

Player Paraphernalia

KNOTTY
WORKS

ADVANCED
PRESTIGE CLASSES
VOLUME I

#118

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #118

BY THE KNOTTY-WORKS



Welcome to issue one hundred and eighteen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). While Prestige classes have gained dust over the years, there may be times where a character may benefit of learning additional skills from a specialized class while meeting certain requirements.

Player Paraphernalia issues #41 through #44 presented prestige class versions of the eleven core classes found in the Pathfinder RolePlaying Game Core Rule Book™. This issue introduces four new prestige classes, covering the alchemist and cavalier base classes found in the Advanced Player's Guide™.

THE MAD BOMBER

While science and magic generally do not seem to offer a cohesive means of coalescing into a single aspect. However, the mad bomber has developed the means of harnessing his own magical energies to infuse chemical concoctions he then throws at others for explosive results.

The mad bomber focuses on using his skills to create powerful weapons of personal destruction of personnel. Over time, he learns methods of altering his bombs to more specialized effects as well as methods of creating multiple bombs at a time.

Role

Mad bombers prefer to keep their distance from any type of confrontation, relying on their magical and technical skills to deal with issues from afar.

Alignment

Mad bombers may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Dex 12, Int 13

Skills

Craft (alchemy) 5 ranks)

Feats

Throw Anything.

Class Abilities

Cast 1st level arcane spells.

Class Skills

The mad bomber is skilled in Craft (any), Knowledge (arcana), Perception, Profession, Sleight of Hand, Spellcraft, Survival, and Use Magic Device.

Skill Ranks per Level

4 + Int modifier.



Mad Bomber Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Alchemy, Bombs 1d6	+1 level spellcasting class
2	+1	+1	+1	+1	Bombs 2d6, Discovery	
3	+2	+2	+2	+1	Discovery, Quick Bombs	+1 level spellcasting class
4	+3	+2	+2	+1	Bombs 3d6, Discovery	
5	+3	+3	+3	+2	Bombs 4d6, Discovery	+1 level spellcasting class

Class Abilities

The mad bomber gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The mad bomber gains no additional weapon or armor proficiencies.

Alchemy (Su)

At 1st level, the mad bomber becomes very proficient when identifying and creating alchemical substances. The mad bomber adds his class level to any **Craft** (alchemy) skill checks to identify or manufacture alchemical items. He also may identify potions as if using Detect Magic after he analyzes the potion or oil for 1 round.

If the mad bomber has levels in another class that grants bonuses to his **Craft** (alchemy) skill based on level, his class levels stack in regards to the total bonus granted to the **Craft** (Alchemy) skill bonus.

Bombs (Su)

At 1st level, the mad bomber learns the secret of mixing the right substances together with a bit of their own magical reserve to generate explosive results. The mad bomber may create a number of bombs per day equal to his class level + his Intelligence modifier.

The mad bomber may create and throw a bomb as a **standard action** that does provoke **attacks of opportunity**. The bomb has a range increment of 20 ft. and requires a ranged **touch attack** and uses the Throw Splash Weapon special attack. The bomb causes 1d6 points of fire

damage + the mad bomber's Intelligence modifier. The damage from the bomb increases by 1d6 at 2nd level, 4th level and 5th level. Anyone within 5 ft. of the attack must make a **Reflex** save (DC 10 + the mad bomber's class level + his Intelligence modifier) or suffer the minimum damage caused by the mad bomber's bomb.

The mad bomber's bombs are considered weapons, and feats that can be used in conjunction with weapons may be applied, such as Point Blank Shot and **Weapon Focus**. Bombs that are not used by the end of the mad bomber's turn immediately become inert and cannot be used. If the bomb is handed to another individual, the bomb immediately explodes and causes damage to both the mad bomber and the recipient of the bomb (the **Reflex** save applies).

If the mad bomber has another class that grants the ability to create and use bombs, the damage dice do stack, though the mad bomber's effective class level is treated as one less (minimum of 0 which grants no additional damage).

