

Player Paraphernalia

KNOTTY
WORKS

THE MAGICIAN
NEW ARCHETYPES

#92

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #92

BY THE KNOTTY-WORKS



Welcome to issue ninety-two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Magician. This is an archetype role designed for use with the bard, monk, or rogue classes. Focusing on the more fantastical, but purely extraordinary ability to confound and amaze audiences with a wide variety of “magic” tricks and contraptions that make the impossible seem possible.

Stage Magician (Bard Archetype)

Everyone loves to see the impossible done before their very eyes. Even in a world where magic permeates the very air, those that can perform feats of greater legerdemain are renown just as well as any arch-wizard. The stage magician plies his craft for the crowd, using his minor magics to enhance his tricks for gasps of wonder and adoration of those amazed at his powers over the natural world.

Penultimate Showman (Ex)

At 1st level, the stage magician gains a +1 competence bonus to all skill checks involving Bluff, Disable Device, Escape Artist, Perform (prestidigitation), and Sleight of Hand. He must have at least 1 rank in Disable Device or Sleight of Hand before he may apply this bonus, but these skills are always class skills for the magician. At 4th level and every four levels thereafter, this bonus increases by +1.

If the stage magician casts Prestidigitation prior to using the Sleight of Hand skill, he gains an additional +1 circumstance bonus when applying the effects of that skill.

This replaces the bard’s Bardic Knowledge class feature.

Misdirection (Ex)

The stage magician may spend a standard action while wielding a melee weapon, wand, or other hand held “magical” implement to distract an opponent within reach, while it is being attacked by the stage magician’s allies. The stage magician does not make an actual attack, but instead uses either his Bluff or Perform (prestidigitation) skill check as an opposed check versus the opponent’s Sense Motive skill. If successful, all other allies threatening the same opponent are treated as if they were in a flanking position, even if they locations do not normally grant flanking. This function only works against creatures with an intelligence of 3 or higher and the benefit lasts until the beginning of the stage magician’s next turn.

The stage magician may perform this action while being defensive, suffering a -4 penalty to the opposed check, but increasing his AC by +2 until the beginning of his next turn.

At 4th level, the stage magician’s misdirection grants the +2 bonus to all allies using ranged attacks against the opponent. In addition, while attempting to use this effect while being defensive, he only suffers a -2 penalty to the opposed check.

At 8th level, allies that are actually flanking an opponent that has been distracted by the stage magician gain a +4 bonus to their attack rolls versus that opponent. The stage magician no longer suffers any penalties to his opposed check while using this feature defensively.

At 12th level, the stage magician may attempt to misdirect multiple opponents within reach. The stage magician makes a single opposed



check with a -2 penalty for each opponent beyond the first one that he is attempting to misdirect. His opposed check is then used against the **Sense Motive** skills of all applicable opponents within his threat range. The stage magician may not attempt to misdirect multiple opponents defensively.

At 16th level the stage magician may attempt to misdirect a single opponent up to 30 ft away. Or if he is attempting to misdirect multiple opponents, the stage magician no longer suffers any penalties based on the number of individuals he is attempting to misdirect.

At 20th level, the stage magician's ability to misdirect is so effortless that he may use a **move action** to grant the benefit. He may also use this benefit defensively while attempting to misdirect multiple opponents, though the stage magician does suffer the -4 penalty to the opposed check. If he attempts to misdirect defensively, any attacks made by the stage magician suffer a -4 penalty.

This feature replaces the bard's Countersong, Suggestion, Dirge of Doom, Frightening Tune, and Deadly Performance bardic performances.

Death Trap Master (Ex)

The stage magician maintains a very rigorous regimen to maintain his fitness for performing death defying tricks such as escaping from water filled barrels while restrained with manacles or being buried alive. As a result, the stage magician gains **Endurance** as a bonus feat at 1st level. At 4th level and every four levels thereafter, the stage magician gains an additional +1 bonus applied to the same effects listed for the +4 bonus granted by the **Endurance** feat.

