed by honor duels. Any student may seek to challenge someone within 5 ranks of them. While lower ranked duels are often just friendly spars, to challenge the grandmaster is a kill-or-be-killed affair with hundreds of spectators.

School Weapons: All weapons in the fighter's natural weapon group (unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing) and monk weapon group (bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, wushu dart).

Restriction: A monk may not join this school.



DIAMOND FIST (3RD LEVEL) (EX):

While using this school you gain the Improved Unarmed Strike feat and gain unarmed damage as if you were a monk of a level equal to your character level. Alternatively, you may gain Weapon Focus in a school weapon as a bonus feat.

OXEN STRENGTH (6TH LEVEL) (EX):

You can choose to count your school weapons (including unarmed strikes and natural attacks) as two-handed weapons for the purpose of feats.

PARRY AND PULL (9TH LEVEL) (EX):

If you successfully make an attack of opportunity with a school weapon against a foe wielding a weapon you can make a free disarm attempt against the weapon they are wielding with a +1/4th level circumstance bonus. This disarm attempt does not provoke an attack of opportunity.

MARTIAL MOVEMENT (12TH LEVEL) (EX):

All your attacks with school weapons gain the reach quality if they did not already have it. You may choose if your weapon has the reach quality at the start of your turn as a free action.

DIAMOND CRUSHER (15TH LEVEL) (EX):

Add 1.5x your Strength modifier with damage rolls made with school weapons.

MARTIAL ARTS MASTER (18TH LEVEL) (EX):

All your school weapons are treated as if they were made out of adamantite while you are wielding them.

Sidebar: Hybrid Classes and Restrictions

Remember, a hybrid class counts as both its parent classes. So a brawler (which is a monk and fighter hybrid) could not take the Diamond Fist School. The same goes for alternate classes; a samurai could not join the Swift Lance School because it is an alternate class for cavaliers.

Doppelsöldner Association

If you were to ask a soldier what is most important, right after “surviving the next battle”, “my family”, and “food” they’d probably say “pay”. The Doppelsöldner Association is a renegade school of loosely affiliated teachers who demand astounding sums of money to train others in the art of the Doppelsöldner. In return, fully trained Doppelsöldner demand twice the normal pay of a soldier. A Doppelsöldner is expected to be on the front line of combat with great-weapon whirling, mowing down waves of enemies and holding defensible positions alone. Members of the Doppelsöldner Association all wear a red feather in their cap with a ruby-studded broach and often wrap their hilts in red silk as a reference to the blood they will soon spill.

School Weapons: All weapons in the fighter’s heavy blades weapon group (Bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, falcata, falchion, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword).

Note: The term “doppelsöldner” is a German term literally meaning “double pay men” used to describe soldiers who fought on the front line. The term also, however, applied to those trained in the art of greatsword fencing (as taught by the fencing guild of the Brotherhood of St. Mark).

DOPPELSÖLDNER SCHOOL BENEFIT (Ex):

Select one of the following Doppelsöldner Association benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

DOPPELSÖLDNER ASSOCIATION BENEFITS:

Area Denial: You gain Combat Patrol while wielding one of your school weapons and can make 2 additional attacks of opportunity per round. These additional attacks of opportunity stack with those granted by other sources (such as Combat Reflexes).

Bloody Sword: When wielding a school weapon you gain a +1/4th level circumstance bonus on Intimidate checks against opponents you have successfully hit within the last minute.

Extend: While wielding a school weapon that does not have reach, you may add (or remove) the reach quality as a free action.

Fool’s Guard: If a creature that goes before you in the initiative order misses you with a melee attack, you may make an attack of opportunity against them.

Half-swording: You can use school weapons, regardless of handedness, in a grapple at no penalty.



Hold the Line: As a move action you may cause all squares adjacent to you to count as difficult terrain. In addition, any creature who enters these squares provokes an attack of opportunity from you.

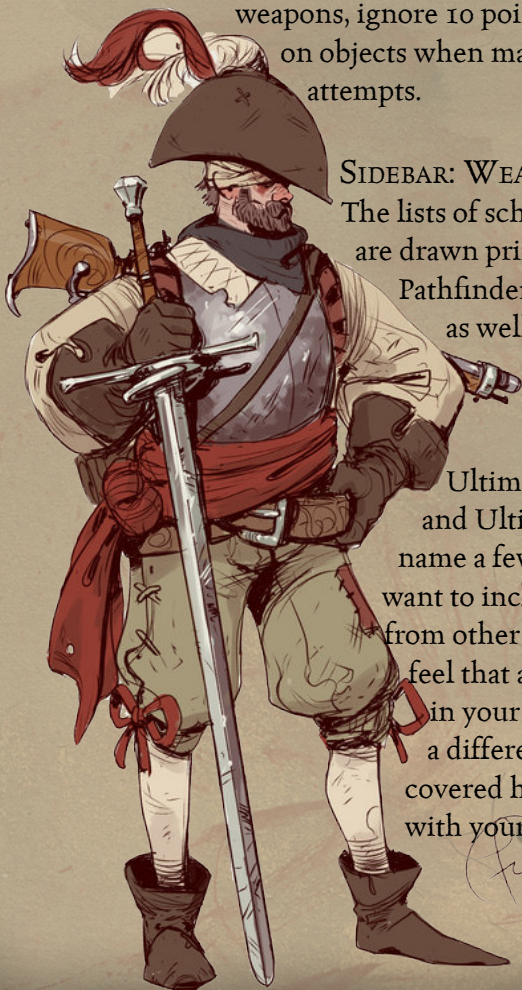
Mountain Style: You can wield weapons one size category larger than you typically could without penalty (this allows a medium sized doppelsoeldner to wield a large size weapon). This does not stack with other effects that allow you to wield large weapons. While wielding a larger weapon, you take a -2 penalty to your AC and have your speed reduced by 5 feet. You must be at least 6th level to select this benefit.

Over-Commitment: When you miss an attack with a melee school weapon, you can automatically cause yourself to provoke an attack of opportunity from your target to gain a reroll (accepting the new roll even if it is lower). You get a -4 penalty to your AC against the attack of opportunity and may only do this once per round.

Sunderfiend: While wielding one of your school weapons, ignore 10 points of hardness on objects when making sunder attempts.

SIDEBAR: WEAPON SOURCES

The lists of school weapons are drawn primarily from the Pathfinder Core Rulebook as well as a few other sources (the Advanced Player's Guide, Ultimate Equipment and Ultimate Combat to name a few) but you may want to include weapons from other sources. If you feel that a weapon belongs in your school from a different source not covered here, discuss it with your GM.



Drunkard School

One does not "join" the Drunkard School; you are called to it. Its agents are wandering wuxia, (the knight errants of Asian folklore) who right wrongs and live humble lives. These wandering martial artists see potential in other people who are down on their luck and covertly begin to train them. These masters often travel incognito as vagabond, the disabled, the elderly, or as migratory workers to get a true view of the world. They only train people from the underclass and the oppressed; hoping to cultivate culture heroes that will uplift their communities. Despite their name this mysterious organization is not comprised of alcoholics but it refers to the odd, quirky, style of movement they use. They have no name for themselves are more a loose network of do-gooders than a formal organization.

School Weapons: Improvised weapons

DRUNKEN WEAPONS (3RD LEVEL) (Ex):

While using this school you gain the Improved Weapon Mastery feat even if you do not meet the prerequisites. In addition, as you progress in level improvised weapons deal more damage and gain better critical range/damage as indicated on Table 2-1: Drunkard School Improved Weapon Damage. Finally, all improvised weapons are treated as if they had a range increment of 10 feet.

NEEDLE PASSES THROUGH THREAD

(6TH LEVEL) (Ex):

School weapons bypass an amount of DR equal to 1/2 your level.

MONKEY RINGS BELL (9TH LEVEL) (Ex):

School weapons now have a 18-20/x2 critical range. This benefit does not stack with other expansions to their critical range (such as *keen* weapons or the Improved Critical feat).

CHILD STEALS TOY (12TH LEVEL) (Ex):

Upon a confirmed critical hit you may make a dirty trick combat maneuver as a free action against your target.

CRAWLING SNAKE BITES ANKLE

(15TH LEVEL) (EX):

You take no penalty to attack rolls if you make a melee attack while prone and likewise take no penalty to your AC while prone.

MONKEY STRIKES GONG (18TH LEVEL) (EX):

School weapons now have a 15-20/x2 critical range. This benefit does not stack with other expansions to their critical range (such as *keen* weapons or the Improved Critical feat).

TABLE 2-1: DRUNKARD SCHOOL IMPROVISED WEAPON DAMAGE

Level	One-Handed Weapon	Critical (One-Handed)	Two-Handed Weapon	Critical (Two-Handed)
1st	-	-	-	-
2nd	-	-	-	-
3rd	1d6	19-20/x2	1d8	19-20/x2
4th	1d8	19-20/x2	2d6	19-20/x2
5th	1d8	19-20/x2	2d6	19-20/x2
6th	1d8	19-20/x2	2d6	19-20/x2
7th	1d8	19-20/x2	2d6	19-20/x2
8th	1d10	19-20/x2	2d8	19-20/x2
9th	1d10	19-20/x2	2d8	19-20/x2
10th	1d10	18-20/x2	2d8	19-20/x2
11th	1d10	18-20/x2	2d8	19-20/x2
12th	2d6	18-20/x2	3d6	19-20/x2
13th	2d6	18-20/x2	3d6	19-20/x2
14th	2d6	18-20/x2	3d6	19-20/x2
15th	2d6	18-20/x3	3d6	19-20/x2
16th	2d8	18-20/x3	3d8	19-20/x2
17th	2d8	18-20/x3	3d8	19-20/x2
18th	2d8	18-20/x3	3d8	19-20/x2
19th	2d8	18-20/x3	3d8	19-20/x2
20th	2d10	18-20/x3	4d8	19-20/x2

Elkhorn Hunting Lodge

When you think of a "school" of combat a hunting lodge doesn't often come to mind. Still, the Elkhorn Hunting Lodge, situated on a picturesque lake up in the mountains, is just that. Sure they may involve fishing, hunting, and splitting lumber as part of their training regimen but these laid back woodsmen produce some of the finest archers in the world. If sleepy sunsets while drinking ale and sitting in a rocking chair is your idea of a good time; the Elkhorn Hunting Lodge is for you. Despite its charming, idyllic, nature the Elkhorn Hunting Lodge puts applicants through a demanding program that involves hunting naked in the frigid timberlands for days on end, wrestling with grizzlies, and shooting the corks out of kegs at 500 paces. With their calm, quiet, traditional dispositions they impart ancient hunting techniques and rituals though shaggy dog stories and instruction in what they refer to as a "horn magic".

School Weapons: All weapons in the fighter's bow weapon group (composite longbow, composite shortbow, longbow, shortbow)

FIELD EYE (3RD LEVEL) (EX):

While using this school you double the range increments of any school weapon you wield and expand the critical range of all such weapons by 1 (a 19-20 becomes and 18-20). This stacks with other things that expand one's critical range.

ELKSHOT (6TH LEVEL) (EX):

When using this school you can add your Strength modifier to your attack and damage rolls with school weapons, up to a maximum of 1/4th your character level. When using a composite bow use the option that allows you to apply a higher Strength modifier to the damage rolls.

- **Special:** Archers who take this school instead add 1.5x their Strength modifier with their school weapons.

CHARGING ARROW (9TH LEVEL) (EX):

As a standard action you can make a single 90 ft. line attack in place of a normal attack. Make a single attack at your full BAB, as if you were targeting a creature in their first range increment. The resulting attack roll is the DC of the Reflex save all creatures must attempt or take the attack's resulting damage. A successful save negates the damage. On a critical only the nearest creature takes the additional damage from the critical, the rest take a normal hit. This ends prematurely if it intersects any solid object of significant mass.

ENHANCED ENCHANTED ARROWS (12TH LEVEL) (EX):

You ignore DR up to twice the enhancement bonus of any school weapon you attack with.

RAMPAGING ARROW (15TH LEVEL) (EX):

The line of your charging arrow school ability is now equal to the maximum range of the weapon used.

CHARGING ARROW STORM (18TH LEVEL) (EX):

As a full round attack action you may use your charging arrow school ability once per attack you can make per round, making each line attack at the appropriate BAB.



Grand Ludus

A "ludus" is the term of a gladiator training school or "stable". The Grand Ludus is one that is said to have been established by an ancient hero and takes in allcombers. It's famous for its extensive and brutal training obstacle courses that many would equate to dungeon-runs with spectators. Half circus and half bloodsport, the Grand Ludus makes extra money by letting spectators pay to watch their new recruits ("novicii") train as it's a comical and sometimes fatal affair. The Grand Ludus has stables in many cities and is the first stop for prospective gladiators. Other ludi will purchase gladiators who fight for the Grand Ludus for a time as it's a great way to show off potential. However, should someone fight for the Grand Ludus for at least 5 years they may elect to become a permanent member of the Ludus, a contract equivalent to lifelong slavery to the Ludus. Permanent members, referred to as "palus", are paid lavishly and fight in the finest arenas. Eventually one can earn the title of the "primus palus" and be assigned to manage a stable of the Grand Ludus. Only the most feared and brutal warriors who have at least a hundred victories under their belt can even be considered for promotion to primus palus. Members of the Grand Ludus are branded with a star over their heart. Palus are given a circle around that star and primus palus have a star within a circle branded on their forehead as well.

School Weapons: All weapons in the fighter's light blades weapon group (bayonet, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, pata, quadrens, rapier, scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, and wakizashi).

GRAND LUDUS BENEFIT (EX): Select one of the following Grand Ludus benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

GRAND LUDUS SCHOOL BENEFITS:

Acrobatic Competitor: You gain a +1/4th character level circumstance bonus on Acrobatics check made to balance or tumble while wielding your school weapons. You must describe, to the GM's satisfaction, how you employ the weapon to aid in your Acrobatics.

Ambidextrous Style: You take no penalty for two-weapon fighting while wielding your school weapons. You are treated as having the Two-Weapon Fighting feat for the purpose of meeting other feat prerequisites. In addition, you can bypass the ability score requirements on any feat that has Two-Weapon Fighting (or Improved Two-Weapon Fighting) as a prerequisite.

Diehard Competitor: You gain Diehard as a bonus feat, even if you do not meet the prerequisites. In addition, treat your Constitution score as being 4 higher for the purpose of determining your maximum negative Hit Point value before you die.

Dramatic Competitor: All school weapons gain the performance quality while in your hands. In addition, you gain Improved Initiative as a bonus feat.

Exhibitionary Competitor: You gain a +2 bonus on critical confirmation rolls (this stacks with other sources) with all school weapons and increase your base land speed by 5 feet while being watched by a crowd.

Expert Combat Maneuvers: You never provoke an attack of opportunity when making a combat maneuver.

Fend Off: If you attack more than one creature on your turn, add +1 damage for each creature after the first.

Hurl Weapon: All school weapons gain a 20 foot range increment and do not have a penalty due to the nature of their weapon for being thrown.

Veteran Competitor: You've seen it all, fought it all, nearly died to it all, and survived it all. You gain a little bit of a bonus on everything: a +1 on all saves, +5 feet of movement, +5 Hit Points, and +1 on Initiative checks. You must be at least 9th level to select this talent.

☒☒☒☒ Gryphon's Legion

It is said that a soldier's greatest asset is their ability to work well as a part of a team. Gryphon's Legion was an ancient, possibly mythical, army that was famed for its ability to overcome insurmountable odds through teamwork. Today the ideals of Gryphon's Legion remain and are taught in a school of its same name. This international military academy trains the best of the best to become world-class tacticians as well as top-notch warriors in their own right. Gryphon's Legion graduates as sought after officers and they typically only need to go through basic military training in their country's own military before being assigned to a relatively high starting rank. They are always permitted to wear a silver gryphon earring on a small chain from their left ear while in military uniform. When a graduate of Gryphon's Legion (referred to as a "Gryff" in military slang) fights another it is considered dishonorable for the winner not to kill the loser. To avoid doing this is to say, "I do not consider you a threat". The greatest insult one Gryff can give another is to cut off their left ear, as if to say "you don't deserve to wear that earring".



School Weapons: All weapons in the fighter's hammer weapon group (battle aspergillum, club, earth breaker, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, warhammer)

GRYPHON TACTICIAN (3RD LEVEL) (EX): You receive a teamwork feat as a bonus feat. You must meet the prerequisites for this feat. As a standard action, you can grant a teamwork feat you know to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every three levels you possesses. Allies do not need to meet the prerequisites of these bonus feats. You can use this ability once per day at 3rd level, plus one additional time per day at 6th level and for every 3 levels thereafter to a maximum of 5/day at 15th level.

GRYPHON'S LEGION SCHOOL BENEFIT (EX): Select one of the following Gryphon's Legion school benefits at 6th, 9th, 12th, 15th, and 18th level.

GRYPHON'S LEGION SCHOOL BENEFITS:

Commandant: So long as you aren't affected by a fear effect, allies within 30 feet get a +4 morale bonus on saves against fear effects.

Compassionate Leader: As a full round action you can make a single aid another check. If successful, all allies within your threatened area can chose which aid another benefit they receive (a +2 bonus on their next attack roll or a +2 bonus to AC against the next attack).

Noble Warrior: Add 1/3rd your level (minimum 1) to all Charisma based skill checks made during combat as an insight bonus.

Educated Officer: You gain +1 skill points per level. This applies retroactively.

Resolute: You add your Charisma modifier to your Will save in addition to your Wisdom modifier.

Solo Tactics: All of your allies are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves.

The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Tactical Repertoire: You gain two teamwork feats as bonus feats, in addition to those you gain from normal advancement. You must meet the prerequisites for these teamwork feats.

Holy Mountain School

The Holy Mountain School covertly trains the somewhat hypocritical warriors of peace-loving faiths. As it is shameful for a student of pacifism to learn to fight, students always wear green satin hoods with matching veils that cover much of their face. Their training allows for many hours of devotion and the seclusion the school's location atop a hidden peak brings the students closer to their god's teaching. The Holy Mountain School instructs their students in advanced shield combat as that is the least offensive weapon to its students sensibilities. When fully trained they are part supplicant, part bodyguard, and all soldier of god.

School Weapons: Shields

Restriction: A guardian may not join this school.

DEFENSIVE WORKS (3RD LEVEL) (EX): While using this school you increase the base shield bonus of any shield you wield by 2 to a maximum of +4 and the base armor bonus provided by any armor you wear by 2 to a maximum of +9. Additionally, while using this school you reduce any Armor Check Penalty you have by 1/4th their level.

ELEMENTAL SHIELD (6TH LEVEL) (EX): You gain energy resistance (all) equal to the base shield bonus provided by the shield you wield.

PASSIVE BLOCKING (9TH LEVEL) (EX): You gain DR/- equal to the base shield bonus provided by the shield you wield.

OFFENSIVE DEFENSE (12TH LEVEL) (EX): You gain Improved Shield Bash if you do not already have it. In addition if you make a shield bash at the end of a charge you deal 1.5x damage and do not reduce your AC due to charging.

STUNNING SHIELD (15TH LEVEL) (EX): A creature struck by your shield bash must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or be stunned until the end of their next turn. A creature who has been affected by this cannot be affected by it from the same sources for 24 hours.

CASTLE (18TH LEVEL) (EX): You are immune to critical hits and precision damage while wielding a shield.



☒ Lord Of The Lash Academy

Many schools of combat focus on killing the other guy before they kill you but the Lord of the Lash Academy teaches its students to fight the good fight but never underestimate the value of a good tool. They are all about improvisational fighting with whips and lashes, using them as an extension of their body to cut down chandeliers, flip switches across the room, trigger traps, and trip orcs as they walk through doors. They are taught situational awareness, battlefield control, and harrying tactics as opposed to dueling or military tactics. The original Lord of the Lash is said to have been a gnomish adventurer, or possibly the nom de plume of a number of tricksters, and this academy was founded in their honor. Now any member of the academy who graduates and earns their emerald belt-buckle can use the "Lord of the Lash" as their identity. Simply signing one's name as the "Lord of the Lash" (or "Lady of the Lash", though "Lord" is somewhat gender neutral) is considered as valid on most legal documents, though the academy will sort out any payments or legal responsibilities due to the individual and make them take care of it.

School Weapons: All weapons in the fighter's flail weapon group (chain spear, dire flail, double chained kama, flail, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip)

LORD OF THE LASH ACADEMY BENEFIT (EX): Select one of the following lord of the lash school benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

LORD OF THE LASH ACADEMY BENEFITS:

Binding Chain: Your school weapons gain the grapple weapon quality. In addition, when you maintain a grapple, as a free action you may deal damage with the grappling weapon as if you had struck the target.

Dashing Lash: You may add your Dexterity modifier to damage rolls, in place of Strength, with finessable school weapons. If you have the finessable lash school benefit and the weapon you are wielding already had the finesse quality, you can add both your Strength

and Dexterity modifier to damage rolls with said weapon. You must be at least 9th level to select this school benefit.

Expansion: Increase the reach of any school weapon that has already reach by 10 feet. School weapons without the reach quality instead gain the reach quality. Additionally, unlike normal weapons with reach you may attack adjacent enemies, albeit at a -2 penalty.

Finessable Lash: You gain Weapon Finesse as a bonus feat. In addition, in your hands, all school weapons count as finessable weapons.

Flagellation: When you hit with your weapon you can convert the damage you deal into bleeding. The creature suffers 1/2 the damage you dealt as bleeding up to a maximum of twice your character level. You must be at least 12th level to select this school benefit.

Lash of Thorns: School weapons may always deal lethal damage, regardless of the target's armor or natural armor bonus. Additionally, you can deal nonlethal damage with school weapons at no penalty.

Magic Whips: Your school weapon always counts as a *spell storing* weapon. You must be at least 12th level to select this school benefit.

Prehensile Whip: You may manipulate objects at the reach of your weapon as if there were a hand on the end of your school weapon. This is in excess of what is normally covered under "manipulating an object" and is capable of very fine manipulation. In addition, you gain a +1/4th character level circumstance bonus on Acrobatics and Climb checks while wielding a school weapon.

Tricky Lash: You gain +1/4th level bonus (minimum +1) to your CMB when targeting a non-adjacent creature.

Sidebar: Reach and What You Can Do

FAQ clarifications from the developers over at Paizo have stated that you can manipulate anything within your reach. It's almost as if you sprout tentacles with a length equal to your reach. So a whip can allow you to snuff out candles, retrieve items, and even grapple at a 15 foot range. It should be noted that all Combat Maneuvers may be performed at your reach, though Dirty Trick is specifically restricted to the GM's distinction on if something can count as a Dirty Trick. Obviously some common sense applies.

☞☞☞☞ Military Training Corp.

This does not represent a single, cohesive, school but rather a uniform system of military training that elite soldiers go through. This is a physically and mentally grueling program that breaks the student and remakes them into something stronger and fiercer than they were before. It is favored by royal guards, elite infantry, and other prominent military units.

School Weapons: Dagger, short sword, longsword, longbow, falchion, light crossbow, and lance

MILITARY TRAINING CORP.

BENEFIT (Ex): Select one of the following Military Training Corp. benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

MILITARY TRAINING CORP.

BENEFITS:

Boot Camp: Gain Toughness and Endurance as bonus feats.

Counter-Maneuvers Training:

Your CMD improves by 1/3rd your level (minimum 1).



Evasion: You gain evasion class feature of the monk (as described in chapter 3 of the Pathfinder Core Rulebook). You must be at least 9th level to select this Military Training Corp. benefit.

Guard: You gain a +4 bonus on Perception checks to spot enemy creatures.

Military Excellence: Once per day you can re-roll a failed critical confirmation roll with a school weapon. You must accept the new result, even if it is worse.