Additional Spells Per Day

At 1st, 3rd, and 5th level, the mad bomber gains new spells per day for one class in which he has the ability to cast arcane spells. He gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Discoveries

Beginning at 2nd level, the mad bomber learns a discovery related to the



construction and usage of alchemical bombs. The mad bomber must meet any prerequisites for the discovery, and the mad bomber may not choose the same discovery twice unless the description grants that option. Treat the mad bomber's class level as his effective alchemist level for any discoveries that require a minimum level. The mad bomber gains another discovery at 3rd, 4th, and 5th level.

Applicable Discoveries: Acid Bomb, Explosive Bomb, Frost Bomb, Precise Bomb, Shock Bomb, Smoke Bomb, Stink Bomb, and Strafe Bomb.

Quick Bombs (Ex)

At 3rd level the mad bomber may produce up to 2 bombs as part of a **full attack** action. If the mad bomber's base attack bonus does not grant a second attack, he may throw the bombs with both hands, incurring the normal two-weapon fighting penalties. When thrown with the off hand, the bomb

is considered as a light weapon and feats that affect two-weapon fighting apply.

THE MUTAGEN MASTER

There are some that refuse to allow their own abilities limit them. Luckily, alchemical chemistry has come a long way and by successfully mixing the right substances in the right ratios allows the enterprising individual that isn't afraid of taking chances to find ways to alter their own body or even soul.

The mutagen master specializes in creating semi-toxic concoctions that can be deadly for most, but frees him of the normal restraints of his physical body.

Role

The mutagen master does not fill a particular niche, but his flexibility depending on his choice of mutagen allow him to take on the task regardless of the situation. Whether enduring the punishment of the environment or becoming agile enough to avoid enemy attacks, the mutagen master specializes in using his alchemical concoctions to rise to the occasion.

Alignment

Mutagen masters may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Int 15

Skills

Craft (alchemy) 5 ranks)

Feats

Brew Potion

Class Abilities

Cast 1st level arcane spells.



Mutagen Master Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Alchemy, mutagen	
2	+1	+1	+1	+1	Mental transformation, poison resistance +2	+1 level spellcasting class
3	+2	+2	+2	+1	Greater mutagen, poison resistance +4	
4	+3	+2	+2	+1	Greater mental transformation, poison resistance +6	+1 level spellcasting class
5	+3	+3	+3	+2	Mixed mutagen, poison immunity	

Class Skills

The mutagen master is skilled in **Craft** (any), **Knowledge** (arcana), **Perception**, **Profession**, **Sense Motive**, **Sleight of Hand**, **Spellcraft**, **Survival**, and **Use Magic Device**.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The mutagen master gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The mutagen master gains no additional weapon or armor proficiencies.

Alchemy (Su)

At 1st level, the mutagen master becomes very proficient when identifying and creating alchemical substances. The mutagen master adds his class level to any **Craft** (alchemy) skill checks to identify or manufacture alchemical items. He also may identify potions as if using **Detect Magic** after he analyzes the potion or oil for 1 round.

If the mutagen master has levels in another class that grants bonuses to his **Craft** (alchemy) skill based on level, his class levels stack in regards to the total bonus granted to the **Craft** (Alchemy) skill bonus.

Mutagen (Su)

At 1st level, the mutagen master learns how to create a special alchemical cocktail by infusing his own magical reserve through a painstaking process that takes an hour to complete. The mutagen master determines the effect of the mutagen during the process. Once concocted, the mutagen lasts indefinitely while in the mutagen master's possession.

While creating the mutagenic potion, the mutagen master determines what effects it has, increasing his **Strength**, **Dexterity**, or **Constitution**, and once chosen cannot be altered without starting all over from the beginning. Unfortunately the mutagen saps dulls his senses and ability to think clearly, reducing one of his mental attributes based on the physical score that is enhanced.

The mutagen master may consume the mutagen as a **standard action** that does provoke **attacks of opportunity**. Once consumed, the mutagen grants the mutagen master a +2 **natural armor bonus** and a +4 **enhancement bonus** to the chosen physical ability score. If the mutagen master's **Strength** is increased, his **Intelligence** receives a -2 penalty. If the mutagen master's **Dexterity** score is enhanced, his **Wisdom** suffers a -2 penalty. And **Constitution** enhancements cause the mutagen master's **Charisma** to suffer a -2 penalty. The duration of the mutagen's effects (positive and

negative) last for 10 minutes per level of the mutagen master.

