



Player Paraphernalia

SEASONED
FLEXIBILITY
THREE NEW ARCHETYPES

#86

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PLAYER PARAPHERNALIA #86

BY THE KNOTTY-WORKS



Welcome to issue eighty-six of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue presents a three new archetypes and new contributors to the Knotty-Works, Derek Blakely and Nikolai Samarine. Derek presents a new rogue archetype focusing on the misery of others while Nikolai presents a matured soldier whose knack at surviving the battle is shared with his allies. And to round out the issue a new fighter archetype is presented and a new feat focusing on whips.

Ruthless Overseer (Rogue Archetype)

The Ruthless Overseer has learned that there is more money in slave trading and selling than in adventuring or thievery. Considered the scourge of society, they spirit away innocent people or exploit those who cannot pay back their debts to the underground markets, mines, slave galleys, or places known for their harlotry.

Alignment: Any non-good.

Weapon and Armor Proficiency

Ruthless overseers are proficient with all simple and martial weapons, spiked chain, net and whip, with light armor, medium armor and shields (except tower shields).

This replaces the normal rogue armor and weapon proficiency.

Oppressive Training

A ruthless overseer only gains 6 skill ranks + a number of skill ranks equal to his Intelligence modifier at each level, instead of the normal 8 skill ranks + Intelligence modifier at each level.

Furthermore, **Knowledge** (geography) (Int), **Knowledge** (nobility) (Int), **Ride** (Dex), and **Survival** (Wis) are all class skills for the ruthless overseer.

This replaces the rogue's class skills.

Net Throw (Ex)

At 1st level, the ruthless overseer gains an additional 5 ft. to range increments with throwing a net. This bonus increases by 5 ft. every six levels thereafter, up to a maximum of +20 ft. at 19th level.

This ability replaces trapfinding.

Whip Entangle (Ex)

At 2nd level, the ruthless overseer gains Whip Entanglement* as a bonus feat without needing to meet any of the prerequisites. When using his whip in this fashion, the ruthless overseer adds +2 to his **CMB** and gains a +2 bonus to his **CMD** when an opponent attempts to break free of the **entangled** condition.

This ability replaces the 2nd level rogue talent.

*See New Feats below

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Man Hunter (Ex)

Starting at 3rd level, the ruthless overseer gains a +1 bonus to his **Survival** skill checks to follow the tracks of humanoids. This bonus increases by 1 at 6th level, and every three rogue levels thereafter, up to a maximum of +6 at 18th level. At 6th level, he gains the ranger's **Swift Tracker** ability.

This ability replaces trap sense and the 6th level rogue talent.

Paralysis Attack (Ex)

At 8th level, the ruthless overseer gains the assassin's **Death Attack** ability, except he only has the ability to paralyze his victims, and it does not fail if the target detects or recognizes the ruthless overseer as an enemy. If the victim of such an attack fails a **Fortitude** save (DC 10 + 1/2 the ruthless overseer's class level + his Intelligence modifier) the victim is rendered **helpless** and unable to act for 2d6 minutes.

If a ruthless overseer has levels in the assassin prestige class, he adds his assassin and ruthless overseer levels together for purposes of calculating the DC of the non-lethal paralyzing attack. Ruthless overseer levels do not add to the assassin's lethal form of **death attack**. Any other variant classes, which grant the **Death Attack** special ability or equivalent, should follow this same logic.

At 16th level, once per day, a ruthless overseer can make a paralysis attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

This ability replaces the 8th and 16th level rogue talents.

Experienced Handler (Ex)

At 12th level, ruthless overseers become adept at dealing with troublesome slaves. This works as the slayer's **Studied Target** ability, except that ruthless overseers gain a +2 bonus and the ability is a **swift action**.

This ability replaces the 12th level rogue talent.

Rogue Talents

The following rogue talents complement the ruthless overseer archetype: **assault leader**, **strong impression**, and **terrain mastery**.

