

Player Paraphernalia

KNOTTY
WORKS

THE MARSHAL
A NEW HYBRID CLASS

#112

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #112

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twelve 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 marshal. When lawlessness reigns, the marshal steps in and provides order through the barrel of his gun, facing evil no matter what form it takes.

THE MARSHAL

When lawlessness reigns, the marshal steps in to put things in order. Where some claim the authority through faith or supernatural powers, the marshal's authority comes from his own hand and desire to set things right and - sometimes - from others seeking relief from the chaos and wickedness that prey upon them. While justice for many is black and white, the marshal understands that the merging of the two often results in a gray border that may be used to provide both compassion as well as vengeance.

Role

With his faith in the right and might of law, and his trusty sidearm the marshal brings down the fiercest of evil opponents. Marshals fear little when taking on lawlessness and evil, and may even inspire his allies to willingly face such evils in the name of the law.

Alignment

The marshal must be lawful good.

Hit Die

d10

Parent Classes

Gunslinger and Paladin.

Starting Wealth

The marshal begins with 5d6 X 10 gp (average 175 gp) and an outfit worth 10 gp or less.

Class Skills

The marshal gains the following class skills: **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Diplomacy** (Cha), **Handle Animal** (Cha), **Heal** (Wis), **Intimidate** (Cha), **Knowledge** (engineering) (Int), **Knowledge** (geography) (Int), **Knowledge** (local) (Int), **Perception** (Wis), **Profession** (Wis), **Ride** (Dex), **Sense Motive** (Wis), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

Weapons and Armor Proficiency

The marshal is proficient with simple weapons, martial weapons, and all firearms.

The marshal is proficient with light and medium armor but not with shields.

Detect Evil (Sp)

The marshal can *Detect Evil* – as the spell – beginning at 1st level. By concentrating as a **move action**, the marshal may determine if a single item or individual within 60 ft. is evil. By concentrating for 3 rounds, the marshal

Marshal Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1 st	+1	+2	+0	+2	Detect evil, grit, gunsmith (silver)
2 nd	+2	+3	+0	+3	Deeds, smite evil 1/day
3 rd	+3	+3	+1	+3	Aura of courage
4 th	+4	+4	+1	+4	Deeds
5 th	+5	+4	+1	+4	Bonus feat, gunsmith (magic)
6 th	+6/+1	+5	+2	+5	Smite evil 2/day
7 th	+7/+2	+5	+2	+5	Aura of resolve
8 th	+8/+3	+6	+2	+6	Deeds
9 th	+9/+4	+6	+3	+6	Bonus feat
10 th	+10/+5	+7	+3	+7	Gunsmithing (cold iron), smite evil 3/day
11 th	+11/+6/+1	+7	+3	+7	Aura of justice
12 th	+12/+7/+2	+8	+4	+8	Deeds
13 th	+13/+8/+3	+8	+4	+8	Bonus feat
14 th	+14/+9/+4	+9	+4	+9	Smite evil 4/day
15 th	+15/+10/+5	+9	+5	+9	Aura of law, gunsmithing (aligned)
16 th	+16/+11/+6/+1	+10	+5	+10	Deeds
17 th	+17/+12/+7/+2	+10	+5	+10	Bonus feat
18 th	+18/+13/+8/+3	+11	+6	+11	Smite evil 5/day
19 th	+19/+14/+9/+4	+11	+6	+11	Aura of fortitude
20 th	+20/+15/+10/+5	+12	+6	+12	Deeds, gunsmithing (adamantine), peerless

may determine the subject's aura strength. The marshal may only concentrate on one object or individual at a time, losing the ability to sense any other evil within range.

Grit (Ex)

At 1st level, the marshal's determination mixed with luck results in grit, the ability to perform extraordinary shots with his firearm. The marshal gains a number of grit points at the beginning of each day equal to his Wisdom modifier (minimum of 1). The marshal may spend 1 grit point to gain a +1 **competence bonus** to his attack roll when using his fire arm or gain the effects of the Point-Blank shot feat for his next shot made that round. This feature does not count in regards to any prerequisite feat requirements for other feats. Spending grit for either benefit is a **swift action**, as well as other benefits granted at higher levels.