Military Proficiency: Gain a +1 to hit and damage with all school weapons.

Professional Soldier: You gain a +4 on Knowledge (nobility) and Knowledge (local) checks and treat both as class skills.

Remolded: You gain a +1 to all your saves.

Special Operations Training: While flanking a target you gain a +1 bonus on damage rolls against them with school weapons. This additional is precision damage and is thus not multiplied on a critical hit.

Oni School

The many dojos of the Oni School are situated within the outer layers of Hell or other evil-aligned planes. Many students seek its wicked power for good ends but all must pay homage to the cruel taskmasters who teach there. The motto of a school is that one must be broken before they can be reforged into something stronger and the school embodies this by breaking new students both physically and mentally before their training can begin. After healing at least 13 broken bones the student will learn how to inflict horrific wounds not unlike their own upon their foes. Cackling with madness, the demons and devils that instruct mortals in this fashion find special delight in breaking good souls and corrupting them. Still, some who are of particularly stalwart moral fortitude come out even more resolute in their beliefs than when they entered. Graduates wear a spiked pauldron on their left shoulder to symbolize their time in the pit.

School Weapons: All bludgeoning weapons (including weapons that deal multiple damage types and double weapons where one end deals bludgeoning damage)

ONI SCHOOL BENEFIT (Ex): Select one of the following oni school benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level. Certain oni school benefits are marked with a *, only one such benefit can be applied to an attack at a time. Only one such * oni school benefit may be used successfully per round.

ONI SCHOOL BENEFITS:

Break Limb*: Whenever you successfully deal damage to an opponent with a school weapon a limb of your choice is rendered useless for a number of rounds equal to 1/4th your level. They cannot use that limb to wield or carry anything. Only a single limb may be broken at a time with this ability from any given source. Subsequent applications of this



increases the remaining duration by an additional 1d4 rounds. The target gets a Fortitude save (DC 10 + 1/2 character level + Strength modifier) to negate this effect.

Concussion*: Whenever you successfully deal damage to an opponent with a school weapon they take a -2 penalty on all saves against mind-affecting effects. This penalty can stack up to a maximum number of times equal to 1/4th your level (or a penalty equal to 1/2 your level). The target gets a Fortitude save (DC 10 + 1/2 character level + Strength modifier) to negate this effect.

Crushing Vibrations: You gain Improved Sunder as a bonus feat. In addition, if you miss a creature wearing armor or wielding a shield by an amount equal to or less than the target's shield bonus or armor bonus (whichever is higher) the creature still takes your Strength modifier in bludgeoning damage.

Manbreaker: The DC of all Fortitude saves caused by Oni School benefits are increased by 2.

Monster Swing*: As a full-round action you can make a single attack with a school weapon. This attack deals x5 damage. However the creature may elect to treat the damage as a normal attack, instead of x5, and willingly take the frightened condition for 1 round. This attack may only be used once per day against a given creature. This attack automatically deals normal (non-multiplied) damage against creatures who are immune to fear effects or against creatures who are currently frightened. This cannot be used with other things that multiply an attack's damage, such as the Vital Strike or Spirited Charge feats or attacks made with a lance from the back of a charging mount. If used in this fashion, use the highest multiplier.

Pulverize* (Ex): Whenever you successfully deal damage to a target with a school weapon, they become staggered for 1 round. A Fortitude save (DC 10 + 1/2 character level + Strength modifier) negates this effect. Subsequent applications of this effect don't stack, and don't increase the condition duration. This cannot be used on staggered creatures.

Smash: You ignore up to your level in hardness when dealing damage against unattended objects with a school weapon, and half that amount when attacking worn or wielded equipment.

Walloping: If you chose to deal non-lethal damage with a school weapon the critical threat range of your weapon improves to 15-20 if it was below 15-20. If this option is taken, the critical multiplier is reduced by 1, to a maximum of x3. This may be chosen on a per-attack basis.

Seijin Ryu

The Seijin Ryu or "Saint Style" is a style of combat founded by samurai decades ago to defeat swordsmen of greater skill than themselves. The style's name is a reference to the famous "kensai" or "sword saints" of legend. The style is famous for perfecting its one-strike style that can slay a samurai outright with a single blow. Known as "Sutoraiku za Seijin" or "Striking the Saint" it is a hyper focused blow that produces a subtle pulse of spiritual energy when used. This blow is said to have been developed to hunt kensai. Students of the Seijin Ryu are forbidden from fighting each other, even at the behest of the gods. They are instructed to kill themselves before drawing blood on a fellow student. If done in training, they are required to do penance by meditating without eating for 3 days.

School Weapons: Katanas, naginata, longbow, and wakizashi

IAIDO (3RD LEVEL) (Ex): You gain Vital Strike and Quick Draw as bonus feats. You may always use Vital Strike with all school weapons.

SUTORAIKU ZA SEIJIN ("STRIKE THE SAINT")

(6TH LEVEL) (Ex): Against creatures who go after you in the initiative order you multiply your Strength modifier x2 when using Vital Strike. For every iterative attack you have after the first, increase the multiplier by 1 (when your BAB is +6/+1 it is x2, when it is +11/+6/+1 it is x3, and when it is +16/+11/+6/+1 it is x4). Any attack that benefits causes a small pulse of spiritual energy. Until the start of your next turn you gain an aura (like the cleric) of your alignment.

SWIFT SWORDSMAN (9TH LEVEL) (Ex): You gain Improved Initiative as a bonus feat. In addition, if you are ever tied with another character in the initiative order, you go before them. Finally, you are never caught flat-footed during a surprise round, even if you cannot act.

SWORD SAINT (12TH LEVEL) (Ex): When using Vital Strike you may add your Dexterity or Wisdom modifier, whichever is higher, as bonus precision damage to the attack. This damage is not multiplied by the kensai attack school benefit, nor on a critical hit.

FLASHING STEEL (15TH LEVEL) (Ex): Once per day, when you threaten a critical hit with a school weapon you may automatically confirm it. You must decide to do this before rolling the critical confirmation roll.

TWIN DRAGONS (18TH LEVEL) (Ex): As a full-round action you can make two Vital Strike attacks. The first attack is made at your highest BAB, and the second is made at highest BAB -5.

☒☒☒ Sunrunner's Hall

Originally a courier delivery service in a rather unsavory quadrant of a major city, Sunrunner's Hall became a martial training school out of necessity. Its couriers began to train in combat with small weapons that they could hide on themselves while out on a delivery through a rough neighborhood. Eventually they gained such a reputation for their martial prowess that gangs more or less left them alone. Today Sunrunner's Hall has expanded across the entire world and no longer delivers

packages. They are mostly concerned with teaching people self defense and how to move. Many soldiers will cross-train with Sunrunner's Hall so that they can more efficiently fight in armor or traverse great distances without being injured. Sunrunners (as their students are called) wear a yellow sallet with a small sunburst pin to indicate their training. The more pins they have on their sallet the more advanced they are as a student. Novices have 1 or 2 while veterans typically have around 4 or 5. A teacher might have 7 or 8 and the grand master is said to have 10.

School Weapons: Brass knuckles, cestus, dagger, dart, gauntlet, hunga munga, javelin, kama, katar, kerambit, kukri, lasso, net, punching dagger, shuriken, tri-bladed katar

SUNRUNNER'S HALL BENEFIT (Ex): Select one of the following Sunrunner's Hall benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

SUNRUNNER'S HALL SCHOOL BENEFITS:

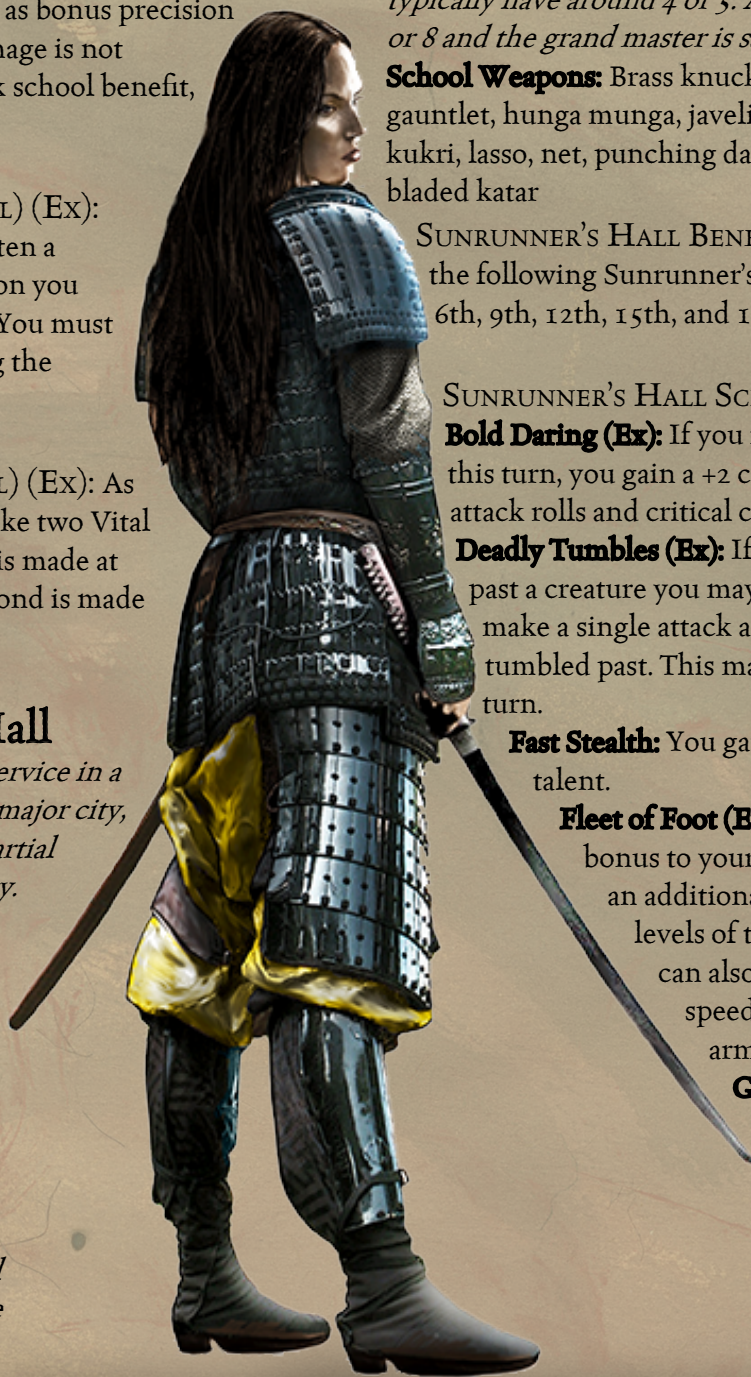
Bold Daring (Ex): If you move more than 10 feet this turn, you gain a +2 circumstance bonus on attack rolls and critical confirmation rolls.

Deadly Tumbles (Ex): If you successfully tumble past a creature you may may, as a swift action, make a single attack against the creature you tumbled past. This may only be done once per turn.

Fast Stealth: You gain the Fast Stealth rogue talent.

Fleet of Foot (Ex): You gain a +5 foot bonus to your movement speed plus an additional 5 feet for every 3 levels of this school you have. You can also move at your normal speed while wearing medium armor.

Gecko Sprint (Ex): You gain a climb speed equal to 1/2 your land speed.



Hit and Run (Ex): You gain the benefits of the Shot on the Run and Spring Attack feats, even if you do not meet the prerequisites. In addition, if you have or gain one of those feats you may make multiple attacks as part of the full round action, as if you had made a normal full-round attack without moving. You may take these attacks at the end of your movement or at any point during your movement. You may do this with ranged attacks only if you have Shot on the Run and with melee attacks only if you have Spring Attack.

Leaper (Ex): Once per hour you can gain the mundane benefits of a *jump* spell, using your total character level as your effective caster level.

Marathoner (Ex): You gain the benefits of both Endurance and Run. If you have or gain the Endurance feat, the bonus improves to +6 and you may sleep in heavy armor. If you have or gain the Run feat, you can run in any sort of armor at 5 times your normal speed.

Martial Fitness (Ex): You reduce reduce any armor check penalty (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1 for every 3 character levels you have (-2 ACP, +2 max Dexterity at 6th level). You can also move at your normal speed while wearing heavy armor.

Parkour (Ex): You can move at full speed over difficult terrain, ignore all caltrops (or equivalent effects), and gain a +2 on Acrobatics checks made to tumble.

Skirmishing Instincts: If you move more than 10 feet this turn, you gain a +2 circumstance bonus to your AC. If you have the Wind Stance feat, you increase your concealment to 30%. If you have the Lightning Stance feat, you increase your concealment to 60%.

Silver Lance School

The Silver Lance school developed out of a need to train good heavy cavalry officers. Over the years it evolved into less of a military college and more of an exclusive club. Members must, of course, pass the rigorous equestrian and military training but more than two-thirds of the clubs members are retired soldiers who attend school meetings as a social function and only really ride on charity hunts. Still, the Silver Lance School produces some of the finest lancers the world has ever seen and its impressive number of soldiers who lived to retirement age speaks volumes about how effective their training is. While money isn't all that counts, having the backing of hundreds of elite, wealthy, retired soldiers means the new recruits have the best tools, facilities, and teachers at their disposal. Joining the school requires family connections, with 50% of the new recruits being legacies and the rest being military officers or friends of friends. The spirit of comradery that develops forms a community founded on a tradition of excellence and those who pass muster gain the benefits of hobnobbing with members of high society. Graduates are awarded a silver lance but it is not designed for combat. To this end many graduates will parade with their silver lance, often bedecked with honors, and simply use a silver-tipped or a polished steel lance when in combat.

School Weapons: All weapons in the fighter's spear weapon group (amentum, boar spear, chain spear, harpoon, javelin, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident)

Restriction: A cavalier may not join this school.

LANCER (3RD LEVEL) (EX): All school weapons deal double damage when used from the back of a charging mount. While mounted, you can also wield a two-handed school weapon with one hand.

SILVER TRAINED (6TH LEVEL) (EX): While using this school you gain the benefits of the Spirited Charge feat and gain a +4 bonus on Ride checks made during combat. All school weapons also count as lances for the purpose of the Spirited Charge feat.

If you have or gain the Spirited Charge feat you instead gain a +2 on attack rolls made while charging.

DRAGOON (9TH LEVEL) (EX): You count as mounted even while unmounted for the purpose of dealing damage with lances.

GALLANT CHARGE (12TH LEVEL) (EX): When you make a charge action you can move up to triple your normal movement rather than double. This also applies to mounts.

GUARDED CHARGE (15TH LEVEL) (EX): You never provoke attacks of opportunity while charging.

THUNDER THRUST (18TH LEVEL) (EX): You always count as if you were charging when making a standard action melee attack with a school weapon for the purpose of triggering feats and school features. Full attack actions do not trigger this effect.

☒☒☒ Temple of the Eagle King

An ancient and terrible Eagle god, now forgotten to the annals of history, once had a cult of flying warriors that laid waste of its foes. This cult still lives on today in the form of the Temple of the Eagle King, a martial school that teaches aerial combat. The “aces” who graduate from it take to the sky with spear and bow to rain hell down upon their foes. Their acrobatics and ability to eliminate other flying enemies are as famous as their mysterious blood rituals they are said to carry out behind closed doors. Temples of the Eagle King are always positioned at great heights; atop mountains, in the highest branches of massive trees, on the edge of perilous precipices. Such temples are not always welcome as part of the training involves raiding nearby targets and they quickly sour their relationships with nearby settlements as a result. Still, some kings feel that it is a small price to pay to have a legion of flying raiders at their command. Those trained in the school adorn themselves in blood as warpaint in the shape of eagle talons before going into combat.

Special: Any creature may take this school, but the abilities of this school only apply when you have a fly speed or can glide (as per a *feather fall* spell, the glide racial trait, or a similar effect).

School Weapons: Composite shortbow, heavy pick, light pick, shortbow, shortspear, trident

AIR SUPERIORITY (3RD LEVEL) (EX): You gain a +1/4th circumstance bonus on combat maneuvers against other flying creatures. In addition, you gain Wingover as a bonus feat.

GROUND CLEARANCE (6TH LEVEL) (EX): You gain Hover as a bonus feat and count as a large size creature for the purpose of the effects of the Hover feat.



STRAFING RUN (9TH LEVEL) (EX): You gain a +1/4 circumstance bonus on attack and damage rolls against non-flying creatures while you are flying. In addition, you gain Flyby Attack as a bonus feat.

DOGFIGHTING (12TH LEVEL) (EX): You gain a +1/4th circumstance bonus on attack and damage rolls against flying creatures while you are flying. In addition, you gain a +5 ft bonus to your fly speed.

RAPTOR (15TH LEVEL) (EX): Any wing or talon natural attacks deal damage as if they were one size category larger. If you lack a wing or talon attack, you instead gain a bonus combat feat.

EAGLE KING (18TH LEVEL) (EX): You gain a 60 foot bonus to your fly speed. In addition, you automatically pass Fly checks with a DC of 15 or less.

🗡️ Twin Razor Troupe

Founded by nomadic battle-dancers from the fringes of society, the Twin Razor Troupe is now a federation of caravan-camps that train prospective troupe members in the ways of the battle-dance. Wielding pairs of increasingly larger weapons, each fight for them is a contest to see who can do the most dangerous stunt and still live to tell the tale. Stories about members of the Twin Razor Troupe fighting blindfolded and on one leg abound but few are believed until they are witnessed. The Twin Razor Troupe has a game it plays where it attempts to tap an opponent with their weapon before they are struck by their foe. The number and placement of touches before the foe strikes them back is scored by other troupe members and much levity is had at their poor opponent's expense. It is said that only when an enemy scores a hit does the battle really begin. Then comes the storm; a whirling dance of steel and fury that only subsides when the troupe member runs out of enemies to kill or they lay dead themselves. Members dress in outlandish checkerboard patterns and will often fix bells to their weapons to taunt their foes more.

Standing in a troupe comes from ritual combat where the "touch" game is played between members with mock weapons covered in paint. Opponents wear their finest, most expensive, outfits so that they have an incentive not to get hit.

School Weapons: All weapons in the fighter's double weapon group (bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, monk's spade, orc double axe, quarterstaff, taiaha, and two-bladed sword).

Expanding Weapon Groups: Starting at 6th level, each time you gain a school benefit you also select one additional fighter weapon group from the following list: heavy blades, light blades, hammers, axes, or flails and treat them as school weapons. If you are at least 12th level you add polearms, and spears to the list of potential weapon groups.

AMBIDEXTROUS STYLE (3RD LEVEL): You take no penalty for two-weapon fighting while wielding your school weapons. You are treated as having the Two-Weapon Fighting feat for the purpose of meeting other feat prerequisites. In addition, you can bypass the ability score requirements on any feat that has Two-Weapon Fighting (or Improved Two-Weapon Fighting) as a prerequisite.



SINGLE-GRIP (6TH LEVEL): You may wield two-handed school weapons in one hand if you are dual wielding but take a -2 penalty for each two-handed weapon wielded in such a fashion on attack rolls while doing so. Weapons with the reach quality lose the quality if wielded in one hand.

RAZOR DANCER (9TH LEVEL): You may wield two-handed school weapons in one hand at no penalty (even while dual wielding). Weapons with the reach quality still lose the quality if wielded in one hand.

WALTZ OF LIFE & DEATH (12TH LEVEL): You gain a +2 bonus on all damage rolls while two-weapon fighting. Additionally, weapons with the reach quality no longer lose the quality if wielded in one hand.

DANCE OF DEATH (15TH LEVEL): All school weapons are treated as if they had the deadly quality. In addition, creatures you strike more than once on your turn must make a Fortitude save (DC 10 + 1/2 level + Dexterity modifier) or take bleed damage equal to the damage dice of one of your weapons (whatever is highest).

BLADESTORM (18TH LEVEL): When you make a standard attack action, you may attack once with two weapons you are wielding at the same BAB. This cannot be used in conjunction with a charge attack or Vital Strike. Additionally, when you make a full-attack while dual wielding you gain 1 additional attack at your full BAB. This bonus attack doesn't stack with other sources that grant an additional attack (such as *haste* or a *speed* weapon).

Design Note: Types of Schools & Design Intent

You may note that there are some commonalities among the schools. Some schools have a very linear progression (Diamond Fist School, Drunkard School, Elkhorn Hunting Lodge, Holy Mountain School, Seijin Ryu, Silver Lance School, Temple of the Eagle King, and the Twin Razor Troupe) while others give you many options (Compagnie de la Reine, Doppelsöldner Association, Grand Ludus, Gryphon's Legion, Lord Of The Lash Academy, Oni School, and Sunrunner's Hall). These represent two different mindsets to how students are trained; one is a very "formal" style of education that produces a very specific style of student who can do a specific trick very well while the other produces a less specialized and more generalized soldier.

You'll also note that some schools have a very small list of school weapons (Compagnie de la Reine and Seijin Ryu most notably). These schools are designed to be masters of a specific weapon and almost

exclusively use these weapons. While

for a class like the swordsman this is not a concern, someone like the weapon master would

probably not pick a narrow combat school as their 1st school. They are more likely to pick schools like the Twin Razor Troupe or Oni School which treat a massive number of weapons as school weapons.



Giving Other Classes Combat Schools

Regardless of the levels a class gives up class features in exchange for a combat school, they always gain the school benefits at the normal levels (3rd, 6th, 9th, 12th, 15th, and 18th). This can potentially create some levels where the class does not gain any abilities (such as with rangers), though we have endeavored to avoid this.

FIGHTERS

A fighter gives up their 4th, 6th, 10th, 12th, 16th, and 18th level bonus combat feats.

Special: A fighter can gain a second school by sacrificing feats gained from normal progression, as mentioned in 'Other Classes' section below. Their effective character level for this second school is equal to their fighter level -2 (so they gain their 3rd level benefit at 5th level, their 6th level benefit at 8th level, and so on). They can change which school they have active as a swift action but can only benefit from a single school at any given time.

CAVALIER

A cavalier does not gain its 6th, 12th, and 18th level bonus feats, its expert trainer class feature, does not gain an extra teamwork feat at 9th level but gains the other abilities of the greater tacticians class feature, and does not gain its 15th level order ability.

MAGUS

A magus gives up their magus arcana.

PALADIN

A paladin gives up their ability to cast spells.

RANGERS

A ranger gives up all their combat style feats in exchange for school abilities.

SKIRMISHERS

A skirmisher gives up their 4th and 12th level skirmishing tactics, and all their bonus feats.

SLAYERS

A slayer gives up their sneak attack class feature.

OTHER CLASSES

With GM's approval and if it is thematically relevant, other classes may gain access to combat schools. This is typically done for classes with the same BAB as a fighter or classes with the same BAB as a bard who are thematically linked with a given school. For example, a bard might be a good fit for the Lord of the Lash Academy while a cleric of a healing deity who trained at the Holy Mountain School makes sense. For them to gain access to this they give up the feats they typically gain from normal advancement 3rd, 7th, 9th, 13th, 15th, and 19th level (this leaves them with feats a 1st, 5th, 11th, and 17th level).



ARCHER

A Base Class for the Pathfinder Roleplaying Game

Military archers of the highest caliber have been infamous on the battlefield since time immemorial. The archer is no less an engine of destruction than a fighter or cavalier but specializes in ranged attack. Peerless in their aim, they typically fight in armor and are armed with bows designed to punch through the heaviest protection of their enemies. Never ones to sit in the back lines, archers rain down hell on their enemies from any distance and do not suffer the same issues in close quarters as less martially inclined bowmen.

HIT DICE: D10.

