



PLAYER Paraphernalia



THE INVIOLEATE HOUND
(NEW HYBRID CLASS)

#9



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PLAYER PARAPHERNALIA #9

By the Knotty-Works

Welcome to the ninth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In this issue a new hybrid class is introduced, The Inviolable Hound.

The Inviolable Hound

Episcopal problem solvers, Inviolable Hounds are sent to seek out the truth in matters of a spiritual nature when local clergy are not adequately equipped to do so. While others work within the parameters of the church to one degree or another, Sacrosanct Shadows are generally not officially recognized by any organized church. Though when others fail, the Inviolable Hound is called in. Where Inquisitors may bend the rules, Inviolable Hound generally ignore them all together.

Role: There is no place a Inviolable Hound will refuse to go in pursuit of tackling the task at hand. As a result the Inviolable Hound is well versed in a variety of skills that grants him access to most places both high and low, regardless of barriers physical or social. Although used to working on their own, Inviolable Hounds will work with others as long as they share the same goal.

Alignment: The Inviolable Hound must be within one step of his deity or denominational beliefs, either from a law/chaos or good/evil axis. Otherwise there is no restrictions as to the Inviolable Hound's alignment.

Parent Classes: [Inquisitor](#) and [Rogue](#)

Hit Dice: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

[Bluff](#), [Climb](#), [Craft](#), [Diplomacy](#), [Disable Device](#), [Disguise](#), [Intimidate](#), [Knowledge](#) (arcana), [Knowledge](#) (dungeoneering), [Knowledge](#) (local), [Knowledge](#) (planes), [Knowledge](#) (religion), [Linguistics](#), [Perception](#), [Profession](#), [Ride](#), [Sense Motive](#), [Spellcraft](#), [Stealth](#), [Survival](#), [Swim](#), and [Use Magic Device](#)

Skill Ranks per Level: 8 + Int modifier

Weapon and Armor Proficiencies: The Inviolable Hound is proficient with all simple

weapons, light and one handed martial weapons, hand crossbow, and favored weapon of his deity. He is also proficient with light armor and light shields or bucklers.

Spells: The Inviolable Hound gains the ability to cast [Inquisitor spells](#) beginning at 4th level. The Inviolable Hound only gains a set number of known spells similar to that of the Sorcerer as listed on the Inviolable Hound Spells Known table. He may cast these spells spontaneously for a total number of spells given by the number of spell slots he has available. He also gains an additional number of bonus spells per day for a high Wisdom score as listed in the **Ability Modifiers and Bonus Spells** table found in Chapter 1 of the [Pathfinder Roleplaying Game Core Rulebook](#).

The Inviolable Hound may replace an existing known spell for a new one of the same level at 8th, 12th, 16th, and 20th levels.

Orisons: The Inviolable Hound gains the use of [orisons](#) (0-level spells) beginning at 2nd level as listed on the Inviolable Hound Spells known table. These orisons must be chosen from the Inquisitor spell list. The Inviolable Hound may cast these spells as desired and do not expend them once cast.

Deceptive Touch (Ex): The Inviolable Hound is skilled at both telling and sensing lies. As a result he gains a morale bonus equal to half his class level (minimum of +1) to all skill checks for [Bluff](#) and [Sense Motive](#).

Eldritch Lore(Ex): The Inviolable Hound adds his Wisdom modifier on all Knowledge checks involving arcane and religious subjects. This includes arcane, dungeoneering, planes, and religion. This includes identifying creatures, their abilities and weaknesses.

Righteous Talent: The Inviolable Hound gains a talent associated with this trade and skill every odd level beginning at 1st level. Unless noted in the individual description, a Righteous Talent may only be taken once. Certain talents may only be taken at certain levels as listed below. Talents that rely or add to the Inviolable Hound's shadow attack can only be taken at 3rd level or above. The Righteous Talent is similar to the Rogue Talent and feats that grant bonuses or additional talents may be used with the Righteous Talent class feature.

Cooperative Focus (Ex):

The Inviolable Hound may choose a teamwork feat as a bonus feat. While working with others, the Inviolable Hound may share this feat with another ally for a number of rounds per day equal to ½ his class level (minimum of 1). The Inviolable Hound must meet any prerequisites for the feat chosen and if shared with an ally, the ally must meet the prerequisites as well.

Focused Vengeance (Su):

By focusing his energies upon a particular foe type, the Inviolable Hound may grant the Bane weapon special ability to the weapon being wielded by the hound as a swift action. The creature type (and subtype if humanoid or outsider is chosen) must be chosen when activated, though the Inviolable Hound may change to a different type as a swift action in a later round. If the Inviolable Hound drops or loses the weapon, the effect immediately ends, though he may initiate it again when the weapon is retrieved or another is used. If the weapon is already has the Bane special ability, this talent replaces it for the duration of the effect. The Inviolable Hound may initiate this talent for a total number of rounds equal to his class level per day, though they do not have to be used consecutively and may be dismissed as a free action. This talent cannot be taken until 5th level.

Greater Vengeance (Su): The Inviolable Hound must have the Focused Vengeance talent and at least 11th level to take this talent. This talent increases the damage from the Bane effect to 4d6 points of damage.