Advanced Talents

The following advanced rogue talents complement the ruthless overseer archetype: **crippling strike**, **knock-out blow**, and **opportunist**.

Seasoned Veteran (Fighter Archetype)

Beware of the old man living a dangerous life. War veterans may not be the strongest fighters, but their wits and knowledge of tactics make them a great asset to have on one's side during a confrontation, and their charisma allows them to lead any group of disorganized adventurers to victory in otherwise hopeless encounters.

Bonus Feats

In addition to combat feats, a seasoned veteran can choose any teamwork feat as a bonus feat.

Old Warrior (Su)

The seasoned veteran has to be old enough to be at least in the Middle Age category for his race. If his age is randomly generated, take the lowest age for a middle-aged character of that race and add to it the result of the dice you would throw for a normally young character. For example, to generate the age of an middle-aged human (which should be between 35 and 52 years), roll 35 + 1d6, instead of 15 + 1d6.

At 5th and 13th level, the seasoned veteran can choose a physical ability score (Strength, Constitution or Dexterity). He no longer takes penalties to this ability score due to his age. He cannot choose the same ability twice. When the character would reach a new age category, he does not apply the penalties to his physical ability scores he has chosen.

At 20th level, the seasoned veteran ignores all penalties on his physical ability scores due to age.

This ability replaces the fighter's **Weapon Training** 1 and 3 class features.

Tactician (Ex)

At 2nd level, a seasoned veteran gains the cavalier's ability to share any of his teamwork feats as the Tactician class feature, treating his fighter level as his cavalier level for

the purposes of this ability. Initially, sharing a teamwork feat requires a **standard action**, but at 10th level the seasoned veteran may grant his teamwork feat to allies as a **swift action**.

This ability replaces the fighter's Bravery class feature.

Battlefield Experience (Su)

At 3rd level, the seasoned veteran gains a bonus to his Initiative roll equal to his Wisdom modifier (minimum 1).

At 7th level, at the beginning of any fight and if he is not taken by surprise, the fighter can shout to his allies as a **free action** to give them a bonus to their Initiative rolls equal to his Wisdom modifier (minimum 1).

This ability replaces the fighter's Armor Training 1 and 2 class features.

Veteran's Command (Ex)

At 4th level, the seasoned veteran's experience of battles allows him to call for tactics and focus every party member's efforts. He can choose a command from the following list, and a new one at levels 8, 12 and 16, which he can then use:

Charge: The affected characters add 5 ft to their speed.

Defense: The affected characters get a +1 **insight bonus** to AC, which does not apply against attacks that ignore the Dexterity modifier.

Maneuver: The affected characters get a +2 **insight bonus** to their CMB. If their combat maneuvers provoke **attacks of opportunity**, they gain a **dodge bonus** of +2 to their AC against these attacks.

Rally: The affected characters get a +1 **insight bonus** to attack rolls.

Swarm: The **flanking** bonus to attack rolls of the affected characters raises to +4. This does not stack with other effects raising the characters' **flanking** bonuses to attack rolls.

The seasoned veteran can use any of these commands by shouting it as a **standard action**. Allies within a range of 60 ft. that can hear and understand him, including himself, are affected by its effect. The effect lasts for

a number of rounds equal to the fighter's Charisma modifier, or until he shouts another command.

A seasoned veteran can use each chosen command a number of times per day equal to 1 + his Wisdom modifier.

This class feature replaces the bonus feats granted to the fighter at 4th, 8th, 12th and 16th levels.

Whip Master (Fighter Archetype)

While mastering a weapon is a great accomplishment in its own right, there are those that find the finesse and skill with the whip far superior to any other weapon. While the whip master generally tends to be more pacifistic than most, in his hands the whip can become a deadly weapon.

Weapon and Armor Proficiency

The whip master is proficient with all simple and martial weapons as well as the bola and whip. He is proficient with light armor and shields (except the towershield). This alters the fighter's normal weapon and armor proficiencies.

