

Weekly Wonders

Archetypes of Intrigue Volume III

Bodyguards

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*Necromancers
of the Northwest*

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Credits

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Introduction

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

For this book, we focus on bodyguards. In games of high politics, where assassinations and coups are always a possibility, there is always a need for those who can protect the movers and shakers, and ensure that they are able to continue pursuing their agendas. The archetypes in this book focus on protecting others, specializing in combating different types of harm, and approaching that protection in a variety of different ways.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Poison Taster (Alchemist)

Although named for their ability to protect against poisons, these alchemists have many more tricks and abilities to offer prospective clients in terms of defense. Equipped with special defensive concoctions to protect their wards, and smoke bombs to help them escape danger, these alchemists are in high demand in every royal court.

Defensive Concoction (Su): At 1st level, a poison taster discovers how to create a defensive concoction that can be imbibed in order to increase one's defensive prowess. It takes 1 hour to brew a dose of defensive concoction, and once brewed, it remains potent until used. A poison taster can only maintain one dose of defensive concoction at a time—if he brews a second dose, any existing defensive concoction becomes inert. Unlike extracts or bombs, a defensive concoction can be consumed by anyone.

A poison taster's defensive concoction increases the imbiber's natural armor bonus to AC by +2, grants a +2 circumstance bonus on saving throws, and gives the imbiber a number of temporary hit points equal to 5 + twice the poison taster's alchemist level. These benefits last for 10 minutes.

At 14th level, the defensive concoction improves. It increases the imbiber's natural armor bonus to AC by +4, grants a +4 circumstance bonus on saving throws, gives the imbiber a number of temporary hit points equal to 5 + twice the poison taster's alchemist level, and gives the imbiber spell resistance

equal to 10 + the poison taster's alchemist level.

This ability replaces the mutagen and persistent mutagen class features.

Detect Poison (Sp): At 4th level, a poison taster becomes an expert at sniffing out poison. He can cast *detect poison* as a spell-like ability at will.

This ability replaces the discovery gained at 4th level.

Smoke Bomb (Ex): At 6th level, the poison taster learns how to instantly create and throw smoke bombs that can be used to cover an escape from a deadly situation. As a standard action, he can create and throw a smoke bomb that creates a cloud of smoke with a radius equal to 5 feet, plus 5 feet per two alchemist levels he possesses. This acts like the smoke from a smokestick. The poison taster can center this smoke on himself, or throw the smoke bomb as a ranged touch attack with a range of 20 feet. The poison taster can use this ability a number of times per day equal to his Intelligence modifier.

This ability replaces the swift poisoning class feature.

Varangian Guardian (Barbarian)

Prized as bodyguards, varangian guardians are always alert and ready for battle. With their protective fighting style and their ability to intercept incoming attacks, there is no safer place for a varangian guardian's allies to be than right beside them on the battlefield.

Danger Sense (Ex): At 3rd level, a varangian guardian gains a +1 bonus on Initiative checks, as well as a +1 bonus on Perception and Sense Motive checks made to notice potential threats. These bonus increases by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Danger sense bonuses gained from multiple classes stack.

This ability replaces the trap sense class feature.

Fight Protectively (Ex): Beginning at 4th level, a varangian guardian learns to fight while actively protecting an adjacent character. She can choose to fight protectively when attacking. If she does, she takes a -4 penalty on all attacks in a round to grant a +2 bonus to AC to each adjacent ally until the start of her next turn. Any feat or class feature which modifies fighting defensively can also modify fighting protectively in the same way.

This ability replaces the rage power gained at 4th level.

Intercept Attack (Ex): Beginning at 8th level, a varangian guardian can intercept attacks that are made against adjacent allies. As an immediate action, when an attack is made against an adjacent ally, a varangian guardian can block the attack herself. She must declare that she is using this ability before it is declared whether the attack hits. The attack is instead made against the varangian guardian, comparing the result of the attack roll against her AC in order to determine if it hits, and dealing all damage (and other effects) from the attack to the varangian guardian instead of the original target.

Beginning at 16th level, she can use this class feature to intercept a spell or ability that targets an adjacent ally, provided it does not also target the varangian guard. In this case, she must declare that she is using the ability before any saving throws or caster level checks made to overcome spell resistance are made. She is treated as though she were the target of the spell or ability, rather than the original target.

This ability replaces the rage powers gained at 8th level and 16th level.

Protective Push (Ex): Beginning at 12th level, whenever a varangian guardian uses her intercept attack class feature, the ally she protects may move 5 feet as a free action. This movement does not provoke attacks of opportunity.

This ability replaces the rage power gained at 12th level.