At 6th level and every six levels thereafter, the marshal's **competence bonus** increases by +1 when spending a grit point to hit with his firearm (maximum of +4 at 18th level). At 6th level, he may spend a grit point

to gains the effects of **Precise Shot** for his next shot that round. At 12th level, the marshal may spend a grit point to grant his next shot that round the effect of the **Far Shot** feat. At 18th level, the marshal may spend a grit point to grant his next shot that round the effect of the **Improved Precise Shot** feat.

The marshal may gain additional grit during the day, but he cannot exceed his maximum allowed based on his Wisdom modifier. However, feats and magic items that grant additional grit may be used to increase the maximum grit allowed.

The marshal may gain grit by confirming a critical hit with his firearm attack as long as the target wasn't **helpless** or denied its Dexterity modifier to its **AC**. If the marshal reduces an opponent to 0 or less hit points from his firearm attack, he also gains 1 point of grit as long as the opponent's level or HD is at least equal to ½ the marshal's class level and isn't **helpless** or denied its Dexterity bonus to it's **AC**.

This feature is treated as the gunslinger grit feature in regards to meeting any feat prerequisites.

Gunsmith (Su)

The marshal gains a single firearm of his choice at 1st level. It must be a pistol, musket, or blunderbuss and is treated as broken if used by anyone other than the marshal. If the weapon actually gains the broken condition, no one else may be able to use the weapon at all. If sold, the weapon is only worth its scrap value of 4d10 gp.

The marshal's gun also grants him the ability to overcome some forms of **damage reduction**. Beginning at 1st level, any shots made by the marshal with his firearm overcome silver **damage reduction**. The firearm is treated as magic at 5th level and cold iron at 10th level. At 15th level, the marshal may choose either law or good as a **swift action** and treat any shots made that round with his firearm as aligned in regards to overcoming **damage reduction**. At 20th level, the gunsmith treats any shots made with his firearm as adamantite for purposes of **damage reduction** and hardness.

The marshal may only have one firearm at a time that gains the ability to overcome **damage reduction**. If the marshal's gun is lost or destroyed, or if the marshal decides to trade up to another firearm, he must spend a week of intense practice and training with his new weapon before it grants him the ability to overcome **damage reduction**.

The marshal also gains Gunsmith as a bonus feat at 1st level.

Deeds

The marshal gains the ability to spend grit to perform deeds, small bonuses or abilities that enhance the marshal's gun-toting powers. Some deeds may not cost grit, but will require the marshal to have at least 1 or more points of grit in order to gain its effects.

Unless otherwise specified, any deed that requires expending grit to gain its benefit is a **swift action**.

This feature is treated as the gunslinger deeds feature in regards to meeting any feat prerequisites.

Deadeye (Ex)

At 2nd level, the marshal may resolve his next shot against the touch AC of the target, regardless of the range. It costs 1 point of grit for every range increment beyond the first and penalties for range still apply.

Quick Clear (Ex)

At 2nd level, the marshal may remove the broken condition from his firearm that resulted from a misfire as a **standard action**. The marshal must have at least 1 point of grit to gain this benefit, and he may spend 1 point of grit to clear the broken condition as a **move action**.

Stanch the Wound (Ex)

At 2nd level, the marshal may use his firearm to end the bleed condition from himself or an adjacent ally by firing his gun then pressing the barrel against the wound. This requires 1 point of grit and a **standard action** and uses up ammunition normally, but does not require an attack roll to perform the deed.

At 8th level, he may use this deed to stabilize a dying character as well.

Standing Tall (Ex)

At 2nd level, the marshal may treat his firearm as a club, causing bludgeoning damage based on the size of the firearm as long as he has at least 1 point of grit. One handed firearms cause 1d6 points of damage and two-handed firearms cause 1d10 points of damage for a medium sized marshal. Smaller and Larger marshals adjust damage based on their size appropriately. The marshal is considered proficient with his firearm when wielding it in this fashion and it has a critical threat of 20 with a x2 multiplier. The marshal gains any enhancement bonuses of the firearm to his attack and damage rolls while wielding it in this fashion.