ROLE:

When you think of an archer, you probably think of Robin Hood and Legolas. This is not that. Archers are bow wielding soldiers who fight on the front line just as well as at a range. Their class features are Strength or Dexterity based, allowing them to apply it to their attack and damage rolls. They also benefit from a solid Constitution as they are able to mix it up in the thick of things. They are quite dependable, able to make an almost assured hit when the moment calls for it, and can fill many roles in a party.

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.



NEW BASE CLASSES

TABLE 3-1: THE ARCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	True aim (1/day)
2nd	+2	+3	+0	+0	Bonus feat, martial archer
3rd	+3	+3	+1	+1	Combat school, true aim (2/day)
4th	+4	+4	+1	+1	Vigilance
5th	+5	+4	+1	+1	True aim (3/day)
6th	+6/+1	+5	+2	+2	Bonus feat, combat school
7th	+7/+2	+5	+2	+2	True aim (4/day)
8th	+8/+3	+6	+2	+2	Improved true aim
9th	+9/+4	+6	+3	+3	Combat school, true aim (5/day)
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	True aim (6/day)
12th	+12/+7/+2	+8	+4	+4	Combat school
13th	+13/+8/+3	+8	+4	+4	True aim (7/day)
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Combat school, true aim (8/day)
16th	+16/+11/+6/+1	+10	+5	+5	Improved vigilance
17th	+17/+12/+7/+2	+10	+5	+5	True aim (9/day)
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, combat school
19th	+19/+14/+9/+4	+11	+6	+6	True aim (10/day)
20th	+20/+15/+10/+5	+12	+6	+6	Perfect aim

CLASS SKILLS

The archer's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the archer.

Weapon and Armor Proficiency:

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

True Aim (Ex):

Starting at 1st level, once per day an archer can make a single ranged attack with a bow as a full round action with a +20 insight bonus to their attack roll (as if they were under the effects of a mundane *true strike* spell). They can do this 1 additional time per day at 3rd level and every odd level thereafter.

SIDEBAR: "BOWS"

When this class refers to "bows" it is referring to weapons in the fighter's bow weapon group (which can be found in the Pathfinder Core Rulebook). They are: composite longbow, composite shortbow, longbow, and shortbow.

Martial Archer (Ex):

At 2nd level, an archer does not provoke attacks of opportunity due to making a ranged attack with a bow. In addition, an archer wielding a loaded bow counts as if they are were armed with a melee weapon for the purpose of determining if an ally is flanking an enemy. An archer with the Rapid Reload feat always counts as if their bow was loaded.

Finally, an archer can use Strength in place of Dexterity for attack and damage rolls with weapons in the fighter's bow weapon group and school weapons.

Sidebar: Ex-Archers

Ex-archers who have not achieved at least 6th level do not gain the benefits of the martial archer class feature. For the purpose of this an ex-archer is anyone whose last level was not in archer or a prestige class.

Bonus Feats:

At 2nd level, and every 4 levels thereafter, an archer gains a bonus feat in addition to those gained from normal advancement. The archer can bypass the ability score prerequisites of these bonus feats. These bonus feats must be selected from the following list:

Clustered Shots, Combat Expertise, Combat Reflexes, Counter Charge*, Deadly Aim, Greater Penetrating Strike, Greater Weapon Focus, Giant's Bow*, Greater Weapon Specialization, Improved Critical, Improved Precise Shot, Improved Snap Shot, Manyshot, Penetrating Strike, Point Blank Master, Point-Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Stabbing Shot (elf only), Weapon Focus, Weapon Specialization.

*Indicates feats found in this book

Additionally, an archer counts their levels in archer as fighter levels for the purpose of meeting feat prerequisites.

Combat School:

A combat school is a special style that only those dedicated to martial learning can use (in the same fashion as a style feat). They select a combat school at 3rd level, gaining that school's 3rd level benefit. They gain new benefits from the school at 6th level and every 3 levels after that. Any feats granted by a combat school is granted to the archer regardless of if they meet the prerequisites for the feat.

Archers always treat weapons in the fighter's bow weapon group as school weapons.

An archer can only have the benefits of 1 school at a time. If they gain a second combat school, they can change which school they have active as a swift action but can only benefit from one school or another at a time.

Vigilance (Ex):

At 4th level, an archer wielding a bow can make ranged attacks of opportunity at opponents who move through threatened squares. For the purpose of this they threaten as if they had a 15 foot reach with bows.

Improved True Aim (Ex):

At 8th level, an archer can expend 2 uses of their true aim class feature as a swift action to cause their next ranged attack with a bow to gain the benefit of true aim. Additionally, the archer can spend uses of true aim with any school weapon, but it costs twice the normal uses.

Improved Vigilance (Ex):

At 16th level the threatened area for the archer's vigilance class feature is equal to the 1st range increment of their bow.

Perfect Aim (Ex):

At 20th level, the archer can apply their true aim class feature as a free action. If used in this fashion, the archer may use true aim multiple times per round.

REAPER

A Base Class for the Pathfinder Roleplaying Game

Reapers are lumbering soldiers who clear greath swaths of enemies from the battlefield with large weapons. They first rose to prominence when great hordes attacked the civilized cities. Their great sweeping weapons allowed them to drive back or kill a great number of foes at once; not unlike a farmer scything grain. Their role on the frontlines meant they needed to be well armored and thus physically imposing specimens, with not only the power to support the great armor they wore but also the strength to swing powerfully and quickly enough to scatter the enemy forces.

HIT DICE: D12.

ROLE:

Reapers are always in the thick of combat; they are as much a damage-dealing class as they are a class concerned with battlefield control. Their survivability makes them the best choice for wading into the thick of a knot of enemies and destroying them. Reapers excel at defeating large groups of enemies as their attacks hit an area. To this end they need a high Strength and Constitution score.



NEW BASE CLASSES

TABLE 4-1: THE REAPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Reap
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	Combat school, reaper talent
4th	+4	+4	+1	+4	Punishment
5th	+5	+4	+1	+4	Whirlwind
6th	+6/+1	+5	+2	+5	Bonus feat, combat school
7th	+7/+2	+5	+2	+5	Reaper talent
8th	+8/+3	+6	+2	+6	Improved punishment
9th	+9/+4	+6	+3	+6	Combat school, threat enhancement (+5)
10th	+10/+5	+7	+3	+7	Bonus feat
11th	+11/+6/+1	+7	+3	+7	Reaper talent
12th	+12/+7/+2	+8	+4	+8	Combat school, greater punishment
13th	+13/+8/+3	+8	+4	+8	Improved whirlwind
14th	+14/+9/+4	+9	+4	+9	Bonus feat
15th	+15/+10/+5	+9	+5	+9	Combat school, reaper talent
16th	+16/+11/+6/+1	+10	+5	+10	Obliterating punishment
17th	+17/+12/+7/+2	+10	+5	+10	Threat enhancement (+10)
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat, combat school
19th	+19/+14/+9/+4	+11	+6	+11	Reaper talent
20th	+20/+15/+10/+5	+12	+6	+12	Grim Reaper

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The reaper's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the reaper.

Weapon and Armor Proficiency:

The reaper is proficient with all simple and two-handed martial weapons as well as with all armor (heavy, light, and medium) but no shields.

Reap (Ex):

Whenever a reaper makes an attack with two-handed school weapon their attack hits their target* as well as any threatened creatures to the immediate left or right of that creature (adjacent but not further away). Roll once for all attacks and compare it to the AC of all creatures in the area. A reaper may exclude any

allies from this attack. This attack that targets multiple creatures is treated as a single attack. (So, for example, if you use a consumable that granted you +2 damage on a single attack roll, all creatures hit would get the +2 damage on the damage roll.)

*This target is referred to as their "initial target".

DEEPER RULES

- A reaper must be able to reach a target to be deal damage to it using reap.
- A critical hit scored with a reaping attack only critically hits the initial target.
- Precision damage, and feats like Spirited Charge and Vital Strike affect only the initial target. All other targets take normal damage.
- Reap cannot be used with with other effects that hit more than one enemy, Cleave (or similar effects), or attacks of opportunity.
- A reaper may chose if they wish to use reap on a per attack basis.
- All non-feat combat school benefits only affect the initial target

Bonus Feats:

At 2nd level, and every 4 levels thereafter, a reaper gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Upon reaching 6th level, and every four levels thereafter, a reaper can choose to learn a new bonus feat in place of a bonus feat they have already learned. In effect, the reaper loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A reaper can only change one feat at any given level and must choose whether or not to swap the feat at the time they gain a new bonus feat for the level. Additionally, a reaper counts their levels in reaper as fighter levels for the purpose of meeting feat prerequisites.

Combat School:

A combat school is a special style that only those dedicated to martial learning can use (in the same fashion as a style feat). The reaper selects a combat school at 3rd level, gaining that school's 3rd level benefit. They gain new benefits from the school at 6th level and every 3 levels after that. Any feats granted by a combat school is granted to the reaper regardless of if they meet the prerequisites for the feat.

A reaper can only have the benefits of 1 school at a time. If they gain a second combat school, they can change which school they have active as a swift action but are always benefiting from one school or another.

Some schools may not be appropriate for a reaper and they should endeavor to select one that revolves around the use of two-handed melee weapons such as: Doppelsöldner Association or the Silver Lance School or even schools where two-handed melee weapons are an option. Even combat schools like the Lord of the Lash Academy and the Drunkard School could work, provided the reaper can find a two-handed weapon from the school weapon list.

Reaper Talent (Ex):

At 3rd level, and every 4 levels thereafter, the reaper gains a talent from the reaper talent list. A list of reaper talents is at the end of this class.

Punishment (Ex):

At 4th level whenever a reaper hits a creature with a successful melee attack with a two-handed school weapon the creature is moved 5 feet away from the reaper to a square of the creature's choosing. The creature can attempt a Reflex save (DC 10 + 1/2 reaper level + Strength modifier) to resist this movement. A reaper may choose not to do this or exclude specific creatures. If the reaper uses reap or otherwise hits multiple creatures with a melee attack this only affects the initial target.

Whirlwind (Ex):

At 5th level, a reaper can make a single attack as a standard action that targets all creatures adjacent to them. Make a single attack roll and compare it to the AC of all creatures in the area, and roll damage once to deal to all affected creatures. A reaper may exclude any allies from this attack. If the attack is a critical hit, the reaper selects a single creature as the initial target to take the critical hit; all other creatures struck take normal damage.

Improved Punishment (Ex):

At 8th level a creature is shoved back 10 feet from the reaper when it takes damage (see the punishment class feature). The creature can choose to either attempt a Reflex save to negate the movement (DC 10 + 1/2 reaper level + Strength modifier) or drop prone. If the save is successful or they drop prone, they negate the movement.

Threat Enhancement (Ex):

At 9th level, a reaper adds +5 feet of reach to all two-handed school weapons. At 17th level this bonus reach improves to +10 feet. This does not count as the reach weapon property for the purpose of targeting adjacent enemies or interaction with other effects.

Greater Punishment (Ex):

At 12th level when a reaper hits, uses reap, or otherwise hits multiple creatures with a melee attack, they can use their punishment class feature on a number of creatures up to their Strength modifier at once.

Improved Whirlwind (Ex):

At 13th level, when the reaper uses their whirlwind class feature, they target all creatures within their reach. The reaper can still chose to exclude their allies from the attack.

Obliterating Punishment (Ex):

At 16th level, when a reaper hits, uses reap, or otherwise hits multiple creatures with a melee attack, they can use their punishment class feature on any number of creatures at once.

Grim Reaper (Ex):

At 20th level, the reaper treats all creatures as their initial target- always dealing full damage to all targets it strikes with its reap and whirlwind class features. This includes things like critical damage, Vital Strike, precision damage, etc. In addition, whenever they threaten a critical hit on a reap attack they automatically confirm it.



Reaper Talent List

Bastard Weaponry: Select a one-handed school weapon (not a light weapon) the reaper is proficient with. This weapon can, when wielded in two hands, count as two-handed weapon for the purpose of reaper class features.

Battlefield Control: The reaper gains Combat Patrol as a bonus feat. They can use Combat Patrol as a move action though if they do so cut the bonus distance to their threatened area in half (minimum +5 feet at +6 BAB).

Cratering: When a reaper confirms a critical hit all creatures who took damage must make a Reflex save (DC 10 + 1/2 level + Strength modifier) or be knocked prone. This specifically applies to both the initial target and all other creatures dealt damage by the same attack. This counts as a critical feat for the purpose of determining how many critical effects can be applied.

Elimination: The reaper gains a +2 morale bonus on attack rolls when making a standard action attack or single attack as a full round action.

Fearsome Display: The reaper gains Dazzling Display as a bonus feat, usable with all school weapons. If the reaper is at least 11th level, the range of the Intimidate check is equal to 30 feet or the reach of the weapon the reaper is wielding + 10 feet, whichever is greater.

Herding Strike: Once per round, after failing to hit a creature with a melee attack the reaper can make a special Intimidate check against that creature as a free action (DC 10 + 1/2 target's HD + Wisdom modifier). If successful, the target moves 5 feet in a direction of the reaper's choice. This is a mind-affecting fear effect.

Hold The Line: The reaper gains Stand Still as a bonus feat. Additionally, the reaper increases the effective range of this feat by +5 feet per 4 reaper class levels, to a maximum of their threatened area.

Horde Killer: The reaper deals damage normally to swarms of any size with melee weapons.

Imposing: The reaper counts as 1 size category larger than normal for the purpose of Intimidate checks, and interaction with incoming size-based effects. This does not affect the reaper's CMB or CMD, or allow the reaper to wield large weapons.

Overwhelming: The reaper gains DR 1 / - against all creatures of a size category smaller than them. This improves by 1 for every 4 levels of reaper they have.

Stand Fast: The reaper gains a +1/3rd class level bonus to their CMD against bull rush, drag, reposition, and trip attempts. Additionally, the reaper gains the same bonus to saves against forced movement effects.

Wide Reaping: When using reap as part of a standard action attack, the effect extends to one additional space to the left or right of the initial target (i.e. 2 spaces to the left, 1 space to the right or vice versa). This talent can be taken second time, in which case it extends an additional space in both directions. The reaper must be at least 7th level to take this talent.

Zone Control: As a full-round action, the reaper can cause their threatened area to count as an area of difficult terrain. This effect lasts until the start of their next turn.



SKIRMISHER

A Base Class for the Pathfinder Roleplaying Game

Skirmishers are generally lightly armored fighters assigned to watch the flanks on large scale battles. They survive by ingenuity and creativity alone. For them, the opportunist lifestyle is not a choice, but a necessity. An unexpected blow or a creative solution to a problem is often the difference between life and death.

HIT DICE: D10.

ROLE:

A skirmisher is king when creativity is involved. They are lightly armored fighters with the capacity to inflict serious damage on an opponent. While they may not be able to go blow-for-blow with a barbarian or fighter, they provide a chaotic element on the battlefield that can quickly turn the tide of battle. A skirmisher's ability to generate somewhat random additional effects with melee attacks makes them an unpredictable element that enemies will quickly learn to fear.

PLAYING A SKIRMISHER:

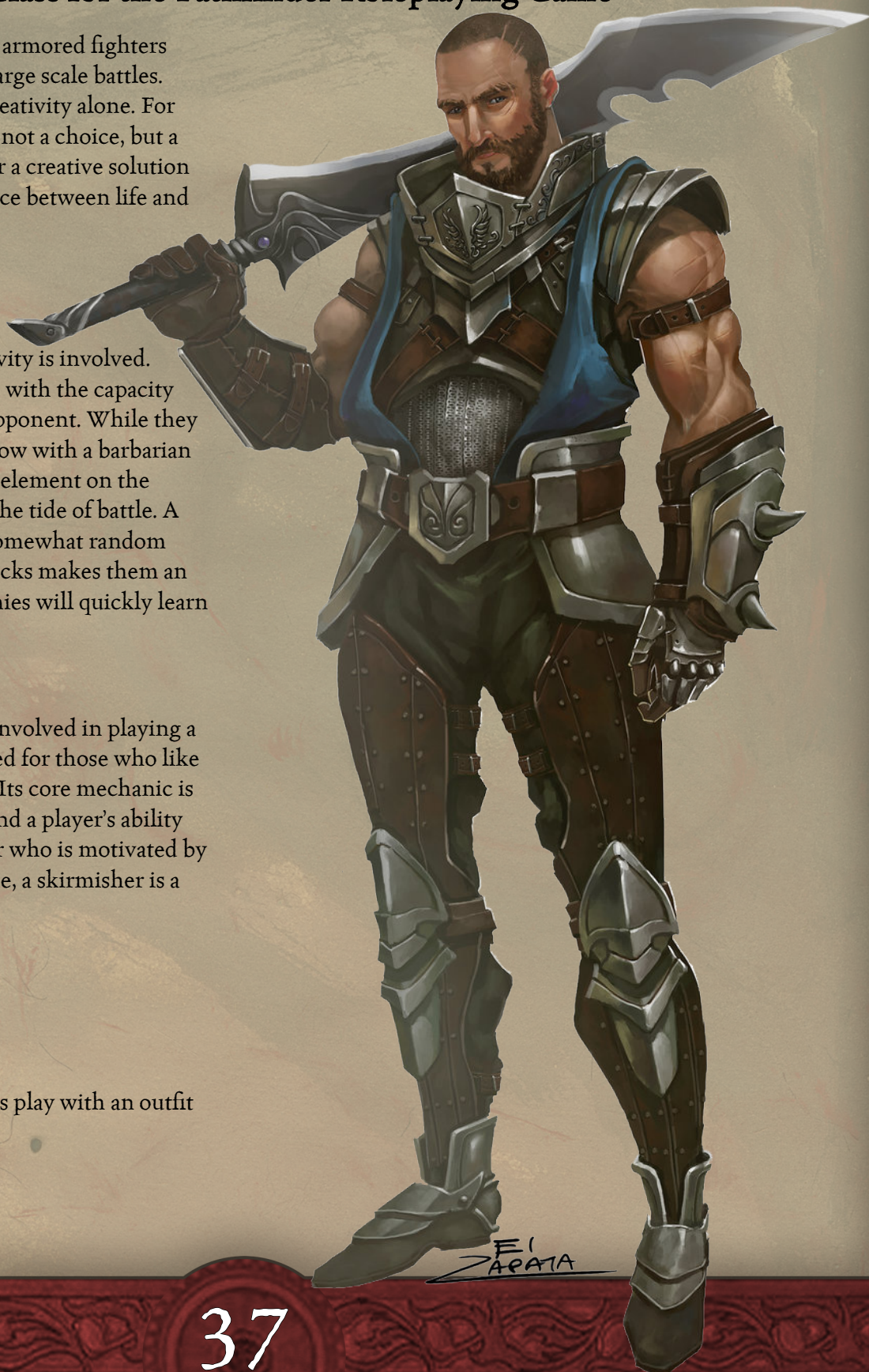
A lot of impromptu creativity is involved in playing a skirmisher and it is only suggested for those who like to ham it up at the gaming table. Its core mechanic is reliant on both random chance and a player's ability to roleplay. If you are not a player who is motivated by the roleplaying aspect of the game, a skirmisher is a poor choice for you.

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.



NEW BASE CLASSES

TABLE 5-1: THE SKIRMISHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Creativity, movement speed (+5 ft.), skirmishing
2nd	+2	+0	+3	+0	Critical Focus
3rd	+3	+1	+3	+1	Battlefield mobility (+1)
4th	+4	+1	+4	+1	Skirmishing tactics
5th	+5	+1	+4	+1	Critical combatant, fast movement (+10 ft.)
6th	+6/+1	+2	+5	+2	Bonus feat
7th	+7/+2	+2	+5	+2	Battlefield mobility (+2)
8th	+8/+3	+2	+6	+2	Skirmishing tactics
9th	+9/+4	+3	+6	+3	Fast movement (+15 ft.)
10th	+10/+5	+3	+7	+3	Bonus feat, improved critical combatant
11th	+11/+6/+1	+3	+7	+3	Battlefield mobility (+3)
12th	+12/+7/+2	+4	+8	+4	Skirmishing tactics
13th	+13/+8/+3	+4	+8	+4	Fast movement (+20 ft.)
14th	+14/+9/+4	+4	+9	+4	Bonus feat
15th	+15/+10/+5	+5	+9	+5	Battlefield mobility (+4), critical combatant
16th	+16/+11/+6/+1	+5	+10	+5	Skirmishing tactics
17th	+17/+12/+7/+2	+5	+10	+5	Fast movement (+25 ft.)
18th	+18/+13/+8/+3	+6	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+6	+11	+6	Battlefield mobility (+5)
20th	+20/+15/+10/+5	+6	+12	+6	Skirmishing tactics, critical combatant

CLASS SKILLS

The skirmisher's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the skirmisher.

Weapon and Armor Proficiency:

Skirmishers are proficient with all simple and martial weapons. They are proficient with light armor and bucklers, but not with other types of armor or shields.

Skirmishing (Ex):

A skirmisher is a master of mobile combat and excessive baggage hampers them. Many class features of the skirmisher only function while "skirmishing". A character is considered to be skirmishing as long as they meet all of the following requirements:

- They are wearing light or no armor
- They are not wielding a shield heavier than a buckler.
- They are not using Vital Strike, Power Attack, or benefiting from an effect that multiplies a modifier (such as powerful bite).
- They are not two-handing a weapon.
- They are not mounted.
- They are not physically restrained, constrained, or grappled.

Once they have initiated some kind of movement on their turn they gain this benefit (even a 5 foot step) until the start of their next turn.

Creativity (Ex):

When a skirmisher makes an attack roll while skirmishing, they have the option to do so creatively. Creativity can only be used on melee or ranged attacks made within 30 feet. They may only successfully use it once per round, though beyond that restriction they may use it at will as a free action that modifies an attack.

When employing creativity on an attack they may elect to take one of the three numbers adjacent to the one they rolled on the d20, provided that number is lower than the number rolled. This must be declared after the dice has been rolled but before the GM has stated if the attack has hit. If a skirmisher elects to do this, the chosen number is the value you are considered to have “rolled” for all purposes. A creativity roll can never be re-rolled. If the skirmisher chooses a lower adjacent number for their attack roll and it still hits, they gain an additional effect (as described on Table 5-2: Creativity). Regardless of what number is rolled, a creativity attack never threatens a critical. The save for any creativity effect is DC 10 + 1/2 skirmisher level + Dexterity modifier.

ROLEPLAYING THE CREATIVE EFFECT

To get this bonus effect however, you (the player) must describe how the skirmisher has come to gain this benefit. It might be something like describing that the skirmisher aimed for their opponent's stomach while wielding a light mace to cause them to vomit to gain the “sickened” bonus. If the skirmisher fails to describe it adequately, to the GM's satisfaction, they do not get the bonus effect (simply resolving the attack roll with their lower number). You may not use the same description twice during the same encounter or against the same opponent ever (Mostly concerned with recurring NPCs).

Sidebar: Ex-Skirmishers

A skirmisher is only concerned with launching original and creative attacks and when their focus is shifted to another discipline they tend to be unable to make quite the same impact. An ex-skirmisher may use creativity on one attack per day for every 2 levels of skirmisher they possess (minimum 1).

Sidebar: Creativity & Critical Hits

Some of our playtesters inferred that creativity wouldn't work against creatures immune to critical hits or precision damage. This is not the case and it provides them a way to contribute in fights where the target is immune to their main method of dealing damage.

Fast Movement (Ex):

At 3rd level, a skirmisher gains an enhancement bonus to their land speed, as shown on Table 5-1: The Skirmisher, while skirmishing.