Hound's Intuition(Ex): the Inviolable Hound may add his Wisdom modifier to his initiative checks in addition to his Dexterity modifier. In addition, if the Inviolable Hound is not flat footed, he may also add his Wisdom modifier to his AC as a dodge bonus in addition to the normal bonus gained by Dexterity.

Inviolable Hound Progression Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+0	+2	+0	+2	Deceptive Touch, Eldritch Lore, Righteous Talent, Trapfinding	—	—	—	—
2	+1	+3	+0	+3	Shadow Attack +1d6	—	—	—	—
3	+2	+3	+1	+3	Righteous Talent	—	—	—	—
4	+3	+4	+1	+4	Evasion, Trap Sense +1	1	—	—	—
5	+3	+4	+1	+4	Shadow Attack +2d6, Righteous Talent	1	—	—	—
6	+4	+5	+2	+5	Uncanny Dodge	1	—	—	—
7	+5	+5	+2	+5	Righteous Talent, Trap Sense +2	1	1	—	—
8	+6/+1	+6	+2	+6	Shadow Attack +3d6	2	1	—	—
9	+6/+1	+6	+3	+6	Righteous Talent	2	1	—	—
10	+7/+2	+7	+3	+7	Improved Uncanny Dodge, Trap Sense +3	2	1	1	—
11	+8/+3	+7	+3	+7	Shadow Attack +4d6, Righteous Talent	2	2	1	—
12	+9/+4	+8	+4	+8	Greater Evasion	3	2	1	—
13	+9/+4	+8	+4	+8	Righteous Talent, Trap Sense +4	3	2	1	1
14	+10/+5	+9	+4	+9	Shadow Attack +5d6	3	2	2	1
15	+11/+6/+1	+9	+5	+9	Righteous Talent	3	3	2	1
16	+12/+7/+2	+10	+5	+10	Trap Sense +5	4	3	2	2
17	+12/+7/+2	+10	+5	+10	Shadow Attack +6d6, Righteous Talent	4	4	3	2
18	+13/+8/+3	+11	+6	+11	Exploit Weakness	4	4	3	3
19	+14/+9/+4	+11	+6	+11	Righteous Talent, Trap Sense +6	4	4	4	3
20	+15/+10/+5	+12	+6	+12	Shadow Attack +7d6, Ultimate Evasion	4	4	4	4

Hound's Talent: the Inviolable Hound may choose from the following Rogue Talents: [Bleeding Attack](#), [Fast Stealth](#), [Ledge Walker](#), [Quick Disable](#), [Resiliency](#), [Rogue Crawl](#), [Slow Reactions](#), [Stand Up](#), [Surprise Attack](#), and [Trap Spotter](#). The Inviolable Hound's Shadow Attack is treated as the Sneak Attack ability for talents that augment that ability and those talents may not be chosen until the Inviolable Hound gains that class feature at 2nd level.

The Inviolable Hound may take this talent multiple times, but must choose a different talent from the list above and may only choose one per three class levels obtained.

Hound's Talent Greater: The Inviolable Hound may choose one talent from the Rogues' list of Advanced Talents. The Inviolable Hound must be at least 11th level before he can take this talent.

Intuitive Tracker (Ex): The Inviolable Hound may add ½ his class level (minimum of 1) to

any [Survival](#) roles while tracking others. If tracking down someone in a settled area including towns, villages, etc. the Inviolat Hand may add this bonus to any Knowledge (local) skill checks to determine the whereabouts of his target(s).

Inviolat Senses (Sp): The Inviolat Hound may use any of the following as spell-like abilities for a total number of rounds per day equal to his class level: [Detect Chaos](#), [Detect Evil](#), [Detect Good](#), [Detect Law](#), or [Discern Lies](#). The effect may be initiated as a swift action and does not provoke attacks of opportunity and the Inviolat Hound may switch freely between the different effects as a swift action as listed above. The talent may be ended as a free action and does not have to use this talent in consecutive rounds.

Inviolat Senses, Greater (Sp): The Inviolat Hound must have the Inviolat Senses talent to gain this talent. The spell-like abilities of [Detect Poison](#), [Detect Scrying](#), and [Detect Undead](#) are added to the list granted from the Inviolat Senses talent. This talent does not grant any additional uses per day and the guidelines given for Inviolat Senses apply. The Inviolat Hound must be at least 5th level in order to take this talent.

Judgment (Su): The Inviolat Hound gains the ability to pass [judgment](#) on his foes identical to the Inquisitor class feature. He can do this once per day for every 4 levels possessed. Unlike the Inquisitor, the Inviolat Hound cannot change the judgment once chosen. In addition, the Inviolat Hound is limited to the judgments of [Destruction](#), [Justice](#), [Protection](#), [Resiliency](#), and [Smiting](#).

Once activated, this ability lasts until the combat ends or the Inviolat Hound is becomes incapacitated (such as being frightened, panicked, paralyzed, stunned, or unconscious). If he is freed from the incapacitating effect and combat is still occurring around him, the judgment initially chosen resumes.

