

FOUR HORSEMEN PRESENT

MORE COMEDIC CHARACTER OPTIONS



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

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FOUR HORSEMEN PRESENT:

Roleplaying games are absolutely about fun. Some players dig deeply into emotional wells to tell a moving story of heroism. Some use roleplaying games as an opportunity to become their real-life opposites, escaping from a hectic world for a few hours of adventure that doesn't involve algebra and a complex set of rules to...ummm....

Never mind.

Anyway, the best part of roleplaying games is the fun you have with friends and fellow players. The story is more or less important to some. The rules of play are more or less important to some. But the laughs and memories are why we game and no Pathfinder session is complete without a little metagaming, a few quips out of character, and a distracting tangential discussion about old characters, films, or why a specific designer uses so many traps or so much ability damage in published adventures.

Laughter in our roleplaying games serves the same purpose it does in other entertainment. It breaks up the drama of deep character exploration and helps transition us between tense moments. A well-placed joke can help define which challenges a group of players takes less seriously and which demand their full attention. Sometimes a clever approach to dry or macabre humor can actually make a horrific moment even scarier. The use of humor in roleplaying games isn't just unavoidable, it's incredibly useful.

This brings us to More Comedic Character Options. A year ago we offered humorous takes on

class design as well as other mechanics. Our goal is always to help you tell amazing stories with new ideas and new abilities, so we put together some archetype, feats, and spells designed to make you laugh as you read or played them. But we're not content to bring a smile to your face. In fact, that basically runs counter to the other goals of ending all life in the multiverse and killing entire tables of characters with epic encounters and unique villains. So we also want our character options to make combat more interesting and fun. It's our humble desire that the following rules make you want to laugh out loud, then make you want to get out your pencils and dice and roll initiative.

SOURCES AND SORCERY

Listed below are references for the Pathfinder Roleplaying Game rulebooks that some of the mechanics in this book acknowledge. Those references are sound in superscript next to the relevant option or rule. By now, there are also a growing number of products in the Four Horsemen Presents line. Where one of those products is mentioned in Four Horsemen Present: Celestial Character Options, we've included that reference below, too.

From **Paizo Publishing**:

ACG—*Advanced Class Guide*

APG—*Advanced Player's Guide*

OA—*Occult Adventures*

UM—*Ultimate Magic*

UC—*Ultimate Combat*

UI—*Ultimate Intrigue*

Finally, spells from this book are marked with MCCO when mentioned in the text.

COMEDIC ARCHETYPES

The following class options combine humorous flavor with new rules for comedic adventures.

COMEDIUM (MEDIUM)

Comediums channel legendary entertainers or a lasting sense of mirth.

Comedic Spirit: The comedium channels the spirit of a famous entertaining figure, or simply enters a jocular frame of mind. He doesn't choose an



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archetypal spirit, though abilities that allow him to channel additional spirits (such as trance of three) grant him access to any of the archetypes normally available to mediums. The comedian's channeled figure grants him abilities similar to an archetypal spirit. This modifies spirit.

THE COMEDIAN

Spirit Bonus: When you channel a comedian, your spirit bonus applies on Charisma checks, and Will saves.

Seance Boon: You gain a +1 bonus to Bluff, Diplomacy, and Intimidate checks.

Favored Locations: ballrooms, dining rooms, taverns, theatres

Influence Penalty: You become a relentless joker and abandon any expectation of appropriate behavior. You take a penalty equal to your influence penalty on all Charisma and Charisma-related checks. Additionally, during combat your enemies have extra resolve to silence you. They automatically confirm any critical threats with ranged or melee attacks.

Taboo: Choose one: you must call back a previous joke in every conversation throughout your day; every sentence must contain at least one pun; you must respond to any criticism with an immediate insult.

Mirth (Lesser, Su): You and your allies benefit from a generally jovial mood. Penalties from mind-affecting effects are reduced by 1 for all allies (including yourself) within 30 feet of you.

Punch Line (Intermediate, Su): As a move action, you can allow the comedian spirit to gain 1 point of influence over you in order to partially manifest. When you do so, a vague image of the spirit appears just long enough to deliver a hilarious insult, terrible pun, etc. You make a Perform (comedy) check against a creature within your reach, adding your spirit bonus to the result. The DC of this check equals 10 + the target's CR + its Wisdom modifier. If your check succeeds, your target entertains the spirit's presence and loses its Dexterity bonus to AC until the end of your turn.