The marshal may spend a point of grit to attempt to knock a target prone when he successfully clubs an opponent with his firearm, making a combat maneuver check as a **free action** that does not provoke an **attack of opportunity**.

At 4th level, the marshal gain the benefits of his smite while wielding his firearm as a club.



Fast Draw (Ex)

At 4th level, the marshal gains a +2 bonus to his Initiative check as long as he has at least 1 point of grit. If he has the **Quick Draw** feat and his hands are free, unrestrained and his firearm is not concealed, he may draw a single firearm as part of the initiative check.

The marshal may also spend 1 point of grit as an **immediate action** during a surprise round to take a single shot from his firearm if it is in hand. If he has the **Quick Draw** feat, he may also draw the weapon in the surprise round as long as he meets the requirements listed above.

Shrug it Off (Su)

At 4th level, the marshal may spend 1 point of grit as a **standard action** to remove the **fatigued**, **shaken**, or **sickened** condition from himself.

At 12th level, the marshal adds **exhausted**, **frightened**, or **nauseated** conditions to this deed.

Sidestep (Ex)

The marshal is adept at avoiding being shot at starting at 4th level. Using an **immediate action**, the marshal may attempt to step out of the line of fire from a ranged weapon that targets a single opponent, spending 1 point of grit to move 5 ft. and gaining a +2 bonus to his AC against the originating attack. This movement does provoke **attacks of opportunity** from opponents threatening the marshal.

The marshal may choose to drop prone instead of moving, gaining a +4 bonus to his AC against the attack that triggered this deed.

At 12th level, the marshal may spend 1 point of grit as an **immediate action** when caught in an area-effect attack. If the attack grants a **Reflex** save and still causes damage even if the saving throw is successful, the marshal suffers no damage from the attack if he successfully makes his save.

The marshal may not use this deed if wearing heavy armor or carrying a heavy load.

Compassionate Shot (Ex)

At 8th level, the marshal may spend 1 grit point while making a single shot as a **standard action** to gain one of the following effects.

- The target only suffers nonlethal damage if the shot is successful.
- The target is **staggered** for 1d4 rounds if the shot is successful, but suffers no damage.
- The marshal uses the result of the shot in an attempt to **disarm** an opponent, using the result as his effective **CMB** against the target's **CMD**. This action has no effect against opponents not wielding a manufactured weapon or carrying an object.

Confounding Shot (Ex)

The marshal may spend a **standard action** to purposely miss his target at 8th level, as long as he has at least 1 point of grit. As long as the target is susceptible to the marshal's attack, it loses its Dexterity bonus to its AC until the beginning of its next turn.

Crack Shot (Ex)

At 8th level, the marshal may spend 1 point of grit to make a full-round attack action to make a single precise shot with his firearm. He rolls his attacks normally from highest to lowest granted by his base attack bonus. For each successful attack, the damage of the shot increases by the base damage of the firearm. Bonus damage from special effects, precision damage, feats, or magical effects are not increased by this deed.

If one or more of the attacks is a **critical threat**, the marshal only rolls to confirm once all the rolls are completed using his highest base attack with a -5 penalty (reduced by 1 for each **critical threat** beyond the first to a maximum of 0). The marshal only misfires if all the attack rolls were misfires. Only firearms that fire a single bullet may be used with this deed (scatter based weapons cannot be used).

Bonded Gun (Sp)

At 12th level, the marshal may spend 1 point of grit to grant his firearm the **Distance**, **Flaming**, **Frost**, **Limning**, **Merciful**, **Reliable**, or **Shock** special ability. The effect lasts for 1 minute. He may only apply one effect to his firearm at a time. If the weapon is dropped or handed to another, the effect immediately ends.

At 16th level, the marshal adds **Flaming Burst**, **Icy Burst**, **Lesser Designating**, **Seeking**, or **Shocking Burst** special abilities to the list of special effects he may grant his firearm with this deed.

At 20th level, the marshal adds **Greater Designating**, **Greater Reliable**, and **Speed** to the list of special abilities he may add to his firearm.

If the marshal's firearm already possesses the special ability, the effects do not stack.

Dampen The Pain (Ex)

At 12th level, the marshal may spend 1 point of grit when he rolls a misfire while using a firearm with the broken condition to diffuse the resulting explosion. The firearm does retain the broken condition.