NEW BASE CLASSES

TABLE 5-2: CREATIVITY

Dice Result	Resulting Effect	Example
1	None (Automatic miss)	"Oops..."
2	The skirmisher's damage is multiplied by their critical multiplier. This does not count as a critical hit and does not require confirmation.	"I impale the gnome with my longsword and leave the blade in him for a moment. Swiftly, I kick the blade deeper with my riding boots."
3	This attack bypasses all the DR of the skirmisher's target.	"I caught some of the holy fire the cleric cast at the demon last turn on the edge of my blade. Blade alight with holy might, I sunder the beast and end the fight."
4	The skirmisher deals their weapon damage to either the creature's Strength or Dexterity if the creature fails a Fortitude save. This ability score damage is healed in 1 minute and does not stack with itself (use only the highest damage).	"I slip my blade in among the tendons of the orge's calf muscles and cut them all on the way out."
5	The opponent must make a Fortitude save to void being confused (as per the spell <i>confusion</i>) until the end of the skirmishers for rounds equal to their Dexterity modifier.	"I bash the side of his head with my pommel, causing him to see stars."
6	The opponent must make a Fortitude save to avoid being sickened until the end of the skirmishers for rounds equal to their Dexterity modifier.	"I use my mace to smash in his kidneys. This discovery of a new level of pain causes him to lose his lunch and hopefully the will to fight."
7	The creature resolves an attack against themselves (automatically hitting) with a natural or manufactured weapon they are holding in addition to the skirmisher's attack.	"I mislead the ogre's swing with a deft step and a parry, guiding his club into his own head."
8	The skirmisher's attack triggers an attack of opportunity against their target from an ally of their choice who also threatens their target.	"My strike catches the nearby banner and I distract my opponent momentarily so Lady Elaine can get a strike in."
9	The skirmisher add the modifier of their highest mental ability score to damage in addition to what they'd normally add to it.	"I take a moment to carefully analyze the opponent's fighting style. When he missed me last turn, I took the opportunity to set up a surprise blow."
10	The opponent must make a Fortitude save or be knocked prone.	"I aim my staff blow at their knee joint, causing not only considerable pain but also making it all but impossible to remain standing."

NEW BASE CLASSES

11	If the skirmisher successfully hit with this attack, they may make a free combat maneuver of their choice. Treat the dice of this combat maneuver as if it were also a natural 11.	"I lay my shoulder into him as I slip my dagger into his stomach."
12	The skirmisher may swap one object they are holding with one object their target is holding. The object must be able to be held in one hand.	"I lock our swords in a bind and, in the confusion of the moment, I grab his sword and he is forced to grab mine!"
13	-	-
14	The skirmisher may change the damage type of their weapon for this attack. It may be changed from bludgeoning/ piercing / slashing to bludgeoning/ piercing/ slashing.	"I don't even bother to unsheathe my sword and strike him in the head."
15	-	-
16	-	-
17	-	-
18	-	-
19	-	-
20	If the skirmisher rolls a natural 20 they may keep this number, but chose one of the effects of an adjacent number. (In addition to the critical effect)	"...and that gentlemen, is how you remove the heart of an orc without piercing his ribcage."

Critical Focus:

At 2nd level, a skirmisher gains Critical Focus as a bonus feat while skirmishing.

Battlefield Mobility (Ex):

At 3rd level, a skirmisher gains a +1/4th bonus on attack rolls as long as they are skirmishing.

Skirmishing Tactics:

At 4th level and every 4 level thereafter, a skirmisher learns a new skirmishing tactic. A skirmisher only gains the benefit of their skirmishing tactics while skirmishing. A complete list of skirmishing tactics can be found at the end of this class.

Critical Combatant (Ex):

Traditionalism and predictability are like low hanging fruits to the skirmisher. At 5th level, this class feature allows them to exploit weaknesses in an opponent's style, improving them ability to deal telling blows. This ability modifies the critical threat range and critical multiplier of any weapons the skirmisher

wields while skirmishing. The way this modifies it is based on the base* critical threat range and critical multiplier of the weapon, as described on Table 5-3: Critical Combatant. This improves at 10th, 15th, and 20th level. This does not stack with other sources that modify critical threat ranges (such a Improved Critical, the *keen edge* spell, or a *keen* weapon or anything similar).

*Unmodified by abilities like *keen*.

Sidebar: Criticals are Scary!

The skirmisher's critical combatant damage is not as absurd as it might look at first. We did some extensive calculations on how much a weapon of various critical ranges and critical multipliers dealt, on average, per swing. The formula for each weapon was (Average Critical Damage - Average Weapon Damage) x the percent chance of a critical hit being threatened. The highest average damage a weapon (other than an outlier from a campaign setting or unforeseen 3rd party content) produced was 7.7 per round (the greatsword and greataxe being the exemplars of this from the Pathfinder Core Rulebook).

TABLE 5-3: CRITICAL COMBATANT

Skirmisher Level	18-20/x2	19-20/x2	19-20/x3	20/x2	20/x3	20/x4
5	15-20/x2	19-20/x3	18-20/x3	19-20/x2	19-20/x3	19-20/x4
10	14-20/x2	18-20/x3	15-20/x3	19-20/x3	18-20/x3	18-20/x4
15	13-20/x2	15-20/x3	14-20/x3	19-20/x4	15-20/x3	17-20/x4
20	13-20/x3	15-20/x4	13-20/x3	17-20/x4	15-20/x4	15-20/x4

This was mostly due to their average damage (7) and their 20/x3 critical resulted in only an addition 0.7 damage per round. With that data in mind we constructed the modified critical ranges on Table 5-3: Critical Combatant so that, with a 2d6 weapon, you'll end up with a maximum additional 7.7 damage per attack. I say "maximum" for that range because it assumes that you are hitting every one of the criticals you threaten and confirming every critical, so it is decidedly lower than this (more on par with the +1/4th bonus to hit and damage that fighters get).

Bonus Feats:

At 6th level and every 4 levels thereafter, the skirmisher gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Critical Feats (any feats which require Critical Focus as a prerequisite, that modify the effects of a "critical hit" in combat, or which only take effect upon a confirmed critical hit) or are on the following list:

Catch Off-Guard, Combat Expertise, Combat Reflexes, Death From Above, Dodge, Greater Dirty Trick, Improved Dirty Trick, Lightning Stance, Lunge, Mobility, Spring Attack

A skirmisher can bypass any ability score prerequisites and counts their levels in skirmisher as levels in fighters for the purpose of qualifying for critical feats and feats on this list

Skirmishing Tactics List

Blitz Raider: The skirmisher can use their Strength modifier in place of their Dexterity modifier when determining the DC of skirmisher class features.

Critical Cascade: When the skirmisher confirms a critical hit while skirmishing they gain a +2 bonus on their next critical confirmation roll made within 1 minute. This bonus stacks with the bonus provided by Critical Focus.

Flowing Wind: The skirmisher gains Wind Stance as a bonus feat even if they do not meet the prerequisites. A skirmisher of 9th level applies their concealment from Wind Stance (and Lightning Stance if they gain that feat) against melee attacks in addition to ranged attacks while skirmishing.

Great Weapon Skirmishing: The skirmisher may use two-handed weapons while skirmishing.

Heavy Skirmisher: The skirmisher gains Armor Proficiency (medium). Additionally, the skirmisher may benefit from skirmishing while in medium armor.

Improved Flicker: The skirmisher gains Flicker as a bonus feat even if they do not meet the prerequisites. A skirmisher of at least 9th level can use the Flicker feat at will without a Fortitude save.

Pounce: The skirmisher gains the pounce universal monster rule.

Runner: The skirmisher gains Fleet and Run as bonus feats even if they do not meet the requirements. A skirmisher of 9th level also gains Improved Fleet.

Spring Attack: The skirmisher gains Spring Attack as a bonus feat even if they do not meet the prerequisites. A skirmisher of at least 9th level can use their Spring attack to deliver all their iterative attacks as part of the full round action while moving.

SWORDSMAN

A Base Class for the Pathfinder Roleplaying Game

There is something unique about swords in our mythologies. For some reason they stand out as more important, more romantic, and maybe even more magical than other weapons. They are a symbol of office, the weapon of choice for heroes, the symbol of conflict, and what we most associate with combat. To master a sword is considered the acme of skill.

A swordsman (swordswoman, swordmaster, etc) is not just a fighter- it is a person who has turned themselves into a weapon and transcended beyond the "practical". A swordsman has not just mastered their weapon; they have mastered themselves. Because of this they have supernatural abilities that one wouldn't expect from a simple soldier with a sword.

HIT DICE: D10.

ROLE:

Swordsman are Intelligence based characters and their minds need to be sharp as a their blade's edge. They still benefit from the normal ability score of a martial character however and ignoring these would spell doom.

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.



NEW BASE CLASSES

TABLE 6-1: THE SWORDSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Manslayer, school dedication, sense killing intent
2nd	+2	+0	+3	+0	Bonus feat
3rd	+3	+1	+3	+1	Combat school, swordsman
4th	+4	+1	+4	+1	Killing blow
5th	+5	+1	+4	+1	Kenjutsu
6th	+6/+1	+2	+5	+2	Bonus feat, combat school
7th	+7/+2	+2	+5	+2	Suppress killing intent
8th	+8/+3	+2	+6	+2	Critical edge
9th	+9/+4	+3	+6	+3	Combat school
10th	+10/+5	+3	+7	+3	Bonus feat
11th	+11/+6/+1	+3	+7	+3	Kenjutsu
12th	+12/+7/+2	+4	+8	+4	Combat school
13th	+13/+8/+3	+4	+8	+4	Killing blow
14th	+14/+9/+4	+4	+9	+4	Bonus feat
15th	+15/+10/+5	+5	+9	+5	Combat school
16th	+16/+11/+6/+1	+5	+10	+5	Critical edge
17th	+17/+12/+7/+2	+5	+10	+5	Kenjutsu
18th	+18/+13/+8/+3	+6	+11	+6	Bonus feat, combat school
19th	+19/+14/+9/+4	+6	+11	+6	Killing blow
20th	+20/+15/+10/+5	+6	+12	+6	Critical edge, godslayer

CLASS SKILLS

The swordsman's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the swordsman.

Weapon and Armor Proficiency:

The swordsman is proficient with all simple and martial weapons and with light armor. They are not proficient with any shields or armor heavier than light.

School Dedication:

At 1st level a swordsman must declare which school they intend to join. Once this choice has been made it cannot be changed.

Manslayer (Su):

At 1st level, a swordsman can aim a killing blow with unerring skill against lesser opponents. When a swordsman rolls a natural 20 with a school weapon followed by a successful roll to confirm the critical hit the weapon severs the opponent's head or other vital organ (heart, spine, etc)- killing them outright. This is a death effect. Those creatures without a discernible anatomy such as many aberrations and all oozes and creatures where the outright removal of a body part isn't lethal (golems, many undead) are immune to this. This class feature also does not work on creature who are immune to precision damage or who have an HD that is at least 3 in excess of the swordsman's class level. A GM may decide that a creature is "sufficiently stronger" than a swordsman based on other criteria, but they need to make the swordsman aware of this (See the Sense Killing Intent class feature).

Sidebar: "Bosses And Manslayer"

You, as a GM, can rule that any creature is "sufficiently stronger" than a swordsman.

Sense Killing Intent (Su):

At 1st level a swordsman can begin to sense the killing intent in others. The swordsman can, as a swift action, make a Sense Motive check against a DC equal to 10 + the target's HD to gauge the creatures' relative combat prowess. The swordsman must be able to see the creature and making a quick appraisal of the aura of violence about them. This doesn't reflect on the creature's alignment at all- just their potential to cause harm if they wanted to. The GM then gives the swordsman one of the following results:

None: The creature oddly has no aura of violence about them. This either means they are somehow suppressing it, are a pacifist, a mindless creature, or creatures that have no capacity for meaningful violence (a baby, a cow, or a housecat for example).
Pathetic: The creature pose no real threat to the swordsman or the party.

This typically means that, if they fought the party, their CR is 1 (or less) or would be at least 5 below the average party level. This is commonly used to describe the average person on the street.

Visible: The creature could pose a threat to the swordsman or the party. This typically means that, if they fought the party, their CR would be + or - 3 of the average party level. This is commonly used to describe an average encounter.

Overwhelming: The creature could pose a massive threat to the swordsman or the party. This typically means that, if they fought the party, their CR would be 5 or more above the average level of the party. This can also be used to describe creatures with a special skill, an exceptional advantage, etc. This is commonly used to describe a difficult or unwinnable encounter.

*A rogue (or similar class) adds 1.5x their class level in place of their HD if this is higher than their HD.

Bonus Feats:

At 2nd level, and every 4 levels thereafter, a swordsman gains a bonus feat in addition to those gained from normal advancement These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Upon reaching 6th level, and every four levels thereafter, a swordsman can choose to learn a new bonus feat in place of a bonus feat they have already learned. In effect, the swordsman loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A swordsman can only change one feat at any given level and must choose whether or not to swap the feat at the time they gain a new bonus feat for the level. Additionally, a swordsman counts their levels in swordsman as fighter levels for the purpose of meeting feat prerequisites.

Combat School:

A combat school is a special style that only those dedicated to martial learning can use (in the same fashion as a style feat). The swordsman selects their combat school at 3rd level, gaining that school's 3rd level benefit. They gain new benefits from the school at 6th level and every 3 levels after that. Any feats granted by a combat school is granted to the swordsman regardless of if they meet the prerequisites for the feat.

A swordsman can only have the benefits of 1 school at a time. If they gain a second combat school, they can change which school they have active as a swift action but are always benefiting from one school or another.

Some schools may not be appropriate for a swordsman and they should endeavor to select one that resolves around the use of swords, such as: *compagnie de la reine*, *doppelsöldner association*, *grand ludus*, or *seijin rui*.

Swordsman (Ex):

At 3rd level, the swordsman selects 1 sword or sword-like weapon they are proficient with. This weapon always counts as a school weapon so long as the school allows for manufactured melee weapons. (Note: this expressly excludes the Diamond Fist School, Elkhorn Hunting Lodge, and Holy Mountain Schools. The Lord of the Lash school is also not a good choice as it utilizes hinged or chained weapons.)

In addition, the swordsman gains a +1/4th class level bonus on attack rolls made with their school weapons (minimum +1).

Killing Blow (Su):

At 4th level if the swordsman threatens a critical, they deal +1 points of damage per swordsman level (similar in effect to a *slaying arrow*) if they hit. The targets receives a Fortitude save (DC 10 + 1/2 swordsman level + Intelligence modifier) to negate this extra damage.

At 13th level if the swordsman threatens a critical, they deal +2 points of damage per swordsman level (similar in effect to a *slaying arrow*) if they hit. The targets receives a Fortitude save (DC 10 + 1/2 swordsman level + Intelligence modifier) to negate this extra damage.

At 19th level if the swordsman threatens a critical, they deal +3 points of damage per swordsman level (similar in effect to a *slaying arrow*) if they hit. The targets receives a Fortitude save (DC 10 + 1/2 swordsman level + Intelligence modifier) to negate this extra damage.



This extra damage is precision damage and is not multiplied on a critical. Unlike the swordsman's manslayer ability, killing blow works against creatures regardless of HD. Creatures immune to critical hits or precision damage are immune to this effect.

Kenjutsu (Su):

At 5th level and every 6 levels thereafter, a swordsman gains a new kenjutsu (lit. "sword technique") that results in their mastery over themselves. To some this is spiritual revelations, reaching a higher degree of universal awareness, earning a new position in a ritual combat, etc. Kenjutsu can only be used with school weapons.

Suppress Killing Intent (Ex):

At 7th level, as a swift action, the swordsman can suppress their killing intent. They gain Spell Resistance equal to their 10 + swordsman level + their Intelligence modifier against any ability that discerns information about them (detect alignment, lifesense, etc). Non-magical abilities automatically fail against this. This has no effect against other swordsman who are at least 2 levels higher than the swordsman. Even if they suppress their aura, a swordsman always detects as a swordsman.

Critical Edge (Ex):

At 8th and 16th level, when using one of their school weapons the swordsman can choose one of the following benefits. Each critical edge can only be selected once.

Assured Criticals: When the swordsman fails to confirm a critical hit, they roll the confirmation again and take the new result. They may only do this once per attack.

Expanded Criticals: The swordsman expands all their school weapon's critical range by 1 (a 19-20 becomes an 18-20, for example) when they are wielding them. This does not stack other things that expands a weapon's critical range (such as a *keen* enhancement).

Powerful Criticals: The swordsman increases all their school weapon's critical multiplier by 1 (a x2 becomes a x3) when they are wielding them. This does not stack other things that expands a weapon's critical multiplier. This can never raise a critical multiplier above x4.

Critical Feat: A swordsman may take a critical feat that they qualify for.

Godslayer (Su):

At 20th level, any confirmed critical hit now triggers the manslayer class feature. This may only be done on a roll of a natural 19 or less a number of times per day equal to the swordsman's Intelligence modifier. Additionally, they bypass DR/epic with their school weapons.



Swordsman Kenjutsu List

- **All or Nothing:** As a full round action the swordsman makes one massive, dangerous, flamboyant, all or nothing attack against a creature within their reach. It's either perfect or it risks missing the target dramatically. They roll 1d20 + 1 additional d20 for every 5 levels of swordsman they have. If any result in a natural 20, use that dice. Otherwise, use the lowest number rolled for the attack roll.
- **Bloodless Sword:** The swordsman can always deal nonlethal damage with any school weapon they wield, and does not incur a penalty to attack rolls for doing so. Additionally, the swordsman can choose to have their manslayer and killing blow class features reduce targets to -1 hit points but have them remain stable.
- **Butcher:** When using the manslayer or killing blow class feature with a confirmed critical hit the swordsman can choose to forgo the critical effect (treat it like a normal hit) and the benefits of those class features (no extra damage or the removal of a head) to instead permanently remove a limb of their choosing from the target.
- **Dark Pact:** As a swift action once per turn the swordsman can tap into a foul curse or power within them, drawing out their dark side. The swordsman adds 1/2 their swordsman level on their next attack and damage roll as a profane bonus. If the attack hits the swordsman takes 1 point of damage per swordsman level; this damage cannot be prevented or mitigated in any fashion. This attack counts as if the weapon had an enhancement bonus of +1/4th their level for the purpose of overcoming DR. This has a visible effect on their weapon such as sheathing it in black flames, causing it to glow an ominous green, or shrieking as it is swung.
- **Determined Duelist:** Against targets where the manslayer class feature does not function because they are too strong the swordsman can trigger their manslayer ability. Instead of the normal effect, the swordsman adds their level to the damage roll as precision damage. This damage is not multiplied by the accompanying critical effect.
- **Sonic Sword:** As a standard action a swordsman with this talent can create 30 foot cone or 60 foot line of sonic damage. A Reflex save (DC = the swordsman's attack roll -4) halves the damage. Roll damage once for all creatures affected as if they had been hit with a melee attack. This can only be used to make standard melee attacks, not combat maneuvers, though it may be modified by feats. For the purpose of feats this counts as a melee attack action. This can trigger things that occur on critical hits like manslayer, killing blow, extra damage, etc but it only applies to a single target of the swordsman's choice. All other targets are hit by a normal, non-critical, attack.
- **Studious Student:** The swordsman may use their Intelligence to determine the DC of any benefits associated with their combat school.
- **Sword Dance:** The swordsman's feet seem to dance and skip across the ground. They can choose to apply no weight to their feet when they move, as if they were levitating while touching the object. This causes them to ignore difficult terrain while moving. This does not apply against difficult terrain they started their turn in. This also allows them to walk across water and other surfaces so long as they do not end their turn in them, as this effect only applies while moving. This has tertiary benefits such as them not triggering pressure plates, making it more difficult to track them by footprints, etc. In addition they gain a +15 ft. bonus to their base movement speed. In order to get this benefit the swordsman must be wielding a school weapon.

N E W B A S E C L A S S E S

WEAPON MASTER

A Base Class for the Pathfinder Roleplaying Game

Weapon masters study an immense array of styles, theories, strategies, and follow many different paths to arrive at a well-rounded mastery of all aspects of war. Consummate technicians, they are exceptionally skilled at adaptation and synthesis of their various disciplines. Because of their intimate familiarity with weapons they are also master weaponsmiths, able to make weapons of unsurpassed quality.

HIT DICE: D10.

ROLE:

Weapon masters are front line fighters who are at home with a sword in their hand as they are with a harpoon, bow, or three-section staff.

ALIGNMENT: ANY

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The weapon master's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the weapon master.



NEW BASE CLASSES

TABLE 7-1: THE WEAPON MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Weapon master
2nd	+2	+0	+3	+0	Bonus feat
3rd	+3	+1	+3	+1	Combat school, weaponsmith
4th	+4	+1	+4	+1	Warrior's spirit +1
5th	+5	+1	+4	+1	Second school, weaponsmith
6th	+6/+1	+2	+5	+2	Bonus feat, combat school
7th	+7/+2	+2	+5	+2	Weaponsmith
8th	+8/+3	+2	+6	+2	Second school, warrior's spirit +2
9th	+9/+4	+3	+6	+3	Combat school, weaponsmith
10th	+10/+5	+3	+7	+3	Bonus feat
11th	+11/+6/+1	+3	+7	+3	Second school
12th	+12/+7/+2	+4	+8	+4	Combat school, warrior's spirit +3
13th	+13/+8/+3	+4	+8	+4	Weapon collector
14th	+14/+9/+4	+4	+9	+4	Bonus feat, second school
15th	+15/+10/+5	+5	+9	+5	Combat school
16th	+16/+11/+6/+1	+5	+10	+5	Exotic weapon master, warrior's spirit +4
17th	+17/+12/+7/+2	+5	+10	+5	Second school
18th	+18/+13/+8/+3	+6	+11	+6	Bonus feat, combat school
19th	+19/+14/+9/+4	+6	+11	+6	Weapon collector
20th	+20/+15/+10/+5	+6	+12	+6	Eternal weapon master, second school, warrior's spirit +5

Weapon and Armor Proficiency:

The weapon master is proficient with all simple and martial weapons, with light armor, and shields (including tower shields). In addition, the weapon master is proficient in 3 exotic weapons of their choice.

Weapon Master (Ex):

The weapon master gains Quick Draw as a bonus feat. Additionally, a weapon master can freely make attacks with any weapon they have stored in an easy to retrieve location on their body (such as in a sheath, holster, or otherwise at the ready) when making a full attack actions or making attacks of opportunity. For example, they can make their first attack with

a greatsword, then make their second attack with a spear they have on their back, and their third attack with a katana they have on their waist. Or, they can be considered threatening while holding a bow because they have a long spear on their back that they can make attacks of opportunity with.

Additionally, when attacking with a different weapon than their previous attack, the weapon master gets a +1/4th their weapon master level bonus on attack and damage rolls with all school weapons (minimum of +1) until the end of their next turn. This bonus does not stack with itself and subsequent applications refresh its duration.

DEEPER RULES

- Double weapons that have ends that deal different kinds of damage (such as a monk's spade or kusarigama) count as different weapons for the purpose of a weapon master gaining their bonus on attack and damage rolls..

Bonus Feats:

At 2nd level, and every 4 levels thereafter, a weapon master gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Upon reaching 6th level, and every four levels thereafter, a weapon master can choose to learn a new bonus feat in place of a bonus feat they have already learned. In effect, the weapon master loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A weapon master can only change one feat at any given level and must choose whether or not to swap the feat at the time they gain a new bonus feat for the level. Additionally, a weapon master counts their levels in weapon master as fighter levels for the purpose of meeting feat prerequisites.

Combat School:

A combat school is a special style that only those dedicated to martial learning can use (in the same fashion as a style feat). The weapon master selects a combat school at 3rd level, gaining that school's 3rd level benefit. They gain new benefits from the school at 6th level and every 3 levels after that. Any feats granted by a combat school is granted to the weapon master regardless of if they meet the prerequisites for the feat.

A weapon master can only have the benefits of 1 school at a time. If they gain a second combat school, they can change which school they have active as a swift action but are always benefiting from one school or another.