Tough Crowd (Greater, Su): You can influence larger groups instead of individuals. You use the highest DC of any creature within a 30-foot radius when making a Bluff, Diplomacy, Intimidate, or Perform check. When you interact with an audience larger than ten individuals in a 30-foot radius, you



gain a +4 bonus on these checks. If your check is successful, you can deceive or change the attitude of everyone in your audience. Your manipulation of the crowd lasts half as long as a normal check. You cannot manipulate a creature that can't understand you, but you use the highest DC in the area whether all targets in the crowd can understand you or not.

Everyone's a Critic (Supreme, Ex): You can heckle rivals into submission. Whenever a creature targets you with language-dependent ability or a spell with verbal components, you can respond to the threat as an immediate action. You make an Intimidate check to foil your target's attempt. The DC of this check is the target's check result (for a skill check like Diplomacy or Intimidate), the target's HD plus Charisma modifier (for an ability that is neither a skill check nor a spell), or the save DC of the spell

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being cast. If your check equals or exceeds this DC, the attempt fails and the subject gains the shaken condition for 1 round. This is a language-dependent, mind-affecting effect. Once you target a subject with this ability, you cannot target the same subject against for 24 hours.

Occult Classic (Ex): At 13th level, the comedian can utter favorite lines from plays, songs, or other routines as a move action. Any companions who participated in his seance and who play along with his nostalgia gain a +2 morale bonus on Will saves for 1 round. This replaces haunt channeler.

Mass Laughter (Su): At 14th level, the comedian can tell a savagely funny joke, forcing each intelligent creature within 10 feet per level to erupt in laughter. Each affected creature must laugh for 1 round per level as if affected by hideous laughter. A Will save (DC 10 + 1/2 the comedian's level + the comedian's Charisma modifier). The comedian's allies are immune to this effect (they've heard it all before). This replaces astral journey.

DOORKICKER (BARBARIAN)

Hold my beer. I got this.

Armor Proficiencies: Doorkickers are proficient with all simple and martial weapons. They are proficient with light armor, and with all shields, including tower shields.

Fools Rush In (Ex): The doorkeeper doubles her land speed during the surprise round and first round of combat. This replaces fast movement.

Honey I'm Home (Ex): At 3rd level, the doorkicker gains a +1 bonus on initiative checks and during the surprise round and the first round of combat. This bonus increases by +1 at 6th level, and again every three levels after 6th. This replaces trap sense.

Hold the Door (Ex): At 7th level, whenever the barbarian makes a Strength check to break a door, gate, or similar portal, she can carry the door with her. She can use the door to make shield bash attacks or bull rush combat maneuvers. She gains a +1 bonus on attack rolls and combat maneuver checks with the door. At 10th level and every 3 levels thereafter, this bonus increases by +1 (up to a maximum of +5 at 19th level). She gains these benefits only while she is raging. This replaces damage reduction.

FOREST FRIEND (DRUID)

I get by with a little help from my friends.

Animal Allies (Su): A forest friend is always accompanied by Tiny or Diminutive animals who act as her eyes, ears, and defenders. These animals can be of any sort appropriate to their terrain; they do not have to be forest creatures specifically. A forest friend's animal allies skitter around her, doing cute little animal things until someone threatens the forest friend.

Forest friends are generally ineffective in normal combat terms, but they do hinder foes in significant ways. At 1st level, the forest friend can make a dirty trick combat maneuver against any creature within 30



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feet as a free action once per turn. She uses her druid level in place of her base attack bonus for this maneuver, and uses her Charisma modifier in place of the animals' Strength score. At 4th level, the forest friend's animal allies gain a +2 bonus on this combat maneuver check. At 10th level, the forest friend can make two dirty trick attempts against separate targets using the same bonus. This replaces nature bond and resist nature's lure.

Animal Empathy: A forest friend can't influence magical beasts with wild empathy. Or domestic cats. Feral cats are much more grateful. This modifies wild empathy, and maybe your opinion on cats.

Critter Shape (Su): At 4th level, a forest friend gains the ability to turn herself into a Tiny animal and back again once per day. Her options for new forms include all creatures of the animal type. This ability functions like *beast shape II*, except as noted here. The effect lasts one hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal with which she is familiar.

A forest friend doesn't lose her ability to speak while in animal form, but she does sound like a cutesy child hopped up on helium when she talks. While she is Tiny, she suffers a -4 penalty on Diplomacy and Intimidate checks and takes a -1 penalty to caster level when casting spells with a verbal component. She no longer takes these penalties once she takes the Natural Spell or Wild Speech feats. She communicates normally with other animals of the same general grouping as her form.