Only one such alchemical **creation** may exist for the mutagen master at a time. If the mutagen master creates another one, the first batch immediately becomes inert and will not function for the mutagen master.

If another consumes the mutagen, the imbiber must make a **Fortitude** save (DC 10 + the mutagen master's class level + his Intelligence modifier) or become **nauseated** for 1 hour. If the imbiber can create its own mutagens, if it succeeds the saving throw, the imbiber gains the benefits of the mutagen. If any other mutagen is already in effect or another one is consumed while the previous one is active, the effects of the previous mutagen immediately end.

Mental Transformation (Su)

At 2nd level, the mutagen master may choose to enhance one of his non-physical attributes (Intelligence, Wisdom, or Charisma) while sacrificing his health and physical well-being. Mutagens enhancing mental ability scores are created in the same fashion as mutagens that enhance the mutagen master's physical attributes and only one mutagen (for either enhancing physical or mental ability scores) may exist at one time for the mutagen master.

Imbibing the mental transformation mutagen takes a standard and immediately grants the mutagen master a +2 **enhancement bonus** to any saving throws involving **enchantment** or fear based effects. The mutagen master also gains a +4 **enhancement bonus** to either his Intelligence, Wisdom, or Charisma while suffering a -2 penalty to the associated physical ability (Strength for Intelligence, Dexterity for Wisdom, and Constitution for Charisma). The effect of the mental transformation lasts for 10 minutes per level of the mutagen master.

Imbibing Mutagen Option

As introduced in the Advanced Player's Guide[™], the alchemist may only have one active mutagen at a time and once consumed it lasts for a definite period of time. The alchemist may spend another hour to create another mutagen or possibly have another one through the Infuse Mutagen discovery at a pretty steep price (2 point loss in Intelligence and a cost of 1.000 gp).

However, one option is to allow the alchemist the ability to only imbibe only a portion of the mutagen. In this scenario, the alchemist would consume half of the mutagen and gain the effects as normal, but the duration would only last half as long (i.e. five minutes per level or 1 hour per 2 class levels once the alchemist reaches 14th level and gains the Persistent Mutagen feature).

This would allow the alchemist to split his usage of the mutagen and grant him the ability to face more encounters or situations without being limiting one of his basic class features, the mutagen.

As with any double dosing of the mutagen, if the alchemist consumes the second half of the mutagen while the previous dosage is still in effect, the previous effect immediately ends.

Lesser quantities may also be considered with a requisite reduction in duration, but the alchemist class as a whole has a more fly by the seat of your pants and follow your gut feel versus the fine granular control that would be required to both take the time to effectively measure out specific dosages and keep track of the dosage used. Thus, half dosage provides a happy medium that allows the alchemist some control to use his mutagen as needed without bogging him down with specifics.

Poison Resistance (Ex)

At 2nd level, the mutagen master's ability to withstand the toxic effects of his mutagen grant him a +2 bonus on all saving throws versus poison. This bonus increases to +4 at 3rd level, and +6 at 4th level.

At 5th level, the mutagen master becomes completely immune to any type of poison.

Additional Spells Per Day

At 2nd and 4th level, the mad bomber gains new spells per day for one class in which he has the ability to cast arcane spells. He gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Greater Mutagen (Su)

Upon reaching 3rd level, the mutagen master ramps up his mutagen to grant the +4 **enhancement bonus** to two of the three physical attributes while suffering the -2 penalty to the requisite mental attributes. The +2 **natural armor bonus** remains the same.

Greater Mental Transformation (Su)

At 4th level, the mutagen master learns how to alter his mental transformation mutagen to increase two of his mental attributes, gaining a +4 **enhancement bonus** to each while suffering a -2 penalty to the associated physical scores. The +2 bonus to saving throws versus **enchantment** and fear based effects remains the same.