Whip Mastery (Ex)

The whip master gains the **Whip Mastery** feat at 1st level as a bonus feat. He does not have to meet the prerequisites for the feat.

This replaces the bonus feat the fighter gains at 1st level.

Improved Whip Mastery (Ex)

The whip master gains the **Improved Whip Mastery** feat at 2nd level as a bonus feat, without having to meet the prerequisites for the feat. The whip master may also use the whip to perform the steal combat maneuver to any opponent within reach of the whip.

This replaces the bonus feat the fighter gains at 2nd level.

Maneuver Specialization (Ex)

At 2nd level, the whip master gains a +1 bonus to his CMB for any maneuvers used with his whip and any **trip** or **disarm** attempts with other weapons that have the respective special ability. This bonus increased by +1 at 6th level and every four levels thereafter.

This feature replaces the fighter's Bravery class feature.

Finessable Dresser (Ex)

At 3rd level, the whip master gains a +1 **dodge bonus** to his **armor class** when wearing no or light armor. If the whip master is denied his Dexterity modifier to his **AC**, this bonus is lost as well.

In addition, if he is wearing light armor the **armor check penalty** is reduced by one point.

At 7th level and every four levels thereafter up to 15th level, the **dodge bonus** increases by +1 while the **armor check penalty** is reduced by 1 point.

This feature replaces the fighter's Armor Training class feature.

Greater Whip Mastery (Ex)

At 4th level, the whip master gains the Whip Entanglement* feat as a bonus feat without needing to meet the prerequisites. The whip master applies his maneuver specialization bonus to both his **CMB** and **CMD** when attempting to entangle an opponent with his whip.

This replaces the bonus feat the fighter gains at 4th level.

*See New Feats below.

Flexible Weapon Training (Ex)

At 5th level, the whip master gains a +1 bonus on attack and damage rolls when using any weapons from the flexible weapons group. If the whip master is not proficient with a weapon within the group, he still gains the bonus and the non-proficiency penalty is reduced to -2.

Flexible Weapons Group: bola, flying blade, kusarigama, lasso, net, rope dart, scorpion whip, sling, spiked chain, and whip.

This feature replaces the fighter's weapon training 1 class feature. The whip master may choose other weapon groups at higher levels when he gains Weapons Training 2, 3, and 4. His bonus with the flexible weapons group also increases each time he gains a new weapons group per the **Weapon Training** feature.

Flexible Finesse (Ex)

At 19th level, the whip master becomes very flexible while wearing light or no armor. When subject to a critical strike or sneak attack (or other precision-based attack), the whip master may attempt a **Reflex** save to avoid the extra damage. The DC of the reflex is equal to the confirmation roll for a critical strike or the attack roll of a sneak attack.

This feature replaces the fighter's armor mastery class feature.

Whip Master (Ex)

The whip master must choose the whip as his weapon of choice at 20th level. Otherwise this feature is identical to the fighter's Weapon Mastery class feature.

New Feats

Whip Entanglement

You are adept at using the whip to entangle an opponent to keep them from getting away.

Prerequisites: Weapon Focus (whip), **Whip Mastery**, base attack bonus +6

Benefit: You may use your whip to entangle an opponent, hampering their movement and preventing their ability to defend themselves or counter attack. Instead of making a normal attack, you use your whip to perform an entangle maneuver. If your maneuver check beats your opponent's **CMD**, your opponent gains the **entangled** condition.

An **entangled** opponent may move around, but they cannot move farther than the reach of your whip. An **entangled** opponent may attempt to release itself from the entangle as a **standard action** using an opposed roll against your **CMD** with either its **CMB** or **Escape Artist** skill.

You do not provoke **attacks of opportunity** while using your whip to entangle an opponent, but you may not use your whip for other actions while it has an opponent **entangled**. You may use a **standard action** to release an opponent from being entangled.

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