A forest friend can use this ability an additional time per day at 6th level, and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a forest friend can use critter shape at will. As the forest friend gains levels, she can take on the form of larger and smaller animals. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a forest friend can also use critter shape to change into a Small or Medium animal that is normally Tiny or smaller. Additionally, the forest friend's natural attacks in any form deal damage as if she were one size larger.

At 8th level, a forest friend can also use critter shape to change into a Large animal that is normally Tiny or smaller. Additionally, the forest friend's

primary land speed for a given form (including her normal form) increases by 10 feet.

At 10th level, a forest friend can also use critter shape to change into a Huge or Diminutive animal that is normally Tiny or smaller. Her critter shape now functions as *beast shape III*.

At 12th level, a forest friend can also use critter shape to change into a Gargantuan animal that is normally Tiny or smaller. In this shape, the forest



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friend gains a +8 size bonus to Strength, a +6 size bonus to Constitution, and a +8 natural armor bonus. This ability otherwise now functions as functions as *beast shape IV*.

This modifies wild shape.

Nature's Friend (Ex): At 9th level, a forest friend gains immunity to all natural diseases. Magical diseases, like mummy rot and trip hop, affect her normally. This replaces venom immunity.

Animals Everywhere (Ex): At 13th level, the sheer number of Tiny animals biting ankles, pulling on beards, rummaging through packs, etc., becomes a distraction to the forest friend's enemies. The DC of any concentration check within 30 feet of the forest friend increases by 2. The forest friend and her allies are immune to this effect. This replaces a thousand faces.

ORDER OF THE DESTRIER (CAVALIER ORDER)

A knight belongs astride a majestic steed instead of touching the dirt like peasants. A real cavalier makes war, gives speeches, and even sleeps on his horse. Getting mud on your spurs can only slow your horse down.

Edicts: The cavalier must employ the highest quality steed and take exceptional care of her. He must endeavor to remain astride his horse, and must return to his steed as quickly as possible when he can. A member of the order of the destrier must demand his noble mount be regarded as worthy a hero as himself or his other companions.

Challenge: Whenever an order of the destrier cavalier issues a challenge, his horse gains a +1 bonus on all attack and damage rolls with natural weapons against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the destrier adds Acrobats (Dex) and Stealth (Dex) to his list of class skills. His mount gains 1 rank per HD in these two skills and always treats them as class skills. In addition, while mounted, the cavalier and his mount both uses the highest Dexterity score among the two of them when making Dexterity-based skill checks.

Order Abilities: A cavalier that belongs to the order of the destrier gains the following abilities as he increases in level.

Tall in the Saddle (Ex): At 2nd level, the cavalier is becomes skilled at handling situations others find more comfortable out of the saddle. While the cavalier is mounted, his penalties for ranged attacks are reduced by 2 and he takes no penalties to concentration checks for vigorous motion. In addition, his mount takes no penalties to attack rolls or AC when squeezing into a smaller space.

Mounted Maneuvers (Ex): At 8th level, the cavalier and his mount train to defend on another. The cavalier gains a +4 bonus to CMD against effects that would unseat him from his horse (like the reposition or trip combat maneuvers). His horse gains Defensive Combat Training as a bonus feat and an additional +2 competence bonus to CMD.

Ride or Die (Ex): At 15th level, the cavalier and his mount move as one during combat. Once per combat, the horse can rear up as a swift to increase its reach with its natural attacks by 5 feet. This ability lasts until the beginning of the cavalier's next turn. In addition, if the cavalier is mounted on his steed and has a melee weapon drawn, the cavalier can parry the first attack of opportunity taken against himself or his steed as an immediate action. He parries an attack by making an attack roll at his highest base attack bonus. If the total of his attack roll equals or exceeds the result of the attack he wants to parry, the attack misses. The cavalier must make this decision before he knows the result of the attack.

MASTER OF DISASTER (MONK)

Some martial artists are more like Jackson Pollock. They make a big confusing mess of combat, but then are somehow regarded as masters.

Bonus Feats: At 1st level, a master of disaster adds Study Stance to the list of feats available for selection as bonus feats. At 6th level, he adds Missed Me to the list. At 10th level, he adds One Gender-Neutral Army to the list. This modifies bonus feat. These feats are introduced in the feat section of this book.

All My Own Stunts (Ex): At 2nd level, the master of disaster gains a +2 bonus on Acrobatics, Climb, and Swim checks, as well as to Reflex saves and Constitution checks. This bonus increases to +4 at 9th level. This replaces evasion and improved evasion.