Mixed Mutagen (Su)

At 5th level, the mutagen master may choose both a physical and mental attribute to gain the +4 **enhancement bonus** when creating his mutagen. The only restriction on his choice of mutagen mixes is that the abilities cannot be associated as far as the penalties suffered. Thus, Strength and Intelligence, Dexterity and Wisdom, or Constitution and Charisma cannot be combined. The requisite penalties for the two ability scores chosen apply as well. The mutagen master also gains



both a +2 **natural armor bonus** and a +2 **enhancement bonus** to any saving throws involving **enchantment** or fear based effects.

THE KINGSMAN

The art of mounted combat has always been seen as the mark of true nobility and the sport of royalty. The kingsman takes up the reigns to further his birthright of rule and proof of true nobility.

The kingsman finds his true strength in his steed, and forges a special relationship with his mount. Such animals are typically bred for purity and endurance, and the kingsman understands that his steed is not just a tool, but a trusted companion and an extension of himself once battle commences.

Role

The kingsman is his strongest while sitting upon his trusted mount and charging headlong into battle. While many may see him as a one trick pony with a contemptuous attitude, the

Kingsman Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+1	+0	+0	Challenge 1/day, mount, order
2	+2	+1	+1	+1	Fearless charge, order ability
3	+3	+2	+1	+1	Challenge 2/day, lance training +1
4	+4	+2	+1	+1	Peerless charge, touch of empathy
5	+5	+3	+2	+2	Challenge 3/day, lance training +3, order ability

kingsman's hardened battle skills can prove invaluable when dealing with larger skirmishes, especially those involving larger opponents.

Alignment

The kingsman may be of any alignment.

Hit Die

d10.

Requirements

Ability Scores

Str 15, Cha 12

Skills

Knowledge (nobility) 5 ranks, Ride 5 ranks.

Feats

Mounted Combat

Class Skills

The kingsman is skilled in Craft (any), Diplomacy, Handle Animal, Knowledge (nobility), Profession, Ride, and Sense Motive.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

Weapon and Armor Proficiency

The kingsman is proficient with simple and martial weapons. He is also proficient with all types of armor and shields (except tower shields).

Challenge (Ex)

The kingsman gains the ability to challenge a foe once per day at 1st level as a **swift action**. Any melee attacks made by the kingsman against the challenged target deal extra damage equal to the kingman's class level. Challenging an individual target prevents the kingsman from noticing others to such a degree that he suffers a -2 penalty to his AC except for attacks made by the individual he is focused on for the challenge.

The challenge only ends when the target is dead, incapacitated, or the combat ends. The kingsman also gains an additional bonus for his challenge as determined by his chosen order (see below).

The kingsman gains an additional challenge per day at 3rd level and 5th level. If the kingsman has levels in another class that grants the ability to challenge an opponent, his kingsman class levels stack in regards to the total number of challenges he may perform in one day.

Mount (Ex)

At 1st level, the kingsman is rewarded with a vetted mount trained in combat riding. The mount is treated as a druid's **animal companion**, using the kingsman's class level as the effective druid level. Each level gained by the kingsman increases his effective druid level by +2, to a maximum of 9th level when the kingsman reaches 5th level.

The mount is typically a heavy horse, but small kingsmen may be granted ponies or riding dogs. Other animals of at





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least one size larger than the kingsman may be granted with the GM's approval and animals associated with the kingsman's order or liege-lord are typically granted.

While astride his personal mount, the kingsman suffers no armor check penalties to any [Ride](#) skill checks. The mount is considered combat trained and is proficient with light and medium armor (barding). The mount does not gain the share spells special ability.

If the kingsman loses his trusted steed for any reason, he may be granted another after spending a week of mourning and contemplation on the loss of such a creature. However, the new mount does not gain any of the [animal companion's](#) special abilities until the kingsman gains a new level. If the kingsman is 5th level, he may spend a week solely training

his mount to restore the mount's special abilities.

If the kingsman has levels in another class that grants a mount (or [animal companion](#)), he does not gain another [animal companion](#), but his class levels stack with the other class in regards to the effective druid level to determine the animal's abilities.

