Warrior Prestige Archetype
Student of War

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Pathfinder® Roleplaying Game Compatible

Prestige Archetype The Student of War

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Publisher: Purple Duck Games

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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

Student of War

To hear most warriors talk, battles are won by heart and grit, by sharp iron and mighty thews. Yet the student of war knows that the key to victory is the mind behind the mettle, the training that guides the blade, and the knowledge of when and where to strike.

Prestige Class: Student of War.
Build Class: Fighter.

Role: Armed with knowledge and hardened by constant drill and practice, the student of war fills her repertoire with tricks and techniques designed to exploit every weakness and negate every advantage of her studied foes.

Alignment: Any.

Hit Die: d10.
Starting Gold: 5d6 x 10 gp (175 gp average).

Class Skills

The student of war's class skills (and the key ability for each) are Climb (Str), Craft (Int), Disable Device (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).
Skill Ranks Per Level: 4 + Int modifier.

Class Features

The following are class features of the student of war.

Weapon and Armor Proficiency: A student of war is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (not including tower shields).

Bonus Feats: At 1st level, 2nd level, and every four levels thereafter, a student of war gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats or tactical feats. A student of war can select fighter-only

Table 15.1 - Student of War

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, mind over metal
3rd	+3	+3	+1	+1	Armor training
4th	+4	+4	+1	+1	Anticipate
5th	+5	+4	+1	+1	Know your enemy +1
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Armor training
8th	+8/+3	+6	+2	+2	Telling blow
9th	+9/+4	+6	+3	+3	Know your enemy +2 (swift stance)
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Armor training
12th	+12/+7/+2	+8	+4	+4	Nemesis
13th	+13/+8/+3	+8	+4	+4	Know your enemy +3 (swift identify)
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Armor training
16th	+16/+11/+6/+1	+10	+5	+5	Deadly blow
17th	+17/+12/+7/+2	+10	+5	+5	Know your enemy +4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Target Mastery

feats, counting her student of war levels as fighter levels. Upon reaching 6th level, and every eight levels thereafter (14th, 18th), a student of war can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the student of war loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A student of war can only change one feat at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Mind Over Metal (Ex): A 2nd-level student of war is skilled at taking blows such that her armor or shield deflects them harmlessly. When using armor or a shield, she can use her Intelligence modifier in place of her Dexterity modifier for determining her Armor Class. The armor's normal maximum Dexterity bonus still applies (limiting how much of the character's Intelligence bonus she can apply to her AC) and she loses this bonus if flat-footed or denied her dexterity bonus to armor class.

Know Your Enemy (Ex): A 4th level student of war can study her foes to gain insight into their weaknesses. When she makes a Knowledge check appropriate to the creature's type (DC 10 + the target's CR, but might vary for certain monsters, see the Knowledge skill). Note that a student of war can use the Knowledge (Local) skill to apply this ability to humanoids. A student of war can retry a check to identify enemies by taking a move action to do so. At 13th level, the student can reroll a failed identification roll as a swift action.

Success grants her a +1 insight bonus against her enemy. This is in addition to the normal results of a knowledge roll. The bonus increases to +2 at 9th level, +3 at 13th level, and +4 at 17th level and applies against all enemies the student has identified.

This insight bonus may be applied to one of the following stances, chosen when the first check is made. A student of war that has simultaneously identified several creatures has the same stance against all of them. The A student of war may change her stance as a move action. At 9th level, the student can change stance as a swift action.

- **Martial Stance:** Attack and damage rolls against the target. At 4th level, the student is treated as having the Critical Focus feat for the purpose of attacks against a studied foe.
- **Defensive Stance:** Armor Class and saving throws against the target's attacks. At 6th level, the student is treated as having the Mobility feat when provoking attacks of opportunity from a studied foe.
- **Tactical Stance:** CMB and CMD when initiating or defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers. At 8th level, the student using this stance gains the ability to react to danger from studied enemies before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A student of war with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

Armor Training (Ex): Starting at 3rd level, a student of war learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity (or Intelligence) bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a student of war can also move at her normal speed while wearing medium armor. At 7th level, a student of war can move at her normal speed while wearing heavy armor.

Anticipate (Ex): A 4th-level student of war can anticipate her enemy's moves. She can ignore any damage and effects of a spell or ability she successfully saved against, such as the entangling effect of a *web* spell or the half damage from an *inflict serious wounds* spell. This ability has no effect against effects that do not allow saving throws (such as *darkness*, Difficulty Class (DC), etc.).

