Weekly Wonders Cabalier Archetypes

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Alex Riggs, Joshua Zaback

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Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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Introduction

Cavaliers, as a class, represent the iconic knight in shining armor, riding on horseback and fighting for what he believes in—represented in *Pathfinder* through the edicts of his cavalier order. Perhaps because the imagery of the cavalier is so iconic, or perhaps because products that provide alternate options for the cavalier often focus on their orders rather than on archetypes for the class, there are relatively few cavalier archetypes that deviate very heavily from this image.

This book presents four cavalier archetypes, two of which present more traditional takes on the cavalier, which help to support that image of the medieval chivalric warrior, and two of which take the cavalier in new and somewhat unusual directions. The archetypes are presented in alphabetical order. For more information on archetypes and the cavalier class, see the *Advanced Player's Guide*.

Arachknight

Originally an elite order of drow cavaliers, the arachknights were fearsome warriors mounted upon giant spider steeds. As they continue to fight alongside their spider companions, a curious transformation occurs, as they become more and more like the creatures they ride. To this day, the vast majority of arachknights are drow, but some other races have learned the secrets of this strange and esoteric order, and arachknights can be members of any race.

Spider Mount (Ex): All arachknights form a close bond with a giant spider, which they are able to use as their mount. This functions as normal for the cavalier's mount ability, except that the cavalier must choose the giant spider mount listed below.

SPIDER, MOUNT

Starting Statistics

Size Large; Speed 40 ft, climb 20 ft.; AC +1 natural armor; Attack bite (1d6 plus poison); Ability Scores Str 10, Dex 13, Con 13, Int —, Wis 10, Cha 2; Special Attacks poison (*frequency* 1/round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC); Special Qualities darkvision, tremorsense 30 feet; CMD overrun, trip +12

7th-Level Advancement

Ability Scores Dex +2, Con +2; Special Qualities poison (*frequency* 1/round [6], *effect* 1d2 Str damage, *cure* 1 save, Con-based DC)

This ability modifies the mount class feature.

Poison Use (Ex): Arachknights are experts at the use of poison, and have no risk of poisoning themselves when applying poison to a weapon or other object.

This ability replaces the tactician class feature.

Vermin Handler (Ex): Arachknights have a special empathy for vermin, and at 4th level, an arachknight becomes able to use Handle Animal to affect vermin, including mindless vermin.

This ability replaces the expert trainer class feature.

Dreadful Banner (Ex): At 5th level, an arachknight's banner becomes a symbol of terror to his enemies. As long as the arachknight's banner is clearly visible, all enemies within 6o feet suffer a -2 morale penalty on saving throws made to resist fear effects, and a -1 morale penalty on attack rolls. At 10th level, and every 5 levels thereafter, these penalties increase by 1. The banner must be at least Small or larger and must be carried or displayed by the arachknight or his mount to function. These penalties end immediately if the arachknight's banner ceases to be visible, if the arachknight becomes more than 6o feet away from the enemy, or if the enemy successfully damages the arachknight with an attack, spell, or ability. Once a creature stops being affected by this ability, regardless of how that occurs, it is immune to it for 24 hours.

This ability replaces the banner class feature.

Web (Su): At 9th level, an arachknight's close bond with spiders grants him limited ability to create webs from his hands. Up to eight times per day, the arachknight can throw a web. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the arachknight. An entangled creature can escape with a successful Escape Artist check, or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the arachknight's class level + the arachknight's Constitution modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Additionally, the arachknight is able to create smaller webs on the fly to aid him in grappling. This grants the arachknight a +4 bonus on combat maneuver checks made to start or maintain a grapple, and allows the arachknight to bind creatures, as though with silk rope, even if no rope is currently available.

This ability replaces the greater tactician class feature.

Ambush Tactics (Ex): At 14th level, the arachknight becomes an expert at ambush tactics. If the arachknight uses the charge action during a surprise round, he can move up to three times his speed and make a single attack, instead of the normal amount of movement he would be able to make, and his attack deals an additional amount of damage equal to his class level (this additional damage is not multiplied by the Spirited Charge feat or in the event of a critical hit, nor is it multiplied if the arachknight is wielding a lance). Further, if the arachknight acts in a surprise round, he gains a +4 bonus on initiative checks for that combat.

This ability replaces the greater banner class feature.

Venom (Su): Beginning at 17th level, the arachknight's close bond with spiders allows him to produce a potent venom in his mouth, three times per day. Producing and collecting this venom in a vial or similar container is a full-round action. Alternatively, the arachknight can produce the venom and apply it directly to a weapon or object as a fullround action, instead. The venom has the following effects.

Arachknight Venom—injury; *frequency* 1/round for 6 rounds, *effect* 1d3+1 Str damage, *cure* 2 consecutive saves, DC 10 + 1/2 the arachknight's class level + the arachknight's Constitution modifier)

This ability replaces the master tactician class feature.

Driven Warrior

Not all cavaliers ride animals. Some prefer to fight from atop a powerful vehicle, from the elegant chariot to the covered wagon, or something far more exotic. Whatever they ride, these innovative cavaliers still use the same tactics, but have adapted them to a different kind of steed.