Order

At 1st level, the kingsman must pledge himself to a specific order of chivalry or court. The order grants a specific advantage to the kingsman's challenge ability, additional class skills, and special abilities. However, the kingsman must agree to live by the edicts of the order, and failing to do so causes him to lose the benefits of the order for 24 hours. Multiple or prolific violations may cause the order to castigate the kingsman.

The kingsman may only change his order through a lengthy and rigorous process to prove his worth to the new order. Once accepted into a new order, the kingsman does not gain any benefit from the order until he attains a new level. If the kingsman is 5th level, he gain access to the order's abilities after a period of one month once accepted and performing an important task for the new order.

The kingsman gains the first order ability at 2nd level and the second order ability at 5th level.

If the kingsman has an order from another class, the order must be the same as the previous class. If any other class taken after attaining levels in kingsman also grants access to an order, it too must choose the same order. When the kingsman has multiple classes that grant access to the order, his levels stack in regards to when order abilities are granted, and the kingsman doesn't gain the second order ability at 5th level, but at his effective 8th level when combining all effective classes that grant access to the order.

Fearless Charge (Ex)

At 2nd level, the kingsman gains a +4 bonus on his melee attack roll when charging while riding his mount. He does not suffer any penalty to his AC after making the charge as well.

Lance Training (Ex)

The kingsman becomes quite proficient with using the lance and other spear weapons beginning at 3rd level. While wielding any weapon found in the spears weapon group (see the fighter weapon training class feature), the kingsman gains a +1 bonus to his attack rolls and damage rolls. This bonus increases to +2 at 5th level.

If the kingsman has levels in another class that grants bonuses to weapons groups, his class levels stack with the other classes.

Peerless Charge (Ex)

At 4th level, the kingsman's threat range for any weapon used during a mounted combat is doubled (though this does not stack with other effects that increase the weapon's threat range). If the mounted charge is successful, the kingsman may make a free bull rush or trip attempt that does not provoke an attack of opportunity from the target.

Touch of Empathy (Ex)

While not really any more empathetic towards his opponents, the kingsman gains the ability to connect to his mount and other animals at 4th level. The kingsman adds his class level to any handle animal skill checks when attempting to push the animal to perform a trick it doesn't know as well as any time spent training the animal a new trick. The kingsman may attempt to train an animal much more quickly than normal, spending only a fraction of time (1 day per normal week) by increasing the Handle Animal DC by +5.

THE MARTIAL TACTICIAN

Generals are not born, but forged in the midst of battle. The true strength on the field of battle is not in one's arm, but in one's allies, and the martial tactician sees that as the sublime truth that will always lead to victory.

Such individuals understand the importance of teamwork and both giving and following instructions, and that an implicit hierarchy of command is not only necessary, but crucial in attaining victory instead of defeat.

While most would see the martial tactician as simply a heavily armored warrior, his allies know and appreciate the skills and talents the martial tactician provides to the group, and that his presence and foresight can swing any situation into their favor.

Role

The martial tactician always steps up to the line when it comes to battle. His skills and endurance provides a solid anchor point in minor skirmishes. However, it is his ability to grant aid to others in the form of instruction and guidance that the martial tactician shines. He prefers to lead by example, motivating his allies to press onward in the midst of chaos.

Alignment

The martial tactician may be of any alignment.

Hit Die

d10.

Requirements

Ability Scores

Str 12, Cha 15

Skills

Diplomacy 5 ranks, Intimidate 5 ranks

Feats

At least one combat feat.

Martial Tactician Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+1	+0	+0	Challenge 1/day, order, tactician
2	+2	+1	+1	+1	Banner, order ability
3	+3	+2	+1	+1	Challenge 2/day, greater tactician
4	+4	+2	+1	+1	greater banner
5	+5	+3	+2	+2	Challenge 3/day, order ability

Class Skills

The martial tactician is skilled in [Craft](#) (any), [Diplomacy](#), [Intimidate](#), [Knowledge](#) (engineering), [Profession](#), [Sense Motive](#), and [Survival](#).

Skill Ranks per Level

4 + Int modifier.

Class Abilities

Weapon and Armor Proficiency

The martial tactician is proficient with simple and martial weapons. He is also proficient with all types of armor and shields (except tower shields).