Telling Blow (Ex): At 8th level, a student of war can aim her blows at the weakest point in a studied foe's defense, ignoring up to 3 points of damage reduction. This does not apply to damage reduction without a type (such as DR 10/—). This ability cannot be used against creatures that are immune to critical hits or otherwise lack discernible weak points. This ability stacks with the Penetrating Strike feat.

Nemesis (Su): Once per day at 12th level, a student of war can focus upon a held weapon as a swift action, rendering it anathema to one of her studied creatures. The weapon gains the bane property against the creature for one minute.

Deadly Blow (Su): At 16th level, the student's awareness of her studied foe allows her to find weak spots where none should exist. A student of war who uses her know your enemy ability may ignore the target's natural damage reduction and immunity to critical hits and sneak attacks.

Armor Mastery (Ex): At 19th level, a student of war gains Damage Reduction 5/— whenever she is wearing armor or using a shield.

Target Mastery (Ex): At 20th level, a student of war striking a studied enemy gains several advantages. Any attacks made against an identified target automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example).

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level of student of war, the following races have the option of choosing the following alternate favored class bonuses based on their race.

Dwarf: Add +1/4 to the student of war's know thy enemy bonus against creatures with the goblinoid or orc subtype.

Elf: Add +1/4 to the student of war's know thy enemy bonus when using a longsword, rapier, longbow, shortbow, or any weapon with elven in its name.

Gnome: Add +1/6 to the student of war's combat maneuver defense against creatures of the giant subtype.

Goblin: Add +1/4 to the student of war's combat maneuver defense against trip combat maneuver attempts.

Half-Elf: The student of war gains 1/6 of a combat or teamwork feat.

Half-Orc: Add +1/2 to the student of war's Intimidate skill checks against creatures while in a martial stance.

Halfling: Add +1/4 AC bonus to her armor class when not flat-footed.

Human: Select a single specific type of creature (drow, hill giant, wight, and so on). Gain half your student of war level on Knowledge skill checks against your selected type of creature. You must select a new type of creature each time you take this ability.

Sample Student of War Character

Below is a sample student of war created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Kertraghi

"I'm smarter than I look, and your failure to realize this has allowed me to use yourselves against you."

Kertraghi (CR 1/2; XP 200)

Female goblin student of war 1
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 30 ft.; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 14
(+3 armor, +3 Int, +1 size)
hp 12 (1d10+2)
Fort +3, **Ref** +2, **Will** +1; +2 vs. illusion

OFFENSE

Speed 30 ft.
Melee greataxe +3 (1d10+1/x3) or dagger +3 (1d3+1/19-20)
Ranged shortbow +4 (1d4/x3)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +1 (+7 trip); **CMD** 14 (14 vs. trip)
Feats Combat Expertise, Improved Trip
Skills Craft (weapons) +7, Disable Device +6, Knowledge (engineering) +8, Linguistics +7, Perception +5, Stealth +9, Survival +5; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering)
Languages Common, Draconic, Dwarven, Elven, Goblin
SQ arcane focus, jumper, kneecapper, master tinker, skill training (Ride, Stealth)
Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, greataxe, dagger (2), shortbow with 20 arrows, backpack, common artisan's tools, thieves' tools, trail rations (5 days), waterskin, whetstone, wrist sheath[UE] (2), 12 gp, 4 sp, 8 cp

Kertraghi (CR 4; XP 1,200)

Female goblin student of war 5
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 30 ft.; Perception +8

DEFENSE

AC 21, touch 14, flat-footed 18
(+7 armor, +3 Int, +1 size)
hp 42 (5d10+10)

Fort +6, **Ref** +4, **Will** +3; +2 vs. illusion
Defensive Abilities anticipate

OFFENSE

Speed 30 ft.
Melee mwk greataxe +9 (1d10+3/x3) or dagger +8 (1d3+2/19-20)
Ranged composite longbow +8 (1d6+2/x3)
Special Attacks know your enemy +1