This talent may be taken more than once but limited to once per eight class levels possessed. When taken additional times it allows the Inviolat Hound to activate multiple judgments per use.

Slayer (Ex): The Inviolat Hound must be at least 13th level before he can take this talent and have the Judgment talent. When the talent is taken the Inviolat Hound must choose one type of judgment, and when that judgment is used the Inviolat Hound is treated as having an additional number of levels equal to his current level minus twelve. Thus, a 13th level Inviolat Hound would be treated as being 14th level, a 15th level Inviolat Hound would be treated as 18th level, etc.

Trapfinding (Ex): The Inviolat Hound add ½ his class level (minimum of +1) to any

Inviolat Hound Spells Known

Class Level	0	1 st	2 nd	3 rd	4 th
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	3	1	—	—	—
5	4	2	—	—	—
6	4	3	—	—	—
7	4	3	1	—	—
8	4	4	2	—	—
9	4	4	3	—	—
10	4	4	3	1	—
11	4	4	4	2	—
12	4	4	4	3	—
13	4	4	4	3	1
14	4	4	4	4	2
15	4	4	4	4	3
16	4	4	4	4	4
17	4	4	4	4	4
18	4	4	4	4	4
19	4	4	4	4	4
20	4	4	4	4	4

[Perception](#) skill checks to locate hidden traps and to [Disable Device](#) skill checks. The Inviolat Hound may use [Disable Device](#) to disarm magical traps.

Shadow Attack (Ex): If the Inviolat Hound has partial or total concealment against a foe or is flanking a foe, he may perform a shadow attack that causes extra damage. At 2nd level the attack grants an additional +1d6 points of damage which increases by an additional 1d6 every three levels thereafter (with a maximum of 7d6 at 20th level). This may be used with melee attacks or ranged attacks up to 30 feet distant.

This damage is not multiplied for critical hits nor does it stack with other types of precision damage such as the rogue's Sneak Attack. If a nonlethal weapon or attack is used, the damage caused by this ability is also nonlethal.

Evasion (Ex): the Inviolat Hound gains the ability to avoid certain magical and unusual attacks at 4th level. If the Inviolat Hound makes a successful Reflex saving throw against an attack that normally causes reduced damage or other effect with a successful save, the Hound suffers no damage or adverse effect. The Hound must be wearing nothing heavier than light armor and not be encumbered. If the Inviolat Hound is helpless, he does not gain this benefit.

Trap Sense (Ex): The Inviolable Hound gains in inherent sense of danger when dealing with traps at 4th level. This ability grants the Inviolable Hound a +1 bonus on Reflex save to avoid traps and a +1 Dodge bonus to AC against attacks made by traps. This bonus increases by +1 every three levels after 4th with a max bonus of +6 at 19th level.

Uncanny Dodge (Ex): The Inviolable Hound gains the ability to react to danger instantaneously at 6th level. As a result, the Inviolable Hound cannot be caught flat-footed nor lose any dodge bonuses when being attacked by invisible or totally concealed opponents. If the Inviolable Hound is helpless or is successfully feinted by an opponent, this feature is negated.

If the Inviolable Hound already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge feature.

Improved Uncanny Dodge (Ex): The Inviolable Hound can no longer be flanked at 10th level. This defense denies any attack grants precision damage from flank attacks (such as Shadow Attack or Sneak Attack), unless the attacker has at least four additional class levels that grant precision damage beyond that of the Inviolable Hand. If the Inviolable Hand gains Uncanny Dodge from another class, the total levels of the two classes stack to determine the minimum class level required to flank the Inviolable Hand.

Evasion, Greater (Ex): At 12th level, the Inviolable Hound can withstand damage or effects caused from successful Fortitude saving throws in a similar fashion to the effect of the Evasion feature gained at 4th level. If the Inviolable Hound is helpless or wearing anything heavier than light armor, then he loses the benefit of this feature.

Exploit Weakness (Ex): At 18th level the Inviolable Hound learns how to strike an opponent at their weakest point. Whenever the Inviolable Hound successfully strikes an opponent with a critical hit, any damage reduction possessed by the target is ignored for the attack. In addition, if the target has fast healing or regeneration the effect is negated for a full round after the strike. Creatures with regeneration may be killed normally during this round unless immune to this ability.

Ultimate Evasion (Ex): At 20th level the Inviolable Hound can withstand damage or effects caused from successful Will saving throws in a similar fashion to Evasion and Greater Evasion. If the Inviolable Hound is helpless or wearing anything heavier than light armor, then he loses the benefit of this feature.

Chaotic, Evil, Good, and Lawful Spells: An Inviolable Hound cannot cast spells of an alignment opposed to his own or his deity's except



for those of the Divination school (Detect Good, Detect Evil, etc.). Spells associated with particular alignments are indicated by the chaotic, evil, good and lawful descriptors in their spell descriptions.

Ex-Inviolable Hounds

An Inviolable Hound who slips into corruption or changes to a prohibited alignment loses all spells and Shadow Talents. He does retain the Shadow Attack, Trap Finding, Trap Sense, Evasion, and Uncanny Dodge abilities but he can no longer gain levels as an Inviolable Hound until he atones for the corruption.

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