



The Kingpin



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KINGPIN

I have a cunning plan! - Baldrick, from *Blackadder*

A master of cunning, the kingpin guides anyone willing to heed his plans to triumph after triumph. Kingpins often end up as leaders and many become masters of gangs, guilds, or armies. Others become prized advisors, officers, or the power behind the throne. The kingpin trades battle prowess for a myriad of tricks and deeds of cunning, allowing his gang to perform acts of daring no others could do.

Role: The kingpin is not a warrior or a spellcaster, his abilities lies with his skills. He learns skill tricks that aid him in various situations and with his gang ability can give his allies a boost to skills and tactics.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 x 10 gp (average 140 gp.) In ad-

Kingpins and Party Leadership

The abilities of the kingpin are written as if the kingpin was the leader of a parcel of rogues. This is not necessarily so. Cunning is based on Intelligence, not Charisma, and the kingpin can just as well be an advisor to a charismatic leader or the planner in a party of equals.

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

Class Skills: A kingpin's class skills are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int),

Table 1.1 - The Kingpin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Gang Radius
1st	+0	+0	+2	+2	Kingpin's cunning, deeds, teamwork feat	20 ft.
2nd	+1	+0	+3	+3	Bonus feat, skill trick	20 ft.
3rd	+2	+1	+3	+3	Deeds	30 ft.
4th	+3	+1	+4	+4	Skill trick	30 ft.
5th	+3	+1	+4	+4	Teamwork feat	30 ft.
6th	+4	+2	+5	+5	Skill trick	30 ft.
7th	+5	+2	+5	+5	Deeds	40 ft.
8th	+6/+1	+2	+6	+6	Skill trick	40 ft.
9th	+6/+1	+3	+6	+6	Bonus feat	40 ft.
10th	+7/+2	+3	+7	+7	Skill trick	40 ft.
11th	+8/+3	+3	+7	+7	Deeds	50 ft.
12th	+9/+4	+4	+8	+8	Skill trick	50 ft.
13th	+9/+4	+4	+8	+8	Teamwork feat	50 ft.
14th	+10/+5	+4	+9	+9	Skill trick	50 ft.
15th	+11/+6/+1	+5	+9	+9	Deeds	60 ft.
16th	+12/+7/+2	+5	+10	+10	Skill trick	60 ft.
17th	+12/+7/+2	+5	+10	+10	Bonus feat	60 ft.
18th	+13/+8/+3	+6	+11	+11	Skill trick	60 ft.
19th	+14/+9/+4	+6	+11	+11	Deeds	70 ft.
20th	+15/+10/+5	+6	+12	+12	Skill trick, supreme mastery	70 ft.

Knowledge (Nature) (Int), Knowledge (nobility) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int per level

CLASS FEATURES

The following are class features of the kingpin.

Weapon and Armor Proficiency: A kingpin is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Kingpin's Cunning (Ex): At 1st level, a kingpin gains a fluctuating pool of cunning, measuring his ability to anticipate and take command of a situation. At the start of each day, a kingpin has points of cunning equal to his Intelligence modifier (minimum 1). His cunning points go up or down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points or pool size can also grant a kingpin cunning points equal to the amount of grit or panache they grant. A kingpin spends cunning to accomplish deeds (see below), and regains cunning in the following ways.

Clever Play: The kingpin recovers two points of cunning when he and his party avoids a combat and overcomes or bypasses a potential combat situation by other means, typically Diplomacy, Intimidate, or Stealth, but sometimes by more obscure methods such as finding the right bribe or learning a secret password. If the gang bypasses several combat encounters at once the kingpin only gains cunning once.

A kingpin recovers one point of cunning when his party executes a well-played stunt. If a kingpin and his team manage to overcome a task by pure smarts or role-playing, the kingpin recovers a point of cunning. This applies specifically to situations that would normally require skill checks, but where the players described the action so vividly that the GM never called for an actual roll. It does not apply to situations so trivial the GM did not call for a roll because success was automatic.

Rolling a Natural 20 on a Skill Check: When the kingpin or an ally within his gang radius rolls a natural 20 on a skill check, the kingpin regains one point of cunning. Even skill checks made for mundane reasons (such as normal crafting, socializing, or shopping) restore cun-

Cunning, Grit, and Panache

Grit, luck, cunning, and panache represent different means by which heroes can gain access to the same heroic pool, using it to accomplish fantastic feats. For characters with a mix of grit, cunning, panache, or any other ability equivalent to grit or panache, they pool the resources together into a combined pool. For feats, magic items, and other effects, a panache user can spend and gain points of cunning in place of grit or panache points, and vice versa.

A cunning user counts as both a grit and panache user to satisfy feat prerequisites.

ning, but the GM can declare a skill check that seems to have been made for the sake of recovering cunning to be frivolous and deny the gain if he feels the players are using this to excess. Skill checks the GM calls for or makes in secret always count.

Deeds: Kingpins spend points of cunning to accomplish deeds. Most deeds grant the kingpin some momentary bonus or effect, but there are some that provide longer-lasting effects. Deeds with a duration of one round take effect immediately and last until just before kingpin's next turn begins. Many deeds, especially those keyed to the gang deed, stay in effect as long as the kingpin has at least 1 point of cunning.

The following is the list of kingpins' deeds. A kingpin can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of cunning is spent to perform the deed. The kingpin counts as his own ally for deeds.

Gang Control And Space

Since the range of the gang ability is counted as movement from the kingpins' space, a kingpin taking up more space gains a slightly larger gang area. A kingpin who is larger than Medium size gains a slightly larger area of control. So does a mounted kingpin, who is considered to occupy his mount's space.