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +6 (+12 trip); **CMD** 19 (21 vs. trip)
Feats Combat Expertise, Combat Reflexes, Cosmopolitan[APG] (Bluff, Diplomacy), Improved Trip, Improved Unarmed Strike
Skills Bluff +3, Climb +4, Craft (weapons) +7, Diplomacy +3, Disable Device +7, Knowledge (arcana, local) +11, Knowledge (engineering) +12, Linguistics +7, Perception +8, Ride +4, Stealth +12, Survival +5, Swim +4; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering)
Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Old Porphyran, Orc
SQ arcane focus, armor training 1, jumper, kneecapper, master tinker, skill training (Ride, Stealth)
Combat Gear *potion of cure light wounds* (4), *potion of shield of faith* (2); **Other Gear** *+1 breastplate*, masterwork greataxe, dagger (2), composite (Str 14) longbow with 40 arrows, bandolier[UE] (2), *cloak of resistance +1*, common artisan's tools, masterwork backpack[UE], masterwork thieves' tools, trail rations (5 days), waterskin, whetstone, wrist sheath[UE] (2), 12 gp, 4 sp, 8 cp

Kertraghi (CR 9; XP 6,400)

Female goblin student of war 10
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 30 ft.; Perception +14

DEFENSE

AC 21, touch 14, flat-footed 18
(+7 armor, +3 Int, +1 size)
hp 79 (10d10+20)
Fort +9, **Ref** +6, **Will** +5; +2 vs. illusion
Defensive Abilities anticipate

OFFENSE

Speed 30 ft.
Melee mwk greataxe +15/+10 (1d10+4/x3) or dagger +14/+9 (1d3+3/19-20)
Ranged mwk composite longbow +14/+9 (1d6+3/x3)
Special Attacks know your enemy +2 (swift stance), telling blow

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 17, **Wis** 12, **Cha** 8
Base Atk +10; **CMB** +12 (+20 trip); **CMD** 25 (27 vs. trip)
Feats Combat Expertise, Combat Reflexes, Cosmopolitan[APG] (Bluff, Diplomacy), Greater Trip, Improved Trip, Improved Unarmed Strike, Kirin Strike[UC], Kirin Style[UC], Tripping Strike[APG]
Skills Bluff +4, Climb +8, Craft (weapons) +7, Diplomacy +4, Disable Device +12, Knowledge (arcana) +16, Knolwedge (dungeoneering, nature, planes, religion) +7, Knowledge (engineering) +12, Knowledge (local) +11, Linguistics +7, Perception +14, Ride +6, Sense Motive +14, Spellcraft +7, Stealth +19, Survival +5, Swim +7; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering)
Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Old Porphyran, Orc
SQ arcane focus, armor training 2, jumper, kneecapper, master tinker, skill training (Ride, Stealth)
Combat Gear *potion of cure moderate wounds* (4), *potion of shield of faith* (2); **Other Gear** *+1 mithral breastplate*, masterwork greataxe, dagger (2), masterwork composite (Str 16) longbow with 40 arrows, backpack, bandolier[UE] (2), *belt of giant strength +2*, *cloak of resistance +1*, common artisan's tools, masterwork thieves' tools, trail rations (5 days), waterskin, whetstone, wrist sheath[UE] (2), 20 pp, 10 gp, 4 sp, 8 cp

Kertraghi (CR 14; XP 38,400)

Female goblin student of war 15
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 30 ft.; Perception +19

DEFENSE

AC 28, touch 18, flat-footed 22
(+10 armor, +1 deflection, +6 Int, +1 size)
hp 117 (15d10+30)
Fort +12, **Ref** +9, **Will** +8; +2 vs. illusion
Defensive Abilities anticipate

OFFENSE

Speed 30 ft.
Melee *+1 greataxe* +20/+15/+10 (1d10+5/x3) or dagger +19/+14/+9 (1d3+3/19-20)
Ranged mwk composite longbow +19/+14/+9 (1d6+3/x3)
Special Attacks know your enemy +3 (swift identify), nemesis, telling blow