Vehicle Bond (Ex): A driven warrior can form a bond with a particular vehicle, learning the ins and outs of its controls, and allowing him to handle it much more skillfully than others would be able to. In order to form a bond with a vehicle, the driven warrior must spend at least 1 hour examining its workings and driving it outside of combat. A driven warrior can only have a bond with one vehicle at a time; if he forms a bond with a second vehicle, all previous vehicle bonds are severed.

While driving his bonded vehicle, a driven warrior can use his Charisma modifier, his Wisdom modifier, or the appropriate skill, whichever is highest. Additionally, he can perform driving actions that would normally require a standard action with a move action instead, and can perform driving actions that normally require a move action with a swift action, instead. Finally, when driving his bonded vehicle, the DC for driving checks the driven warrior makes is only increased by +2 when he is driving with less than a full crew, and he can operate the vehicle with as little as 1/5 its crew complement, although the DC of all drive checks he makes is increased by +10 if he has less than 1/2 the vehicle's crew complement.

This ability replaces the mount class feature.

Vehicular Charge (Ex): At 3rd level, the driven warrior becomes an expert at attacking while driving. As a full-round action, the driven warrior can use the accelerate, decelerate, or keep it going driving actions, and make a single melee attack at the end of the vehicle's movement, against a creature that is not on, in, or otherwise a part of the vehicle (provided that one is available within reach). This is treated as a charge action for the purposes of any class features or abilities that apply to charges (such as the mighty charge class feature, the Spirited Charge feat, and the special property of lances to deal double damage on a charge). The driven warrior gains a +2 bonus on the attack roll made as part of this action, but suffers a -2 penalty on the drive check.

This ability replaces the cavalier's charge class feature.

Vehicle Defense (Ex): By 4th level, the driven warrior knows how best to protect vehicles that he's driving. The AC of any vehicle that he drives is increased by +2, including the vehicle's touch AC. Additionally, any attacks made against the vehicle's crew, driving device, or conveyance suffer a -2 penalty (this is in addition to the normal -10 penalty for attacking a conveyance, and in addition to the AC increase listed above).

This ability replaces the expert trainer class feature.

Expert Rammer (Ex): Beginning at 6th level, a driven warrior knows how to use his vehicle to maximum effect when ramming. Whenever the driven warrior's vehicle deals ram damage, use the next highest dice size to determine the vehicle's damage, instead (for example, an average Large vehicle, which would normally deal 1d8 points of damage, would instead deal 1d10 points of damage, while an average Gargantuan vehicle, which would normally deal 4d8 points of damage, instead). Additionally, when the driven warrior makes a ramming maneuver, the vehicle he is driving suffers only 1/4 the ramming damage it inflicts, instead of 1/2.

This ability replaces the bonus feat gained at 6th level.

Favored Knight

Not all cavaliers are soldiers first, and not all of them are particularly interested in working as a team. Favored knights are cavaliers who specialize in performance combat, and spend much of their time participating in knightly tournaments and jousts. Though they are not as tactically minded as other cavaliers, they know how to work a crowd, and the applause and cheers to which they are subjected leaves them with a great deal of personal confidence.

Skills: A favored knight adds Perform (act), Perform (comedy), and Perform (dance) to his list of class skills.

Performing Combatant (Ex): At 1st level, a favored knight receives Dazzling Display as a bonus feat, even if he does not meet the prerequisites. He can use this feat with any weapon that he is proficient with, even if he does not have Weapon Focus for the chosen weapon. Additionally, the favored knight gains a +1 bonus on all performance combat checks he makes.

This ability replaces the tactician class feature.

Boundless Confidence (Ex): At 5th level, a favored knight is spurred on by his successes, and, when faced with doubt and worry, can call up the remembered shouts of adoring fans to bolster his morale. He gains a +4 bonus on saving throws made to resist fear and emotion effects.

Additionally, when participating in performance combat, if the crowd is hostile to the favored knight, he suffers only the penalties normally associated with the crowd being unfriendly, and if the crowd is unfriendly toward the favored knight, he suffers no penalty.

This ability replaces the banner class feature.

Adept Performance (Ex): At 9th level, a favored knight receives a single performance feat of his choice as a bonus feat. He must meet the prerequisites for this feat. Additionally, the bonus that the favored knight gains on performance combat checks from his performing combatant class feature increases to +2.

This ability replaces the greater tactician class feature.

Crowd Favorite (Ex): By 14th level, a favored knight is an expert at pleasing a crowd while fighting, and knows how to make the most of their praise. Any morale bonus the favored knight gains (whether from a friendly or helpful crowd during performance combat or another source, such as a spell or bardic music) is doubled.

This ability replaces the greater banner class feature.

Master Performance (Ex): At 17th level, a favored knight receives a single performance feat of his choice as a bonus feat. He must meet the prerequisites for this feat. Additionally, the bonus that the favored knight gains on performance combat checks from his performing combatant class feature increases to +3.