Spiritual Advisor (Mesmerist)

While most bodyguards focus on protecting their ward physically, some are taken on specifically to protect their minds, instead. Spiritual advisors protect others from harmful influences, whether it is simply catching liars and sniffing out those with ill intent, or actively shielding them from harmful mental magic.

Protective (Ex): A spiritual advisor adds 1/2 his mesmerist level (minimum 1) as a bonus on all Sense Motive checks. Additionally, whenever the spiritual advisor fights defensively or uses the Combat Expertise feat, he can also apply the AC bonus from doing so to an adjacent ally of his choice.

This ability replaces the consummate liar class feature.

Shake it Off (Ex): Beginning at 2nd level, a spiritual advisor can apply a special use of the aid another action to grant an adjacent ally a new saving throw to end a single mind-affecting effect she is currently suffering from. Success indicates the effect ends, as though the ally had succeeded on her initial saving throw to resist the effect. The ally gains a bonus on this saving throw equal to the spiritual advisor's Charisma bonus. The spiritual advisor can use this ability at will, but if the ally fails her saving throw to resist the effect, any future attempts to use this ability to help that ally remove that effect automatically fail.

This ability replaces the towering ego class feature.

Benign Influence (Su): At 5th level, a spiritual advisor can insert himself into the minds of his allies, to provide another layer of protection against those who would control them. As a standard action, he can touch a willing creature to extend his benign influence in this way. Once he does so, the influence remains until the spiritual advisor ends it as a standard action, or until the spiritual advisor moves at least 1 mile away from the creature, at which point the link is automatically severed.

Anyone attempting to issue commands to an affected creature with a charm or compulsion effect must succeed on an opposed Charisma check against the spiritual advisor, or the command fails. This has no effect if the spiritual advisor is unable to take mental actions (such as if he's unconscious,

dead, or held in suspended animation), or if the spiritual advisor is more than 120 feet from the affected creature at the time.

The spiritual advisor can grant his influence to one creature at a time at 5th level. At 10th level, and every five levels thereafter, he can grant his influence to one additional creature at a time.

This ability replaces the mental potency class feature.

Analyze Aura (Sp): At 11th level, a spiritual advisor can cast *analyze aura*^{OA} as a spell-like ability at will.

This ability replaces the glib lie class feature.

Security Consultant (Rogue)

They say that it takes a thief to catch a thief, and in much the same vein, it is not uncommon for those with unscrupulous backgrounds to be sought after to help ensure that one's security is sufficient. These rogues, whatever their background, soon learn to adapt their fighting style to better protect others, and develop certain talents designed to counteract the kinds of tricks usually employed by less scrupulous rogues.

Distracting Attack (Ex): A security consultant's sneak attack deals only an additional 1d4 points of damage at 1st level, and an additional 1d4 points of damage for every two rogue levels thereafter, rather than the normal amounts. Whenever she deals sneak attack damage, however, she can choose a single ally that is adjacent to either herself or the target of her sneak attack. The target of her sneak attack suffers a -2 penalty on attack and damage rolls made against the chosen ally until the beginning of the security agent's next turn. If the security agent deals sneak attack damage to the same creature in this way multiple times in one round, she may choose a new ally for each time she deals damage, or she can choose an ally she has previously chosen, in which case the penalty for that ally increases by 1.

This ability modifies the sneak attack class feature.

Rogue Talents: A security consultant gains access to the following rogue talents, in addition to those available to all rogues.

Fortify Portal (Ex): The security consultant is able to fortify a doorway, window, or other portal, making it more difficult to pass through. As a full-round action, she can cause such an object to become stuck, requiring a successful Strength check to break it. The DC is determined by the nature of the portal, or is equal to 15 + the security consultant's Intelligence modifier, whichever is higher. If the portal is locked, she can spend 1d4 rounds and make a Disable Device check (DC equal to the DC to disable the lock) in order to make the lock harder to pick, increasing the DC of Disable Device checks to unlock the portal by 5 (this effect does not stack with itself).

Trapper (Ex): The security consultant gains the Learn Ranger Trap feat, even if she doesn't meet the prerequisites. Additionally, she uses her Intelligence modifier rather than her Wisdom modifier to determine the number of times per day she can use the trap and the DC of traps she sets.

Shared Evasion (Ex): At 2nd level and higher, a security consultant can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, and she beat the DC by at least 2, she instead takes no damage. Additionally, she grants this ability to all adjacent allies. This ability can only be used by characters that are wearing light armor or no armor, and helpless creatures do not gain the benefits of this ability.

