

Player Paraphernalia



PRESTIGIOUS
VARIANTS VOLUME I
A - B PRESTIGE CLASSES

#110



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PLAYER PARAPHERNALIA #110

BY THE KNOTTY-WORKS



Welcome to issue one hundred and ten 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 concept of the Variant Prestige Class. Taking a page from Paizo's *Pathfinder Unchained*TM Variant Multiclassing, the variant prestige class grants features of a prestige class while allowing the character to focus on a single class.

VARIANT PRESTIGE CLASSES

The concept of granting class features as feats was an interesting and viable means of allowing players to develop characters that gain some features of another class without restricting the full progression of the original chosen class.

Variant prestige classes takes that same idea and presents alternate means to obtaining prestige class features without sacrificing the ability to fully progress in a single class. As with normal prestige classes, variant prestige classes have certain requirements that must be met before the character may choose to take the variant prestige class, though generally more relaxed than the actual prestige class.

The variant prestige class uses the same progression as the variant multiclassing rules presented in *Pathfinder Unchained*TM. The character does not have to choose to take the prestige class until 3rd level, at which point the 3rd level feat may

be swapped out for the first feature for the variant prestige class. Once chosen, the character must swap out his 7th, 11th, 15th, and 19th level feats for the variant features of the prestige class.

Arcane Archer

While nearly anyone can learn to accurately fire the bow or crossbow, the arcane archer learns to imbue his shots with small bits of arcane energy to enhance his shots.

Alignment: Arcane archers may be of any alignment.

Requirements

Point Blank Shot and either *Precise Shot* or the ability to cast 1st level arcane spells.

Variant Features

Enhanced Arrows (Su): At 3rd level, any arrow or bolt fired by the arcane archer gains a +1 *enhancement bonus* and is treated as magic in regards to *damage reduction*. The effect does not occur until the arcane archer actually fires the weapon, he cannot use this ability to grant someone else an enhanced arrow or bolt.

Unlike normal magical ammunition, the *enhancement bonus* does stack with any *enhancement bonus* from the projectile weapon, though a maximum +5 bonus may be granted.

Elemental Arrows (Su): At 7th level, the arcane archer may choose to grant his arrows one of the following elemental special abilities as a **free action**: **flaming**, **frost**, or **shock**. This ability is in addition to the +1 enhancement granted at 3rd level.

Far Reaching Arrows (Su): At 11th level, the arcane archer's arrows are treated as having the **distance** special ability.

Seeker Arrows (Su): At 15th level, the arcane archer may fire an arrow at a known target within range that will travel unerringly while avoiding obstacles. The shot ignores **concealment** or **cover** modifiers as long as the target is within range and is not completely blocked off from the arrow. This is a **standard action**, and only one arrow may be used for this ability. The arcane archer may use this ability a number of times per day equal to 3 + his Intelligence modifier.

Phase Arrows (Su): At 19th level, the arcane archer may fire a single arrow as a **standard action** at a known target within range, traveling on a straight path that magically passes any non-magical barrier within its path. The arrow ignores **concealment**, **cover**, armor, and shield modifiers. The arcane archer may use this ability 3 times per day.

Arcane Trickster

While nearly anyone can learn to accurately fire the bow or crossbow, the arcane archer learns to imbue his shots with small bits of arcane energy to enhance his shots.

Alignment: Arcane tricksters can be any nonlawful alignment.

Requirements

Bluff 3 ranks and **Disable Device** or **Sleight of Hand** 3 ranks, ability to cast **Mage Hand**.

Variant Features

Ranged Legerdemain (Su): At 3rd level, the arcane trickster may use either the **Disable Device** or **Sleight of Hand** skill in conjunction with his **Mage Hand**. The DC of any task completed this way is increased by

5, plus an additional 5 for every 10 ft. beyond 25 ft. Weight restrictions for **Mage Hand** still apply and only skills in which the arcane trickster has at least 1 rank can be used with this ability.