Gang (Ex): At 1st level the kingpin forms a gang around him. As long as he has 1 or more points of cunning, the kingpin can coordinate his gang. Allies within 20 ft. of the kingpin are considered to be in his gang and gain a +1 morale bonus to all their skill checks. This bonus increases by one at level 3 and every four levels thereafter (+2 at third level, +3 at 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level).

The range at which the kingpin can coordinate his gang in increases by 10 ft. at 3rd level and every four levels thereafter. Allies need to be aware that the kingpin is there to gain the benefit, but need not actually see him, the gang extends around corners. Figure distance like movement, taking into account turns between the kingpin and his teammates. Ignore all terrain that does not block line of effect. Do not trace diagonals across corners.

Many other deeds affect the kingpin's gang. Unless otherwise noted, all allies benefit when they are within range, even if they were not there when the kingpin activated the ability. If the kingpin is rendered incapable of taking free actions (such as from being unconscious, stunned, or paralyzed) or reduced to zero cunning, the gang ceases to exist and all benefits cease but resume as soon as he is again capable of taking actions. Note that certain deeds and the recovery of cunning from a natural 20 on skill checks use the gang radius as a limitation without requiring the gang deed to be in use.

Gang Alertness (Ex): At 1st level, when the kingpin has at least one point of cunning and can act in a surprise round, so can all of the gang.

Plots Within Plots (Ex): At 1st level when a member of the gang fails a skill check, the kingpin can allow him to immediately reroll that check at the cost of one point of cunning. The ally must take the second result, even if it is worse. If the ally normally rolls more than one die for a skill check, the reroll is still only made using one die. The cost of this deed can never be reduced.

Exemplar of Skills (Ex): At 3rd level, the kingpin becomes an exemplar of skills, guiding his allies to perform tasks they're not trained to do. The gang can use all skills the kingpin is trained in even if the skill normally requires training to use. They use their own skill modifier, including any modifiers such as the morale bonus from the gang deed.

Mob Flanking (Ex): At 3rd level, the kingpin can coordinate flanking. Any enemy who is within the reach of two or more of the kingpins' gang is considered to be flanked by all of the gang. The gang can also coordinate so well that gang members no longer provide cover

against the attacks of fellow gang members.

Teamwork (Ex): At first level the kingpin is already a master of tactics, guiding his gang to victory. As long as he has at least one point of cunning the kingpin grants any one teamwork feat he knows to his gang. Allies do not need to meet the prerequisites of these bonus feats. At 7th level the kingpin can share two teamwork feats. At 15th level, the kingpin can share three teamwork feats. Changing what teamwork feat(s) he shares with his gang is a standard action.

Coax Self (Ex): At 7th level, the kingpin can coax himself to take an action out of sequence. As an immediate action he can take a standard action. Coax self costs one point of cunning. The cost of this deed can never be reduced by a feat or other mechanic.

Coaxing the Action Economy

The coax deeds twists the normal Pathfinder action economy, allowing characters to do more than they ordinarily could. The restriction is that the beneficiary must spend an immediate action, which precludes the use of other swift or immediate actions. Thus it is not possible to coax a character to take several extra actions in a round.

The *Pathfinder Roleplaying Game* is extremely restrictive with allowing spellcasters to cast spells faster. The only way to cast multiple spells in a round is by using Quicken Spell or some high-level spells like contingency and time stop. However, since the various coax deeds require the beneficiary to spend an immediate action and a quickened spell uses a swift action, it is not possible to combine a quickened spell with a coaxed action in the same round. The kingpin makes fast spellcasting easier, but won't actually allow a spellcaster to cast more spells in a round than they already can.

Note that the kingpin can use coax self to coax himself into using another deed, such as coax action. The cunning cost will make this an unusual tactic.

Confidence Under Stress (Ex): At 7th level, as long as he has at least one point of cunning, the kingpin can roll twice and take the better result on any check in a skill he is trained in. As a free action that costs a point of cunning, he can share this ability with his gang for one minute.

Uncanny Alertness (Ex): At 7th level, the gang become uncannily alert and gains the rogue's uncanny dodge class feature. If a gang member already has this ability, he gains the benefits of the rogue's improved uncanny dodge class feature instead. In addition, gang members in melee with an enemy does not cause other gang members to take a penalty for making ranged attacks into melee.

Coax Action (Ex): At 11th level, the kingpin can coax an ally to action. Using coax action is a standard action that can be used as long as he has at least two points of cunning. The ally can take a standard action as an immediate action.

Hands-On Leadership (Ex): At 11th level, the kingpin can instruct all his gang in a specific skill (selected when the kingpin used this deed) so well that gang members can use the kingpins' skill bonus instead of their own. This is a language-dependent ability and targets must be able to hear and understand the kingpin. It is a free action for the kingpin to use this ability, but the only standard or full-round action the kingpin can take during the round is to use the skill he is sharing. The kingpin must have at least one point of cunning to use hands-on leadership and the effect lasts one round. By spending one point of cunning, the kingpin can act freely in the round when he uses hands-on leadership. It is possible to share several skills at once with hands-on leadership by paying cunning for all but the last skill shared.

Uncanny Coordination (Ex): At 11th level, as the kingpin has at least one point of cunning, the gang can act with such uncanny coordination that gang members no longer hinder other gang members from charging through their space. In addition, uncanny coordination negates the uncanny dodge abilities of enemies with respect to gang members. A creature with improved uncanny dodge has its ability reduced to ordinary uncanny dodge. The kingpin can spend one point of cunning to completely negate even improved uncanny dodge for one round.

Coordinate Skill Tricks (Ex): At 15th level, the kingpin shares all skill tricks he knows with his gang.

Getaway (Ex): At 15th level, the kingpin can coax his gang to retreat in a coordinated manner. Each member of his gang can immediately take the withdraw action as

a free action. After all gang members have moved, each gang member who fulfils the conditions of the Stealth skill can try to hide and suffer no penalties on Stealth because of his actions. Getaway is an immediate action that costs one point of cunning.