Weaponsmith (Ex):

At 3rd level a weapon master gain a +1/2 weapon master bonus on all Craft checks to make weapons.

At 5th level, the weapon master gains Craft Magic Arms and Armor as a bonus feat (even if they don't meet the requirement). When making magic items the weapon master can use their ranks in a relevant Craft skill rather than Spellcraft and their ranks in Craft can stand in for their caster level. A weapon master counts as having all spells on the sorcerer / wizard spell list that a wizard of their level would have access to for the purpose of meeting the prerequisite of making a magic item.

At 7th level, each Craft check a weapon master makes to make a weapon represents 1 hour of work rather than 1 week's worth of work, allowing them to work many times faster than an average smith. In addition, enchanting a weapon takes 1 hour per 1,000 in the price of its magical features (rather than 1 day).

At 9th level, any weapon crafted by a weapon master is automatically masterwork without increasing the DC.



At 10th level and every odd level thereafter a weapon master can select 1 other Craft skill from the following list and use their total bonus in Craft (weapons) when using it: bows, armor, or traps. Alternatively a weapon master may select a specific kind of weapon (such as “greatswords”) and they apply their full weapon master level (rather than 1/2) to checks to craft such a weapon.

Sidebar: The Weapon Master and the Mundane Crafting Alternate Rule

If you are using the mundane crafting alternate rule and implementing it with a feat, a weapon master additionally gains the Craftsman feat as a bonus feat at 3rd level.

Warrior's Spirit (Su):

At 4th level any non-magical school weapon wielded by a weapon master gains an enhancement bonus equal to 1/4th their level (maximum of +5 at 20th level). This is due to the weapon master's palpable aura of martial mastery, a form of intimidating spiritual energy that represents their prowess.

DEEPER RULES

- A weapon with an existing enhancement bonus lower than the bonus provided by this class feature is superseded by the warrior's spirit bonus, though it retains any special qualities. For example: if you had a +1 *flaming* longsword at 8th level, it would become a +2 *flaming* longsword.

Second School:

At 5th level the weapon master gains a second combat school and may benefit from two schools at once. Their effective character level for this school is equal to their weapon master level -2 (so they gain their 3rd level benefit at 5th level, their 6th level benefit at 8th level, and so on). They can change which school they have active as a swift action but can only benefit from a single school at any given time.

Weapon Collector (Ex):

Starting at 13th level, as a swift action a weapon master can retrieve unlisted (and previously unstated) weapons from their person as a swift action. The only limits are that the weapon master must be proficient in its use and it be sized appropriately to themselves. The weapon is never masterwork or magical (though their warrior's spirit class feature provides an enhancement bonus). The price of the weapon is deducted from the weapon master's wealth (if it is too expensive it can't be retrieved). The weapon master may re-store the weapon on their person to regain the price of the weapon produced in this fashion (this only functions for weapons produced in this fashion). This cannot be used to restore broken weapons and cannot produce ammunition.

At 19th level all weapons drawn in this fashion are automatically masterwork at no extra cost and may be magic weapons.



NEW BASE CLASSES

Exotic Weapon Master (Ex):

At 16th level, the weapon master becomes proficient with any weapon they spend at least 1 round experimenting with (a standard action).

Eternal Weapon Master (Su):

At 20th level, the weapon master has reached their peak and can define their own path. They may pick one of the three paths before them, defining things for the next generation of martial characters:

MASTER OF ALL (Su):

The weapon master is proficient with all weapons, even ones they cannot possibly be familiar with (such as futuristic technology, the natural attacks of demons, improvised things etc). In addition they cause all allies within 100 feet who can see and hear them to become proficient with all simple and martial weapons. Finally, any feat that specifies a particular weapon (such as Weapon Focus) now applies to all

weapons wielded by the weapon master. So long as the weapon master can physically accomplish the feat in question (for example: a feat that requires a ranged weapon can't be done by a melee weapon) they can use any weapon with any feat at the GM's discretion.

HYBRIDIZE SCHOOLS:

The weapon master can gain the benefit of both their combat schools simultaneously, inventing a new school out of the merger of two. Additionally, their effective level for their second school now equals their full character level.

GOD WEAPON (Ex):

The weapon master designs a new and improved version of their favorite weapon. They may select one weapon they are proficient in. That weapon deals damage as if it were a colossal sized version of itself and each attack from this weapon counts as a different weapon for the purpose of weapon master class features.



BERSERKER

An Alternate Class for Barbarians in the Pathfinder Roleplaying Game

*"I'll ask of the berserks, you tasters of blood,
Those intrepid heroes, how are they treated,
Those who wade out into battle?
Wolf-skinned they are called. In battle
They bear bloody shields.*

*Red with blood are their spears when they come to
fight.*

They form a closed group.

*The prince in his wisdom puts trust in such men
Who hack through enemy shields."*

-Haraldskvæði saga

Berserkers are members of warrior cults dedicated to a particular deity, king, ideal or order who can throw themselves into a state of frothing battle-madness known as the *berserkerang*. Fearless in the face of the enemy, the berserkers are the loyal war-hounds of kings and causes.

HIT DICE: D12.

ROLE:

Like barbarians, berserkers are front line fighters who wade into combat with little regard for their own lives. They have a similar mechanic making Constitution and Strength their primary ability scores.

ALIGNMENT: ANY CHAOTIC

INSPIRATIONS:

Cú Chulainn, Beowulf, Fionn Mac Cumhaill, and Wolf The Quarrelsome

STARTING WEALTH:

3d6 x 10 gp (average 105gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The berserker's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Survival (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are the class features of the berserker.

Weapon and Armor Proficiencies

The berserker is proficient with all simple and martial weapons and shields (including tower shields) but with no armor.



OTHER CLASSES

TABLE 8-1: THE BERSERKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+1	+2	+0	+0	Berserker gang, death seeker, fast movement, warrior cult	+1
2nd	+2	+3	+0	+0	Uncanny dodge	+1
3rd	+3	+3	+1	+1	Guide the maelstrom	+1
4th	+4	+4	+1	+1	Warrior cult	+1
5th	+5	+4	+1	+1	Improved Uncanny Dodge	+2
6th	+6/+1	+5	+2	+2	Fearless, guide the maelstrom	+2
7th	+7/+2	+5	+2	+2	Death seeker damage reduction 1/-	+2
8th	+8/+3	+6	+2	+2	Warrior cult	+2
9th	+9/+4	+6	+3	+3	Guide the maelstrom	+3
10th	+10/+5	+7	+3	+3	Death seeker damage reduction 2/-	+3
11th	+11/+6/+1	+7	+3	+3	Greater berserker gang	+3
12th	+12/+7/+2	+8	+4	+4	Guide the maelstrom	+3
13th	+13/+8/+3	+8	+4	+4	Death seeker damage reduction 3/-	+4
14th	+14/+9/+4	+9	+4	+4	Warrior cult	+4
15th	+15/+10/+5	+9	+5	+5	Guide the maelstrom	+4
16th	+16/+11/+6/+1	+10	+5	+5	Death seeker damage reduction 4/-	+4
17th	+17/+12/+7/+2	+10	+5	+5	Tireless berserker gang	+5
18th	+18/+13/+8/+3	+11	+6	+6	Guide the maelstrom	+5
19th	+19/+14/+9/+4	+11	+6	+6	Death seeker damage reduction 5/-	+5
20th	+20/+15/+10/+5	+12	+6	+6	God's own berserker gang	+5

(This is because the old texts describe berserkers as going “*without coats of mail, and acted like mad dogs and wolves*”).

Berserker gang (Su):

At 1st level, the berserker learns to enter a trance-like battle frenzy. Their eyes fog over, their body spasms, and they fight with reckless, insane abandon. They may use the rage ability (as described in barbarian entry in Chapter 3 of the Pathfinder Core Rulebook) as if they were a barbarian of the same level. When they enter the trance-like state, which is always a

swift action, they declare how many rounds they will remain in the trance for. Unlike the barbarian, the berserker cannot end their rage prematurely. Like a normal rage, the berserker is fatigued for a number of rounds equal to the number of rounds they were in the trance-like state and cannot re-enter it while fatigued.

As the berserker is not fully in control of their actions at the start of each round roll a d6 and consult the chart below to see what they do. Please note that at 1st level, a berserker cannot differentiate between friend and foe.

OTHER CLASSES

TABLE 8-2: BERSERKERGANG ACTIONS

Number Rolled	Result
1-2	Attacks nearest creature within 30 feet of them with melee weapons. If there are multiple creatures equally close, determine the target randomly. If there are no creatures they can attack within 30 feet they take no action. This may be a full round attack.
3	The berserker does nothing but yell intimidatingly. They make an Intimidate check to demoralize against all creatures within 20 feet.
4-5	The player may determine one action the berserker can take. This action may not be a full round action. After they have taken this action, all further actions are treated as if they had rolled a 1 or a 2 on this chart.
6	This action is fully under the control of the player.

A berserker who suffers damage from an enemy may invoke the berserker gang (thus entering rage) as a free action.

Berserker gang counts as the rage class feature for the purpose of feats and prerequisites. Additionally, berserkers can select the Extra Rage Power feat, using this class feature to qualify for it; as an alternate class for barbarians they have a barbarian level equal to their berserker class level.

Sidebar: Ranged Berserkers

While throwing weapons may be handy to have on hand, due to the way their berserker gang works, they often are forced to make melee attacks. This puts a damper on ranged builds, though this is intentional as ranged attacks often take a bit more focus than just wildly swinging whatever is in your hand at the closest target.

Death Seeker (Su):

At 1st level, a berserker is protected divinely. He gains a +1 sacred bonus to his AC while not wearing any armor and wearing the pelt of a wolf (or other savage forest creature). This AC bonus improves by +1 bonus at 5th level and every 4 levels thereafter. An evil berserker instead gains a profane bonus rather than a sacred bonus. A neutral berserker selects if this bonus is sacred or profane (once this choice has been made it cannot be changed).

This bonus to AC does not stack with armor bonuses, however the pelt may be enchanted as if it were light armor.

Fast Movement (Ex):

Even at 1st level, a berserker's land speed is faster than the norm for his race by +10 feet. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the berserker's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the berserker's land speed.

Warrior Cult (Ex):

At 1st level a berserker selects a warrior cult. This is a clannish secret society that has forged the berserker into the weapon they are today with ritual and instruction. At 1st, 4th, 8th, and 14th level they gain a benefit from that cult, representing the spiritual and martial training they have received. A list of warrior cults is available at the end of this class.

Uncanny Dodge (Ex):

At 2nd level, a berserker gains the ability to react to danger before their senses would normally allow them to do so. They cannot be caught flat-footed, nor do they lose their Dex bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to armor class if immobilized. A berserker with this

ability can still lose their Dexterity bonus to armor class if an opponent successfully uses the feint action against them. If a berserker already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below) instead.

Guide the Maelstrom (Ex):

The savage fury of a berserker is unrivaled, but it becomes a liability if unleashed improperly. As a berserker progresses in level, they gain a modicum of influence over this swirling maelstrom of brutality. While they can never outright control it, they are able to guide it.

Starting at 3rd level, a berserker does not target allies with their berserker abilities. For results like 1 or 2 on Table 8-2 they do not consider them as valid targets for the purpose of determining the closest creature they should attack. This also causes the berserker's allies to be excluded from any Intimidate checks that the berserker makes when they roll a 3 on that same chart.

At 6th level, a berserker who rolls a 5 on their berserker action (Table 8-2) treats it as if it were a 6.

At 9th level, a berserker may roll twice (2d6) and select the result they want for their berserker action (Table 8-2).

At 12th level, a berserker who rolls a 4 on their berserker action (Table 8-2) treats it as if it were a 6.

At 15th level, a berserker may designate any enemy within 30 feet if they roll a 1 or 2 on Table 8-2 (rather than being compelled to attack the nearest valid target).

At 18th level, a berserker may roll three times (3d6) and select the result they want for their berserker action (Table 8-2).

Improved Uncanny Dodge (Ex):

At 5th level and higher, a berserker can no longer be flanked. This defense denies a rogue the ability to sneak attack the berserker by flanking them, unless the attacker has at least four more rogue levels than the target has berserker levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Fearless (Ex):

At 6th, while in the berserker state the berserker is immune to fear effects.

Death Seeker Damage

Reduction (Ex):

At 7th level, a berserker gains damage reduction while invoking the berserker state. Subtract 1 from the damage the berserker takes each time they are dealt damage from a weapon or a natural attack. At 10th level, and every 3 berserker levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Berserker (Ex):

At 11th level, a berserker in their berserker state gains the benefit of greater rage (as described in the barbarian's entry in Chapter 3 of the Pathfinder Core Rulebook) rather than just rage.

Tireless Berserker (Ex):

Starting at 17th level, a berserker no longer becomes fatigued at the end of their berserker state.

God's Own Berserkergang (Ex):

At 20th level, a berserker in their berserkergang gains the benefit of mighty rage (as described in the barbarian's entry in Chapter 3 of the Pathfinder Core Rulebook) rather than just greater rage.

Sidebar: Ex-Berserkers

A berserker who becomes non-chaotic loses the ability to invoke the berserkergang and cannot gain more levels as a berserker. He retains all other benefits of the class.

Berserker Warrior Cults

BAND OF THE WAYWARD

Prerequisites: Must have the outsider creature type

Patron: The Pantheon

Father's Tongue (1st Level): At 1st level the berserker gains celestial and infernal as bonus languages (or 2 languages related to the planes of their origins with GM approval). In addition, they gain a secret language unique to their cult known as the "wandering tongue".

Cursed Berserkergang (4th Level): While in their berserkergang enemy divine casters who enter within 30 feet of the berserker must make a Will save (DC $10 + \frac{1}{2}$ berserker level + Constitution modifier) or be cut off from their divine power. This causes them to lose the ability to cast divine spells for 1d4 rounds. This has no effect on a caster who has lost their ability to cast their divine spells.

Shatter Dimensions (8th Level): Once per day per 4 levels of berserker when a member of the Band of the Wayward enters their berserkergang state they automatically summon a creature, as per the highest level *summon monster* spell a wizard of their level could cast, that is native to their plane of origin. This is a spell-like ability and is consumed each time they begin their berserkergang (it cannot be saved for a later time). If an appropriate creature cannot be found, select the closest creature from the list of acceptable creatures for the spell.

Child of the Gods (14th Level): While in their berserkergang state the berserker ignores all DR / epic. Furthermore, they ignore any DR of any

outsiders that is equal to or less than $\frac{1}{2}$ their berserker level (if the DR is above this threshold, there is no reduction). Finally, so long as they are polite, a berserker can use *commune* at will as a spell-like ability, if they burn a sacrifice of a meal or freshly slaughtered creature. This requires, at minimum, a full round to make the sacrifice.



O T H E R C L A S S E S

CHILDREN OF ODIN

Prerequisites: Must be cunning

Patron: Ravens

Oldtalk (1st Level): At 1st level the berserker gains a secret written language unique to their cult known as “oldtalk”. Knowing this secret language allows them to read things as if they were benefiting from a constant, mundane, *read magic* spell. Ravens and other corvids can also read this language and many know how to scratch it into the dirt.

Crafty (4th Level): A Child of Odin gains a 1 + 1/4th level sacred bonus to their CMB and CMD (minimum of +2). In addition, a Child of Odin can select up to 4 cantrips from the sorcerer/wizard spell list and learn them. They may cast these spells at will as spell-like abilities.

Runechild (8th Level): Children of Odin never trigger spells or other effect that needs to be read to trigger unless they chose to (such as *explosive runes*). They also gain a +1/4th level sacred bonus on saves against symbol spells (such as *symbol of death*). In addition, a Child of Odin can consume a book or other written medium and immediately become knowledgeable in all of its contents as if they had studied it for 1 hour.

Wings of the Old Raven (14th Level): At 14th level a Child of Odin sprouts great raven’s wings whenever in their berserkergang state. This gives them a 40 ft. fly speed with average maneuverability. At 14th level Fly (Dex) becomes a class skill as well.

CULT OF THE BEAR

Prerequisites: Must be brave

Patron: Bears

Ursa (1st Level): At 1st level the berserker gains a secret language unique to their cult known as “ursa”. This language can be understood by bears and ursine animals. This functions as a mundane *speak with animals* effect, except the berserker can only speak with and understand bears and ursine animals. In addition when the berserker gets 8 hours of rest they recover twice the normal amount of hit points from resting.

Lead by Example (4th Level): Any time the berserker and at least one of their allies is targeted with an effect that requires a save, the berserker rolls their save first. If they make their save, their ally gets a 1/4th berserker level morale bonus on that save. If this happens while under the effect of their berserkergang, the bonus provided to their ally doubles. A given ally cannot benefit from this more than once per minute.

Protective Spirit (8th Level): Whenever an enemy, on their turn, successfully causes damage or inflicts a spell on an ally that would count as a hostile action, the berserker gains 1 token. A given enemy can only provide a berserker with a maximum of 1 token per turn. All unspent tokens are removed at the end of combat. These tokens can be exchanged in the following ways as free actions:

- 3 tokens can restore 1 round of rage per day to the berserker.
- 4 tokens can cause an ally within 30 feet to automatically stabilize.

Bear’s Roar (14th Level): On the last round that a Cult of the Bear berserker is in their berserkergang they gain a +1 scared bonus per round they were in berserkergang to their attack rolls, damage rolls, AC, and DR. In addition, they can spend 10 tokens to grant this bonus to all allies within 30 feet until the end of their next turn.

CULT OF THE IRON BOAR (SVINFYLKING)

Prerequisites: Must be stubborn and stoic

Patron: Wild Boars

Grimble (1st Level): At 1st level the berserker gains a secret language unique to their cult known as “grimble”. This language can be understood by boars and porcine animals. This functions as a mundane *speak with animals* effect, except the berserker can only speak with and understand boars and porcine animals. In addition, the berserker gains Improved Unarmed Strike as a bonus feat, and their unarmed strikes count as manufactured bludgeoning weapons for the purpose of Cult of the Iron Boar class features.

Steel Crusher (4th Level): When using a manufactured weapon that deals bludgeoning damage a Cultist of the Iron Boar ignores up to their level in hardness when damaging objects. In addition, while in the berserker state they reduce the AC of anyone wielding a shield by up to 1/2 their level to a maximum of the shield's AC bonus.

Cold Rage (8th Level): The berserker is stoic and knows how to simmer rather than waste their anger; if they need their mind they can force it out of their berserker state early. At the start of a turn they are in berserker state they can decide to end the effect; if they do so they are fatigued and cannot re-enter berserker state until the start of their next turn. They are refunded any unused rounds of rage, counting the turn they ended it on even though they get no benefit (if they planned to enter berserker state for 5 rounds but ended it at the start of turn 3, they'd be refunded 2 rounds of rage). If the berserker has the tireless berserker state class feature, they are not fatigued if they end their berserker state early.

Unstoppable (14th Level): While in the berserker state and using a manufactured bludgeoning weapon, the Cultist of the Iron Boar ignores up to 1/2 their berserker level in the following combined AC bonuses; armor, natural armor, and shield. In addition, the unarmed strikes of a Cult of the Iron Boar berserker count as being made of adamantine for the purpose of overcoming DR and hardness.

FIANNA

Prerequisites: Must have passed a grueling warrior's test that left them on death's door

Patron: A king or council of nobles

Warrior (1st Level): A member of the Fianna counts their berserker levels as fighter levels for the purpose of qualifying for combat feats.

Soldier of the Gods (4th Level): Starting at 4th level a member of the Fianna can wear up to medium armor and still benefit from their death seeker class feature. This armor takes the place of the pelts they wear. In order to benefit from this they must pray for 1 hour each morning and ritually adorn their armor with trinkets of reverence and superstition. In addition, they become proficient in the use of medium armor.

Monster Slayer (8th Level): A member of the Fianna always counts their weapons and armor as being cold iron for the purpose of overcoming DR. In addition, they gain "feysense", an ability that allows them to sense any fey within 120 feet of them as if they had blindsense. Finally, while in their berserker state they deal 1d6 extra damage per 6 levels of berserker against monstrous humanoids and fey. This extra damage does not stack with the *bane* magic weapon property.

Strength of the Fianna (14th Level): A member of the Fianna doubles their Strength score for the purpose of determining their carrying capacity. While in berserker state they instead triple it. Additionally, when making a charge attack or using the Combat Expertise feat the berserker does not take the penalty to AC or attack rolls respectively. Finally, the Finna berserker does not take an attack roll penalty when using Power Attack on the first attack they make per round. If they have the Furious Focus feat, they do not take the Power Attack penalty on either the 1st or 2nd attack they make per round.

SOCIETY OF THE WOLF (ÚLFHÉDNAR)

Prerequisites: Must be loyal

Patron: Wolves

Longcall (1st Level): At 1st level the berserker gains a secret language unique to their cult known as "longcall". This language can be understood by wolves and canine animals. This functions as a mundane *speak with animals* effect, except the berserker can only speak with and understand wolves and canine animals. In addition, a berserker from the society of the wolf never treats their allies as valid targets to attack while in their berserker state.

Brother Wolf (4th Level): A berserker who makes it to 4th level is gifted with a wolf animal companion. This animal is a loyal companion that accompanies the berserker into the fray of battle with as little regard for its own life as its master. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the berserker can only choose a wolf as their companion, and has an effective druid level is equal to their berserker level -3.

OTHER CLASSES

Sacred Packbond (8th Level): Starting at 8th level, when the berserker invokes the berserkergang, its animal companion does too. However, this creature does not gain the benefit of rage. Rather, it gains +1/4th berserker level as a sacred or profane bonus (whichever kind of AC bonus the berserker gets) on attack and damage rolls and improves its existing natural armor by the same amount. It is treated as if it had rolled the same roll as its master and will attack whatever creature the berserker attacks if the berserker rolls a 1 or 2 on Table 8-2.

Pack Alpha (14th Level): The berserker's effective druid level becomes equal to their full berserker level for the purpose of their brother wolf class feature. In addition, the berserker and their wolf both gain a teamwork feat that the berserker meets the prerequisites for (the wolf does not have to meet them). Both the berserker and the wolf gain the same teamwork feat.

Finally, once per day per Wisdom modifier, the berserker can swap places with their wolf as a move action. This functions as per a dimension door spell but does not end their turn.

STORM WARRIORS

Prerequisites: Must be wild

Patron: Storms

Stormcaller (1st Level): At 1st level the berserker gains a secret language unique to their cult known as "tempest tongue". This language can be understood by storms and other forces of nature. A storm warrior can attempt to improve the attitude of storms and other violent acts of nature as if they were humanoids. Storms and other violent acts of nature have a starting attitude of hostile.

Tempest (4th Level): When a storm warrior of 4th level enters into their berserkergang they summon with them a storm. Depending on their level the effect of this changes. A storm warrior can always select a lower effect than their level allows. Once this effect has been chosen though, it remains in effect until the end of their berserkergang. The radius of the effect is 30 ft and is centered on the storm warrior. The storm warrior is immune to the effects of his own storm. If wind is chosen, it blows away from the storm warrior.

Storm Slayer (8th Level): At 8th level, storm warriors can deal damage to storms and other violent acts of nature as if they were tangible objects. So long as the storm warrior is within an area suffering the full effects of the environmental effect, they can deliver attacks against the environmental effect as if it were adjacent. An environmental effect is treated like an unattended object. If reduced to 0 HP it simmers down, subsiding for 1 minute per berserker level. The storm summoned when the storm warrior enters their berserkergang is treated as an ally.

Storm Ritual (14th Level): Once per day the storm warrior can use *control weather* as a spell-like ability.