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Clever Cover (Ex): Beginning at 4th level, whenever a master of disaster would normally gain a bonus to AC to cover, he gains a +1 dodge bonus to AC instead. This bonus only applies against attacks from creatures he would normally gain cover against (such as creatures fighting across a barrier or around a corner). In addition, the master of disaster's opponents gain no benefit from cover against the master of disaster's unarmed strikes or attacks with improvised melee weapons. Total cover still works normally for both the master of disaster and his opponents. At 6th level, and again at every two levels after 6th, the dodge bonus increases by +1 (to a maximum of +9 at 20th level). This replaces slow fall.

Superior Style (Ex): Beginning at 7th level, masters of disaster feel an obligation to prove their version of Improved Unarmed Strike is better than other versions of Improved Unarmed Strike. As a standard action, a master of disaster can execute a series of complicated martial arts moves and declare the name of his school, sensei, or style to an opponent that also uses unarmed strikes. If he does so, he can forego the attack made at his lowest attack bonus during a full attack action (including a flurry of blows) to counter one of his opponent's attacks. This works like the Deflect Arrows feat except he deflects successful unarmed strikes. At 12th level, the master of disaster can choose to forego two attacks (the two with the lowest attack bonus) in order to deflect two incoming unarmed strikes. This replaces wholeness of body and abundant step.

REVELRY (ORACLE MYSTERY)

You gotta fight, for your right, to party.

Class Skills: An oracle with the revelry mystery gains Bluff, Knowledge (nobility), Perform (act), Sleight of Hand as class skills.

Bonus Spells: *charm person* (2nd), *hideous laughter* (4th), *placebo effect*^{OA} (6th), *modify memory* (8th), *symbol of laughter*^{ACG} (10th), *joyful rapture*^{UM} (12th), *waves of ecstasy*^{UM} (14th), *irresistable dance* (16th), *meteor swarm*^{*} (18th).

Revelations: An oracle with the revelry mystery can choose from any of the following revelations.

Best Medicine (Su): You can cure your allies of harmful conditions through the healing power of laughter. Once per day as a standard action, you choose one creature within 30 feet. You make a gesture or joke, or the target

entertains an amusing notion, which causes him to laugh heartily for one minute. At the end of this minute, choose one of the following conditions: bleed, confused, fatigued, nauseated, shaken, sickened, or staggered. Alternatively, this ability can remove a temporary negative level or all nonlethal damage.

At 7th level, you can use this ability twice per day.

At 11th level, whenever you use this ability, you choose two targets within range.

Home Arena (Su): Once per day as a standard action, you can create the illusions of a friendly venue that supports your cause for 1 round per level. The venue can resemble an amphitheatre, royal court, or gladiators' arena, complete with decorations, approving aristocrats, cheering fans, and other accoutrements. The venue's illusory features are superimposed over your surroundings, so they are visible and audible, but don't obscure actual terrain, creatures or features in the affected area.

This effect fills a 10-foot cube per oracle level. Allies within the venue gain a +1 morale bonus to attack rolls, saving throws, ability checks and skill checks. Opponents within the area suffer a



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-1 penalty to the same rolls and checks. At 11th level, the bonus and penalty increase by 1. At 15th level, the bonus and penalty increase again by 1. Each opponent in the area can make a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier) to negate the penalty. This is a mind-affecting emotion effect as well as a figment. You must be at least 7th level to choose this revelation.

I'm So Drunk (Ex): Whenever you make a Bluff, Diplomacy, or Intimidate check that results in a creature's attitude moving one or more steps toward hostile, you can attempt to regain your composure by excusing your behavior. As an immediate action, you reroll the skill check. If the second roll equals or exceeds the DC of the check, you don't gain the desired effect (come on, you weren't *that* drunk), but the subject's attitude toward you does not change. At 10th level, if your check exceeds the original DC by 5 or more, your subject's attitude improves one step. This ability has no effect if you and your target don't share a language.

Life of the Party (Su): As a move action, you deliver a brief monologue to encourage hurting allies. This short speech can be an inspiring observation about the bond of friendship, a dirty limerick, or other anecdote. Allies who can hear you regain a number of hit points equal to twice your level. You can use this ability once per day, plus one additional time per day each at 8th and 15th level.

Party Tricks (Su): You can conjure simple effects to entertain friends and add emphasis to an event or speech. You can cast *prestidigitation* as a spell-like ability at will. At 7th level, you can also cast *pyrotechnics* three times per day as a spell-like ability. At 13th level, you can cast *fire flowers*^{MCCO} twice per day as a spell-like ability. At 19th level, you can cast *meteor swarm*** once per day as a spell-like ability. These abilities are cumulative; a new spell-like ability from party tricks doesn't replace previous ones. You use your oracle level as your caster level for these abilities.