If the security consultant later gains the Improved Evasion advanced rogue talent, it also applies to all adjacent allies, but affected creatures suffer half damage only if they failed the saving throw by less than 5.

This ability replaces the evasion class feature.

Danger Sense (Ex): At 3rd level, a security consultant gains a +1 bonus on Initiative checks, as well as a +1 bonus on Perception and Sense Motive checks made to notice potential threats. These bonus increases by +1 every three rogue levels thereafter (6th, 9th, 12th, 15th, and 18th level). Danger sense bonuses gained from multiple classes stack.

This ability replaces the trap sense class feature.

Sentinel Binder (Summoner)

The bond between a summoner and his eidolon is strong, but some summoners choose to share that bond with a third party, using themselves and their eidolons to protect a specific individual, who gains the benefits of the eidolon's protection in ways that normally only a summoner can.

Life Link (Su): A sentinel binder shares a life link with his eidolon as most summoners do, but he can also share this bond with a third creature, a ward that both the sentinel binder and his eidolon are sworn to protect. A sentinel binder can designate a creature as his ward through a 20-minute ritual that requires he remain in physical contact with the ward. Once the ritual is complete, the ward is bonded to the sentinel binder and his eidolon until the sentinel binder chooses to end the effect (a full-round action, which can only be taken while the ward is not in immediate danger). If the sentinel binder's ward dies, the sentinel binder suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for one week, during which time he cannot take a new ward.

Whenever a sentinel binder's ward suffers enough damage to reduce her to 0 or fewer hit points, she is protected by the sentinel binder's eidolon. Damage in excess of that which would reduce the ward to 1 hit point is instead transferred to the sentinel binder's eidolon, 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the ward. This ability applies only when the

sentinel binder's eidolon is within 50 feet of the ward.

Whenever the eidolon takes enough damage to send it back to its home plane, the sentinel binder can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane. This ability applies only when the sentinel binder's eidolon is within 50 feet of the sentinel binder.

Because of the fractured nature of the sentinel binder's life link, his eidolon has less ability to roam than those called by other summoners. If the eidolon is beyond 50 feet from both the sentinel binder and his ward, but closer than 200 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 200 feet away but closer than 500 feet, its current and maximum hit point totals are reduced by 75%. If it is more than 500 feet away from both the sentinel binder and his ward, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to the sentinel binder or his ward, but its maximum hit point total does return to normal. If the sentinel binder and his ward are in different locations, always use the location of the closer of the two to determine the effects of this ability (for example, as long as the eidolon is within 50 feet of either the sentinel binder or his ward, it will suffer no ill effects).

This ability modifies the life link class feature.

Shield Ward (Su): At 4th level, whenever the sentinel binder's ward is within his eidolon's reach, the ward receives a +2 shield bonus to her Armor Class, and a +2 circumstance bonus on her saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

This ability replaces the shield ally class feature.

Call of Duty (Su): At 6th level, as a standard action, a sentinel binder can send his eidolon to his ward's side. This functions as *dimension door*, using the sentinel binder's caster level. When used, the eidolon appears adjacent to the sentinel binder's ward (or as close as possible if all adjacent spaces are occupied). If the sentinel binder's eidolon is out of range from the sentinel binder's ward, the ability is wasted. The sentinel binder can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

This ability replaces the maker's call class feature.

Switcheroo (Su): At 8th level, a sentinel binder can use his call of duty class feature to have his eidolon swap places with his ward. If either the ward or the eidolon is larger than the other, the smaller party can appear in any square occupied by the larger. The larger party must occupy the square that was occupied by the smaller if able, or as close as possible if not able.

This ability replaces the transposition class feature.

Greater Shield Ward (Su): At 12th level, whenever an ally is within the sentinel binder's eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the sentinel binder's ward, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

This ability replaces the greater shield ally class feature.

Absorb Curse (Su): At 14th level, a sentinel binder's eidolon is able to use the sentinel binder's life link to take on a curse meant for either the sentinel binder or the sentinel binder's ward. Once per day, when either of these creatures would be affected by a harmful spell or ability, the sentinel binder may have the eidolon be affected instead. This ability can't be used if the eidolon is not a valid target for the triggering spell or ability, if it is out of range of the triggering spell or ability, or if it is more than 50 feet from the original target (either the sentinel binder or his ward). The eidolon is allowed any spell resistance or saving throws to resist the effect, as normal. The sentinel binder must declare that he is using this ability before any attack rolls, caster level checks, or saving throws are made for the triggering spell or ability.

This ability replaces the life bond class feature.