Snap Load (Ex)

As long as the marshal has at least 1 point of grit, he can reload a single barrel of a one-handed or two-handed firearm as

a **swift action** at 12th level. If the marshal has the **Rapid Reload** feat or using an alchemical cartridge (or both), he may reload a single barrel as a **free action** each round.

The marshal does not provoke **attacks of opportunity** when reloading while this deed is in effect.

Demoralize (Ex)

At 16th level, anyone shot by the marshal whose HD or level is less than or equal to $\frac{1}{2}$ the marshal's class level becomes **shaken** for 1d4 rounds as long as he has 1 point of grit. This is a fear based mind-affecting effect.

The marshal may spend 1 point of grit and shoot his firearm in the air, causing all living creatures within 30 ft. to make a **Will** save or become **panicked** for a number of rounds equal to the marshal's class level. The DC is equal to $10 + \frac{1}{2}$ the marshal's class level + his Wisdom modifier.

Evasive (Ex)

At 16th level, the marshal gains the benefit of Improved Evasion, Uncanny **Dodge**, and Improved Uncanny **Dodge** class features as long as he has at least 1 grit point. The marshal uses his class level as the effective rogue level for the Improved Uncanny **Dodge** effect.

As a result, the marshal cannot be caught flat-footed, nor can he be **flanked** unless the attacker has at least four more class levels than the marshal. The marshal does not lose his Dex bonus when attacked by an invisible opponent unless he is immobilized, but is still susceptible to being **feinted**.

If the marshal is subject to an area based attack that grants a **Reflex** save to reduce the damage, he takes on damage on a successful save and only suffers $\frac{1}{2}$ damage on a failed save.

The marshal may not use this deed if wearing heavy armor or carrying a heavy load.

Marshal's Fortitude (Ex)

As long as the marshal has at least 1 point of grit, he is immune to diseases (mundane and magical including mummy rot) at 16th level.

The marshal may spend 1 point of grit as an **immediate action** when making a

Fortitude saving throw, rolling his saving throw twice and taking the best result.

Door Buster (Ex)

The marshal may use his firearm to **sunder** objects or **bull rush** opponents at 20th level. The marshal may make a single attack as a **standard action** while spending 1 point of grit. He uses the attack as his **CMB** versus the opponent **CMD** when attacking held objects or attempting to **bull rush** it. He uses his attack versus the object's **AC** when attempting to **sunder** an unattended object. Opponents and objects suffer normal damage from the attack as well, if it would have successfully hit.

The marshal does not provoke attacks of **opportunity** while using this deed.

Last Stand (Ex)

At 20th level, the marshal may expend all remaining grit (minimum of 1) as an **immediate action** when he is reduced to 0 or fewer hit points to remain with 1 hit point.

Stunning Shot (Ex)

The marshal may attempt to stun a creature with his shot by spending 2 points of grit at 20th level. The creature struck must make a **Fortitude** save (DC 10 + ½ the marshal's class level + his Wisdom modifier) or be **stunned** for 1 round. Creatures immune to critical hits are immune to this deed.

Smite Evil (Su)

Beginning at 2nd level, the marshal may spend a **swift action** to choose one target within his line of sight to smite. If the target is evil, the marshal adds his Charisma bonus (minimum of +0) to his attack rolls and adds his class level to all damage rolls while firing his firearm at the target. The marshal's firearm automatically bypasses any **Damage Reduction** possessed by the target as long as it is evil. If the target is an evil dragon, outsider, or undead, the marshal's first successful attack adds twice his class level to the damage caused by his firearm. The marshal also gains a **deflection bonus** equal to his Charisma bonus from attacks made by an evil target. Using a smite on a non-evil target has no effect.



The smite only ends when the marshal chooses to end it, the target is dead or rendered **helpless**, or 24 hours have elapsed.

The marshal may smite evil 1/day at 2nd level, gaining one additional use at 6th level and every four levels thereafter.