Piranha Pinata (Su): As an immediate action, you cause an quasi-real party favor to interpose itself between one ally and a creature making an attack roll against that ally. The pinata is the same size as a heavy steel shield appropriate for the

subject's size, and can take any shape you please. The pinata has hardness 0 and a number of hit points equal to twice your level. It provides your ally with cover against attacks that deal hit point damage, and concealment against attacks that don't deal hit point damage, but must still make attack rolls (like ray of enfeeblement). Actions that target your ally but don't make attack rolls are unaffected.

If an attack that would deal hit point damage misses your ally by 4 or less, the attack deals damage to the pinata normally. If the pinata is reduced to 0 hp, it disintegrates into a burst of colored confetti, granting your ally total concealment until the beginning of her next turn.

Roast (Su): Once per day as a standard action, you deliver maddening insults that humiliate one creature. The subject of your ridicule make a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier) to resist the effect. If it fails, it gains the shaken condition for 1 minute and its attitude toward you shifts immediately to hostile. On your next turn, you can continue the verbal assault against a subject that fails the initial save against this effect. The subject makes a new Will save to control its anger. If it succeeds, it remains shaken but the roast ends. If the subject fails the second save, it loses its composure. It attacks you to the best of its ability on its next turn. Regardless of the result of the second save, you can deliver a final round of insults on the third turn. The subject makes a Fortitude save instead of a Will save. If it succeeds, it remains shaken but the roast ends. If the subject fails the final save, it bursts into flames, taking fire damage equal to twice your oracle level. The subject catches fire, taking 1d6 points of fire damage at the beginning of its turn each round until it passes a Reflex save (that's right, one ability, all three save categories. Don't say we never gave you anything). The DC of this save is the same to resist the other effects of this ability. At 15th level, you can use this ability twice per day. You must be at least 8th level to choose this ability. This is a language-dependent, mind-affecting emotion effect.

Shame (Su): Once per day, you can cause a creature within 30 feet to feel overwhelming shame and suspect it recently behaved in an

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embarrassing manner. While the subject cannot remember exactly what caused her shame or when she behaved shamefully, she still counts as having offended her god or violated her principles until she receives an atonement spell or this effect is dispelled. The subject cannot cast divine spells, use paladin (or antipaladin) abilities, or otherwise use features denied to former members of a class until she is no longer ashamed. This is a mind-affecting emotion effect. You must be at least 11th level in order to choose this ability.

Side Splitter (Sp): Once per day, you can tickle a creature, causing its sides to hurt. You make a single melee touch attack. If your attack hits, your target is overwhelmed by convulsions and laughs despite cramps and... internal injuries. The creature gains the staggered condition and takes 1d6 points of damage per oracle level. A successful Fortitude save halves this damage and negates the staggering effect. This ability has no effect on constructs, oozes, or outsiders with the inevitable subtype (inevitables are incredibly boring). You must be at least 11th level to choose this ability.

Surprise! (Ex): You improve your allies' ability to keep still and silent in advance of an amb...erm...surprise party. Whenever you make a Stealth check to avoid detection, your allies within 30 feet (including yourself) gain a +2 morale bonus to their Stealth checks. If you and/or your allies surprise an opponent and act in the surprise round, your allies also gain this bonus on initiative checks. At 5th level, and at every 5th level thereafter, these bonuses increase by +1.

Final Revelation: At 20th level, you combine celebration and combat like no other. As a move action, you can create a thumping rave that blends bad music with rapid flashes of light and darkness. The rave is centered on you and lasts a number of rounds equal to half your oracle level. These rounds do not need to be consecutive. Spellcasters within 30 feet must succeed at a concentration check (DC 15 + double the spell's level) to cast a spell while inside the rave due to the loud noise. All creatures



within the rave gain concealment. You and up to 1 creature per 2 levels can ignore the concentration check and concealment. Finally, once per day, you can light up the rave with an assortment of colored lights. This functions like *prismatic spray*, only the cone's origin point can be anywhere inside the rave. Creatures outside the rave are not affected by the *prismatic spray*.

*Just kidding. We really mean *overwhelming presence*^{UM}.

**Just kidding. We really mean *meteor swarm*.

STONER (ALCHEMIST)

Stoners frequently turn to adventuring as a career. You don't need a diploma and it's the fastest way to get money for your own place after your parents kick you out.