This ability replaces the master tactician class feature.

Lancer

It is easy to underestimate the power of a heavily armored warrior, astride a charging steed, bearing down upon his foes with incredible force and speed and power, all focused on a single, pointed blade... until one finds oneself on the receiving end. Lancers are masters of mounted combat, and know how to use their mounts and their lances and spears to drive their points home to their foes.

Unseat (Ex): A lancer is an accomplished jouster and a veteran of the lists, and knows how to unseat an opponent through a single, forceful blow, rather than beating him into unconsciousness. Whenever the lancer uses the charge action while mounted, if he is using a one-handed or two-handed piercing melee weapon, and the target of his charge is also mounted, he may choose to make the attack an unseating attack. If he does, and the attack hits, it deals the minimum possible amount of damage (as though the lancer had rolled a 1 on all damage dice), but the lancer can make a special bull rush combat maneuver check as a free action that does not provoke attacks of opportunity. The DC is equal to 10 + the target's Ride modifier, or the target's CMD, whichever is higher. In either case, the lancer adds his bonus to attack rolls for charging to his CMB for this check, and the DC increases by +2 if the target is using a military saddle. If the lancer succeeds, the target is knocked from his saddle, and lands prone 5 feet further from the lancer than he was when he was mounted.

This ability replaces the tactician class feature.

Lance-Breaker (Ex): At 9th level, a lancer is able to break off part of a lance or spear in his target, or leave the entire lance or spear in place, inflicting grievous wounds. Whenever the lancer successfully hits a creature with an attack made as part of a charge action while wielding a oneor two-handed piercing melee weapon, he can choose to either break the weapon's tip off in the target, or leave the entire weapon in.

If he breaks off the tip, the weapon gains the broken condition. If it already had the broken condition, it is destroyed, instead (as though it were reduced to o hit points). If he leaves the entire weapon in the wound, the weapon is undamaged, but the cavalier loses it until he can retrieve it from the target (doing so requires a Steal combat maneuver at a -5 penalty, until the weapon is removed from the wound, at which point it can be recovered through normal means).

Regardless of which method the lancer uses, the target suffers an amount of bleed damage equal to 1/2 the cavalier's class level. If the cavalier chose to leave the entire weapon in the wound, the target also suffers a -2 penalty to AC, Reflex saves, Dexterity checks, and Dexterity-based skill checks. The weapon can be removed as a standard action, in which case the target suffers an amount of damage equal to the lancer's cavalier level as the weapon (or weapon tip) is ripped from the wound. Alternatively, it can be removed without further damage as a full-round action with a successful Heal check (DC equal to 5 + the cavalier's class level). Failure indicates that the target still suffers damage, but the weapon is removed successfully either way.

This ability replaces the greater tactician class feature.

Path of Destruction (Ex): At 17th level, a lancer becomes a devastating force on the battlefield, able to cut down foes left and right. Whenever the lancer makes a charge action while mounted, he can make up to four attacks, as long as each of those attacks are made with a one-handed or two-handed melee weapon. The lancer can continue moving after making each of his attacks except the last one (unless he has Ride-By Attack, in which case he can keep moving after the final attack, as well), and must move at least 10 feet between each attack he makes. Each attack after the first suffers a cumulative -5 penalty, as though the lancer were using the full-attack action, and all attacks he makes that round suffer an additional -2 penalty. Anything that modifies the amount of damage the lancer does on a charge (including wielding a lance or having the Spirited Charge feat) applies only to the first attack made as part of the charge, although other benefits of charging (including the cavalier's charge and mighty charge class features) apply to each of the attacks.

This ability replaces the master tactician class feature.

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Few classes capture the imagery of the valorous and courageous knight as well as the cavalier, with its chivalrous orders, its rallying banner, and its trusty steed. But more player options are always a good thing, and with so much focus directed towards new cavalier orders, there are relatively few cavalier archetypes available to players, making the class less customizable, in some ways, than others. This is particularly unfortunate, because the cavalier class has several class features that tie directly into teamwork feats, which were introduced alongside the class in the Advanced Player's Guide. What might the cavalier class have looked like if it was introduced in Ultimate Combat? What about players that aren't interested in teamwork feats? These are some of the things that the four new cavalier archetypes presented in this book explore.

These archetypes are split between two relatively traditional interpretations of the cavalier, and two that are a bit more radical. On the unusual side, there is the arachknight, a spider=mounted cavalier inspired by the drow, who gains the ability to use poison, train vermin, and eventually even create webs of his own. Also on the more extreme end, the driven warrior is a cavalier who makes heavy use of the vehicle rules presented in Ultimate Combat, and is designed to fight from a vehicle, rather than astride a mount, with numerous improvements to his driving ability. The favored knight

represents the sorts of cavaliers who spend more time at jousts and tournaments than on the battlefield, and focuses on performance combat, also from Ultimate Combat. Finally there is the lancer, an archetype that is more archetype at combating other mounted warriors, and which can break lances off in their foes with devastating effect, and eventually perform a devastating charge that allows them to perform multiple attacks.



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