Distracting Attack (Ex): At 7th level, the arcane trickster may make attempt to **feint** a single opponent within 30 ft. as a **move action**. If the arcane trickster doesn't have a class feature that grants precision damage (i.e. sneak attack), this feature also grants them the ability to cause +1d6 points of damage against the opponent feinted with this ability. The arcane trickster may use this ability once a day, plus one additional time per day at 11th level and every four levels thereafter (maximum 4/day at 19th level).

Trickster's Touch (Su): At 11th level, the arcane trickster may cast 3 spells per day without verbal or somatic components. The spell is treated as if enhanced by the **Silent Spell** and **Still Spell** metamagic feats. The arcane trickster does not have to know either feat and the spell's effective level is not changed. Using this feature is a **free action**. The arcane trickster gains one additional use per day at 15th and 19th level.

Obscuration (Su): At 15th level, the arcane trickster may become invisible (as the **Greater Invisibility** spell) as **free action**. He can remain invisible a total number of rounds per day equal to his class level, though they need not be consecutive. The arcane trickster uses his class level as his effective caster level for this ability.

Trickster's Spell (Su): At 19th level, the arcane trickster may choose to **feint** a spell as a **move action**. The arcane trickster makes a single bluff check, and uses that to compare the DC for each target that may be impacted by his spell. If the arcane trickster's **feint** succeeds, targets are denied their dexterity bonus for **Reflex** saves or touch **AC** as required by the spell. **Will** saves are also impacted, and those successfully feinted by the arcane trickster may not add their Wisdom modifier to their **Will** save.

Assassin

Murder for hire—while many find it distasteful—can be profitable and necessary evil in more evolved societies. While anyone can kill another, the assassin does it with deliberate forethought and finesse, understanding that discretion is the best way to get repeat business.

Alignment

The assassin must be evil in alignment.

Requirements

Disguise or **Stealth** 3 ranks, cause at least +1d6 points of precision damage (i.e. sneak attack).

Variant Features

Poison Use (Ex): The assassin is trained in the use of poison at 3rd level. He cannot accidentally poison himself when applying poison to a weapon.

In addition, the assassin continually samples his wares to build up his immunities and gains a +1 **resistance bonus** versus poisons beginning at 3rd level, increasing by +1 every four levels thereafter.

Deadly Strike (Ex): At 7th level, the assassin may attempt to kill or paralyze a victim he has studied before making the death blow with a melee attack. The assassin must study his intended victim for 3 consecutive rounds, spending a **standard action** each round before attempting to strike the victim. If the target detects the assassin's presence or perceives him as an enemy, the assassin may not use the deadly strike (though sneak attack damage is still possible if the victim is denied his Dexterity or is **flanked**). If the assassin manages to elude detection as such and successfully strikes the victim, it is allowed a **Fortitude** save (DC 10 + the assassin's class level + Intelligence modifier) to avoid the effect of the deadly strike. If the saving throw fails, the victim either becomes **paralyzed** for 1d6 rounds plus 1 round per level of the assassin or it is struck dead.

A successful saving throw results in a normal sneak attack.

Creatures immune to precision (sneak attack) damage cannot be affected by this ability. If the attack is not successful, or the victim succeeds in the saving throw, the assassin must spend another 3 rounds studying the target before he may attempt the deadly strike again.

True Death (Su): Beginning at 11th level, those killed by the assassin tend to stay that way. Anyone attempting to raise a victim of the assassin from the dead must make a caster level check with a DC equal to 15 + the assassin's class level. If the check fails, the spell fails and the material component is wasted. Casting **Remove Curse** on the dead first ends the effect of this ability, but the caster of the **Remove Curse** must also make a caster level check with a DC + the assassin's class level.

Silent Strike (Ex): At 15th level, the assassin learns how to hide his deadly strike from others. Whenever he uses his deadly strike to successfully kill or paralyze his victim, he may make a **Stealth** check as a **free action** (opposed by the **Perception** of those within the vicinity) to prevent them from identifying him as the killer. If successful, those around him will not notice the death until the beginning of his next turn.