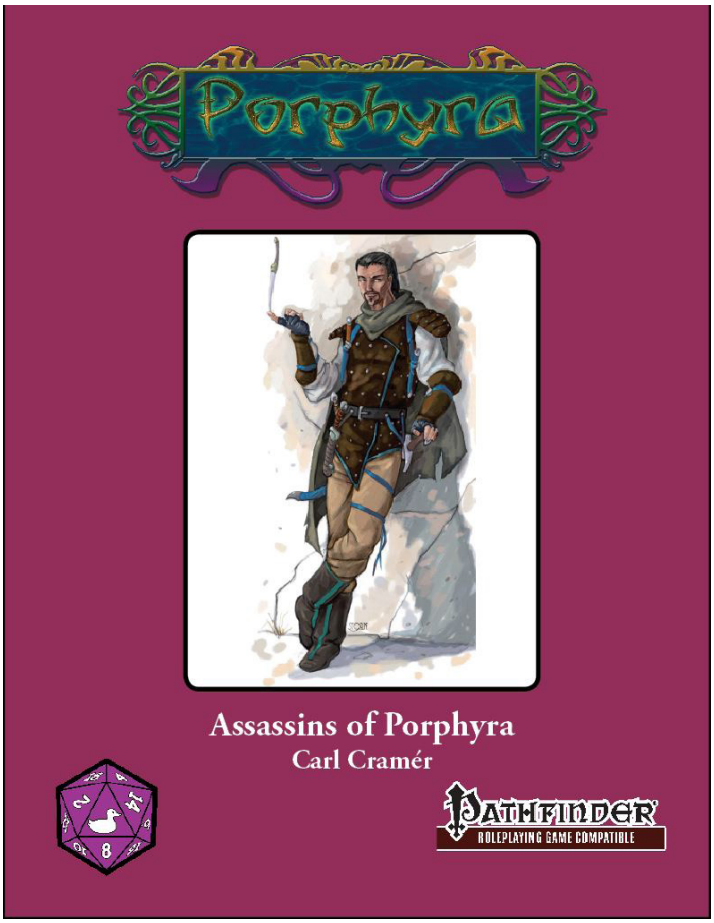
STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 22, **Wis** 12, **Cha** 8
Base Atk +15; **CMB** +17 (+25 trip); **CMD** 34 (36 vs. trip)

Feats Combat Expertise, Combat Reflexes, Cosmopolitan[APG] (Bluff, Diplomacy), Greater Trip, Improved Trip, Improved Unarmed Strike, Kirin Path[UC], Kirin Strike[UC], Kirin Style[UC], Stand Still, Step Up, Tripping Strike[APG], Vicious Stomp[UC]
Skills Bluff +4, Climb +8, Craft (weapons) +10, Diplomacy +4, Disable Device +12, Knowledge (arcana) +24, Knolwedge (dungeoneering, nature, planes, religion) +14, Knowledge (engineering) +19, Knowledge (geography, history, nobility) +10, Knowledge (local) +18, Linguistics +10, Perception +19, Ride +6, Sense Motive +19, Spellcraft +13, Stealth +24, Survival +5, Swim +7, Use Magic Device +14; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering)
Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Old Porphyran, Orc
SQ arcane focus, armor training 4, jumper, kneecapper, master tinker, skill training (Ride, Stealth)
Combat Gear *wand of cure serious wounds* (11 charges); **Other Gear** *+1 mithral full-plate*, *+1 greataxe*, dagger, masterwork composite (Str 16) longbow with 40 arrows, backpack, *belt of giant strength +2*, *cloak of resistance +2*, common artisan's tools, *hat of disguise*, *headband of vast intelligence* +4 (Intimidate, Use Magic Device), masterwork thieves' tools, *ring of protection +1*, trail rations (5 days), waterskin, whetstone, wrist sheath[UE] (2), 8 pp, 8 gp, 4 sp, 8 cp

Every battle teaches a lesson, one just needs to be smart enough to listen. This is one of the many lessons that Kertraghi learned as a slave to her zendiqi masters in Enoria before the The Calling and the New Gods war. With the fall of Enor Ashlord and minions to the Oncoming Wave of Mâl near the end of the war, Kertraghi tasted freedom for the first time but she has never been able to escape conflict.

Now residing in the blasted ruins of Faldon Town, Kertraghi trains both other goblins and kobolds to resist the unending onslaught by the forces of Mâl that seeks to consume the Bulwark of the Halfling Nations before pushing oward to the Boroughs of Dunmark or the Birdman Mountains. It is of no small irony to Kertraghi that Faldon Town is one of the last bastions that protects the Boroughs from real unearthly horrors, compared to the imagined one they are so obsessed with internally.



Assassins of Porphyra

This is the best "…of Porphyra"-class book released so far and the, hands down, best design Carl Cramér has pulled off so far. This inexpensive pdf is simply fun and delivers ample awesomeness for a more than fair price and makes me hope for more chances for the author to tinker with concepts beyond prestige archetype-complexity. I absolutely adore this pdf and its iconic imagery – whether you want the odd, the fantastical or the gritty low-fantasy iteration of the assassin, this delivers. My final verdict will clock in at 5 stars + seal of approval – absolutely awesome and at the low price-point, a must-buy-category-pdf! — Endzeitgeist

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