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I Get High (Su): The stoner uses a groovy combination of alchemy and enchantment to reach a higherish state of being. Or he just likes to escape from the tedium of the paladin's proselytizing. Either way, he dopes up on his favorite drugs and starts eating other peoples' food. While smashed, the stoner gains a +2 alchemical bonus to her Strength, Dexterity, and Constitution, and a +2 bonus to Will saves. Getting buttered also forces the stoner to take a -2 penalty to initiative checks and Reflex saves. Getting high takes ten minutes, and lasts for around 1 hour per level. This replaces mutagen and persistent mutagen.

Second Hand Smoke (Su): During his buzz, the stoner can exhale a 5-foot cone of smoke as a standard action that covers an adjacent square. If a creature occupies that square, it must make a Fortitude save (DC 10 + 1/2 the stoner's level + the stoner's Constitution modifier) or it, too, gets bombed. It gains the dazzled condition for 2 rounds.

At 3rd level, and every four levels after 3rd, the stoner can alter the condition imposed by his second hand smoke. At 3rd level, he can force an affected creature to take a -2 penalty to initiative rolls and Reflex saves. At 7th level, he can choose to give affected creatures the shaken condition. At 11th level, he can choose the staggered condition. At 15th level, he can select the dazed condition. Finally, at 19th level, he can choose the confused condition.

At 5th level, and at every four levels after 5th, the cone of second hand smoke fills a larger area. At 5th level, the stone chooses two contiguous squares, one of which must be adjacent to him. At 9th level, the second hand smoke fills a 10-foot cone. At 13th level, the size of the cone increases to 15 feet. At 17th level, the size of the cone increases to 20 feet.

A stoner can use this ability a number of times per day equal to his class level plus his Intelligence modifier. Each time he uses this ability, he chooses which condition or effect to apply. If he uses this ability on a creature already affected by his second hand smoke, the new condition replaces the affected creature's current condition and the duration of the effect begins anew. This ability replaces bomb.

Slow Metabolism (Su): Beginning at 2nd level, while the stoner is wasted, he gains a +2 bonus on saving throws against pain effects and effects which impose the following conditions: dazzled, fatigued, nauseated, shaken, and sickened. At 5th level, and every three levels after 5th, this bonus increases by +1. This replaces poison resistance and poison immunity.

FEATS

Comedic feats provide interesting options for characters, but they aren't always appropriate for a campaign. Be sure to ask your GM whether you can take the following feats in a game, but you can tell her we said it's okay.

AWFUL GOOD

I mean, you could fireball an orphanage and fireball doesn't have the [evil] descriptor...

Prerequisite: Lawful Good alignment, caster level 1+

Benefit: A spell modified by this feat loses the evil descriptor, so long as you can sufficiently rationalize your reason for casting it (he deserved it, there are white necromancers out there, Tina's mom let's her cast evil spells, etc.). An awful good spell uses a spell slot one level higher than normal.

DODECASWAP

Your character owns stock in a major d12 manufacturer.

Prerequisite: ability to roll multiple d6s for any reason.

Benefit: Each time you can roll 2d6 for an effect, you can choose to roll 1d12+1 instead. You can make this decision for every pair of d6s you would roll, so if you would deal 4d6 points of sneak attack damage or confirm a critical hit with a Medium greatsword, you can roll 2d6 and 1d12+1, or (obviously much more fun), you can roll 2d12+2.

Normal: Whenever you roll 2d6, you just...you know...roll 2d6.

Special: You (yes, you. You know who you are) can only use this feat if you have a separate d12 to roll for each set of 2d6 that you exchange.

LIGHT AMOR

Not in the face! Not in the face!

Prerequisite: Proficiency in light armor, one or more class features that restrict the kind of armor you use.

Benefit: While you are wearing light armor or no armor, you gain a dodge bonus to AC equal to your Charisma modifier. This bonus only applies against attacks made by creatures who are normally attracted to your race and gender.

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MASCOT

If the squirrel can hit in melee, anyone can.

Prerequisite: Animal companion, familiar, or mount class feature.

Benefit: You choose an animal companion, familiar, or mount provided by one of your classes to inspire you during combat. Whenever the chosen creature deals damage to another creature in combat, you gain a +1 bonus to attack rolls, damage rolls, and Will saves until the beginning of your next turn.

Special: You can take this feat multiple times if you have more than one animal companion, familiar, or mount as class features. Each time you do, you must choose a different animal companion, familiar, or mount.

MISSED ME

You turn flanking foes into allies.

Prerequisites: Dexterity 15+, Dodge

Benefit: You gain a +1 dodge bonus to AC whenever you are flanked by two or more opponents in combat. If a melee attack roll by a flanking creature misses your AC by an amount equal to your total dodge bonus to AC or less, your attacker must compare the total result of its attack roll to the AC of its ally opposite you. If the attack roll equals or exceeds its ally's AC, it hits its ally instead of you and deals damage normally.