This feature reduces the bard's total number of rounds that he may use bardic performance per day. At 1st level, the stage magician may only use his bardic performance 2 + his Charisma modifier times per day. In addition, the stage magician's progression is altered so that he only gains a one additional use at every fourth level (4th, 8th, 12th, 16th, and 20th) instead of 2 uses at those levels.

Street Magician (Monk Archetype)

Acts of amazing agility mixed with close up tricks of prestidigitation, the street magician

applies his trade in the view of passersby with the hopes of gaining a coin or two. Often joining troupes of traveling performers, the street magician continually practices his trade to condition his body to maintain its limber build and reflexive qualities. Those of exceptional skill are eagerly sought by patrons and as well as larger towns and cities for local fairs and festivals.

Streetwise Wonder (Ex)

At 1st level, the street magician gains a +1 competence bonus to all skill checks involving **Acrobatics**, **Disable Device**, **Escape Artist**, **Perform** (prestidigitation), and **Sleight of Hand**. He must have at least 1 rank in **Disable Device** or **Sleight of Hand** before he may apply this bonus, but these skills are always class skills for the street magician. At 4th level and every four levels thereafter, this bonus increases by +1.

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

Misdirection (Ex)

The street magician may spend a standard action to distract an opponent within reach, while it is being attacked by the street magician's allies. The street magician does not make an actual attack, but instead uses his **Acrobatics** or **Perform** (prestidigitation) skill to distract the opponent as an opposed check versus the opponent's **Sense Motive** skill. If successful, all other allies threatening the same opponent are treated as if they were in a **flanking** position, even if they locations do not normally grant **flanking**. This function only works against creatures with an intelligence of 3 or higher and the benefit lasts until the beginning of the street magician's next turn.

The street magician may perform this action while being defensive, suffering a -4 penalty to the opposed check, but increasing his **AC** by +2 until the beginning of his next turn.

At 4th level, the street magician's misdirection grants the +2 bonus to all allies using ranged attacks against the opponent. In addition, while attempting to use this effect while being defensive, he only suffers a -2 penalty to the opposed check.

At 8th level, allies that are actually **flanking** an opponent that has been distracted by the



street magician gain a +4 bonus to their attack rolls versus that opponent. The street magician no longer suffers any penalties to his opposed check while using this feature defensively.

At 12th level, the street magician may attempt to misdirect multiple opponents within reach. The street magician makes a single opposed check with a -2 penalty for each opponent beyond the first one that he is attempting to misdirect. His opposed check is then used against the **Sense Motive** skills of all applicable opponents within his threat range. The street magician may not attempt to misdirect multiple opponents defensively.

At 16th level the street magician may attempt to misdirect a single opponent up to 30 ft away. Or if he is attempting to misdirect multiple opponents, the street magician no longer suffers any penalties based on the number of individuals he is attempting to misdirect.

At 20th level, the street magician's ability to misdirect is so effortless that he may use a **move action** to grant the benefit. He may also use this benefit defensively while attempting to misdirect multiple opponents, though the street magician does suffer the -4 penalty to the opposed check. If he attempts to misdirect defensively, any attacks made by the street magician suffer a -4 penalty.

This feature replaces the monk's Stunning Fist class feature.

Death Trap Master (Ex)

The street magician maintains a very

rigorous regimen to maintain his fitness for performing death defying tricks such as being tied upside down on a lamp post or dropped into a river while being chained up. As a result, the street magician gains **Endurance** as a bonus feat at 2nd level. At 4th level and every four levels thereafter, the street magician gains an additional +1 bonus applied to the same effects listed for the +4 bonus granted by the **Endurance** feat.

This replaces the bonus feat the monk gains at 2nd level and he does not gain the slow fall ability at 8th, 12th, and 16th level. Thus the monk's slow fall ability is reduced in effectiveness, though he still gains the ability to fall from any height without taking any damage as long as he is within arm's reach of a vertical surface.