Skill Supremacy (Ex): At 15th level, the kingpin is only content with perfection. When the kingpin has made a skill check and is not satisfied with the result, he can change the result of the die to 20. Using skill supremacy is not an action but costs two points of cunning.

Coax the Gang (Ex): At 19th level, the kingpin can coax his entire gang to action. Each member of his gang can take a standard action as an immediate action. Using coax the gang is a standard action that costs three points of cunning.

Inspire Skill Supremacy (Ex): At 19th level, the kingpin can inspire skill supremacy. Demanding flawless behaviour, the kingpin can make his allies to overcome even the most difficult tasks. Gang members may take 20 on any skill even when they would not normally be able to do so and without taking any extra time. Using skill supremacy is a free action, costs two points of cunning, and lasts one round.

Team Spirit (Ex): At 19th level, when a gang member fails a saving throw, the kingpin can spend a point of cunning and reroll the saving throw, using his or the ally's save modifier, whichever is best. If this second saving throw fails, the ally suffers the effect of the failed save and the kingpin can choose to either pay an additional point of cunning or suffer the same effect his ally does. If the kingpin chooses to accept the effect and the original effect also included him in its effect, he takes the result he normally would have, or the result the target suffers, whichever is worse. He does not suffer both effects.

Teamwork Feats (Ex): At 1st level, a kingpin receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The kingpin receives another bonus teamwork feat at level 5 and 13.

Bonus Feats (Ex): At 2nd, 9th, and 17th level, the kingpin receives a bonus feat. This can be any feat he fulfils the prerequisites for. As a special bonus, if the kingpin selects a teamwork feat as a bonus feat, he also learns an additional skill trick.

For the purpose of feat prerequisites, kingpin levels count as levels in any class that grants grit (gunslinger), panache (swashbuckler) or a similar ability. This applies to all feats, not just bonus feats.

Skill Tricks (Ex): Not only proficient in guiding his allies, the kingpin learns how to use various tricks on his own. At 2nd level and every two level thereafter the kingpin gains a skill trick chosen from the list below. Before learning a skill trick the skill must be a class skill and the kingpin must possess at least one rank in the skill. Unless otherwise noted, each skill trick may only be taken once. The list includes skills the kingpin does not have as class skills, these choices only become available if the kingpin somehow acquires that skill as a class skill.

Acrobatic

- *Cat Fall:* When you fall any distance, a DC 15 Acrobatics skill check allows you to ignore the first 20 feet fallen. In addition, on a successful check you fall on your feet, even if you took damage from the fall.
- *Coming Through:* Do not increase the DC to move through an opponent's space. This normally increases the DC by +5.

Appraise

- *Appraising the Hoard:* As a standard action you can determine the most valuable item laying about in your gang radius. In addition, you learn the approximate value (within 10%) of all treasure in the area.
- *Magical Appraisal:* If you successfully determine whether or not an item has magical properties, you may gain knowledge of one magical ability the item possesses for every 5 by which you beat the DC.

Bluff

- *Improved Feint:* You gain Improved Feint as a bonus feat, you do not need to meet the prerequisites of the feat.
- *Lingo:* Your ad your gang automatically deciphers secret messages. Delivering simple messages is not an action for you or your gang, and delivering complex messages is a free action.

Climb

- *Elite Climber:* You no longer takes a -5 penalty to climb checks when attempting to move at half speed while climbing. You also keep your Dexterity bonus to AC while climbing.
- *Safe Climber:* The DC to catch yourself when falling off a wall or slope is not increased. This normally increases the DC by +10.

Craft

Craft tricks apply to all crafts you are skilled in.

- *Labor Master:* You craft items at twice the normal rate.
- *Master Crafter:* Reduce the DC to create any item by 5.

Diplomacy

- *Gossip:* Gathering information takes only an hour and does not cost any money.
- *Silver Tongue:* On a successful Diplomacy check to influence attitude you increase the target's attitude by an additional step.

Disable Device

- *Traceless:* You leave no trace of your tampering without increasing the DC by 5.
- *Trap Magic:* You may attempt to disable magical traps.

Disguise

- *Prepared Persona:* You can prepare a specific disguise ahead of time. Preparation consumes 2 charges from a disguise kit, takes 4 hours and the kit you make weighs 4 lbs. and fills a small bag. Putting on such a prepared disguise is a mere full-round action.
- *Turncoat:* You can disguise yourself as someone else, without imitating a specific person, as a full-round action. This is generally a generic role, like a mendicant priest, street peddler, or city guard. You need simple facsimiles of the clothes and gear of the role you are assuming.

Escape Artist

- *Relax Muscles:* By taking ten minutes to relax your muscles, you can get a +10 bonus on a single Escape Artist check. You can take 20 doing this, but doing so takes almost four hours.

Handle Animal

- *Animal Whisperer:* You instantly know what tricks an animal knows. You may make an animal perform any trick under your direction with a Handle Animal check (an opposed roll against the Handle Animal of its handler, or 10 + twice the Will save bonus of a wild animal, whichever is higher).
- *Master Tamer:* You may use Handle Animal on creatures that are not animals without increasing the DC of the check by 5.

Heal

- *Fast Aid:* Providing first aid, treating wounds, or

treating poison is a move action. Treating a disease or tending to a creature wounded by caltrops, spike growth, spike stones or a similar effect takes a standard action. Treating deadly wounds takes 1 full-round action.

- *Healing Hands:* Ignore all penalties for not using a healer's kit. If you do use a healer's kit, bonuses accrue normally, but you do not consume any charges from the kit

Intimidate

- *Demoralizer:* If your check to demoralize your opponent succeeds by 10 or more your target becomes frightened instead of shaken. The frightened condition lasts for 1 round. The target remains shaken for any additional rounds the target would be demoralized.
- *Size Doesn't Matter:* You no longer take a penalty to your Intimidate checks if you are smaller than your target.