Challenge (Ex)

The martial tactician gains the ability to challenge a foe once per day at 1st level as a [swift action](#). Any melee attacks made by the martial tactician against the challenged target deal extra damage equal to the martial tactician's class level. Challenging an individual target prevents the martial tactician from noticing others to such a degree that he suffers a -2 penalty to his [AC](#) except for attacks made by the individual he is focused on for the challenge.

The challenge only ends when the target is dead, incapacitated, or the combat ends. The martial tactician also gains an additional bonus for his challenge as determined by his chosen order (see below).

The martial tactician gains an additional challenge per day at 3rd level and

5th level. If the martial tactician has levels in another class that grants the ability to challenge an opponent, his martial tactician class levels stack in regards to the total number of challenges he may perform in one day.

Order

At 1st level, the martial tactician must pledge himself to a specific order of chivalry or court. The order grants a specific advantage to the martial tactician's challenge ability, additional class skills, and special abilities. However, the martial tactician must agree to live by the edicts of the order, and failing to do so causes him to lose the benefits of the order for 24 hours. Multiple or prolific violations may cause the order to castigate the martial tactician.

The martial tactician may only change his order through a lengthy and rigorous process to prove his worth to the new order. Once accepted into a new order, the martial tactician does not gain any benefit from the order until he attains a new level. If the martial tactician is 5th level, he gain access to the order's abilities after a period of one month once accepted and performing an important task for the new order.

The martial tactician does gain the first order ability at 2nd level. He gains the order ability normally granted at 8th level at 5th level.

If the martial tactician has an order from another class, the order must be the same as the previous class. If any other class taken after attaining levels in martial

tactician also grants access to an order, it too must choose the same order. When the martial tactician has multiple classes that grant access to the order, his levels stack in regards to when order abilities are granted, and the martial tactician doesn't gain the second order ability at 5th level, but at his effective 8th level when combining all effective classes that grant access to the order.

Tactician (Ex)

At 1st level, the martial tactician gains a teamwork feat as a bonus feat. He must meet any prerequisites for the feat.

Once per day, the martial tactician may share this feat with all allies within 30 ft. that can see and hear him as a **standard action**. Allies gain the benefits of the feat without needing to meet the prerequisites for it for 3 rounds. The duration of the effect lasts an additional round for each level beyond 2nd attained by the martial tactician.

The martial tactician gains one additional use of this ability at 3rd and 5th level, though only one feat may be shared at a time.

If the martial tactician has levels in another class that allows him to share a known teamwork feat with his allies, his class levels stack in regards to how long the benefits of the feat remain for the allies and the number of times per day he may use this ability. However, in such cases he uses the other class to determine how many times per day the martial tactician may share a teamwork feat.

Banner (Ex)

At 2nd level, the martial tactician may spur his allies to action and inspire them to greater heroics by waving his banner as a **free action**. As long as an ally is within 60 ft. of the martial tactician and can see the banner, a +2 **morale bonus** to saving throws versus fear based effects and a +1 **morale bonus** on melee, natural, or unarmed attack rolls.



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If the martial tactician has levels in another class that grants the Banner ability, his levels stack in regards to the bonuses granted to saving throws versus fear. Attack bonuses do not stack unless both support the same type of attack.

Greater Tactician (Ex)

At 3rd level, the martial tactician receives another bonus teamwork feat. He must meet the prerequisites for the feat, but he may share the feat with his allies as granted with the Tactician class feature. When granting allies the benefits of the feat, the martial tactician only needs to use a **swift action**.



Greater Banner (Ex)

The martial tactician's banner provides additional inspiration to allies at 4th level. The morale bonus to saving throws versus fear based effects increase to +4 and the morale bonus to melee, natural, and unarmed attacks increase to +2.

Once per day the martial tactician may wave the banner as a standard action, allowing allies within 60 feet to make a new saving throw as an free action versus any existing conditions or effects caused by a spell that targeted them.

If the martial tactician has another class with a Greater Banner ability granting an additional saving throw, he may only use this effect once per day, granting the effects of the most advantageous one if pertinent.



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