Extradimensional Safehouse (Su): At 16th level, a sentinel binder can send his ward to an extradimensional haven of his own creation, keeping her safe from harm. This functions as the spell *maze*, except that it functions only on the sentinel binder's ward (and only if the ward is willing), and the ward can leave the extradimensional space at any time (she does not need to succeed on an Intelligence check to do so). Additionally, each round the ward spends within the extradimensional space, she heals 1 hit point. The sentinel binder can use this ability once per day.

This ability replaces the merge forms class feature.

Vigilant Defender (Vigilante)

Many vigilantes don their masks in order to avenge wrongs and punish evildoers, but some instead fight to protect something or someone that they hold dear. Vigilant defenders devote themselves to protecting specific individuals, ensuring that no harm comes to them. While they often share their secret identity with their wards, just as often they do not, remaining an anonymous savior, instead.

Ward (Ex): Beginning at 2nd level, a vigilant defender can designate a specific creature as his ward, devoting himself to protecting that creature at any cost. This process takes 20 minutes, during which the vigilant defender must be within sight of his ward at all times, although he can later leave his ward's presence without ending the effect. As long as the vigilant defender is adjacent to his ward and in his vigilant identity, his ward gains a +2 bonus to AC and a +2 bonus on all saving throws. A vigilant defender can have only one ward at a time. If a vigilant defender's ward dies, the vigilant defender suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for one week, during which time he cannot take a new ward. A vigilant defender can

dismiss his ward as a full-round action, but only if his ward is not currently in danger. Several of a vigilant defender's other class features involve his ward.

This ability replaces the vigilante talent gained at 2nd level.

Vigilante Talents: A vigilant defender gains access to the following vigilante talents, in addition to those available to all vigilantes.

Intercept Blow (Ex): As an immediate action, when the vigilant defender is adjacent to his ward and his ward is the target of an attack, the vigilant defender can attempt to block that attack. He makes an attack roll, and if the result exceeds the attacker's result, the attack misses automatically. The vigilant defender suffers a -2 penalty on his attack roll for each size category that the attacking creature is larger than him.

No One Dies (Ex): The vigilant defender's very presence seems to stave off death, leaving foes and allies alike disabled but alive. Any creature within sight of the vigilant defender that is reduced to 0 or fewer hit points automatically stabilizes. Additionally, if a creature with more than 0 hit points suffers enough damage to be killed, they are instead reduced to a number of negative hit points equal to 1 fewer than their Constitution score. This ability does not prevent creatures from being killed by death effects. The vigilant defender must be at least 12th level to select this vigilante talent.

Social Talents: At 3rd level, a vigilant defender gains access to the following social talents, in addition to those available to all vigilantes.

Decoy (Ex): The vigilant defender can use his many guises social talent in order to disguise himself as his ward. When disguised as his ward, the vigilant defender receives a +20 circumstance bonus on Disguise checks to appear as his ward. Any spell or ability designed to locate his ward has a 75% chance of finding the vigilant defender instead of the actual ward, and divination spells and abilities used on the vigilant defender give results as if he were actually his ward. The vigilant defender also gains a +10 circumstance bonus on Bluff checks to properly play the part of his ward. The vigilante must have the many guises social talent to select this talent.

Ward Sense (Su): The vigilant defender's close bond with his ward gives him an innate sense of when his ward might be in danger. By concentrating as a full-round action, he can learn the direction and relative distance to his ward. Additionally, he shares an empathic bond with his ward, similar to a wizard and familiar, which allows him to sense his ward's emotional state.

Vigilant (Ex): Beginning at 3rd level, a vigilant defender adds 1/2 his class level on Perception and Sense Motive checks made to be included in a surprise round (such as to notice an enemy before he attacks, or to sense that a creature he is aware of plans to attack, etc.). He also applies this bonus on all initiative checks he makes.

This ability replaces the unshakable class feature.

Fearsome Defense (Ex): At 5th level, a vigilant defender is able to strike back at those who attack his ward with an intensity that leaves them unsure of themselves. Whenever the vigilant defender makes an attack against a foe that made an attack or other hostile action (spell, ability, etc.) against his ward since the end of the vigilant defender's last turn, that foe is treated as flat-footed for the rest of the vigilant defender's turn (uncanny dodge or a similar ability prevents this effect unless the vigilant defender is at least four levels higher than the foe with uncanny dodge). The foe also suffers a -4 penalty on attacks made against either the vigilant defender or his ward until the start of the vigilant defender's next turn.

This ability replaces the startling appearance class feature.