Knowledge (Any)

These skill tricks apply to all variants of the knowledge skill.

- *Consider Facts:* As a standard action you can retry any Knowledge check. You can only do this once for each knowledge check. You recall the information uncovered by both checks, which may be wholly or partly the same.
- *Monster Knowledge:* For every 5 points by which you beat the DC to determine a creature's abilities, you recall two pieces of information instead of one.

Knowledge (Arcana)

- *Arcane Spell Knowledge:* You can use Knowledge (Arcana) to identify arcane spells and spell effects as if it was Spellcraft. This also applies to the supernatural and spell-like abilities of all creatures except outsiders and undead. The DC for the later ability is 15 + the creature's CR.

Knowledge (Dungeoneering)

- *Hazard Spotter:* Decrease the DC to identify an underground hazard by 5.

Knowledge (Engineering)

- *Find Secret Passages:* You can attempt a DC 20 Knowledge Engineering check to determine if there is a secret passage or room within your gang radius, or if there is a collapsible wall or a weakness in the

structure that would lead you to another area. This is a standard action.

Knowledge (Geography)

- *Find Hidden Terrain:* You can attempt a DC 30 Knowledge Geography check to find hidden terrain. This can detect hidden caves, trails, glens, passages, secret entrances, and similar hidden features. Using this ability takes 10 minutes and examines all the terrain you can see up to a range of one mile.

Knowledge (History)

- *Future History:* With a successful DC 25 Knowledge (History) check, you may determine the likely large-scale consequences of an act. This does not work with trivial or small-scale acts, only acts on a dramatic scale like pillaging a village or killing a major monster. The GM gives a reasonable account of the possible repercussions, but the actions of unpredictable individuals are not accounted for. Example: The player succeeds at considering the future consequences of killing a troll guarding a bridge. The GM tells him it will increase trade, but also let bandits raid further afield. The GM does not tell him that the troll has a sibling who is eager to take over the job.

Knowledge (Local)

- *Rumor Monger:* With a successful DC 20 Knowledge Local check, you may spread a rumor in a neighborhood. This takes 1-4 hours of talking to locals. Within a day, the rumor will be considered reliable news by most.
- *Determine Trade:* With a successful DC 20 Knowledge Local check, you may determine a creature's class and archetype.

Knowledge (Nature)

- *Hazard Spotter:* Decrease the DC to identify a natural hazard by 5.

Knowledge (Nobility)

- *Identify Nobility:* With a successful DC 20 Knowledge Nobility check, you can identify if any creature within 30 feet of you is upper class. This bypasses any disguise.

Knowledge (Religion)

- *Divine Spell Knowledge:* You can use Knowledge (Religion) to identify divine spells and spell effects

as if it was the Spellcraft skill. This also applies to the supernatural and spell-like abilities of outsiders and undead. The DC for the later ability is 15 + the creature's CR.

Linguistics

- *Master Linguist*: Every time you put a rank in linguistics you learn to speak and read two new languages instead of one.
- *Meister*: You can read, decipher writings, and spot forgeries in ¼ the usual time. In addition, you automatically succeed in any check to avoid drawing a false conclusion about a text.

Perception

- *Fast Scan*: You can perform an intentional perception check as a swift action instead of a move action.
- Perform skill tricks:
- *Multitalented*: Select one form of performance. You can use half your skill ranks in the selected area in all other forms of performance. You do not actually gain a skill in the other fields, so this does not work with abilities like the bard's versatile performance.

Profession

- *Work Ethic*: You work twice as fast as a normal character in your profession, and if you are self-employed or can bargain you earn double pay. This skill trick applies to all Profession skills.

Ride

- *Barebacking*: You no longer take any penalties to your Ride checks for riding a creature without a saddle.
- *Monster Rider*: You no longer take any penalties to your Ride checks for riding a creature that is ill suited as a mount.

Sense Motive

- *Gut Feeling*: You can sense enchantment or get a hunch about someone as a full-round action.
- *Unravel Messages*: As soon as you discern a secret message, you know what it is conveying. You never misinterpret a secret message.

Sleight of Hand

- *Weapon Twirl*: You can draw and sheathe a weapon as a free action. You can draw or sheathe a concealed weapon as a swift action.

Stealth

- *Bushwhacker*: If you attack after successfully using Stealth, your target is flat-footed against your attacks until the end of your turn.

Survival

- *Fast Tracking*: You no longer take a -5 penalty to your Survival check when following tracks at your normal speed. You can follow tracks at twice your speed at a -10 penalty instead of a -20 penalty.
- *Identify Tracks*: When you examine a creature's tracks, you can make a Knowledge check to know information about the creature as if you were seeing it firsthand.

Swim

- *Diver*: You can use your Swim skill bonus in place of your Constitution bonus for checks to hold your breath and to avoid fatigue, pressure sickness, and exposure underwater.
- *Fast Swimmer*: On a successful Swim check you may swim half your speed as a move action or your full speed as a full-round action.

Use Magic Device

- *Activation Trick*: You never suffer mishaps when using Use Magic Device, nor are you ever prohibited from using the device because of a previous bad roll.
- *Identification Trick*: When you successfully use a magic device, you learn all its properties, command words, and other pertinent information.

Supreme Mastery (Ex): At 20th level, the kingpin picks two skills. The kingpin may always use these skills with the skill supremacy deed, and lets his gang to use these skills with the confidence under stress deed, without any cunning cost.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a kingpin has the option of choosing from a number of other bonuses, depending upon his race.

Avoodim: Add +1/3 to the morale bonus on Strength-based skill checks provided by the gang deed.

