

Player Paraphernalia

KNOTTY
WORKS

THE VANGUARD
A NEW HYBRID CLASS

#111

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #111

BY THE KNOTTY-WORKS



Welcome to issue one hundred and eleven 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 a new hybrid class, the vanguard. Combining the martial and natural skills of the ranger with the savy and stealthy nature of the rogue, the vanguard excels as a forward-observer and front-line scout.

THE VANGUARD

Reconnaissance of the enemy is the first step towards victory, whether for an individual or an entire enemy. When it comes to exploring the unknown, infiltrating enemy positions, and determining their weaknesses, few are as skilled as the vanguard. The vanguard is trained to survive in the wild, and quickly dispatch enemies she comes across while searching for weak spots in the enemy's defenses. She gains talents as she matures, enhancing her skills as guide, soldier, and spy.

Role

Vanguards deal with enemies quickly and prefer swift deadly strikes versus prolonged engagements. Their ability to focus on a single opponent is geared for one-on-one battles, though the vanguard may

provide some support when dealing with larger skirmishes. The trap making and trap finding skills of vanguards are especially helpful while scouting ahead of his allies or hindering opponents from following behind.

Alignment

The vanguard may be of any alignment.

Hit Die

d8

Parent Classes

Ranger and Rogue.

Starting Wealth

The vanguard begins with 4d6 X 10 gp (average 140 gp) and an outfit worth 10 gp or less.

Class Skills

The vanguard gains the following class skills: **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Disguise** (Cha), **Escape Artist** (Dex), **Heal** (Wis), **Knowledge** (dungeoneering) (Int), **Knowledge** (geography) (Int), **Knowledge** (nature) (Int), **Linguistics** (Int), **Perception** (Wis), **Profession** (Wis), **Ride** (Dex), **Sense**

Vanguard Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+2	+2	+0	Skirmisher (focus +2, sudden strike +1d6, track), trapfinding
2 nd	+1	+3	+3	+0	Uncanny dodge, vanguard talent
3 rd	+2	+3	+3	+1	Skirmisher (favored weapon, woodland stride)
4 th	+3	+4	+4	+1	vanguard talent
5 th	+3	+4	+4	+1	Skirmisher (sudden strike +2d6)
6 th	+4	+5	+5	+2	vanguard talent
7 th	+5	+5	+5	+2	Skirmisher (favored weapon, trackless step)
8 th	+6/+1	+6	+6	+2	Improved uncanny dodge, vanguard talent
9 th	+6/+1	+6	+6	+3	Skirmisher (focus +4, sudden strike +3d6)
10 th	+7/+2	+7	+7	+3	Advanced talents, vanguard talent
11 th	+8/+3	+7	+7	+3	Skirmisher (favored weapon, swift tracker)
12 th	+9/+4	+8	+8	+4	Improved Evasion, vanguard talent
13 th	+9/+4	+8	+8	+4	Skirmisher (sudden strike +4d6)
14 th	+10/+5	+9	+9	+4	vanguard talent
15 th	+11/+6/+1	+9	+9	+5	Skirmisher (favored weapon, camouflage)
16 th	+12/+7/+2	+10	+10	+5	vanguard talent
17 th	+12/+7/+2	+10	+10	+5	Skirmisher (focus +6, sudden strike +5d6)
18 th	+13/+8/+3	+11	+11	+6	vanguard talent
19 th	+14/+9/+4	+11	+11	+6	Skirmisher (favored weapon, hide in plain sight)
20 th	+15/+10/+5	+12	+12	+6	Avant-garde, vanguard talent

Motive (Wis), **Stealth** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 8 + Int modifier.

Class Features

Weapons and Armor Proficiency

The vanguard is proficient with simple weapons, the handaxe, short sword, shortbow, and throwing axe.

The vanguard is proficient with light armor and light shields.

Skirmisher

Beginning at 1st level, the vanguard begins her training in the art of skirmishing. This training ranges from both martial prowess as well as woodland lore and survival techniques. These skills provide her with the means of dealing with enemies she may

come across or hiding her own tracks from those she is stalking.

Focus (Ex)

At 1st level, the vanguard may train her focus on a single opponent within 60 ft. within her line of sight as a **standard action**. This focus grants a +2 bonus on **Bluff**, **Knowledge**, **Sense Motive**, and **Survival** checks involving the opponent chosen. She also gains a +2 bonus on weapon attack and damage rolls against the target. The focus lasts until the vanguard releases it (as a **free action**), sets her focus on another opponent, or 24 hours have passed.

At 9th level, the bonus granted by the vanguard's focus increases to +4. And at 17th level, the bonus increases to +6.