ONE PERSON ARMY

Doesn't turn-based combat set up those "last stand" scenarios really well?

Prerequisite: Combat Reflexes

Benefit: You can make an attack of opportunity against any creature that enters a square you threaten while making a charge action. You can still only make one attack of opportunity per target for moving through a threatened square in a single round.

STUDY STANCE

You call out an opponent's martial arts style to impress your friends and let your enemies know what time it is.

Prerequisite: Improved Unarmed Strike

Benefit: Whenever an opponent using one or more style feats assumes a stance, you can make a Sense Motive check as an immediate action to

identify the style feat used as a prerequisite for all of the feats in his current stance. The DC of this check is equal to 10 + the opponent's base attack bonus. If you succeed in identifying his stance, any action he takes to employ one of that style's feats provokes an attack of opportunity from you. Additionally, if you possess the same stance or style feats your opponent attempts, you gain a +1 bonus to CMB and CMD while your opponent is in the stance you obviously are better in.

SPELLS

Comedic spells combine new magical effects with themes of mirth, silliness, or commitment to more d12s. Be sure to ask your GM if you can use the following spells, but tell her we'll be Very Disappointed if she says no.

BALEFUL PLUSHY

School transmutation (polymorph) [hug]

Level bard 3, druid 4, hunter 3, magus 3, occultist 4, paladin 3, psychic 4, ranger 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a bit of cotton stuffing)



FOUR HORSEMEN PRESENT:

Range short (25 feet plus 5 ft./2 levels)

Target 1 animal or magical beast

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause an animal or magical beast to transform into an animated plush replica of itself. The target loses any natural armor bonus to AC and its primary natural attacks are treated as secondary attacks.

The spell lasts one round per caster level, but if the target is hugged close during the spell's duration, the effect is permanent. The target is considered hugged when a creature successfully pins it during a grapple.

POWER WORD: DIE

School evocation [force]

Level antipaladin 4, bard 4, cleric 4, inquisitor 4, medium 4, occultist 4, paladin 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 move action

Components V, S, M (20-sided polyhedron. Or 12-sided is fine, too)

Range 5 feet

Target 1 intelligent creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** no

You call forth the mathematical and spiritual manifestation of destiny or doom and nominate one target to be tested by fate. The subject's judge takes the form of an immense polyhedron with 20 sides. The polyhedron takes up the same space as the target creature, and bears razor sharp corners and edges marked by red-brown stains.

The die appears adjacent to you and immediately rolls toward your target, changing direction as necessary. The round you cast the spell, and at the beginning of your turn each round, the die moves up to 40 feet. If it moves into the same space as your target, the die makes a bull rush attempt using your caster level plus the highest of your Intelligence, Wisdom, or Charisma as its combat maneuver bonus. The die also deal 20 points of force damage. If the die deals enough damage to kill the subject, the spell effect ends.

The die is an incorporeal effect for all but your target. It moves through walls and ignores obstacles without damaging objects

or terrain. It only touches the target of the spell, but then is a shimmering force that crushes the target with incredible weight.

DISTRACTING DANCE

School enchantment (charm) [mind-affecting]

Level bard 3, mesmerist 3, psychic 3, sorcerer/wizard 4, witch 4

Casting Time 1 move action

Components V, S

Range personal

Area 30-foot radius centered on you

Duration 1 round/level (D)

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

You perform a hypnotic dance that attracts and holds the attention of others. Creatures within 30 feet that can see you must succeed at a Will saving throw or become fascinated. You can stop your dance at any time, but fascinated creatures only remain fascinated as long as they can see you dance. Creatures who fail their saves gain a new saving throw if threatened or if an ally attempts to shake them free. The effect ends automatically for any creature if it is attacked.

DODECAHEATHEN

School evocation (chaotic, evil, good, lawful)

Level antipaladin 4, bard 6, cleric 6, inquisitor 6, magus 6, mesmerist 6, paladin 4, psychic 6, spiritualist 6, summoner 6, sorcerer/wizard 6, witch 6

Casting Time 1 immediate action

Components V, S, M (a 12-sided die)

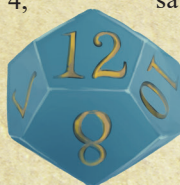
Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You make a melee touch attack against your target and pass harsh judgment on him if you hit. The subject takes 6d12 points of damage if its alignment opposes yours on one axis (good/evil or lawful/chaotic). It takes 12d12 points of damage if its alignment is opposed to yours on both axes. A successful Fortitude save reduces this damage to 2d12+12. This damage is divine in nature, but not based on an energy type. A creature reduced to



COMEDIC CHARACTER OPTIONS

fewer than 0 hit points by this spell is disintegrated and reduced to fine ash.