Ferocious Defense (Ex): At 11th level, whenever the vigilant defender makes an attack against a foe that made an attack or other hostile action (spell, ability, etc.) against his ward since the end of the vigilant defender's last turn, the attack is treated as though he had rolled the maximum amount for his damage rolls, and he gains a +4 bonus on attack rolls made to confirm any critical threats.

This ability replaces the frightening appearance class feature.

Debilitating Defense (Ex): At 17th level, whenever the vigilant defender makes an attack against a foe that made an attack or other hostile action (spell, ability, etc.) against his ward since the end of the vigilant defender's last turn, if the attack hits, the vigilant defender can perform one of the following combat maneuvers against that foe as a free action: bull rush, dirty trick, disarm, reposition, sunder, or trip. The vigilant defender gains a +4 bonus to CMB for combat maneuver checks made in this way, and such combat maneuvers never provoke attacks of opportunity.

This ability replaces the stunning appearance class feature.

Guardian Witch (Witch)

Most witches receive a familiar from their patron, to watch over and guide them, and ensure they do their patron's bidding. Sometimes, however, a witch's patron would rather see her act as guardian and mentor over another, and she receives a ward instead. These guardian witches are able to bond with their wards much as other witches bond with their familiars, to be better able to keep track of and defend them.

Bond with Ward (Su): A guardian witch does not gain a familiar, as other witches do, but is instead able to bond with another creature, claiming him as her ward and granting benefits to both parties. A guardian witch stores her spells in a spellbook, and prepares them in the same fashion as a wizard.

By performing a special 10-minute ritual, a guardian witch can designate a single creature as her ward. The creature must be present and participate in the ritual willingly (although he can be charmed or compelled to do so). Once the ritual is performed, the creature remains the guardian witch's ward until a similar ritual to end the bond is performed.

Alternatively, if the guardian witch has not been within 1 mile of her ward for 3 days, she can choose to sever the bond, even without her ward present. If her ward dies, the guardian witch cannot take a new ward for 1 week.

The guardian witch's ward gains a +1 deflection bonus to AC. At 5th level, and every four levels thereafter, this bonus increases by 1, to a maximum of a +5 bonus. Additionally, she treats her ward as a familiar, and the ward gains the alertness, empathic link, and share spells abilities, as though he were the guardian witch's familiar.

At 2nd level, the guardian witch's ward also gains the evasion class feature of the rogue.

At 5th level, the guardian witch is able to cast spells with a range of touch on her ward from close range, without needing to touch him.

At 7th level, as long as the guardian witch's ward is within 30 feet of the guardian witch, he gains a +2 bonus on Will saves.

At 11th level, the guardian witch's ward gains spell resistance equal to 5 + the guardian witch's witch level.

At 13th level, the guardian witch's ward gains the scry on familiar ability, as though he were the guardian witch's familiar.

This ability replaces the witch's familiar class feature.

Life Bond (Su): Beginning at 4th level, whenever a guardian witch's ward suffers damage, half of that damage is redirected to the guardian witch. This applies only to hit point damage, and not other forms of damage or harmful effects.

This ability replaces the hex gained at 4th level.

Greater Life Bond (Su): Beginning at 12th level, as long as the guardian witch has at least 1 hit point, her ward cannot be reduced to 0 or fewer hit points by damage. Any damage that would reduce her ward to 0 or fewer hit points is redirected to her, instead.

This ability replaces the hex gained at 12th level.

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Protection at any Cost!

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons, killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

For this book, we focus on archetypes of bodyguards. Although it may not be the most glamorous kind of work, bodyguards have an important place both in plots and intrigues, and in the typical dungeon environment adventurers often frequent. It is the bodyguards who ensure that their friends, allies, and employers remain alive and protected long enough to do what it is that they do: without their trusty protectors, such endeavors would always end in death and tragedy. Each of the archetypes in this book focus on the ability to protect allies from one or more types of harm. This book includes the following archetypes:

- The poison taster, an alchemist archetype that can brew defensive concoctions, detect poison, and create distracting smoke bombs.
- The Varangian guardian, a barbarian archetype with an intuitive sense for danger, and the ability to intercept attacks aimed at nearby allies.
- The spiritual advisor, a mesmerist archetype that protects his allies minds, rather than their bodies, helping them to shake off and resist mental control.
- The security consultant, a rogue archetype that deals less damage but debilitates her foes, can share her evasion with nearby allies, and gains access to special security-focused rogue talents.
- The sentinel binder, a summoner archetype whose life link is shared with a single creature he designates as his ward.
- The vigilant defender, a vigilante archetype that can intercept attacks, prevent nearby creatures from dying, and easily serve as a decoy to his ward.
- Plus a bonus archetype, the guardian witch, a witch archetype