Sudden Strike (Ex)

The vanguard gains the ability to quickly move and strike an opponent for maximum effect starting at 1st level. If the vanguard moves 10 ft. in a straight path and then attacks an opponent within 30 ft. with a ranged weapon or strikes with a melee weapon, natural attack, or unarmed attack, a successful attack causes an additional +1d6 points of damage. This is precision damage, is not multiplied in a critical strike, and any creature immune to sneak attack is also immune to the additional damage caused by this attack. The vanguard may use this feature with a Charge attack.

At 5th level, and every four levels thereafter, the damage from this sudden strike increase by an additional 1d6 with a maximum of +5d6 points of damage at 17th level.

Track (Ex)

Beginning at 1st level, the vanguard adds ½ her class level to any *Survival* skill checks while tracking others.

Favored Weapon (Ex)

At 3rd level, the vanguard chooses to specialize in one weapon. She gains a bonus feat based on the favored weapon, and she does not need to meet any prerequisites for those feats listed below, except for any bonus feats listed at a previous level for the favored weapon. The vanguard gains another bonus feat at 7th level and every four levels thereafter.

The vanguard may either feat listed at the level lists or may choose a bonus feat listed at an earlier level. If the vanguard already has both feats listed at the specified level, she may choose one feat from the next higher level listed. If the vanguard already possesses both feats listed for 19th level she may choose any combat feat, but must meet all of the prerequisites for that feat.

While multiple weapons may be presented per group, the vanguard must choose one type of weapon (such as light crossbow,

heavy crossbow, or pistol from the Crossbow or Firearm group). The vanguard must have proficiency with the weapon before she may choose it as a favored weapon.

Bow

3rd: Far Shot, Point-Blank Shot

7th: Precise Shot, Rapid Shot

11th: Manyshot, Point Blank Master

15th: Improved Precise Shot, Snap Shot

19th: Pinpoint Targeting, Improved Snap Shot

Crossbow or Firearm

3rd: Far Shot, Point-Blank Shot

7th: Precise Shot, Rapid Reload

11th: Crossbow Mastery, Focused Shot

15th: Impact Critical Shot, Improved Precise Shot

19th: Pinpoint Targeting, Shot on the Run

Dagger, Short Spear, Spear, Throwing Axe

3rd: Point-Blank Shot, Quick Draw

7th: Distance Thrower, Precise Shot

11th: Close-Quarters Thrower, False Opening



15th: Improved Precise Shot, Shot on the Run

19th: Pinpoint Targeting, Parting Shot

Hand Axe, Quarter Staff, or Short Sword

3rd: Two-Weapon Fighting, Weapon Focus

7th: Dazzling Display, Double Slice

11th: Greater Weapon Focus, Improved Two-Weapon Fighting

15th: Shatter Defenses, Two-Weapon Defense

19th: Deadly Stroke, Two-Weapon Rend

Natural or Unarmed Attacks

3rd: Aspect of the Beast, Improved Unarmed Strike

7th: Improved Natural Attack, Improved Grapple

11th: Deflect Arrows, Rending Claws

15th: Eldritch Claws, Stunning Fist

19th: Elemental Fist, Multiattack

Woodland Stride (Ex)

Starting at 3rd level, the vanguard may move through any sort of thick undergrowth at her normal speed and does not suffer any damage if the terrain is naturally hazardous (thorns, briars, etc.). If the terrain is magically enhanced or manipulated to impeded movement or damage those that pass through, the vanguard is affected normally.

Trackless Step (Ex)

Beginning at 7th level, the vanguard leaves no trail in natural surroundings and cannot be tracked unless she intentionally decided to leave clues of her passing.

Swift Tracker (Ex)

At 11th level, the vanguard may move at her normal speed while using **Survival** to track others without taking the -5 penalty. If she moves twice her normal speed, she only suffers a -10 penalty to the **Survival** check to track instead of the normal -20 penalty.

Camouflage (Ex)

At 15th level, the vanguard may attempt a **Stealth** check while in a natural environment (forest, desert, etc.), even if the terrain doesn't grant **cover** or **concealment**.

Hide in Plain Sight (Ex)

If in a natural environment (forest, desert, etc.), the vanguard may attempt to use her **Stealth** skill even while being observed beginning at 19th level.

Trapfinding (Ex)

Beginning at 1st level, the vanguard adds ½ her class level to **Perception** and **Disable Device** skill checks (minimum of +1) to find and disable traps, including using both skills when dealing with magic traps.