Dhosari: Add +1/3 to the morale bonus on Charisma-based skill checks provided by the gang deed.

Dragonblood: Add +1/3 to the morale bonus on Charisma-based skill checks provided by the gang deed.

Dwarf: Add +1/4 to the kingpin's cunning points.

Elf: Add +1/5 to the morale bonus on skill checks provided by the gang deed.

Erkunaë: Add +1/3 to the morale bonus on Intelligence-based skill checks provided by the gang deed.

Eventual: Add +1 foot to the kingpin's gang radius. This has no effect unless the kingpin has selected this reward five times (or another increment of five); an aura of 24 feet is effectively the same as a 20-foot radius, for example.

Gnome: The kingpin gains 1/6 of a new skill trick.

Half-Elf: Select one ability score. Add +1/3 to the morale bonus on skill checks to the selected ability score provided by the gang deed.

Half-Orc: Select one ability score. Add +1/3 to the morale bonus on skill checks to the selected ability score provided by the gang deed.

Halfling: Add +1/3 to the morale bonus on Dexterity-based skill checks provided by the gang deed.

Human: Add +1/5 to the morale bonus on skill checks provided by the gang deed.

Ith'n Ya'roo: Add +1/3 to the morale bonus on Strength-based skill checks provided by the gang deed.

Kripar: Add +1/3 to the morale bonus on Wisdom-based skill checks provided by the gang deed.

Polkan: Add +1/3 to the morale bonus on Wisdom-based skill checks provided by the gang deed.

Qit'ar: Add +1 foot to the kingpin's gang radius. This has no effect unless the kingpin has selected this reward five times (or another increment of five); an aura of 24 feet is effectively the same as a 20-foot radius, for example.

Urisk: Add +1/3 to the morale bonus on Dexterity-based skill checks provided by the gang deed.

Xesa: Add +1/3 to the morale bonus on Intelligence-based skill checks provided by the gang deed.

Zendiqi: The kingpin gains 1/6 of a new skill trick.

ARCHETYPES

The following three archetypes provide alterations to the kingpin class.

INNOVATOR

An innovator is a kingpin focused on the Craft skill and the creation of exceptional items. Innovators develop supreme skills that allow them to create a multitude of magic items even though they possess no spell ability. They can guide their allies in the use of these magic items, even if their allies have no such aptitude. Innova-

tors are often mistaken for spellcasters.

Class Skills: An innovator's class skills are: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Dungeoneering) (Int), Knowledge (Engineering) (Int), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha). This modifies the kingpin's class skill list.

New Deeds

The following deeds replace some of the kingpins' deeds.

Craft Under Stress (Ex): From 1st level the innovator can guide his gang to be adept at crafts and using magical items. This is the same as the confidence under stress deed, except that it only applies to the Craft and Use Magic Device skills and costs no cunning to impart to allies. This deed replaces gang alertness.

Power Wand or Scroll (Su): At 3rd level when the innovator activates a wand or scroll with Use Magic Device, he can spend a point of cunning instead of destroying a scroll or expending a charge from a wand. If his class level equals or exceeds the item's caster level, success is automatic. If the caster level is higher than his class level, he must succeed on a Use Magic Device check with a DC of 20 + the item's caster level. If this check fails, a scroll is destroyed and a wand expends a charge normally. This replaces the teamwork deed.

Craft Skill Supremacy (Ex): Gained at 7th level, this deed functions like the kingpins' skill supremacy deed, with the exception that the innovator gains it at level 7, that it only applies to the Craft and Use Magic Device skills, and that it only costs a single point of cunning to use. This deed replaces uncanny alertness.

Greater Innovators Inspiration (Ex): From 11th level and on the innovator can grant his gang the ability to take 20 on Craft and Use Magic Device checks. Using this ability costs the innovator a point of cunning and lasts for one round. This deed replaces uncanny coordination.

Power Staff (Su): Gained at 11th level, this deed works like the power wand or scroll deed above, except that it applies to staves and costs 2 cunning per charge. An innovator with this deed can use it to recharge one charge of a staff once per day, often doing so before retiring for the night if he has the cunning to spare. It replaces the

coax action deed.

Item Creation Feats (Ex): An innovator is greatly versed in the art of creation, to the point that his ability competes with true spellcasters. At 1st level, an innovator receives a item creation feat as a bonus feat. He must meet the prerequisites for this feat. The innovator receives another bonus item creation feat at level 5 and 13.

He may use any magic item creation feat to create magic items even though he is not a spell caster. The DC to create an item still increases for any spell requirement he or his allies do not fulfill. He can create a potion, spell trigger item, or spell completion item without knowing the spell in question, but the DC increases by an additional 5. This ability replaces teamwork feats.

Note that an innovator does not have Spellcraft as a class skill, and usually uses a Craft skill instead. Any time an innovator spends creating an item with the Craft skill also counts as time spent making the item magical.

Bonus Feats (Ex): At 2nd, 9th, and 17th level, the innovator receives a bonus feat. This can be any feat he fulfills the prerequisites for. As a special bonus, if the innovator selects a item creation feat as a bonus feat, he also learns an additional skill trick. This is a modification to the kingpin's bonus feats class feature.

Supreme Innovation (Ex): At 20th level, the innovator masters the Appraise, Craft (all variants) and Use Magic Device skills. The innovator may always use these skills with the skill supremacy deed, without costing him any cunning. In addition, the innovator is treated as having all spells required for the creation of an item prepared, and he no longer increases the DC for creating spell-trigger and spell-activation items.

MASCOT

A class clown or team pet, the mascot is a charming creature who might not be personally impressive, but inspires those around him to greater deeds. Mascots are often of a race unusual in their setting or otherwise distinctively unusual. Many mascots have a masked professional identity, using a clown mask or animal costume while in the act, giving their normal identity some anonymity. This is a self-imposed limit, the mascot can turn on his cunning charm at any time, in costume or not.