O T H E R C L A S S E S

TABLE 8-3: TEMPEST

Berserker Level	Effect	Description	Ranged Weapon Penalty	Check Size	Blown Away Size	Skill Penalty
4th	Light Snow/ Rain	Extinguishes all non-magical fire.	N/A	N/A	N/A	-2 Perception
4th	Strong Winds	N/A	-2	Tiny	-	-2 Fly & Perception
8th	Severe Winds	N/A	-4	Small	Tiny	-4 Fly & Perception
8th	Fog	Storm warrior is granted partial concealment (20%).	-2	N/A	N/A	-2 Perception
14th	Heavy Snow / Rain	Extinguishes all non-magical fire. All terrain in the area is difficult terrain.	-6	N/A	N/A	-6 Perception
14th	Windstorm	N/A	Impossible	Medium	Small	-8 Fly & Perception

TABLE 8-4: STORM SLAYER

Act of Nature	Examples	HP	AC	DC vs Attitude Change
Category 1	A breezy day, a typical rainstorm, standard snowfall	50	10	20
Category 2	An average thunderstorm, blizzard, dust storm (habbob), hail storm	100	16	25
Category 3	A hurricane, a tsunami, volcanic eruption, earthquake, massive flood, avalanche, tornados	250	20	30

HANZO

An Ninja/Slayer Hybrid Class for the Pathfinder Roleplaying Game

Some slayers, in an effort to gain that elusive critical edge in combat, delve into the mystic art of *ki*. They learn to vanish mid-fight, appearing behind their attackers in a puff of smoke to deliver the killing blow. Studying the life and art of a legendary ninja warrior, these slayers take on the name of their inspiration.

Inspirations: Shiro Tagachi (Guild Wars: Factions, Naruto series, Batman (Batman Ninja),

Ki Pool (Su):

At 1st level, the hanzo gains a pool of *ki* points; supernatural energy they can use to accomplish amazing feats. The number of points in the hanzo's *ki* pool is equal to $1/2$ their hanzo level + their Charisma modifier (minimum of 1).

As long as they have at least 1 point in their *ki* pool, they treat any Acrobatics *skill* check made to jump as if they had a running start. At 10th level, they also reduce the DC of Acrobatics *skill* checks made to jump by $1/2$ (although they still cannot move farther than their speed allows).

By spending 1 points from their *ki* pool to use the slayer's studied target class feature as if they were a slayer of equal level. The hanzo can only have studied target at a time, and the effect only last a number of rounds equal to 3 + the hanzo's Charisma modifier (minimum 3 rounds). They can pay 1 additional *ki* point to extend this for another Charisma modifier duration as a free action. In addition, they can spend 1 *ki* point to increase their speed by +20 feet

for 1 round. Finally, a hanzo can spend 1 point from their *ki* pool to



give themselves a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A hanzo can gain additional powers that consume points from their *ki* pool by selecting certain ninja tricks.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the hanzo possesses levels in another class that grants points to a *ki* pool, hanzo levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The hanzo can now use *ki* points from this pool to power the abilities of every class they possess that grants a *ki* pool. This replaces the slayer's studied target class feature.

Ninpo:

At 2nd level, once per round when an enemy misses the hanzo with a melee attack, they may move into an adjacent square threatened by the enemy who missed them as an immediate action. If they spend a *ki* point, the hanzo may move into any square the enemy threatens (regardless of their move speed), not just a square they were originally adjacent to.

At 6th level, the hanzo can spend 1 *ki* point to gain the ranger's hide in plain sight class feature for 1 minute, treating the area as if it were their favored terrain.

At 10th level, once per round the hanzo can use ninpo as an immediate action when targeted by a melee attack, not just when an opponent misses them.

Doing so breaks the attacker's line of sight and adds a 20% miss chance to the attack (provided the attacker can still hit the hanzo). The hanzo must have line of sight to the attacker and be aware of the attack.

At 14th level, when the hanzo uses ninpo to move to a new square, they may spend 1 additional *ki* point to make an attack of opportunity against an enemy adjacent to their new square.

At 18th level, the hanzo may use ninpo to move to a new square any number of times per round as a free action.

This replaces the slayer's 2nd, 6th, 10th, 14th, and 18th level slayer talents.

Slayers Tricks:

The hanzo cannot take the slayer talent "rogue talent". Instead, the hanzo can gain any of the following ninja tricks as a slayer talent:

Darkvision, fast stealth, shadow clone, smoke bomb, sudden disguise, unarmed combat training, vanishing trick, wall climber.

If the chosen ninja trick has a prerequisite, the hanzo must meet that prerequisite to take the trick.

Additionally, the hanzo cannot take the slayer talent "rogue advanced talents". Instead, the hanzo can gain any of the following ninja master tricks as an advanced slayer talent once they reach 10th level: Evasion, ghost step, invisible blade, master disguise, shadow split, unarmed combat mastery.

If the chosen ninja trick has a prerequisite, the hanzo must meet that prerequisite to take the trick.

This modifies the slayer's selection of slayer talents.

PIKEMAN

An Archetype for Fighter in the Pathfinder Roleplaying Game

A pikeman is a professional soldier who uses a long weapon, normally in a formation, to kill an enemy before they get in range. In a mixed weapon formation, as most adventuring parties tend to be, their primary concern is keeping enemies at bay and striking at them when they let their guard down. This makes a pikeman the perfect person to lock down enemy forces with swift strikes at a great distance. Never without their trusty pike, they are as vigilant as they are deadly.

Pike Training (Ex):

At 5th level, the pikeman gains +1 bonus on attack and damage rolls when using a weapon from the polearm weapon group and a further +1 every 4 levels thereafter. For all intents and purposes this counts as if the pikeman had the fighter's weapon training class feature in polearms.

At 9th level, the pikeman adds 5 feet to its reach with weapons in the polearm weapon group.

At 13th level, the pikeman adds a total of 10 feet to its reach with weapons in the polearm weapon group.

At 17th level, the pikeman adds a total of 15 feet to its reach with weapons in the polearm weapon group.

This ability replaces the fighter's weapon training.

Combat Reflexes (Ex):

At 2nd level the pikeman gains Combat Patrol as a bonus feat, even if they do not meet the prerequisites. A pikeman can chose to add their Strength modifier to the number of attacks of opportunity in place of their Dexterity modifier when benefiting from this feat. This replaces the fighter's 2nd level bonus feat.

Combat Patrol (Ex):

At 4th level the pikeman gains Combat Patrol as a bonus feat, even if they do not meet the prerequisites. This replaces the fighter's 4th level bonus feat.



MAHOUT

An Archetype for Cavaliers in the Pathfinder Roleplaying Game

Historically Mahout were hereditary elephant trainers who rode those great creatures into combat to devastating effect. The tighter the formation the harder the elephant would hit. These men were worth their weight in gold and a well trained war elephant could break a line just as surely as a heavy cavalry formation.

Sidebar: Did You Know?

A military formation containing elephants is called “elephantry” (like “cavalry” or “infantry”).

Elephant Charge:

Starting at 1st level, when a mahout's elephant makes an overrun attempt it deals damage equal to its slam attack to each creature it successfully overruns. In addition at 1st level the mahout gains the Trample feat and at 9th they gain Mounted Skirmisher feat even if they do not qualify for it. At 17th level any damage dealt as a result of an overrun is treated like a critical threat. To confirm this, re-roll the overrun attempt and if successful it is a critical hit that deals double the elephant's slam attack damage.

This replaces Tactician at 1st level as well as Greater Tactician at 9th level, and Master Tactician at 17th as well as the bonus teamwork feats.

Elephantry:

A mahout's selection of mounts is limited to an elephant/mastodon. In addition a mahout's expert trainer class feature is restricted to pachyderms.

STARTING STATISTICS

Size Medium; Speed 40 ft.; AC +4 natural armor; Attack gore (1d8), slam (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; Special Abilities low-light vision, scent.

7TH-LEVEL ADVANCEMENT

Size Large; AC +3 natural armor; Attack gore (2d6), slam (1d8); Ability Scores +8 Str, -2 Dex, +4 Con; Special Abilities trample (2d6).

12TH-LEVEL ADVANCEMENT

Size Huge; Attack gore (2d8), slam (1d10); Ability Scores +2 Str, -2 Dex; Special Abilities trample (2d8). This modifies the cavalier's mount & expert trainer class features and replaces demanding challenge at 12th level.

Shock Cavalry:

At 11th level, on a successful charge, trample, or bull rush attack while mounted all creatures who are hit or adjacent to the path of the elephant at any point in its movement must make a Will save (DC 10 + 1/2 mahout level + mahout's Charisma modifier) or be shaken for 1 + 1d4 rounds. If the creature fails the save by 5 or more they are instead frightened for the same duration. If this is triggered by a charge attack that deals damage to the creature they get a -4 penalty to the save.

This replaces the cavalier's mighty charge class feature.



FAITHFUL HOUND

A Racial Paragon Class for Canines for the Pathfinder Roleplaying Game

It is a well-established trope that the most faithful companion of a great hero is its hound. Often times this creature becomes more than simply an allied beast and is written as a full-on character in literature. Even without the capacity for speech, an animal's actions can be expressive enough for the reader to empathize with it. Animals let an author express themes and perspectives that a human, complex and convinced that it is the master of its world, cannot express. These canines can be the manifestation of nature, the baser actions of a simple mind, or even the simple compassion that an unclouded view of the world produces.

Hit Dice: D12.

RACE:

Canines (See "creative a canine character" for more information.)

ROLE:

Faithful hounds are melee characters with a savage streak. They are primarily concerned with Strength and Charisma.

ALIGNMENT: ANY

STARTING WEALTH:

1d8 × 10 gp (average 40 gp).

Unlike other characters, the faithful hound does not begin play with any outfit.

CLASS SKILLS

The faithful hound's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Wisdom modifier.

Class Features:

The following are the class features of the faithful hound.

Weapon and Armor Proficiency:

The faithful hound is not proficient with any manufactured weapons, any shields, and is only proficient with light armor. As a faithful hound is an animal, it must have equipment made specially for it.



F A I T H F U L H O U N D

TABLE 9-1: THE FAITHFUL HOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Battle hardened, bite, ferocity, ferocious acts
2nd	+2	+3	+3	+0	Profound bond, savagery
3rd	+3	+3	+3	+1	Ferocious acts
4th	+4	+4	+4	+1	Take down (1)
5th	+5	+4	+4	+1	Training
6th	+6/+1	+5	+5	+2	Bonus feat, wardog
7th	+7/+2	+5	+5	+2	Ferocious acts
8th	+8/+3	+6	+6	+2	Profound bond
9th	+9/+4	+6	+6	+3	Training
10th	+10/+5	+7	+7	+3	Take down (2)
11th	+11/+6/+1	+7	+7	+3	Ferocious acts
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	Training
14th	+14/+9/+4	+9	+9	+4	Profound bond
15th	+15/+10/+5	+9	+9	+5	Ferocious acts
16th	+16/+11/+6/+1	+10	+10	+5	Take down (3)
17th	+17/+12/+7/+2	+10	+10	+5	Training
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+11	+6	Ferocious acts
20th	+20/+15/+10/+5	+12	+12	+6	Profound bond

Battle Hardened (Ex):

While wearing light or no armor a faithful hound gains a natural armor bonus equal to 1/4th their faithful hound level (minimum +1).

Bite (Ex):

A faithful hound's bite damage gains in power as it grows. They gain Improved Unarmed Strike and Feral Combat Training (bite) as bonus feats at 1st level. In addition, beginning at 1st level the faithful hound's bite damage matches the unarmed damage of a monk of an equal level. As the bite is the faithful hound's single primary natural attack, it always adds $\times 1.5$ their Strength modifier to damage rolls. The faithful hound's bite damage can't be modified by feats like Improved Natural Attack.

Ferocity (Ex):

The faithful hound brings out its full animalistic ferocity when faced with a kill or be killed scenario. Survival is king and 2nd place means you're someone else's meal. At the start of each round a faithful hound makes a Will save (DC 10 + faithful hound level) as a free action. The DC is reduced by the total damage taken during the last round (minimum of DC 1). If the faithful hound successfully makes the Will save, they gain 1 ferocity token. Ferocity tokens do not have an inherent use, they are used to activate class features. A faithful hound can store up to their level + their Wisdom modifier in ferocity tokens. Any tokens gained beyond the maximum are wasted and not gained. A faithful hound begins combat with

F A I T H F U L H O U N D

TABLE 9-2: FAITHFUL HOUND BITE DAMAGE

Level	Bite Damage (Tiny)	Bite Damage (Small)	Bite Damage (Medium)	Bite Damage (Large)
1st	1d2	1d4	1d6	1d8
2nd	1d2	1d4	1d6	1d8
3rd	1d2	1d4	1d6	1d8
4th	1d4	1d6	1d8	2d6
5th	1d4	1d6	1d8	2d6
6th	1d4	1d6	1d8	2d6
7th	1d6	1d6	1d8	2d6
8th	1d6	1d8	1d10	2d8
9th	1d6	1d8	1d10	2d8
10th	1d6	1d8	1d10	2d8
11th	1d8	1d8	1d10	2d8
12th	1d8	1d10	2d6	3d6
13th	1d8	1d10	2d6	3d6
14th	1d8	1d10	2d6	3d6
15th	1d10	1d10	2d6	3d6
16th	1d10	2d6	2d8	3d8
17th	1d10	2d6	2d8	3d8
18th	1d10	2d6	2d8	3d8
19th	2d6	2d6	2d8	3d8
20th	2d6	2d8	2d10	4d8

1/2 their maximum (rounded up, minimum 1) and they vanish at the end of a combat. Abilities that are reliant on ferocity tokens can only be used during combat and ferocity tokens can only be gained during combat. While attempting the Will save, the roll of a natural 1 always results in a failure and a natural 20 automatically grants the faithful hound 2 ferocity tokens.

Ferocious Acts (Ex):

At 1st level a faithful hound gains a way to use their ferocity tokens from the list below. These are called “ferocious acts” and the faithful hound gains a new act at 3rd level and every 4 levels thereafter. Unless

otherwise noted, a ferocious act is a free action. A faithful hound can do multiple ferocious acts per round but never the same ferocious act more than once per round.

The number in the parenthetical is the cost of the ferocious act in ferocity tokens.

Aggressive Posturing (2): The faithful hound can, as a standard action, attempt to Intimidate all enemies within 30 ft who can see it.

Battlehound (1): The faithful hound ignores reductions in speed and any armor check penalties associated with armor it wears that it is proficient in the use of.

Bowl Over (1): The faithful hound can make a free Bull Rush attempt after a successful natural attack made on a charge.

Brutalize (2): The faithful hound that threatens a critical hit can pay use this ferocious act to automatically confirm the critical.

Chow Down (2): The faithful hound can grant itself the swallow whole and fast swallow universal monster rules until the start of its next turn. A creature swallowed stays swallowed even the faithful hound loses the ability to swallow whole. A faithful hound's insides have the following statistics:

- AC: Flat-Footed AC
- HP To Escape: 1/4th the faithful hounds HP
- Damage: 1d6 acid damage per round. This improves by +1d6 for every 3 levels of faithful hound.

Corner (1): In place of making an attack of opportunity against an opponent moving through a threatened square, the faithful hound can make an Intimidate check opposed by a Will save from the provoking creature. If the faithful hound is successful, the creature's movement ends in that square in the same fashion as the Stand Still feat.

Latch On (1): The faithful hound can make a free grapple attempt after a successful bite or claw attack.

Lockjaw (2): The faithful hound's bite attack gains the grab monster ability until the start of their next turn.

Overwhelm (1): The faithful hound gains the pounce trait until the start of its next turn.

F A I T H F U L H O U N D

Ruin (2): The faithful hound can make a special sunder attempt against a creature they just hit with their bite attack. If successful, the creature takes a -2 penalty to their AC for 1d4 rounds.

Struggle On (2): The faithful hound doubles the natural armor bonus granted to it by battle hardened class features until the start of its next turn.

Sudden Snap (4): The faithful hound can, as a free action after the first attack they make in a round hits, make an additional attack at its highest BAB. This does not stack with other sources of extra attacks, like the *haste* spell. A faithful hound must be at least 7th level to select this ferocious act.

Survival of the Fittest (1): When reduced below 0 HP a faithful hound may expend a ferocity token as a swift action to automatically stabilize.

Savagery (Ex):

At 2nd level, the faithful hound gains a bonus on attack and damage rolls equal to 1/4th its level (minimum +1), so long as the faithful hound as at least 1 ferocity token.

Profound Bond (Ex):

At 2nd level the profound impact of the faithful hound's bond with its companions reaches a boiling point and triggers a change within them. This change can be a spiritual or physical one but is always the result of the bond it shares with its companions

ALPHA

The faithful hound puts on muscle and grows in size to protect its pack.

At **2nd level**, the faithful hound grows one size category, to a maximum of size of medium. In addition, they count levels in faithful hound as levels in monk for the purpose of qualifying for combat feats.

At **8th level**, the faithful hound grows one size category, to a maximum of size of large.

At **14th level**, the faithful hound gains a +2 bonus on damage rolls against creatures

smaller than it and to their AC against attacks from such creatures.

At **20th level**, the faithful hound grows one size category, to a maximum of size of huge.

Sidebar: Large & Huge Faithful Hounds

Large creatures gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Huge creatures gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC due to its increased size. Huge creature takes up a space that is 15 feet by 15 feet and has a reach of 10 feet. Their bite attack improves to 6d8 damage.

Bubba the Orcish Mastiff
(Alpha Faithful Hound)



MAGICAL BEAST

At **2nd level**, the faithful hound gains a base Intelligence score equal to $10 + 1/2$ its class level (before any increases due to ability score increases, magic items, etc). Furthermore, it gains 1 language common to their party, and its type becomes “magical beast (augmented animal)”. In addition, if the faithful hound’s Intelligence is ever larger than their Wisdom, they may elect to use their Intelligence to determine their number of skill points and if its Wisdom or Charisma scores were below 10, they are now 10. Finally, it adds 4 skills to its class skill list.

At **8th level**, the faithful hound grows one size category, to a maximum of size of medium. In addition, the faithful hound can now may make all Knowledge skill checks untrained.

At **14th level**, the faithful hound can cast wizard/sorcerer cantrips at will as spell-like abilities. Additionally, they may select 1 wizard/sorcerer of 5th level or lower that they may cast as a spell-like ability a number of times per day equal to their Intelligence modifier. At 16th level they may re-select this spell and are allowed to select on 6th level or lower. At 20th level they may do the same but are limited to a 7th level or lower spell.

At **20th level**, the faithful hound further enlightened its soul, causing it’s spirit to evolve into something that transcends that of our plane. The faithful hound becomes a native outsider and gains DR 5/-.

PARAGON

The faithful hound becomes highly empathetic, inseparably bonded to its pack, and becomes able to do a wide variety of tasks for its owners that others could not.

At **2nd level** the faithful hound grants a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls to any adjacent ally for every ferocity token it has, to a maximum of +1/3rd their level (minimum +1). This is a mind-affecting ability. Additionally, the faithful hound can manipulate objects with its mouth and paws with the same dexterity as a human hand.

At **8th level** it becomes immune to fear effects and gets 1 free ferocity token per round, in addition to any other gained normally. In addition, the the faithful hound gains 1 language common to their party (it can only understand that language, not speak it). Finally, the faithful hound grows one size category, to a maximum of size of medium.

At **14th level**, the benefit of the paragon’s 2nd level ability extends to all allies that can see them. In addition, adjacent allies are immune to fear effects.

At **20th level**, all allies who can see the paragon are immune to fear effects.

Take Down (Ex):

At 4th level, if a faithful hound lands a killing blow on an opponent, it gains 1 extra ferocity token. Non-lethal attacks that render the target unconscious also count for this. At 10th level the faithful hound gains 2 for doing this and at 16th they instead gain 3.

Trainings:

At 5th level and every 4 levels thereafter the faithful hound is trained how to do something new. Selected one of the trainings from the list below:

Barding Training (Ex): The faithful hound becomes proficient in medium and heavy armor. Additionally, they retain the natural armor bonus granted by the battle hardened class feature even while wearing medium.

Bloodhound Training (Ex): The faithful hound gains a bonus on all Perception checks made via scent equal to $1/4$ th their class level.

Empathetic Training (Ex): The bond shared by the faithful hound and their companions manifests itself in the form of an empathetic link with allies they have spent at least 24 hours with. This allows the faithful hound to communicate and sense simple emotions in a mundane version of *telepathy* with a range of 30 feet. The faithful hound can sense/convey things like “hunger”, “distrust”, “pain”, “joy”, “urgency”, “anxiety”, and “discovery”. A faithful hound can suppress or activate this at will. An ally must be willing in order to send or receive these simple emotions. If the faithful hound is at least 9th level, they can send simple, single word, messages via this ability.

Guard Dog Training (Ex): The faithful hound gains a bonus on Intimidate checks equal to 1/4th its class level.

Hunting Training (Ex): The faithful hound adds half its level (minimum 1) to Survival skill checks made to follow tracks.

Racing Training (Ex): The faithful hound gains a 10 ft. bonus to its movement speed. At 9th level and every 4 levels thereafter they gain a further +5 ft. bonus to their movement speed.

Socialization (Ex): The faithful hound can use its class level in place of their bonus in Diplomacy when rolling to improve the attitude of canines (wolf to wolf, dog to dog). A GM may impose a penalty (-2 or -4) for more distantly related they are (wolf to dog, dog to werewolf, etc).

Bonus Feat:

At 6th, 12th, and 18th level, the faithful hound gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Upon reaching 6th level, and every four levels thereafter, a faithful hound can choose to learn a new bonus feat in place of a bonus feat they have already learned. In effect, the faithful hound loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A faithful hound can only change one feat at any given level and must choose whether or not to swap the feat at the time they gain a new bonus feat for the level. Additionally, a faithful hound counts their levels in faithful hound as fighter levels for the purpose of meeting feat prerequisites.

Wardog (Ex):

At 6th level, the faithful hound gains the ability to make iterative attacks with its bite attack. When doing so, it treats its bite attack as though it were a manufactured melee weapon, and any other natural attacks they might possess are treated as

secondary natural attacks. For example, a 11th level faithful hound could make 3 iterative attacks at the appropriate BAB using their bite, but if they had another natural attack (perhaps granted by a spell or magic item) it would be downgraded that natural attack to a secondary natural attack. Regardless of how many attacks it makes with its bite, the faithful hound always adds x1.5 its Strength modifier to bite damage rolls.

Creating a Canine Character

Race

All canine characters have the "dog" race. Your GM may approve other races.

Skills

Canine characters cannot use Intelligence or Charisma based skills except Knowledge (nature) & Intimidate. Additionally they cannot use Heal, Profession, Ride, or Use Magic Device.

Spells

Canine characters cannot cast spells. This is generally due to lack of Spellcraft and Intelligence limit. A canine character with at least 10 Intelligence can learn to cast spells.

Classes

Canine characters overwhelmingly favor the faithful hound class. If you are willing to do some legwork to convert them, mundane classes (like rogues, fighters, skirmisher rangers, etc) can be used.

Dog (Race)

Please note that this racial template is designed to be quite broad. It covers everything from a young wolf to a household dog. While some dogs may elect to be tiny, no dog using this race can elect to be medium.

RACIAL TRAITS

Ability Score Racial Traits (-8): Dogs have an animalistic cunning about them and their stamina is matched by few. They gain **+2 Constitution, +2 Wisdom, -8 Intelligence.**

- Note: A dog can never raise its Intelligence above a 2 unless otherwise noted.

Size (0): Dogs are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Type (4): Dogs are animals.

Base Speed (1): Dogs have a base speed of 40 feet.

Languages (-1): Dogs cannot comprehend or communicate in any language.

Scent (4): Dogs have the scent ability.

Low-Light Vision (-): Dogs can see twice as far as a race with normal vision in conditions of dim light.