Uncanny Dodge (Ex)

At 2nd level, the vanguard reacts to danger at a superior instinctual level. She cannot be caught flat-footed and does not lose her Dexterity modifier to her **AC** when being attacked by a concealed or invisible attacker.

The vanguard can still lose her Dexterity bonus to her Armor Class if **helpless**, **paralyzed**, **stunned**, or **unconscious**. She can lose her Dexterity bonus to her **AC** if successfully feinted by her opponent.

If the vanguard has uncanny dodge from another class, she automatically gains improved uncanny dodge at this level instead.

Vanguard Talents

Beginning at 2nd level and every even level thereafter, the vanguard gains a special talent that geared for her job as scout, spy, and hunter. A vanguard may not select an individual talent more than once unless specified in the talent description. This feature is treated as a **Rogue Talent** in regards to feats that require talents as a prerequisite (such as **Extra Rogue Talent**). However, the vanguard may only choose or enhance vanguard talents with any feat chosen.

Armor Training (Ex)

The vanguard gains a +1 competence bonus to her AC when wearing light or no armor. The armor check penalty is reduced by 1 when wearing light armor (minimum of 0).

Combat Competence (Ex)

The vanguard gains a +2 competence bonus on Fortitude saves and initiative checks.

Evasion (Ex)

The vanguard gains the rogue Evasion feature when selecting this talent. The vanguard suffers no damage when making a successful Reflex save against an area effect that normally causes ½ damage on a successful save. The vanguard does not gain this benefit if dead, helpless, or unconscious or if wearing medium or heavy armor.

The vanguard must be 6th level before she may choose this talent.

Extraordinary Senses (Ex)

The vanguard gains the Blind-Fight combat feat as a bonus feat. She must have the Evasion talent before she may choose this talent.

Favored Terrain (Ex)

The vanguard may choose a type of terrain and gain a +2 bonus on initiative checks as well as Knowledge (geography and nature), Perception, Stealth, and Survival skill checks while in that terrain.

The vanguard may choose this talent more than once, selecting a different terrain each time it is chosen.

Roguish Influence

The vanguard may choose from the following rogue talents: Assault Leader, Befuddling Strike, Bleeding Attack, Canny Observer, Cunning Trigger, Deft Palm, Distracting Attack, Expert Leaper, Fast Getaway, Firearm Training, Grit, Hard to Fool, Iron Guts, Ledge Walker, Nimble

Climber, Offensive Defense, Peerless Maneuver, Positioning Attack, Powerful Sneak, Quick Disable, Quick Trapsmith, Resiliency, Rogue Crawl, Rope Master, Slow Reactions, Sniper's Eye, Stand Up, Strong Stroke, Surprise Attack, Trap Spotter, and Wall Scramble.

Any talent that modifies the rogue's sneak attack may be used in conjunction with the vanguard's sudden strike skirmishing feature, though only one talent may be applied to the sudden strike feature at a time.

The vanguard may choose this talent more than once, selecting a different rogue talent each time this talent is chosen.

Shared Focus (Ex)

The vanguard may grant ½ the bonuses of his skirmisher's focus ability to one ally within 30 ft. as a move action. The bonus lasts for a number of rounds equal to the vanguard's Wisdom modifier (minimum of 1) and only work against the target of the vanguard's current focus. If the vanguard changes his focus after granting this benefit, it immediately ends. The ally must be able to see and hear the vanguard in order to gain the bonus. The vanguard does not lose her bonus when sharing it with another.

This bonus does not stack with any other shared focus or favored enemy bonuses the ally may have, the highest bonus takes precedence. The vanguard must be at least 4th level before she may take this talent.

Snipe Training (Ex)

The vanguard gains the ability to apply their sudden strike damage while attacking a target that is denied its Dexterity bonus or is flanked while attacking with a melee weapon, natural attack, unarmed attack, or a ranged weapon within 30 ft. of the target. The vanguard also gains an additional 1d6 points of damage, but only while either of these conditions apply.

If the vanguard has any rogue talents that modify or enhance sneak attacks, they may be applied to attacks that qualify for this talent as well. The vanguard must be at least 6th level before she may choose this talent.

Trap Sense (Ex)

The vanguard gains a +1 bonus on Reflex saves made to avoid traps and a +1 **dodge bonus** to her AC when attacked by a trap. This bonus increases by +1 at 3rd level and every three levels thereafter.

This bonus does stack with other bonuses granted from Trap Sense abilities from other classes.

Trap Setter (Ex)

The vanguard gains **Learn Ranger Trap** as a bonus feat. She may only create extraordinary traps, but is treated as a ranger in regard to the number of traps she may create in one day and does not suffer a reduction in the trap's DC for not being a ranger.