Class Skills: The mascot's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist

(Dex), Handle Animal (Cha), Heal (Wis), Knowledge (Local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha). This modifies the kingpins' class skill list.

Weapon and Armor Proficiency: The mascot is proficient with all simple weapons and with the lasso, net, sap and whip. He is proficient in light armor, but not with shields.

Cunning Charm (Ex): The mascot has a cunning pool based on Charisma instead of Intelligence. It is otherwise identical to the kingpins' cunning ability and the two can be used interchangeably.

New Deeds

The following deeds replace some of the kingpins' deeds.

Distraction (Ex): From 3rd level, the mascot can put on a charming comedy performance that attracts attention and puts others at ease. This is a mind-affecting charm effect. Each creature to be affected must be within the area of the mascot's gang ability and able to see the mascot. A Will save (DC of 10 + 1/2 the mascot's class level + his Charisma modifier) is allowed to negate the effect, but since it is not magic, dispel magic and similar remedies have no effect. Once a creature succeeds at a save against distraction, it cannot be affected by this ability from this mascot for 24 hours. Activating this ability is a standard action that costs two points of cunning. It requires a move action each round to maintain the effect. Victims are fascinated and will take no actions except to follow the mascot at their normal speed if he moves, maintaining their approximate relative position. If those affected end their turn outside the area, the effect on them ends. If onlookers come into the area, they must save or be affected. The Distraction of a nearby combat or other danger negates fascination. Allies that know the mascot from before are immune. This replaces the exemplar of skills deed.

Luck of Fools (Ex): At 11th level, the mascot can distract opponent's just when they need to be focused and focus allies just when they need to react. When a creature within the mascot's gang radius rolls a Reflex or Will saving throw, after the result is announced, the mascot can spend an immediate action and three points of cunning to make that creature to reroll its saving throw. The new result applies, whether it is better or worse. This replaces the hands-on leadership deed.

Path of Life Defense (Ex): When not wearing armor or using a shield and with light encumbrance, the mascot adds his Charisma bonus (if positive) as a dodge modifier to armor class and CMD. In addition, a mascot gains a +1 to this bonus at 5th level. This bonus increases by 1 for every five mascot levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). He loses this bonus when denied his Dexterity bonus to armor class.

WEISENHEIMER

The weisenheimer is a know-it-all who graduated first in his class at being a smart-aleck. He isn't just a well-read scholar with a big mouth and an attitude, he is also out to prove to the world that he can provide a solution to any problem, from the most minor to the most grandiose. He can make any issue so overblown that his advice is the only relief.

Class Skills: A weisenheimer's class skills are: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (All) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha). This modifies the kingpins' class skill list.

New Deeds

The following deeds replace some of the kingpins' deeds. All weisenheimer deeds that affect enemies are language-dependent, mind-affecting effects. Each creature to be affected must be within the area of the weisenheimer's gang ability and able to hear the weisenheimer. A Will save (DC of 10 + 1/2 the weisenheimer's class level + his Intelligence modifier) is allowed to negate the effect, but since it is not magic, dispel magic and similar remedies have no effect. Once a creature succeeds at a save against such an ability, it cannot be affected by that ability from this weisenheimer for 24 hours.

Endless Discussion (Ex): From 1st level, the weisenheimer can keep up a never-ending tirade about almost any subject, a flow of words that is hard for listeners to bow out of. Activating this ability is a full-round action that costs a point of cunning. It requires a full-round action each round to maintain the effect. Victims of this charm effect are fascinated and will take no actions other than arguing with the weisenheimer. These arguments generally become loud affairs and are an excellent distraction. If new listeners come into the area, they must save or be affected as well. The Distraction of a nearby combat or other clear and present danger negates

fascination. The weisenheimer can elect not to include particular creatures in the effect. This replaces the gang alertness deed.

Dire Mutterings (Ex): At 7th level the weisenheimer can utter a dire-sounding pronouncement that leave listeners worried. This is a standard action that costs one point of cunning and is a mind-affecting fear effect. Listeners that fail their saving throws are scared for ten minutes, and the effect lingers even if they leave the gang radius. Victims cannot pinpoint the weisenheimer as the source of their fear. Scared victims may ask the weisenheimer to clarify, slink away, or (most likely) continue as they were, pretending not to hear. Listeners that are in combat or in a clear and present danger gain a +4 bonus on their saving throws. This replaces the uncanny alertness deed.

Rumor of Doom (Ex): At 15th level, the weisenheimer can start a rumor of doom. This works like dire mutterings above, but has a duration of 24 hours. Any person that spends 1 minute conversing with a creature affected by rumor of doom must save against the ability or also be affected. In about an hour, every creature in the neighborhood will have been exposed to the rumor. When a leader fails a saving throw against rumor of doom, those of his subordinates who are also affected give in to paranoia and cease to act in an organized manner. Creating a rumor of doom takes one minute talking to the creatures to be affected and costs 3 points of cunning. By spending another minute talking to victims, the weisenheimer can placate these fears and negate his own use of the ability (at no cost in cunning), and this counter-rumor will spread throughout a community in about an hour. This replaces the getaway deed.

MAGIC ITEM

The following magic item compliments the kingpin's skill set.

Boss's Pendant

Aura moderate transmutation; **CL** 3rd

Slot neck; **Price** 6,000 gp; **Weight** —

Description

This silver necklace is adorned by an embroiled blue pendant. This pendant bestows a great boon for those versed in the art of skill tricks (any character that possesses the skill trick class feature), granting them access to a skill trick they do not possess, even if they don't possess any ranks in the skill governing the skill trick. This pendant works to a lesser degree for those that do not

possess the skill trick class feature, allowing them to use the skill trick, but only three times per day. Each pendant is created with one skill trick, chosen at the time of creation.