FIRE FLOWERS

School evocation [pretty]

Level bard 5, magus 5, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a burnt firecracker casing)

Range long (400 feet plus 40 ft./level)

Target one or more creatures

Duration instantaneous

Saving Throw Reflex partial; **Spell**

Resistance no

You launch four differently-colored orbs of bright light (green for acid, blue for cold, white for electricity, and red for fire) toward one or more targets. Your targets must each be within range from you, but can otherwise be any distance from each other. Each orb strikes its target in a flowery explosion, dealing 4d6 points of the indicated energy damage. Creatures who take damage from an orb are partially blinded by dazzling tracers that change color as they fade. Creatures have concealment from any of a struck creature's attacks for 1 round per caster level. A successful Fortitude save halves the damage and reduces the tracer effect for one round.

MIST ME

School transmutation

Level alchemist 4, bard 4, inquisitor 4, magus 4, psychic 4, sorcerer/wizard 4, witch 4

Casting Time 1 immediate action

Components V, S, M (a small piece of ice)

Range personal

Duration 1 round (see below)

Saving Throw none (harmless); **Spell Resistance** no

You become vaporous and partially insubstantial before an attack targets you, gaining concealment until the beginning of your next turn. If a melee or ranged attack hits your AC but misses you due to concealment, the attacker compares the result of its attack roll to the AC of any creature directly opposite the attack. If the attack equals or exceeds the AC of the creature behind you, it deals damage to that creature normally. Your appearance does not change while this spell is in effect.



NATURE'S FURRY

School transmutation

Level bard 3, druid 4, hunter 4, ranger 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a nail clipping from the target creature)

Range medium (100 feet plus 10 feet/level)

Target 1 creature (see below)

Duration 1 round/level

Saving Throw none (harmless); **Spell Resistance** no

You enchant a Diminutive or Tiny animal (or magical beast in the case of a familiar) with all the fury of nature. When attacking with a natural weapon, the subject uses your caster level in place of its base attack bonus (altering its CMB and CMD as well) and deals damage as a creature two size larger. During a full attack action, it gains an additional attack with one natural weapon at its highest base attack bonus. Finally, the subject gains a dodge bonus to AC equal to half your caster level.

PLUSH COMPANION

School transmutation (polymorph)

Level bard 3, druid 3, occultist 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (an eye button with a bit of thread tied into it)

FOUR HORSEMEN PRESENT:

Range touch

Target 1 creature (see below)

Duration 10 minutes/level (D)

Saving Throw none (harmless); **Spell Resistance** no

You transform an animal companion, eidolon, familiar or mount gained as a class feature into an animated plush version of itself. The creature becomes one size category smaller. Its skin and internal structure become soft cloth and stuffing. The target becomes inert (it ceases to be a creature) and all conditions affecting it are removed. Once the target becomes a creature again, it regains any permanent conditions and heals 1 hp per caster level. The creature has no memory of its time as a plush toy.

SQUIRREL CHEEKS

School transmutation

Level alchemist 2, bard 2, druid 2, hunter 2, psychic 2, ranger 1, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a partially chewed nut or leaf)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw none (harmless); **Spell Resistance** no

Your target gains an extra dimensional pocket inside its mouth. It can hold one pound of material per caster level without gaining any weight or being inconvenienced by the items stored in its cheeks. The target can breathe, eat, and talk normally, and its cheeks don't appear full or distended. The target can only hide an object inside its mouth if it physically fits past its lips. This spell has no effect on creatures without a mouth.

WALKING BOMB

School transmutation

Level alchemist 3, bard 3, occultist 2, sorcerer/wizard 3

Casting Time 1 swift action

Components V, S, F (the turnkey of a small wind-up toy)

Range touch

Target object touched

Duration 1 minute

Saving Throw none (object); **Spell Resistance** no

You turn a Tiny or smaller alchemical object into a walking weapon that follows a simple command. The object must be an alchemist's bomb, alchemical weapon, or magical device set to explode or release an effect within 1 minute. The affected item grows tiny feet and awaits your command. The command must be simple, containing instructions on how far to walk, where to go, and how long to wait until releasing its effect. The device activates automatically at the specified time, whether it reaches the intended destination or not.

An object affected by this spell has a land speed of 15 feet and Acrobatics, Climb, and Stealth bonuses equal to your caster level.



COMEDIC CHARACTER OPTIONS

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