The vanguard may choose this talent more than once. She gains access to two additional traps each time she chooses after the initial selection. The vanguard must be at least 6th level before she may choose this talent.

Advanced Vanguard Talents

Beginning at 10th level, the vanguard may choose the following talents at each level she gains a vanguard talent rather than a normal vanguard talent.

Advanced Armor Training (Ex)

The vanguard must have the Armor Training talent before she may choose this advanced talent. The vanguard gains an additional +1 **competence bonus** to her AC that stacks with other competence bonuses granted from her Armor Training talents.

The vanguard may take this advanced talent multiple times, though the total **competence bonus** cannot be more than ¼ her class level.

Advanced Roguish Influence

The vanguard may choose from the following advanced rogue talents: **Another Day**, **Confounding Blades**, **Crippling Strike**, **Deadly Sneak**, **Defensive Roll**, **Entanglement of Blades**, **Fast Tumble**, **Frugal Trapsmith**, **Knock-Out Blow**, **Improved Evasion**, **Opportunist**, **Redirect Attack**, **Skill Mastery**, **Stealthy Sniper**, **Unwitting Ally**, and **Weapon Snatcher**.

Any talent that modifies the rogue's sneak attack may be used in conjunction with the vanguard's sudden strike skirmishing feature.

The vanguard may choose this talent more than once, selecting a different rogue talent each time this talent is chosen. The vanguard must meet any requirements for the advanced rogue talent, and must have the Evasion talent before he may choose the **Improved Evasion** talent.

Advanced Trap Setter (Ex)

The vanguard gains **Advanced Ranger Trap** as a bonus feat and does not need to meet the class requirement.

Battle Minded (Ex)

The vanguard must have the Combat Competence talent before she may take this advanced talent. She gains an additional +2 **competence bonus** on **Fortitude** saves and initiative checks that stacks with the bonuses from Combat Competence.

Preternatural Senses (Ex)

The vanguard must have the Extraordinary Senses talent before she may choose this advanced talent. The vanguard gains **Improved Blind-Fight** as a bonus feat without needing to meet its prerequisites. If the vanguard successfully strikes an opponent with total **concealment**, the miss chance against that opponent drops to 25% the following round as long as the opponent moves no more than 5 ft. from the location the vanguard struck it.

Slip the Bonds (Ex)

The vanguard adds $\frac{1}{2}$ her class level to any checks involving the **Escape Artist** skill. She may even use the **Escape Artist** skill to slip from spell and **spell-like abilities** that attempt to ensnare, paralyze, or detain the vanguard. The DC for slipping free from being magically held is equal to the DC of the spell or **spell-like ability** +10 (or 20 + spell level + caster's related ability score modifier and other granted bonuses or 20 + $\frac{1}{2}$ the creature's HD + its related ability score modifier and other bonuses if a **spell-like ability**).

This talent cannot be used if the vanguard is wearing medium or heavy armor or if she is **unconscious**. She must be at least 16th level before she may choose this advanced talent.

Snipe Mastery (Ex)

The vanguard must have the Snipe Training talent before she may choose this talent.



She gains an additional 1d6 points of damage to her attack granted from her Snipe Training, but only while the target is **flanked** or denied its Dexterity bonus.

As with Snipe Training, any rogue talents that modify or enhance sneak attacks may be applied to attacks that qualify for this talent as well. The vanguard may choose this advanced talent multiple times, though the additional d6 damage granted between Snipe Training and Snipe Mastery may not exceed $\frac{1}{4}$ her class level.

Terrain Specialist (Ex)

The vanguard must have the **Favored Terrain** talent before she may take this advanced talent. She chooses one type of terrain granted from **Favored Terrain** and gains an additional +2 bonus on initiative checks as well as **Knowledge** (geography and nature), **Perception**, **Stealth**, and **Survival** skill checks while in the selected terrain.

The vanguard may choose this advanced talent multiple times as long as she has multiple **Favored Terrain** talents, selecting a different terrain chosen from the **Favored Terrain** talent.

Avant-garde (Su)

At 20th level, the vanguard may move at her full speed while tracking with the **Survival** skill without incurring any penalties.

The vanguard may also make a single melee attack against an opponent she has used her focus ability as a **standard action**, and if successful the target suffers damage and must make a **Fortitude** save or die. The DC is equal to 10 + $\frac{1}{2}$ the vanguard's class level + her Wisdom modifier. A successful save negates the death effect. Creatures immune to critical strikes are immune to this effect and once used, the vanguard may not use it again on the same opponent for 24 hours.

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