Tracker (6): Dogs gain a +4 racial bonus on checks made to track by scent with Survival and on sound-based Perception checks.

Bite (2): Dogs have a 1d3 bite attack.

RACIAL POINTS: 8

ALTERNATE RACIAL TRAITS

Toy (2): You are a particularly small breed of dog. This changes your size to tiny. Tiny creatures gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks. A tiny creature also has a space of 2 ½ feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack and it cannot assist to flank enemies). Tiny creatures can move into or through an occupied square.

DEEPER TOPICS

Caretakers

The easiest way to play a dog is to have yourself have an appointed caretaker who is a humanoid player character. Dogs who rely and trust another person can typically be considered to be bound to that character.

Advancing a Dog / Wealth

Canine character advances in the same fashion that a typical player character advances. It does not gain wealth by level however as it has no concept of wealth or equipment. An appropriately designated caretaker may be granted this wealth and charged with using it in the best interest of the dog.

Equipping a Canine Character

Unlike other animals, a canine characters have the same number and type of slots as a humanoid character. This may take some creative imagining on how they equip certain things, but magic items generally adapt for its wearer. Maybe a wolf wears rings as stylish ear piercings, they wear a belt as a collar, etc.

As a canine does not have an understanding of wealth or tools (in most cases), so it is generally up to the other characters in a party to equip them.

WEAPONS MADE FOR ANIMALS

A light or one-handed melee weapon can be made in a fashion that allows a canine character with a bite attack to equip it as if it were wielded in a hand slot. This takes the place of the bite attack while it is occupied by the weapon. This costs an extra 5 gp on top of the weapon's base cost and must be crafted (or modified) to be wielded by a canine.

ROLEPLAYING AN ANIMAL

The challenge of roleplaying an animal lays in the fact that we cannot understand an animal's mind. We are quite adept at imagining ourselves in the bodies of other humanoids where the differences are limited. Depending on the creature in question, the intelligence of animals has been equated to that of a child (2-4 years old).

Most animals are not being able to plan out events over a long period of time. Instincts and hereditary memory allow animals to function. An instinct is defined as an inherent inclination toward a particular complex behavior. Animals "plan" based on fragments of memory rather than a series of structured events. While a lion won't remember that a particular individual killed their packmate, they might remember that they are dangerous.

This is, however, a fantasy game. It is reasonable to expect a wolf make a cunning ploy to lure the killer of its friend into a trap, for a ram to headbutt a troll off a cliff, or a hawk to take revenge for its slain master.

CHARIOTS

A chariot is a small cart pulled by two or three horses. They were typically used for military purposes but could also be used for transport as well. These fast, agile, predecessors of heavy cavalry often had two people on them- a driver and a ranged combatant or heavy troop being transported. The driver was often a skilled archer, slinger, or javelin thrower in their own right and could fire while riding.

Note: These rules are an alternate ruleset to those found in Pathfinder Ultimate Combat.

MECHANICS

Driving a chariot is the same as riding a horse mechanically except that it requires the purchase of a chariot (see Table 10-1: Chariots). Chariots provide a circumstance bonus to AC to the person controlling it but not to any passengers. Making attacks from a moving chariot incurs the same penalty as being mounted for both the rider and any passengers. The chariot may also impose a movement speed penalty for the horses and a penalty to the driver's Ride checks due to the number of horses the driver must control. A chariot always has a quiver built into it. A chariot can never be guided with the driver's knees as it always requires at least 1 hand to control. An uncontrolled chariot does not move.

If, at any time, the chariot does not have the required number of horses shown on Table 10-1: Chariots, it stops moving. If the driver was in the middle of moving, all creatures in the chariot (driver, passenger, and horses) must make an Acrobatics check (DC 15 + 5 per horse missing) or fall prone in an adjacent square.

TRANSPORTING

A single creature, called the driver, can control the chariot. Creatures can board or leave an adjacent chariot with a swift action, to a maximum number of passengers dictated by the chariot type, if the driver is willing. Even if the chariot has moved (causing

the passengers to move) this does not reduce the movement speed of the passenger on their turn. Getting on a chariot is a move action that provokes an attack of opportunity.

Creatures attempting to board a moving chariot provoke an attack of opportunity from the driver and any passengers and then must make a DC 25 Acrobatics check. If the driver doesn't want the creature to board, the board must make an Acrobatics check opposed by a Ride check by the driver. Failure means you are knocked prone. The DC increases by an amount equal to 1/2 the damage you took from the provoked attack of opportunity when you try to board.

AREA AND CONTROL

Treat a chariot like a giant, single, shared, mount controlled by the driver. It occupies the area indicated in the size column of Table 10-1: Chariots. Creatures within that area can make attacks as if they were in any squares of the chariot's area but also can be targeted as if they were in any of the squares of the chariot's area.

DEEPER RULES

More Realistic Size & Space: When setting up your chariot, place all the horses you need on the field in a row. The driver should be as close to centrally located behind the horses. This location is the location of the chariot itself and once established, cannot be changed in relation to the horses. If the chariot has the capacity to take passengers, the squares adjacent to the driver are also defined as being part of the chariot (even if it can only take 1 passenger).

MASTERWORK

A chariot may not be enchanted to increase its AC, though it may be made masterwork for +500 gp to reduce the movement speed penalty by 5 feet (min 0) and the Ride check penalty by 2 (min 0).

CHARIOTS

TABLE 10-1: CHARIOTS

Name	Price	AC Bonus (Driver)	Horses Required	Movement Speed Penalty	Max Passengers	Ride Check Penalty	Size* (Long)
Chariot	200 gp	+0	1	-0 ft.	0	-	Large
Biga	400 gp	+1	2	-0 ft.	1	-	Large
Triga	600 gp	+2	3	-10 ft.	1	-2	Huge
Quadriga	1,200 gp	+3	4	-15 ft.	2	-4	Huge

*In relation to a medium or small sized driver.

SCYTHED

A chariot pulled by at least 2 horses can be made “scythed” for an additional 500 gp. This adds special blades to the wheels and reinforces the axle to support them. When making movement, any enemy creatures adjacent to the chariot at any point in its movement are subject to an attack roll at a +2 bonus to hit (an attack roll of $1d20 + 2$), make a single attack roll and compare it to the AC of each creature passed.

If they hit, they are treated as if they’d been hit with a longsword with a +2 Strength score ($1d8 + 2$ slashing damage). If the chariot is masterwork it is a +4 bonus to hit ($1d20 + 4$) and damage ($1d8 + 4$ S) rather than +2. This attack roll is unaffected by abilities or feats the player has as it’s an attack roll from the chariot. These blades can be enchanted as a one-handed weapon and paying for a single enchantment affects both blades.



CHARIOTS

CHARIOTEER

An Archetype for Fighters in the Pathfinder Roleplaying Game

In the Bronze and Iron Age the chariot was one of the single most devastating things on the battlefield. Those who drove them were often wealthy nobles or at the very least professional soldiers. A king's army could be measured in their chariots and skilled slingers. You join the noble ranks of the charioteers- a soldier trained to throw javelins, drive chariots, and mow down enemy ranks with your scythed wheeled death waggon!

Charioteer (Ex):

At 1st level, a charioteer begins play with 2 light horses (combat trained) and a biga. This ability replaces the fighter's 1st level bonus combat feat.

Driver (Ex):

At 2nd level, the charioteer gains a +1 bonus on Ride checks. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces the fighter's bravery class feature.

Upgrade Chariot (Ex):

At 3rd level, the charioteer can tinker with and improve the capacities of chariots they own. After taking 1 hour to tweak the vehicle, it grants them (and them alone) additional benefits when they drive it. The charioteer improves the AC bonus provided by their chariot by an extra +1. This improves by +1 every four levels thereafter (7th, 11th, and 15th) to a maximum of +4. In addition, at 7th level all passengers on their chariot gain the base AC bonus normally only afforded to the driver if the charioteer is driving. This ability replaces the fighter's armor training class feature.

Expert Charioteer (Ex):

At 5th level, the charioteer gains a +1/4th level bonus on attack and damage rolls with weapons in

the fighter's thrown weapon group (see chapter 3 of the Pathfinder Core Rulebook). In addition, the charioteer reduces all penalties due to movement when making a ranged attack while mounted by their class level. This ability replaces the fighter's weapon training 1 class feature. For all intents and purposes this counts as the fighter's weapon training class feature for the fighter.

Mow them Down (Ex):

At 9th level, if the charioteer is driving a chariot with scythes on its wheels they add their charioteer level to the attack roll ($1d20 + \text{charioteer level} + 2$) to determine if they hit. In addition, they add $1/2$ the charioteer's level in damage if they score a hit ($1d8 + 1/2 \text{ charioteer level} + 2$). Masterwork chariots and enchanted scythes improve the attack and damage rolls as normal. This ability replaces the fighter's weapon training 2 class feature.

Seasoned Driver (Ex):

At 13th level, the charioteer never suffers a Ride check penalty from a chariot. Additionally, no chariot ever provides movement speed penalty when under the control of the charioteer. This ability replaces the fighter's weapon training 3 class feature.

Veteran Charioteer (Ex):

At 17th level, the charioteer's bonus bonus on attack and damage rolls from their expert charioteer class feature applies to all weapons while driving a chariot (not just thrown weapons). This ability replaces the fighter's weapon training 4 class feature.

Weapon Mastery (Ex):

A charioteer must select a thrown weapon for this ability.

CHARIOTS IMPERATOR

An Archetype for Cavaliers in the Pathfinder Roleplaying Game

Horse Of Legend (Ex):

An imperator's mount is something special. It is the kind of horse that they write legends about. When it pulls a chariot, it doesn't need help. At 1st level the imperator's mount counts as 2 horses for the purpose of pulling a chariot. At 5th level it counts as 3 and at 9th level it counts as 4. This replaces the animal companions share spells and multiattack abilities.

Chariot's Challenge:

An imperator's challenge only deals additional damage with ranged attacks, not melee attacks. Their challenge damage is, however, added to scythes affixed to the wheels of the imperator's chariot if it hits the target of their challenge. This modifies the cavalier's challenge class feature.

Chariot Archer (Ex):

At 3rd level, the imperator gains a +1/4th level bonus on attack rolls with ranged weapons while on their chariot. In addition, the charioteer reduces all penalties due to movement when making a ranged attack while mounted by their class level.

At 11th level, the imperator doubles the critical range on any ranged weapons shot from their bow. This increase does not stack with other effects that increase the threat range of the weapon. This replaces the cavalier's charge and mighty charge class features.

Vocal Commands (Ex):

At 4th level, in addition, an imperator can attempt to guide a chariot with their knees (though they are actually giving their legendary mount vocal commands for a moment while they make attacks). This is still a DC 5 Ride check. This replaces the expert trainer class feature.

Horselord (Ex):

At 20th level, the imperator automatically confirms all critical hits against the target of their challenge with ranged weapons. In addition, the imperator's mount grows one size category (as if a permanent, mundane, animal growth spell was applied). This replaces the supreme charge class feature.



EQUIPMENT

EQUIPMENT

Wonderous Item

Flying Dagger Gloves

Aura faint evocation; **CL** 5th; Slot hand; **Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5); **Weight** -

DESCRIPTION

These black gloves with embossed images of throwing daggers grant an enhancement bonus of +1 to +5 on attack and damage rolls with thrown weapons gripped by these gloves.

Alternatively, these gloves can grant thrown weapon special abilities, so long as they can be applied to a thrown weapon. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. Flying dagger gloves cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. Flying dagger gloves does not need to have a +1 enhancement bonus to grant a thrown weapon a special ability.

The benefits imparted by the flying dagger gloves are only imparted on thrown weapon attacks and not on things like melee attacks or ranged attacks (such as with a bow).

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *greater magic weapon*; **Special** creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities; **Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Haunted Chariot

Aura moderate conjuration; **CL** varies; Slot -; **Price** varies; **Weight** 40 lbs

DESCRIPTION

This bone-crusted biga chariot has two gilded horse skulls placed at the far end of the yoke. Using a command word, the driver of the chariot can summon a pair of ghostly horses, each acting as per the spell *phantom steed*. The caster level, and thus the statistics and special abilities of the steeds, is directly tied to the quality of the chariot. The driver can summon and dismiss the steeds any number of times per day. However, if the steeds are killed, they cannot be summoned for 48 hours.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *phantom steed*; **Cost** standard 4,500gp, improved 13,500gp, gilded 30,000gp

TABLE 11-1: HAUNTED CHARIOT

Quality	Effective Caster Level	Price
Standard	6th	9,000 gp
Improved	10th	27,000 gp
Gilded	16th	60,000 gp

Sidebar: Phantom Steed Statistics

For your convenience, here are the statistics for a steed created by a *phantom steed* spell. The phantom steed has AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at caster level 10th.

Magic Weapon Special Abilities

Befuddling

Price +3 bonus; **Aura** faint enchantment; **CL** 9th;
Weight -

DESCRIPTION

This special ability can only be placed on melee weapons. Befuddling weapons bend and sway in a strange manner, and emits a strange atonal hum that sticks in the brain for hours. A befuddling weapon adds its enhancement bonus on Bluff checks made to feint by the wielder. Additionally, when a befuddling weapon scores a critical hit, the target is confused (as per the spell *confusion*) for 1 round (DC 15 Will negates). If the weapon's critical multiplier is greater than x2, this condition lasts for 1 additional round per multiple over x2.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, **Spells** *confusion*;
Cost +3 bonus

Gory

Price +1 bonus; **Aura** faint necromancy; **CL** 5th;
Weight -

DESCRIPTION

If you score the killing blow with this weapon it causes the creature to explode in a violent and gory fashion. This has two effects: it causes all allies of the creature who can see it to become shaken for 1 round and makes it harder to restore a creature to life. Creatures killed by their have their body turned to the consistency of chunky soup and it can be difficult, if not impossible, to reconstruct a physical body for things like a *raise dead* spell.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, **Spells** *decompose corpse*; **Cost** +1 bonus

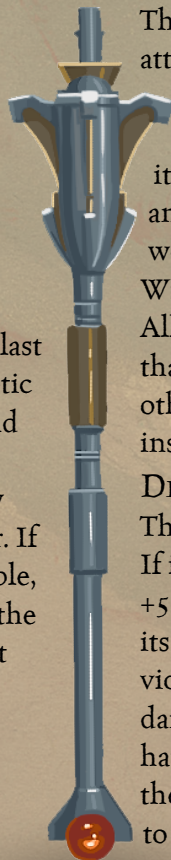
Specific Magic Weapons

Allhammer (Minor Artifact)

Aura strong evocation; **CL** 20th; **Slot** none;
Weight 5 lbs.

DESCRIPTION

This +2 adamantite warhammer was forged by the giants of old and upon its head is written "*the weapon that surpasses all others*" in rune script. It is said to have been forged by the most arrogant smith in existence, one who wanted their work to last eternally. The Allhammer always assumes a cosmetic form that makes it always look modern, artistic, and recently polished. The magic within it causes it to always have the largest enhancement bonus of any bludgeoning weapon within 100 feet of its wielder. If it were in the presence of a +4 greatclub, for example, it would become a +5 warhammer. This can cause the weapon to temporarily gain a higher enhancement bonus than is typically allowed. Other artifacts do not trigger this ability and it only cares about enhancement bonuses (not total weapon bonus).



The wielder also gains a +4 profane bonus on sunder attempts and on damage rolls when damaging objects, and ignores hardness.

The Allhammer is not an intelligent item but it possesses a vague sentience; it is a petty weapon and dislikes any weapons that has a higher total weapon bonus than it. The wielder must attempt a Will save (DC 25) to resist smashing any weapons the Allhammer deems is prettier, fancier, or more magical than itself when in the presence of them. It ignores other artifacts, treating them with cool contempt instead.

DESTRUCTION

The Allhammer can be enraged into destroying itself. If it is placed in the center of a circle with at least five +5 weapons and talked about in a negative way about its appearance and craftsmanship for 1d4 hours it violently explodes. This causes 10d10 negative energy damage to all weapons within the area, ignoring hardness, and 5d6 fire damage to all creatures within the radius. Creatures may attempt a DC 20 Reflex save to half the damage.

Excalibur (Major Artifact)

Aura strong evocation; **CL** 20th; **Slot** none;

Weight 4 lbs.

DESCRIPTION

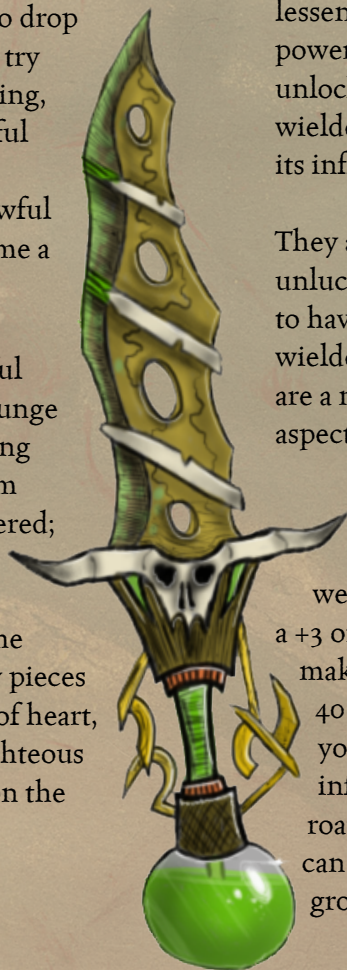
Excalibur is the ultimate expression of regal majesty and the divine right of kings. When wielded in the hands of the rightful heir (see below) it counts as a +6 *keen glorious holy* longsword. It also grants the user a +4 bonus on Diplomacy and Knowledge (nobility) checks.

Upon being first drawn by a creature a blinding light emanates from it, blinding all creatures within a 60 foot radius other than the wielder for 4 rounds. Creatures may attempt a DC 20 Fortitude save to only be shaken for 1 round, though evil creatures take a -8 penalty on this save.

The creature wielding it must be of lawful good alignment or be smote. Creatures of a non-lawful good alignment are simply compelled to drop the sword. Evil creatures who willingly try to wield it are instantly killed (if unwilling, treat them like a neutral creature). Lawful good creatures may wield it as a +5 longsword but only in the hands of a lawful good sovereign of a nation does it become a +6 *keen glorious holy* longsword.

DESTRUCTION

To destroy Excalibur the child of a lawful good sovereign or rightful heir must plunge the sword into their parent's heart, killing them. Upon its destruction the kingdom they once ruled over will become shattered; wracked by storms, pillaged by marauders, plagued by corruptions, and misfortunes for a hundred years. The sword itself will be shattered into many pieces and, if reforged by a smith who is pure of heart, should it be once again wielded by a righteous sovereign or rightful heir the curse upon the land will be lifted.



Demonic Weapons

The demon-forged weapons of Hell are rife with madness but those who possess a very stable mind can reap their benefits without becoming the servants of their weapons. Each weapon is unique; whispering insidious nothings and suggesting traitorous thoughts. All of them have a unique mission: one might compel you to degenerate into a slobbering dog, another drain your mind until you are a brain-dead idiot, the more insidious ones might try to turn you into a serial killer, while things like cannibalism, paranoid, and blood feasting are common. Normally this is normally so overwhelming that it reduces stronger men to gibbering cowards. However, by "binding" a demonic weapon to themselves, the effects become lessened and the person is left with a "soul twist". This is a constant and nagging aspect that will grow over time. The power is likewise lessened by the binding but over time the "faucet" of power and madness slowly opens. In theory the slow unlocking of a demon weapon's power will let its wielder acclimate to it and become more resistant to its influence by the time its at full strength again.

They are called by many names (haunted, cursed, unlucky, profane, etc) but the term "demonic" seems to have stuck. Demonic weapons corrupt their wielder but offer them untold power in return. These are a new category of magical weapons that have aspects of cursed weapons and artifacts.

BASICS

A demonic weapon begins its life as a cursed weapon with a positive enhancement bonus (often a +3 or higher) that has a compulsion that it tries to make you carry out (see "Soul Twists" below). A DC 40 Will save resists its corrupting call. However, you can bind yourself to it to lessen its maddening influence, reducing it from a deafening mental roar to a trickle of insidious whispers. In time you can unlock more of its power, though the whispers grow louder as you do...

EQUIPMENT

BINDING

When gripped the weapon will whisper seductive, corrupting thoughts to its wielder. This is a pact; bind your soul to it and it will grant the wielder power. If agreed to, the wielder must intentionally drip their own blood onto the weapon. Once bound it is treated like a cursed weapon in that it cannot be disposed of and the wielder suffers a compulsion (see "Influence") to use it at all times. Only a *remove curse* spell can break the pact, though a demonic weapon can break a pact at any point. A broken contract imposes 2 negative levels for 2 weeks (or until a new pact is made). Binding to a demonic weapon is not, in itself, an evil act but the compulsions it imposes compel creatures to do are. Once bound the weapon takes on its "Bound Form".

INFLUENCE

Each demonic weapon has a compulsion, referred to as a "Soul Twist" (as it twists and molds the user's soul to do what it wants) it imposes on the creature; the full list of them can be found below. When the wielder wishes to take an action contrary to this compulsion they must make a Will save (DC 10 + three times the weapon's modified bonus). After meeting certain conditions it will grow in power.

GROWING

Each demonic weapon's compulsion will list four forms "forms". The first, called the "base form" is always a cursed weapon with a positive enhancement modifier. It gains its "bound form" upon being bound and its next two stages, its penultimate and ultimate forms, when certain conditions are met. A demonic weapon in its ultimate form is always considered to be a minor artifact.

Soul Twists

The following are a list of example soul twists. We encourage you to use these as a basis for coming up with more.

BEAST

Compulsion: The wielder must act like a beast. They have to resist urges to fight with animals, even household pets, eat dead things on the ground, and other savage behaviors. They crave violence and crudeness and will go out of their way to offend people.

Base Form: +3 Battleaxe (Cursed).

Bound Form: +1 Battleaxe.

Penultimate Form: +2 *Animal bane battleaxe*. In addition the demonic weapon grants the wielder a +2 bonus on all Survival attempts made to track and the scent special ability. The wielder must have killed 30 animals without cause and adorned themselves with their bones and be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: +5 *Wounding animal bane battleaxe*. In addition the demonic weapon grants the wielder a +4 bonus on all Survival attempts made to track and the scent special ability. The wielder must have killed an animal with at least 15 HD alone, bathe in its blood, and be at least 16th level in order for the demonic weapon to assume this form.

BLOOD FEAST

Compulsion: The wielder is driven by a maddening urge to drink blood and consume flesh. It is an itch they cannot ignore; food tastes like ash and water leaves their mouth dry. That act of cannibalism is the ultimate pleasure and bathing in the blood of their own kind makes their skin sing with little tingling sensations.

Base Form: +3 Morningstar (Cursed).

Bound Form: +1 *Wounding morningstar*. In addition the wielder can detect blood by scent. However, the wielder gains diminished sustenance from food that isn't blood or humanoid flesh (assuming they are humanoid). They need to consume twice the normal food if it is not flesh or blood in order to gain any benefit and even then it tastes like ash.

EQUIPMENT

Penultimate Form: +2 *Wounding huntsman morningstar*. The wielder suffers the same issues as is present in the weapons bound form but also gains a constant *deathwatch* as a spell-like ability at will.

Ultimate Form: +4 *Unholy wounding huntsman morningstar*. The wielder no longer gains any sustenance from any food that is not the flesh of a humanoid and its thirst cannot be quenched by anything but the blood of humanoid. The wielder gains a constant *deathwatch* as a spell-like ability at will. The wielder must have killed and eaten someone they deeply loved and be at least 16th level in order for the demonic weapon to assume this form.



BRAIN-CONSUMING

Compulsion: The wielder shies away from any education, strenuous thinking, hard work, or making any Knowledge checks.