Construction

Requirements Craft Wondrous Item, *fox's cunning*, the creator must know the skill trick to be placed in the pendant; **Cost** 3,000 gp

NEW FEATS

The following three feats are good choices for the kingpin.

Extra Skill Trick

You gain access to an additional skill trick.

Prerequisites: Skill trick class feature.

Benefit: Gain an additional skill trick from a class skill you possess ranks in.

Special: This feat may be taken multiple times, each time it's taken, choose a new skill trick.

Shared Inspiration (Grit)

You can share your inspiration with allies.

Prerequisite: Sense Motive 3 ranks, Grit class feature or feat ability.

Benefit: As a free action, you can expend a point of grit and give it to an ally within 30 ft. Likewise, allies within 30 ft. can spend a free action to give you a point of grit. The beneficiary cannot exceed his maximum grit pool this way. Characters that lack a grit (or similar) pool cannot benefit from this.

Skillful (General)

You possess additional class skills.

Benefit: Pick any two skills, these skills are now class skills for you.

Special: This feat may be taken multiple times, each time it's taken, choose two new skills.

SAMPLE KINGPINS

The following characters could be used as samples to help you design your own kingpin or as npcs that could help or hinder your party on their adventure.

GRETTA SCHWARTZHUND

Now that you've met me, aren't you impressed? No? Good, it gives me a baseline to begin with.

Gretta Schwartzhund (CR 10; XP 9,600)

Female human kingpin 11

NE Medium humanoid (human)

Init +6; **Senses** Perception +17

Defense

AC 24, touch 13, flat-footed 21

(+8 armor, +2 Dex, +1 dodge, +3 shield)

hp 86 (11d8+33)

Fort +9, **Ref** +11, **Will** +12

Offense

Speed 20 ft. (base 30 ft.)

Melee mwk longsword +9 (1d8/19-20)

Special Attacks cunning (9 points), deeds (coax action, coax self, confidence under stress, exemplar of skills, gang alertness, gang +4, hands-on leadership, mob flanking, teamwork (Outflank, Precise Strike), uncanny alertness, uncanny coordination), gang radius 50 ft.

Statistics

Str 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 16, **Cha** 8

Base Ath +8; **CMB** +8; **CMD** 21

Feats Combat Expertise, Dodge, Extra Grit^{UC} (3), Great Fortitude, Improved Initiative, Outflank^{APG}, Precise Strike^{APG}, Toughness

Skills Acrobatics +16, Appraise +17, Bluff +13, Climb +11, Diplomacy +13, Disable Device +13, Intimidate +13, Knowledge (local) +17, Perception +17, Sense Motive +17, Stealth+10, Swim +11

Languages Catfolk, Celestial, Common, Dwarf

SQ heart of the streets, kingpin's cunning, skill tricks (Appraise (appraising the hoard, magical appraisal), Climb (elite climber, safe climber), Knowledge (local) (determine trade))

Combat Gear *potions of bear's endurance* (2) and *invisibility* (2); **Gear** +2 *breastplate*, +1 *heavy mithril shield*, masterwork longsword, *belt of mighty constitution* +2, *cloak of protection* +2, *elixir of hiding*, pouch with 214 gp worth of mixed coins and gems

Demographics

Faith Lyvalia

Homeland Middle Kingdoms

Born to a poor woodman's family in a backwater corner of Rotwald, Gretta was mean, and plain, and knew just how to hurt anyone that got in her way, physically or emotionally. She spent her later youth in Nachtburg, running petty street gangs of hardened ex-prostitutes, and cynically learned how to exploit do-gooders to her profit. She ran afoul of a gang of ancient werewolves that didn't like the changes she was bringing to the forest city, and ran her out- she went west to Thame, stuffy

city of old kings and magic. Her fearlessness and direct manner, and her uncanny skills at directing otherwise savagely independent thugs to greater mayhem quickly pushed workaday rogues to greener pastures. Bony, black-haired, big-nosed “Black Gretta” rewards those that serve her well, and ruthlessly punishes those who fail. She knows virtually everyone in the Bridged City, and wishes to know the business of even casual visiting adventurers.

BILLY KITBASHER

Oh, that's a nice piece, now; me 'n' the boys could six wid-gets out of this whatchamacallit.

Billy Kitbasher (CR 6; XP 2,400)

Male urisk kingpin (innovator) 7

CG Medium fey

Init +2; **Senses** low-light vision; Perception +10

Defense

AC 20, touch 13, flat-footed 21

(+5 armor, +2 Dex, +1 dodge, +2 shield)

hp 56 (7d8+21)

Fort +5, **Ref** +8, **Will** +6

DR 3/cold iron; **Resist** fire 5

Offense

Speed 30 ft.

Melee mwk heavy flail +5 (1d10-1/19-20)

Special Attacks cunning (5 points), deeds (coax self, confidence under stress, craft skill supremacy, craft under stress, exemplar of skills, gang +3, mob flanking, power wand or scroll), gang radius 40 ft

Spell-Like Ability (CL 7th; concentration +7)

1/day—*faerie fire*

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 17

Feats Brew Potion, Craft Wand, Dodge, Extra Grit^{UC}, Skill Focus (Spellcraft, Use Magic Device), Toughness

Skills Craft (jewellery, wands) +13, Diplomacy +10, Disguise +8, Heal +10, Knowledge (arcana, nature) +13, Perception +10, Spellcraft +16, Stealth +8, Use Magic Device +13; **Racial Modifier** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Dwarven, Giant, Sylvan, Terran
SQ horn-filer, keeper of the road, kingpin's cunning, skill tricks (Heal (healing hands), Use Magic Device (activation trick, identification trick))

Combat Gear *potions of cure light wounds* (4) and *invisibility*; **Gear** +1 chain shirt, heavy mithril shield, mwk heavy flail, *cloak of protection* +1, *hat of disguise*, healer's

kit, pouch with 62 gp worth of mixed coins and gems

Demographics

Faith Yolana

Homeland Birdman Mountains

Almost personable for an urisk, Billy Kitbasher was a roamer from a young age, apparently without cave and clan, seemingly uninterested in serving any fey court or consort with the odd urisk of the vast Birdman Mountains. Endlessly fascinated with the junk of failed cultures, Billy exchanges his uncanny advice for success in the perilous region for any trinkets and doodads his companions may find, and it is always a good exchange. Good-hearted but fiercely independent if Billy is rebuffed, he shrugs and is gone again into the guano-spattered hills.