Beguiler (Rogue Archetype)

While being deft of hand and quick responses is a necessity of any good burglar or pick pocket, the beguiler takes these skills and uses them to both entertain and possibly swindle easy marks that become embroiled in the beguiler's schemes.

Beguiling Charm(Ex)

At 1st level, the beguiler gains a +1 **competence bonus** to all skill checks involving **Bluff**, **Disable Device**, **Perform** (prestidigitation), and **Sleight of Hand**. He must have at least 1 rank in **Disable Device** or **Sleight of Hand** before he may apply this bonus. At 4th level and every four levels thereafter, this bonus increases by +1.

If the beguiler casts **Prestidigitation** prior to using the **Sleight of Hand** skill, he gains an additional +1 **circumstance** bonus when applying the effects of that skill.

This feature replaces the rogue's trapfinding class feature.

Misdirection (Ex)

At 2nd level, the beguiler may spend a **standard action** to distract an opponent within reach, while it is being attacked by the beguiler's allies. The beguiler does not make an actual attack, but instead uses his **Acrobatics** or **Perform** (prestidigitation) skill to distract the opponent as an opposed check versus the opponent's **Sense Motive** skill. If successful, all other allies threatening the same opponent are treated as if they were in a **flanking** position, even if they locations do not normally grant **flanking**. This function only works against creatures with an intelligence of 3 or higher and the benefit lasts until the beginning of the beguiler's next turn.

The beguiler may perform this action while being defensive, suffering a -4 penalty to the opposed check, but increasing his **AC** by +2 until the beginning of his next turn.

At 4th level, the beguiler's misdirection grants the +2 bonus to all allies using ranged attacks against the opponent. In addition, while attempting to use this effect while being defensive, he only suffers a -2 penalty to the opposed check.

At 8th level, allies that are actually **flanking** an opponent that has been distracted by the beguiler gain a +4 bonus to their attack rolls versus that opponent. The beguiler no longer suffers any penalties to his opposed check while using this feature defensively.

At 12th level, the beguiler may attempt to misdirect multiple opponents within reach. The beguiler makes a single opposed check with a -2 penalty for each opponent beyond the first one that he is attempting to misdirect. His opposed check is then used against the **Sense Motive** skills of all applicable opponents within his threat range. The beguiler may not attempt to misdirect multiple opponents defensively.

At 16th level the beguiler may attempt to

misdirect a single opponent up to 30 ft away. Or if he is attempting to misdirect multiple opponents, the beguiler no longer suffers any penalties based on the number of individuals he is attempting to misdirect.

At 20th level, the beguiler's ability to misdirect is so effortless that he may use a **move action** to grant the benefit. He may also use this benefit defensively while attempting to misdirect multiple opponents, though the beguiler does suffer the -4 penalty to the opposed check. If he attempts to misdirect defensively, any attacks made by the beguiler suffer a -4 penalty.

This feature replaces the rogue talent gained at 2nd level, 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th).

Master Escape Artist (Ex)

The beguiler maintains a very rigorous regimen to maintain his fitness and flexibility. As a result, he gains a +1 bonus to any checks involving the **Acrobatics** and **Escape Artist** skills at 3rd level. This bonus increases by +1 at 6th level and every three levels thereafter.

This feature replaces the rogue's trap sense class feature.

Recommended Rogue Talents

Fast Fingers, Hold Breath, Honeyed Words, Major Magic, and Minor Magic.

Skills

Perform (prestidigitation): This skill focuses on the character's ability to perform mundane tricks to fool others into he is using magic. This skill relies on the character's ability to distract others and setting up a situation to lead others into believing that he is truly doing something magical in effect. This performance relies more on the character's ability to capture his audience's attention through story and hyperbole and performing a set of rote effects that lead to the desired effect. This performance may include comedy, oratory, and even melodic components as well as the ability to manipulate gimmicked or other items used for the performance and pacing to ensure that the effect comes off as desired.

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