

PURPLE DUCK DIVERSIONS: THE GAMBLER

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Below is an alternate skill, bard archetype and sample character for the Pathfinder Roleplaying Game. A Purple Duck Diversion is a collection of scribbles and ideas that Stefen or I work on when we need a quick break from our other products. All of these products are listed as on Rpgnow for free and as a tip jar version (for those that want to donate \$1 for this work).

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

NEW SKILL

The new skill Knowledge (games) and new bard abilities are suited for campaigns that rely heavily on social interaction and role playing.

Knowledge (Int; Trained Only)

You are educated in a field of study and can answer both simple and complex questions. Like the Craft, Perform, and Profession skills, Knowledge actually encompasses a number of different specialties. Below are listed typical fields of study.

Games (game theory, geometry, logic, mathematics, probability, riddles, sphinx, tactics)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

You can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's CR. For common monsters, such as goblins, the DC of this check equals 5 + the monster's CR. For particularly rare monsters, such as the tarrasque, the DC of this check equals 15 + the monster's CR, or more. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

GAMBLER (ARCHETYPE)

Games fascinate people. A person can enjoy a game as much as they enjoy watching a person dance or sing. A bard can use the thrill of the match to keep a person focused on her, fascinating her opponent as through the bard's fascinate ability. Her ability to draw attention allows the bard to turn a one-on-one game such as chess into a spectacle that fascinates all creatures within a 90-foot radius as per the fascinate ability.

A bard with ranks in Knowledge (games) can replace their normal bard abilities with the following alternatives. In each case the bard must spend at least one full round playing a game with an opponent to affect them.

Easy Win (Su): At 1st level a bard can use Knowledge (games) to lull an opponent into complacency. The bard demonstrates a naïve sense of strategy and tactics, and couldn't possibly be a threat to anyone. The bard's opponent takes a -5 penalty to Sense Motive skill checks made against the bard for the next 1 round per bard level. Using this ability requires 1 round of bardic performance. Easy win replaces inspire courage and is a mind affecting ability.

Draw (Su): At 3rd level the bard may replace inspire competence with draw. The bard and her opponent loose an equal number of pieces, eventually deciding the game can have no winner. The bard's opponent earns a higher level of respect for her and the bard gains a +2 bonus to Charisma-based skills and checks for 24 hours when dealing with this person. The bonus increases to +4 at 11th level. Using draw consumes 2 rounds of bardic music and is a mind-affecting ability

Checkmate (Sp): At 8th level the bard can take checkmate instead of dirge of doom. Although the matter appeared in doubt, the bard finally prevails. The victory impresses her opponent. She can use *charm person* as a spell-like ability against her opponent (DC 10 + ½ bard level + Charisma modifier). Checkmate consumes 2 rounds of bardic performance and is a mind-affecting ability.

Lightning Victory (Su): At 14th level the bard may take lightning victory instead of frightening tune. The bard's speed at which she defeats her opponent stuns him. He has never met a more brilliant tactical mind. He suffers a -4 penalty on all Will saves against the bard's spells and abilities for 24 hours. Using lightning victory consumes 2 rounds of bardic performance and is a mind-affecting ability.



SAMPLE CHARACTER

Anthony Valarous IV, Male dhamphir bard 8th

CN Medium humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +14

Defense

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 39 (8d8)

Fort +4, **Ref** +11, **Will** +9*; +4 vs. bardic performance, sonic and language dependant effects

Defensive Abilities negative energy affinity, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee +1 *elven curved blade* +10/+5 (1d10-1/18-20)

Bard Spells Known (CL 8th, concentration +12)

3rd (3/day) – *confusion* (DC 17), *good fortune*, *slow* (DC 17)

2nd (5/day) – *acute senses*, *calm emotions* (DC 16), *compassionate ally* (DC 16), *suggestion* (DC 17)

1st (5/day) – *charm person* (DC 15), *disguise self*, *friendly face* (DC 15), *lesser confusion* (DC 15), *undetectable alignment*

0th (at-will) – *dancing lights*, *detect magic*, *ghost sound*, *know direction*, *lockslip*, *message*

Spell-Like Abilities (CL 8th, concentration +12)

(3/day) – *detect undead*

Statistics

Str 8, **Dex** 16, **Con** 10, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +5, **CMD** 18

Feats Cloak Dance, Exotic Weapon Proficiency (elven curved blade), Open Minded, Weapon Finesse

Skills Bluff +17, Diplomacy +19, Disable Device +11, Knowledge (local) +16, Perception +14, Perform (dance) +15, Perform (sing) +15, Sense Motive +16; **Racial Modifiers** +2 Bluff, +4 Diplomacy, +2 Perception, +4 Sense Motive

SQ bardic knowledge +4, bardic performance (21 rounds; checkmate, countersong, distraction, draw, easy win, fascinate, suggestion), lore master, versatile (dance; Acrobatics, Fly), well-versed

Languages Common, Elven

Gear +1 *elven curved blade*, mithral shirt, deck of marked cards, *cloak of resistance* +2, two *potions of cure serious wounds*, mwk thieves tools, and 1350 gp worth of antiques and finery.

Anthony Valarous IV is a noble born dhamphir from the fog shrouded counties. Long was he able to use his families stature and power to hide his own cursed heritage. When his family came to ruin several years ago, Anthony had to get by on his charm and wits. He quickly parlayed some of

his family's fortune into a small casino. The late hours that the casino operates at makes it easier for Anthony to hide his vampire traits.

* Anthony possess the alluring alternate racial trait from **Monstrous Races: Second Horde** by Thomas Baumbach. He loses access to undead resistance but gains a +4 racial bonus to Diplomacy and Sense Motive.

ADDITIONAL MATERIAL (5 SPELLS & 2 FEATS)

ACUTE SENSES

School transmutation; **Level** alchemist 2, bard 2, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a glass lens)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

COMPASSIONATE ALLY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell resistance** yes

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

FRIENDLY FACE

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Everyone you meet sees you as friendly and non-threatening. Those who fail a Will save improve their reaction toward you one step in the positive direction, thus improving your chances at making a successful Diplomacy check. Those who succeed on their save do not react toward you any more negatively than they normally would. Starting at 5th caster level, you improve their reaction two steps in the positive direction.

GOOD FORTUNE

School divination; **Level** bard 3, cleric3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a copper coin)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min.

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

For the duration of the spell, the target has brief flashes of insight as to the best course of action. As a result, he may reroll any three attack rolls, ability checks, skill checks, and/or saving throws within the spell's duration. The target may choose to keep his original roll if it was better – as the spell is all about good luck, it would do him no good to be forced to take a worse roll.

LOCKSLIP

School conjuration (creation); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one non-magical lock

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

When cast upon a single non-magical lock, lockslip creates a small amount of magical lubrication. This drops the DC of a Disable Device check to open the lock by one.

CLOAK DANCE

You are skilled as using optical tricks to make yourself seem to be where you are not.

Prerequisites: Perform (dance) 2 ranks, Stealth 7 ranks

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next turn, you have total concealment.

OPEN MINDED

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

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