KAPTIN BIG-SNOOT CHRIKA

Oh, my stases, looka them biggins! Let's eat 'em up, shall we!

Captain Big-Snout Chrika (CR 4; XP 1,200)

Male kobold kingpin (mascot) 5

LE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 17, touch 13, flat-footed 14

(+4 armor, +2 Dex, +1 natural)

hp 36 (5d8+10)

Fort +3, **Ref** +8, **Will** +5

Offense

Speed 30 ft.

Melee mwk morningstar +6 (1d6+1)

Special Attacks cunning (5 points), deeds (distraction (W-DC 15), gang alertness, gang +2, mob flanking, teamwork (Outflank or Precise Strike)), gang radius 30 ft., swarming

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 8, **Wis** 10, **Cha** 17

Base Atk +3; **CMB** +3 (+7 trip); **CMD** 15

Feats Improved Initiative, Outflank^{APG}, Precise Strike^{APG}, Power Attack, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +10, Diplomacy +11, Escape Artist +10, Knowledge (local) +7, Perception +8, Sense Motive +8, Stealth +14

Languages Common, Draconic

SQ cunning charm, skill tricks (Acrobatics (cat fall), Stealth (bushwhacker)), swift as shadows

Combat Gear *potion of bull's strength*; **Gear** mithril

shirt, mwk morningstar, *cloak of protection* +1, *elixir of hiding* (2), pouch with 241 gp worth of mixed coins and gems

Demographics

Faith Linium

Homeland Pygmy Nations

Chrika, who insists on the moniker “Kaptin Big-Snout”, is part of a pack of nearly insane kobold scavengers in the nation-sized trash heap that is the Pygmy Nations. Their numbers fluctuating between a half dozen reptilian raiders and three times that, this craven gang seems to have only one constant; Kaptin Big-Snout Chrika. Never moving to the forefront, Chrika always praises and bribes some marginally braver kobold warrior into being the “leader”, capering and cajoling from the safer rear ranks. Win or lose, Chrika has, so far, always made it out alive, to rebuild or expand. Even if captured, Chrika has been known to wheedle his way into foreign groups, only to betray or flee when times get rough—helping until it does so.

QUOFYR “DAISY” EIRNAN

To be carefree is wonderful. To be secure, great, as long as you have a good time doing it!

Quofyr “Daisy” Eirnan (CR 8; XP 4,800)

Female half-elf kingpin (weisenheimer) 9

NG Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +12

Defense

AC 22, touch 13, flat-footed 19

(+7 armor, +2 Dex, +1 dodge, +2 shield)

hp 61 (9d8+27)

Fort +9, **Ref** +10, **Will** +10

Offense

Speed 20 ft. (base 30 ft.)

Melee mwk rapier +9/+4 (1d6/18-20)

Special Attacks cunning (6 points), deeds (coax self, confidence under stress, dire mutterings (W-DC 18), exemplar of skills, endless discussion (W-DC 18), gang +3, mob flanking, teamwork (Outflank, Precise Strike)), gang radius 40 ft.

Statistics

Str 10, **Dex** 14, **Con** 14, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 19

Feats Dodge, Extra Grit^{UC}, Great Fortitude, Improved Initiative, Outflank^{APG}, Precise Strike^{APG}, Skill Focus (Diplomacy, Disable Device, Perception), Toughness, Weapon Finesse

Skills Diplomacy +14 (+18 to gather information), Disable Device +17, Knowledge (geography, nobility) +16, Knowledge (history, local) +18, Perception +15, Perform +12 (act, comedy), Ride +14, Sense Motive +11, Survival +14; **Racial Modifiers** +4 Diplomacy to gather information, +2 Knowledge (history, local)

Languages Celestial, Common, Elven +3 more

SQ kingpin’s cunning, skill tricks (Diplomacy (gossip, silver tongue), Knowledge (local) (determine trade), Survival (fast tracking))

Combat Gear *potions of cure light wounds* (3); **Gear** +1 breastplate, mwk heavy steel shield, mwk rapier, *belt of mighty constitution* +2, *cloak of protection* +2, pouch with 59 gp worth of mixed coins

Demographics

Faith Chiuta

Homeland Fenian Triarchy

Quofyr, or “Daisy”, to her friends, is a social butterfly and sage. As the somewhat spoiled child of wealthy parents, she sometimes goes adventuring for the thrill of it, as long as she is accompanied by skilled adventurers. She doesn’t mind “roughing it” on adventures; she is realistic about conditions, and tries to return to her elven roots. Her feelings about the fey minority of the Fenian Triarchy on Sanctuary, are the most guarded thing about her, a secret that keeps close to her heart. With humans she likes a good time, especially insulting people from a position of safety, such as with large armed friends. She sometimes portrays herself as something of an empty-headed person to lure people into a false sense of security. “Daisy” has a good heart though, and hates corruption of any kind. She has been known to take up causes on a whim, even financing them if it is necessary. If forced into combat, she tries to stay out of the way if she can, or at least tries to set up flanking attacks, while constantly using total defence.

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