Swift Death (Ex): At 19th level, the assassin may use his deadly strike against a foe without studying it before hand. The victim must still not perceive the attack or that the assassin is a threat and susceptible to the sneak attack damage.

Battle Herald

The tide of battle can easily be turned with the inspiration of the troops, overcoming even the greatest of odds. The battle herald is trained both in battle and leadership, providing both direction and motivation as necessary to spur on his allies to overcome nearly any obstacle.

Alignment

The battle herald may be of any alignment.

Requirements

Diplomacy or **Perform** (oratory) 3 ranks and one of the following class features: aura of courage, challenge, or inspire courage.

Variant Features

Inspired Command (Ex): At 3rd level, the battle herald may inspire courage (as the bardic performance ability). If the character is a bard, he adds 2 additional rounds of bardic performance per day, but they must be used to perform inspire courage. If the character is not a bard, he initially grants as +1 **morale bonus** versus **charm** and fear effects and a +1 **competence bonus** to attack and weapon damage rolls. This bonus increases by +1 every five levels thereafter (maximum of +4 at 18th level). Characters that are not bards may use this feature a total number of rounds per day equal to their class level.

The battle herald's inspired command also grants the **morale bonus** to allies **CMD** and **Fortitude** saves.

As the bardic performance, this feature requires both audible and visual requirements and if the battle herald cannot be seen or heard then the ally gains no benefit from it. If the battle herald is deaf, there is a 20% chance that this effect fails to inspire others.

Forceful Command (Ex): At 7th level, the battle herald's command can be clearly heard over the clash of steel, gaining a +2 bonus with **Diplomacy** and **Intimidate** checks as long as the recipient understands the battle herald's language.

The battle herald may share one chosen teamwork feat with allies as a **standard action**, granting all allies within 30 ft. the effects of the feat for 3 rounds as the cavalier's tactician class feature. If the character is a cavalier, he gains one additional use of his tactician feature per day.

Victory Banner (Ex): At 11th level, the battle herald inspires allies within 60 ft. by

waving her battle standard. This functions as the cavalier's banner feature, granting allies within 60 ft. a +2 **morale bonus** versus fear based effects and +1 **morale bonus** on **charge** based attacks as long as the banner is clearly visible and carried by the battle herald.

If the battle herald is a cavalier, the effective range of the cavalier's banner feature extends to 90 ft.

Once a day, the battle herald may use his banner to inspire greatness in others as the bardic performance feat. Use of this performance consumes time from his Inspired Command feature (or bardic performance if the battle herald is a bard) equal to 2 rounds per round. He may grant the benefits of this effect up to a number of allies equal to his Charisma modifier (minimum of 1).

Brilliant Command (Ex): At 15th level, the battle herald's inspired command also grants the **morale bonus** to **Will** saves and concentration checks. If the battle herald becomes incapacitated (**dazed**, **killed**, **paralyzed**, **stunned**, or **unconscious**), the effect of the inspired command continues for a number of rounds equal to the battle herald's Charisma modifier (minimum of 1) as long as she has enough inspired command to grant the bonus. If the battle herald intentionally ends the effect, the bonuses granted from the inspired command immediately end.

Deadly Inspiration (Ex): At 19th level, the battle herald's inspired command also grant allies (as well as himself) within 30 ft. the benefits of the **Diehard** feat. Allies that remain conscious while at negative hit points continue to gain the bonuses of the battle herald's inspired courage.

If the battle herald is killed in battle, allies within 60 ft. that see the battle herald fall gain the effects of the inspired command for an additional number of rounds equal to the battle herald's Charisma modifier (minimum of 1), even if the battle herald was not using the inspired command. If the battle herald was using the inspired command, these additional rounds stack with the rounds granted from the battle herald's brilliant command feature.

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