Aura of Courage (Su)

The marshal is immune to fear (magical and mundane) beginning at 3rd level. The marshal's mere presence grants allies within 10 ft. a +4 **morale bonus** on any saving throws versus fear based effects. This benefit only functions while the marshal is conscious and not **helpless**, **paralyzed**, or **stunned**.

Bonus Feats

At 5th level, the marshal may choose from the following feat, gaining it as a bonus feat: **Clustered Shots**, **Dodge**, **Deadly Shot**, **Improved Precise Shot**, **Mobility**, **Parting Shot**, **Pinpoint Targeting**, **Point-Blank Shot**, **Precise Shot**, **Prone Shooter**, **Quick Draw**, **Rapid Reload**, **Rapid Shot**, and **Shot on the Run**. The marshal must meet any prerequisites for any feat chosen.

Aura of Resolve (Su)

At 7th level, the marshal gains immunity from **charm** spells and **spell-like abilities**. Allies within 10 ft. of him gain a +4 **morale bonus** on saving throws versus **charm** based effects, but only while the marshal is conscious and not **helpless**, **paralyzed**, or **stunned**.

Aura of Justice (Su)

The marshal may grant allies within 10 ft. the benefits of his Smite Evil for one chosen target as a **free action** by expending two of his daily uses of Smite Evil beginning at 11th level. Evil allies gain no benefit from this effect and the same limitations regarding the target's alignment as Smite Evil apply.

Unlike the marshal, the Smite Evil effect only lasts for 1 minute when granted to allies, and only while the marshal is conscious and not **helpless**,

Aura of Law (Su)

At 15th level, all allies within 10 ft. of the marshal treat their weapons as lawful for purposes of overcoming **damage reduction**. This only applies while the marshal is conscious and not **helpless**, **paralyzed**, or **stunned**.

The marshal may overcome any **damage reduction** granted by his **Gunsmithing** class ability while wielding any weapon by expending 1 grit point as a **free action**, lasting for a number of rounds equal to his class level.

Aura of Fortitude (Su)

At 19th level, the marshal grants all allies within 10 ft. (including himself) the effects of the **Diehard** feat while the marshal is conscious and not **helpless**, **paralyzed**, or **stunned**. If an ally moves out of the area of the marshal's aura, the effect immediately ends and the ally falls **unconscious** if reduced below 0 hit points while within the aura, though the ally is stabilized unless more damage is suffered.

Peerless (Su)

At 20th level, the marshal may use his Smite Evil ability to Smite Chaos as well, though he must choose which alignment he is targeting. If the opponent is not chaotic and Smite Chaos is chosen, the smite has no effect and is wasted.

The marshal may use his smite ability to banish a chaotic or evil outsider – based on the smite used – as the **Banishment** spell, using his class level as the effective caster level. The DC for the banishment is equal to 10 + ½ the marshal's class level + his Wisdom modifier, and regardless of the effect the smite immediately ends.

The marshal may spend one of his daily uses of Smite To cast **Magic Circle against Evil** or **Magic Circle against Chaos** as a **spell-like ability**, using the marshal's class level as the effective caster level.

Code of the West

The marshal follows a strict code of conduct and must adhere to his lawful good alignment. If the marshal knowingly commits an evil act loses access to his class abilities other than his weapon and armor proficiencies.

The marshal must respect legitimate authority, act with honor (including but not limited to refraining from lying, cheating, poisoning, stealing, etc.), help the **helpless** and innocent (as long as doing so does not result in acts of evil or chaos), and punish those that seek to harm or subjugate the weak and defenseless for their own gratification.

The marshal may ally himself with good or neutral individuals, even those of a chaotic bent. The marshal will avoid assisting anyone of evil alignment unless doing so will result in the defeat of a greater evil. The marshal should periodically seek atonement when he finds himself in such an alliance and he may not bargain with the original evil to grant a pardon unless the evil individual seeks redemption.

The marshal may only accept lawful good followers and cohorts.

Ex-Marshals

If a marshal willfully commits an evil act or falls away from the lawful good alignment loses all marshal class abilities save for weapon and armor proficiencies. He may not gain any additional class levels as a marshal or regain his abilities until he atones for his violations through the **Atonement** spell or fulfilling a **Geas-Quest** to prove his faith and commitment to his desire to uphold the law of good and right.

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