Base Form: +3 Greatclub (Cursed)

Bound Form: +1 Greatclub. The wielder takes a -4 penalty to their Intelligence score while wielding this demonic weapon. This does not affect the number of skill points per level the wielder has however.

Penultimate Form: +1 *Spell stealing* greatclub. The wielder takes a -8 penalty to their Intelligence score while wielding this demonic weapon. This does not affect the number of skill points per level the wielder has however. Unlike a normal *spell stealing* weapon the wielder automatically steals one spell with a spell level of 4th or lower. The wielder must have killed at least 5 creatures with an intelligence score over 20 and destroyed a center of learning (a school, a library, etc) as well as be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: +4 *Corrosive spell stealing* greatclub. The wielder takes a -12 penalty to their Intelligence score while wielding this demonic weapon. This does not affect the number of skill points per level the wielder has however. Unlike a normal *spell stealing* weapon the wielder automatically steals one spell with a spell level of 6th or lower. The wielder must have killed at least 20 creatures with an intelligence score over 20 and destroyed a center of learning famous on the world stage or a similar artifact of supreme intellectual or academic value as well as be at least 16th level in order for the demonic weapon to assume this form.

EQUIPMENT

COWARDLY TRAITOR

Compulsion: The wielder must avoid all danger, scary things, and difficult challenge; to the point that they would roll over on their friends to avoid harm to themselves.

Note: The enhancement to the shield are applied as if to a weapon and only apply to the shield as a weapon. This means it does not provide an enhanced AC bonus.

Base Form: +3 *Bashing* heavy steel shield (Cursed).

Bound Form: +2 *Bashing* heavy steel shield. While wielding this weapon the wielder is permanently shaken. The pact causes this to bypass normal immunities to fear (such as the paladin's aura of courage class feature).

Penultimate Form: +3 *Bashing* heavy steel shield. Any creature who strikes the wielder must make a DC 10 + 1/2 character level Will save or be shaken for 1d4 rounds. This can not happen more than once per round but each subsequent failed save increases the duration by 2 rounds. Additionally, the wielder is no longer permanently shaken with this form of the weapon. Finally, for the purpose of armor this shield is treated as a +3 heavy steel shield. The wielder must have betrayed dozens of people with an act of cowardice and be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: +5 *Bashing* heavy steel shield. Any creature who strikes the wielder must make a DC 10 + 1/2 character level Will save or be shaken for 1d6 rounds. This can not happen more than once per round but each subsequent failed save increases the duration by 3 rounds. Additionally, the wielder is no longer permanently shaken with this form of the weapon. Finally, for the purpose of armor this shield is treated as a +5 heavy steel shield. The wielder must have betrayed hundreds of people with a supreme act of cowardice and be at least 16th level in order for the demonic weapon to assume this form.

CULT OF PARANOIA

Compulsion: The wielder knows the truth. Everyone and everything is out to get them and if they aren't; they will be at some point in the future. It's just a matter of time. They are compelled to keep personal details and information they learn secret from even their closest friends. The wielder is also plagued by signs that conspiracy theories, no matter how irrational, are all around them.

Base Form: +2 *Defiant* scythe (Cursed).

Bound Form: +1 Scythe.

Penultimate Form: +1 *Defiant* scythe. In addition, the wielder gains a +2 profane bonus on Bluff checks made to convince others of lies and on checks to recruit people to their cause. The wielder must have genuinely convinced at least 5 creatures to act violently in pursuit of a conspiracy theory and be at least 4th level in order for the demonic weapon to assume this form.

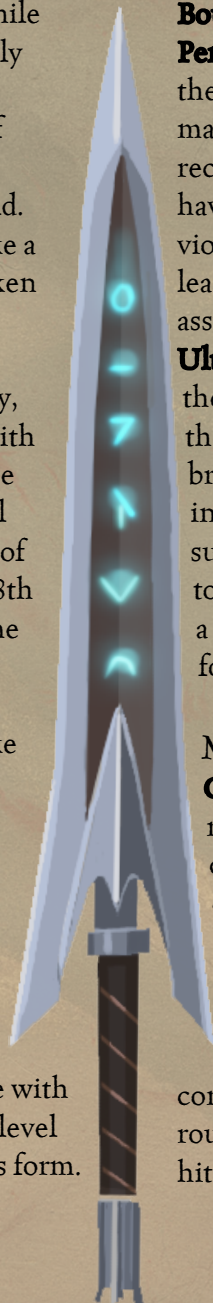
Ultimate Form: +2 *Defiant* scythe. While wielding the demonic weapon the wielder benefits from the Leadership feat, though all of its followers are brainwashed cultists who believe in various kind of insane conspiracy theories. The wielder must have successfully convinced a large number of people (a town, an entire sect of a religion, a company, etc) of a conspiracy theory and be at least 8th level in order for the demonic weapon to assume this form.

MURAMASA (CURSED, UNLUCKY)

Compulsion: The wielder becomes a magnet for misfortune; they attract suspicion in political circles, the weather turns against them, and chance events turn against them and compound into tragic disasters.

Base Form: Mundane +3 katana (Cursed).

Bound Form: Mundane +1 katana. However, when the wielder draws the blade they become confused (as per a *confusion* spell effect) for the first 2 rounds of combat or until they reduce a creature to 0 hit points, whichever comes first.



EQUIPMENT

Penultimate Form: Mundane +1 *keen* katana.

Additionally, once per day the wielder may challenge a creature, as per the cavalier class feature of the same name. The wielder has an effective cavalier level equal to 1/2 their character level. However, in addition to the previous penalty once drawn the wielder must deal their level in damage before they can sheath the demonic weapon. The wielder must have killed a superior or trusted ally and be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: Mundane +5 *keen dueling* katana.

Additionally, once per day the wielder may challenge a creature, as per the cavalier class feature of the same name. The wielder has an effective cavalier level equal to 1/2 their character level. The wielder must have killed themselves with the demonic weapon and been returned to life by an unaffiliated party and be at least 16th level in order for the demonic weapon to assume this form.

POISONED GLORY

Compulsion: The wielder refuses to back down from any challenge, and ignore subtle or stealthy approaches in favor of frontal assault. Furthermore, the wielder is driven mad by whispers of others glory and are compelled to win by any means necessary.

Base Form: +3 Bastard sword (Cursed).

Bound Form: +1 Bastard sword.

Penultimate Form: +2 *Vicious* bastard sword.

Additionally, while they wield the demonic weapon, the wielder adds the weapon's enhancement bonus to saves against fear effects. The wielder must have survived 3 fights against challenging creatures (CR equal the wielder's class level or higher) in which they lost more than half their hit points, and be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: +4 *Vicious speed* bastard sword.

Additionally, while they wield the demonic weapon, the wielder is immune to fear effects, and adds the weapon's enhancement bonus to saves against mind-affecting effects. The wielder must have claimed some ultimate title by totally disgracing and killing the existing champion who held their title.

This title must be recognized on the world stage and the wielder must be at least 16th level in order for the demonic weapon to assume this form.

SERIAL KILLER

Compulsion: The wielder is compelled to secretly stalk and kill people they meet in their day to day life.

Base Form: +3 Kukri (Cursed).

Bound Form: +1 Kurki

Penultimate Form: +2 *Keen* kukri. Furthermore, the wielder treats the weapon as if it had the deadly special quality. This means when they use it to deliver a coup de grace, they gain a +4 bonus to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack. The wielder must have stalked and killed 50 people in cold blood and be at least 8th level in order for the demonic weapon to assume this form.

Ultimate Form: +3 *Keen vorpal*/kukri. Furthermore, the wielder treats the weapon as if it had the deadly special quality and gains a use of *undetectable alignment* once per day as a spell-like ability. The wielder must have stalked and killed someone they love deeply and be at least 16th level in order for the demonic weapon to assume this form.



FEATS

Class Support Feats

✿ Berserker's Revenge

"Punching the bear" - Elven proverb for 'a bad idea'.

Prerequisites: berserker class feature

Benefit: Once per day per 4 class levels, while in berserker class you may forgo rolling to determine your action to instead attack a creature that dealt damage to you since your last turn, moving up to your speed if necessary. If more than one creature dealt damage to you since your last turn, you may choose which creature to attack.

✿ Extra Ferocious Act

Prerequisites: Ferocious act class feature.

Benefit: You gain a new ferocious act. You must meet all the prerequisites for the ferocious act.

Special: You can take this feat multiple times. Each time you do, you gain another ferocious act.

✿ Extra Reaper Talent

Prerequisites: Reaper talent class feature.

Benefit: You gain a new reaper talent. You must meet all the prerequisites for the reaper talent.

Special: You can take this feat multiple times. Each time you do, you gain another reaper talent.

✿ Extra Skirmishing Tactic

Prerequisites: Skirmishing tactics class feature.

Benefit: You gain a new skirmishing tactic. You must meet all the prerequisites for the skirmishing tactic, and you cannot select a skirmishing tactic that grants a feat.

Special: You can take this feat multiple times. Each time you do, you gain another skirmishing tactic.

✗ Fleeting Enlightenment

With a burst of inspiration and energy you are able to force your mind to encompass the diverging paths of both of your combat schools for a moment of brilliant, bloody, glory.

Prerequisites: Combat school class feature, second school class feature, 5th level weapon master

Benefit: For 1 + 1/4th your weapon master level rounds per day you can benefit from both your combat schools at once. You may decide to do this at the start of your turn as a free action and it lasts until the start of your next turn. The rounds do not need to be contiguous and recover after 8 hours of rest.

✗ Swordmaster's Gaze

You are an expert at gauging not only the relative threat of an enemy, but their abilities

Prerequisites: 5th level swordsman, sense killing intent class feature

Benefit: When you successfully use sense killing intent against a creature, you also gain information as though you had made a relevant Knowledge check, using your Sense Motive rolls as your Knowledge roll.

✗ Unusual Weapon Construction

Your designs, even on simple crafting projects, are truly bizarre and innovative.

Prerequisites: Craft 15 ranks, 3rd level weapon master

Benefit: When you craft a non-magical weapon you may add a single +1 magical weapon special ability to the weapon. The weapon still does not count as being magical, nor does its effect.

General Feats

A Cold Wind Blows

With a single strike your blade cuts the air, creating a small hurricane with your might.

Prerequisites: 8th-fighter OR BAB +12

Benefit: Every time you threaten a critical and hit your target a cold wind blows in the direction of your attack if you wish it to. This creates as a strong wind in a 30 foot radius around you and extinguishes all exposed non-magical fires within 30 feet. This lasts until the start of your next turn.

Strong Winds: See Table 8-3: Tempest or the Environmental rules section of the Pathfinder Core Rulebook for more information on strong winds.

Angry Avenger [Combat]

You are very tit for tat with your enemies.

Prerequisites: BAB +3 OR 1st-level fighter.

Benefit: You gain a +1 moral bonus on attack and damage rolls against any creature who dealt damage to during the last round.

Ankleshatter [Combat]

Prerequisites: Bonebreaker, Improved Trip, Heal 12 ranks

Benefit: When you make a successful trip attempt against an opponent that is grappled, helpless, or stunned you may instead one use of stunning fist to inflict the broken bone condition as well as halving their movement speed until the broken bone condition is healed.

Note: This was originally printed in Little Red Goblin Games' "Heroes of the Waves" book.

Armor Focus [Combat]

You are particularly skilled with one kind of armor and have trained in its use extensively.

Prerequisites: Proficiency with selected armor, base attack bonus +1.

Benefit: Choose one specific type of armor, such as chain shirt or breastplate. You reduce all armor check penalties with that armor by 1 and and increase your maximum Dexterity bonus to AC with that armor

by 1. This stacks with other effects that affect armor check penalties and maximum Dexterity bonuses.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Armor Specialization [Combat]

You are skilled at fighting in one kind of armor. You get a little bit more defense out of this armor while fighting in it.

Prerequisites: Proficiency with selected armor, Armor Focus with selected weapon, fighter level 4th.

Benefit: Choose one specific type of armor you have Armor Focus with, such as chain shirt or breastplate.



You treat the armor as if it's bonus to AC was 1 higher while you wear it.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor.

A Storm Rages Within

Within the heart of all true warriors, a storm brews. In answer to the flash of your steel a storm is summoned of equal fervor.

Prerequisites: A Cold Wind Blows, either 10th-level fighter OR BAB +15

Benefit: Whenever you score a critical hit you create a mundane version of a *call lightning* spell that lasts for 1d4 rounds, using your character level as your caster level for the particulars of this effect. The Reflex save is equal to DC 10 + 1/2 character level + your Strength, Dexterity, or Constitution modifier (whichever is highest).

Caster Cavalry

Your mount becomes a noble arcane steed, ready for battle.

Prerequisites: Mounted Mage, ability to acquire a familiar, caster level 7th, Ride 7 ranks.

Benefit: Your familiar now takes the form of a combat trained heavy warhorse (or other suitable CR 2 or less mount that a cavalier may select as their mount).

Special: This may be taken as a wizard bonus feat.

Counter Charge [Combat]

"Sure, run right at me. Me and my spear are waiting for you."

Prerequisites: Base attack bonus +9 OR 5th-level fighter.

Benefit: Enemies charging at you provoke an attack of opportunity from you. This feat grants additional benefits depending on what type of weapon you are wielding:

- **Brace Weapon:** You gain a +2 bonus on the attack roll and if you hit you deal x2 damage to the charging foe.

- **Other Melee Weapons:** This simply allows you to make an attack of opportunity against a charging target as soon as they enter a square you threaten.
- **Ranged Weapon:** You make a single ranged attack of opportunity if your weapon is loaded. If you have the Quick Draw feat or may otherwise reload a weapon as a free action you may do so and still make the attack. Your attack can be made at any point during the enemy's charge so long as it is within your 1st range increment.

If a weapon falls into more than one category, you may select which benefit you get.

Determinator

Your will is your greatest weapon, powered by your heart.

Prerequisites: None.

Benefit: You can add your Charisma bonus, if any, up to a maximum of 1/2 your level against Will saves against fear effects.

Enchanted Archery

You are skilled at harmonizing your magical arrows with your bow.

Prerequisites: 10th-level archer OR 12th-level fighter, Weapon Focus (any ranged weapon)

Benefit: When you wield a ranged weapon, the enhancement bonus from your ranged weapon stacks with enhancement bonus from ammunition, to a maximum of +5.

Special: If you qualified for this with Weapon Focus the benefit of the feat only applies to ranged weapons you have taken Weapon Focus in.

Extreme Catch [Combat]

First developed by giants, the sport of "extreme catch" involves hurling the largest rocks one can find at each other until one "goes squish".

Prerequisites: 18 Strength, Throw Anything, BAB +5.

Benefit: You gain the "Rock Catching" universal monster ability.

Flicker

You move so fast you seem to flicker out of existence for a brief moment, appearing 10 feet away.

Prerequisites: Run or Fleet and Dexterity 13

Benefit: You may expend a move action when you take a 5-foot step to move up to 10 feet in a straight line. Moving so fast in such a short span of time more than once per minute is tiring. Each time after the first requires that you make a DC 20 Fortitude save. Failure means you are fatigued for 1d4 rounds. You can not use this feat while fatigued.

Giant's Bow [Combat]

You have studied the art of archery, as mastered by giants. It requires significant strength and accuracy but you can manage.

Prerequisites: Archer level 9th OR Weapon Focus (composite longbow), fighter level 14th.

Benefit: You may use arrows sized for a creature one size category larger than you at no penalty. The bow you use must have a Strength requirement of at least +5.

Harrying Patrol

You rove across the battlefield, harrying all the enemies you can, making them feel boxed in by your reach weapon no matter where they look.

Prerequisites: 5th-level reaper OR Combat Reflexes, Mobility, base attack bonus +5, Combat Patrol

Benefit: If you are wielding a reach weapon, you can set up a roving patrol as a move action. Until the start of your next turn you count as occupying any squares you threaten for the purpose of allies determining if they are flanking an enemy.

Hyperspecialization [Combat]

You are obsessed with a specific kind of weapon to the exclusion of any others.

Prerequisites: Combat school class feature, Weapon Focus, Weapon Specialization

Benefit: Select one school weapon you have both Weapon Focus and Weapon Specialization in. From this point on, this is the only weapon that counts as your school weapon for all intents and purposes. You



gain a further +1 bonus on attack and damage rolls with this weapon. However, you take a -2 penalty on attack and damage rolls with any other weapon as it feels like you are cheating on a spouse or an act equally as repugnant.

Special: A fighter may use a weapon from their weapon training class feature in place of a weapon from a combat school.

Hurler [Combat]

You have refined the unrefined art of "hurling giant slabs of stuff at other stuff and making it go squish" to a form worthy of academic study.

Prerequisites: 18 Strength, Throw Anything, BAB +5.

Benefit: You gain the "Rock Throwing" universal monster ability.


Improved Fleet

You have dedicated your life to running and won't slow down for anyone or anything.

Prerequisites: Fleet, Run, 7 Ranks in Acrobatics or Climb OR Fleet, 7th-level fighter.

Benefit: You gain the benefit of the Fleet feat while in any kind of armor. In addition, all instances of Fleet now provide +10 feet of movement rather than +5 feet.

Irrefutable Challenge

 *Your challenge cannot be ignored and antagonizes your enemy into chasing you down.*

Prerequisites: Challenge class feature, Intimidate 5 ranks.

Benefit: Once per day, when you make a challenge, you may designate it as an "irrefutable challenge". The creature receives a Will save (DC 10 + 1/2 your ranks in Intimidate + your Charisma modifier). If they fail they must end their turn at least 10 feet closer to you (or attempt to do so). This is a mind-affecting effect that lasts for 1 minute or until the end of your challenge (whichever comes first). The target cannot be compelled to flee through mundane means, except through forced movement (even if they are, say, panicked).

Mounted Mage

You've learned to account for your mount's jostling as you cast your spells.

Prerequisites: Combat Casting, Ride 1 rank.

Benefit: You do not need to make concentration checks for casting spells due to your mount's movement.

Special: This may be taken as a wizard bonus feat.

Planned Attacks Patterns

You can coordinate your attacks in such a way as to optimize their efficiencies.

Prerequisites: BAB +12 or 6th-level fighter

Benefit: When making a full attack action you can take your attacks in any order you wish.

Normal: When making a full attack action you must take your attacks in order of their highest BAB to the lowest.

Relentless

You are relentless, punishing creatures for even the most guarded step.

Prerequisites: Combat Reflexes, BAB +9 OR Combat Reflexes and 6th-level fighter

Benefit: Creatures who take a 5-foot step provoke attacks of opportunity at a -4 penalty if the movement would normally have done so if it were not a 5-foot step.

Roaring Charge [Combat]

There's just something about having a bellowing madman rushing at them with a weapon that makes people want to run away.

Prerequisites: Intimidating Prowess, BAB +3.

Benefit: Whenever you charge a creature, you may make an Intimidate check against the same creature as a free action.

Special: If you have the Dazzling Display feat, you may instead use this feat to demoralize all enemies within 15 feet of the path of your charge.

Safe Shot [Combat]

Certain attacks don't need to risk everything; you've done this enough times to know how to defeat a totally unguarded opponent without fear of failure.

Prerequisites: 6th-level fighter, Weapon Focus, Weapon Specialization.

Benefit: When making an attack roll with a melee weapon you have both Weapon Focus and Weapon Specialization in, you can choose to not roll the dice and instead take a result equal to their full base attack bonus +1. This can be applied to any attack roll. This does not count as a natural roll of anything (not a natural 1 or natural 20, for example). If the attack hits it causes minimum damage (minimum on all damage dice rolled).

School Proficiency [Combat]

You are trained in all the weapons of your combat school, no matter how obscure or bizarre.

Prerequisites: Combat school class feature, BAB +3.

Benefit: You become proficient with all weapons in your school's weapon group.

Special: If you have more than one combat school, this feat applies to all of your school and you remain proficient even if you are not actively benefiting from a given school.

Steady Focus

With a steady hand, you can focus your wild swings down to a more manageable arc.

Prerequisites: Power Attack, Weapon Finesse, BAB +4

Benefit: When using Power Attack with a single one-handed or light weapon in one hand, you only suffer half the normal Power Attack attack roll penalty, rounded up (-2 becomes -1, -3 and -4 becomes -2, -5 and -6 becomes -3).

Note: This effect does not function with Furious Focus

Steel Slinger [Combat]

You can sling metal bullets like they were shot from a firearm.

Prerequisites: Weapon Focus (Sling), BAB +1.

Benefit: Whenever you use masterwork sling bullets you target touch AC as if you were attacking with a firearm. Additionally, you can treat firearm bullets as masterwork sling bullets.

Special: If you have this feat you qualify to take the Rapid Reload feat with slings. It reduces the time to reload a sling to a free action.

Stunning Opening

You can sneak in a disorienting little attack with a ranged weapon at close range just prior to making an attack.

Prerequisites: Opening Volley

Benefit: If you are making a full attack action or making a charge attack, you may make 1 free ranged attack with a thrown weapon at your full BAB -4. This ranged attack does not provoke an attack of opportunity. You must have the thrown weapon in your hand to use this or have one free hand and Quick Draw.

Switch Strike

You've learned to use both ends of double weapon more effectively.

Prerequisites: BAB +6, Proficiency with a double weapon.

Benefit: If you hit with one end of your double weapon, the other end gains a +1 circumstance bonus on attack and damage rolls with the other end the first time it is used during that round.

Revised Feats

Unlimited Willpower

"That your best? What else you got?"

The look in your eye as you resist the best of what your foe has to offer causes them to shake in their boots.

Prerequisites: Determinator.

Benefit: If you beat a Will save against a fear effect by 5 or more the creature who caused the effect must make a Will save themselves (DC 10 + 1/2 character level + your Charisma modifier) or be shaken for 1 round. The duration of this increases by 1 round for every 5 you beat the DC by.

Unkillable

You do not go quietly into that sweet goodnight.

Prerequisites: Diehard AND Resolve class feature OR 5th-level fighter OR 17 Constitution

Benefit: While stabilized you may attempt to make a stabilization check. If you pass it, you recover 1d4 hit points. This cannot bring you up beyond 1 hit points.



Weapon Breaker

Your magic weapon cracks lesser ones.

Prerequisites: Improved Sunder, BAB +8 OR 6th-level fighter.

Benefit: When you confirm a critical hit against an opponent with a mundane weapon, it gains the broken condition. You must be wielding a one-handed or two-handed weapon with a modified bonus of at least +2.

Note: A "modified bonus" is the term used for a weapon's enhancement bonus combined with its special ability bonus equivalents.

✖ Exotic Armory [Combat]

You have taken a crash-course on a number of weapons and shields.

Prerequisites: Base attack bonus +3.

Benefit: You become proficient in 5 different weapons or shields (any mix) of your choice.

Original Feat: Exotic Weapon Proficiency

✖ Exotic Weapon Proficiency [Combat]

You are extensively trained in the use of an exotic weapon.

Prerequisites: Base attack bonus +1.

Benefit: You become proficient in an exotic weapon of your choice. Additionally, you may count your character level as your effective fighter level for the purpose of taking the feats Weapon Focus, Weapon Specialization, and feats that have those feats as prerequisites so long as it applies to the exotic weapon you became proficient in the use of via this feat.

Original Feat: Exotic Weapon Proficiency

✖ Expanded Weapon Focus

Your training in a group of weapons allows you to apply your focus across similar weapons.

Prerequisites: Combat school OR weapon training class feature OR weapon familiarity racial trait.

Benefit: You gain a +1 bonus to attack rolls for all weapons in the group you qualified for this feat with. This bonus does not stack with the bonus from Weapon Focus.

Special: This counts as Weapon Focus for the purpose of meeting prerequisites.

Original: Weapon Focus



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