

Player Paraphernalia



PRESTIGIOUS
VARIANTS VOLUME II
D - H PRESTIGE CLASSES

#113



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PLAYER PARAPHERNALIA #113

BY THE KNOTTY-WORKS



Welcome to issue one hundred and thirteen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue continues the concept of the Variant Prestige Class as originally presented in Player Paraphernalia #110. Taking a page from Paizo's *Pathfinder Unchained*™ 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

Applying the concept of variant multiclassing to prestige classes, the same idea of replacing feats at specific levels with prestige class features allowing the character to fully progress in a single class while gaining additional benefits of the prestige 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*™. 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.

Dragon Disciple

For those that seek the enigmatic strength and raw power of the dragon, the path of the dragon disciple is true devotion incarnate. Focusing on a specific breed of dragon, the dragon disciple learns to harness the form of the function of his totem lord, becoming an avatar for the draconic ideal desired.

Alignment: Dragon disciples may be of any alignment, tending more to chaotic tendencies than to lawful ones. As with the various types of dragons, dragon disciples may be of good or evil alignment as represented by the chromatic and metallic species of dragons.

Requirements

Ability to spontaneously cast 1st level arcane spells, *Knowledge* (arcana) 3 ranks, and ability to speak and understand Draconic. Sorcerers that take this variant prestige class must have the draconic (or other dragon related) bloodline.

Variant Features

Dragon Association: When the dragon disciple variant multiclass is chosen, the character must choose a specific

dragon subtype (Black, Blue, Green, Red, White, Brass, Bronze, Copper, Gold, or Silver). If the character is a sorcerer, this choice must match his chosen draconic bloodline. Once this choice is made, it cannot be altered.

Draconic Skin (Ex): At 3rd level, the dragon disciple's skin becomes scaly and thicker, taking on a hue based on his associated dragon subtype. This benefit grants the dragon disciple a +1 **natural armor bonus**, stacking with any nonmagical **natural armor bonus** granted from any of the dragon disciple's existing racial abilities. The **natural armor bonus** increases by +1 at 7th level and every four levels thereafter.

Dragon Reaver (Ex): At 7th level, the dragon disciple may grow claws and a viscous bite attack as a **free action**. The dragon disciple is proficient with all draconic natural attacks granted by this feature and all three are treated as primary attacks. Claw attacks cause 1d4 points of damage plus the dragon disciple's Strength modifier (as the sorcerer draconic bloodline Claws power) and the bite causes 1d6 points of damage plus the 1.5 times dragon disciple's Strength modifier. The dragon disciple may use these natural attacks a total number of times per day equal to 3 + his Charisma modifier, though they need not be consecutive.

At 11th level, the claws cause 1d6 points of damage plus the dragon disciple's Strength modifier and at 15th level the dragon disciple's

bite causes 1d8 points of damage plus 1.5 times his Strength modifier.

If the dragon disciple is a sorcerer, he gains one additional round of use of his natural attacks per day, plus one additional round at 11th, 15th, and 19th level. Sorcerer dragon disciples also apply the same energy damage to their bite as granted to their claws.

Dragon Breath (Su): At 11th level, the dragon disciple may expel a breath weapon once per day, causing 1d6 points of energy damage and shape based on the dragon disciple's associated dragon subtype. The breath attack does grant a **Reflex** save with a DC equal to 10 + ½ the character's class level + his Charisma modifier. The dragon disciple gains one additional use per day at 15th level.

If the dragon disciple is a sorcerer, he gains one additional use of his breath weapon bloodline power at 11th level and 15th level.

Dragon Form (Sp): At 15th level, the dragon disciple may assume the form of a dragon based on his associated sub-type once per day as the *Form of the Dragon I* spell, using his class level as his effective caster level.

At 19th level, the dragon disciple may use this ability twice per day as the *Form of the Dragon II* spell.

Wings (Su): At 19th level, the dragon disciple may grow a set of leathery wings from his back as a **standard action**, granting him a fly speed of 60 ft. with average maneuverability. He may dismiss the wings as a **free action**.

If the dragon disciple is a sorcerer, his fly speed increases to 90 ft. with good maneuverability.

Dragon Disciple Breath Weapons

Dragon Type	Energy Type	Breath Shape
Black	Acid	60 ft. line
Blue	Electricity	60 ft. line
Green	Acid	30 ft. cone
Red	Fire	30 ft. cone
White	Cold	30 ft. cone
Brass	Fire	60 ft. line
Bronze	Electricity	60 ft. line
Copper	Acid	60 ft. line
Gold	Fire	30 ft. cone
Silver	Cold	30 ft. cone

Duelist

The art of war rests in the light hands of the duelist. While many focus on a heavy handed approach, the duelist finds a light but precise attack much more efficient and much more defensible. Some find their flamboyant and foppish attitude annoying, few can argue the results of those that take up the path of the duelist.

Alignment: Duelists can be any nonlawful alignment.

Requirements

Base attack bonus +3, **Acrobatics** 3 ranks, **Dodge** feat.

Variant Features

Precise Strike (Ex): At 3rd level, the duelist may add ½ his class level to any damage rolls when attacking with a single light or one-handed melee piercing weapon. If the opponent is immune to critical hits or precision damage, it is immune to this feature as well.

Parry (Ex): At 7th level, while making a full attack action with more than one eligible attack, the duelist may elect not to take the last attack. At any point before the beginning of her next turn, the duelist may attempt to parry a melee attack within her threat range against herself or an adjacent ally as an **immediate action**. The duelist makes an opposed roll against the attack being parried using her highest base attack bonus and other adjustments as if it was an attack. For each size category larger the attacker is than the duelist causes her to suffer a -4 penalty to the opposed attack roll. If the duelist's attack roll is greater than the attacker's to hit roll, the attack is parried regardless of whether or not it was successful.

The duelist must be wielding a light or one-handed melee piercing weapon and declare to parry an attack after it is announced but before the roll is made.

At 11th level or thereafter, the duelist may forgo up to two of her attacks (if she has at least three available attacks) to parry up to 2 attacks before her next turn. In this case, the parry is treated as a **free action**.

At 15th level, the duelist may take a single **attack of opportunity** against an opponent she successfully parries before the beginning of her next turn.

At 17th level or thereafter, the duelist may forgo up to three of her attacks (if she has at least four available attacks) to parry up to 3 attacks before her next turn.

Duelist's Luck (Ex): At 11th level, the duelist gains a +2 **luck bonus** to her initiative checks and **Reflex** saves. This bonus only applies while the duelist is wearing light armor or less, wielding a light or one-handed melee piercing weapon, and not **helpless**, **unconscious**, or dead.

This bonus increases to +4 at 19th level.

Duelist's Defense (Ex): At 15th level, the duelist gains an additional **dodge bonus** equal to ¼ her class level when wearing light armor or less and wielding a single light or one-handed melee piercing weapon while she is fighting defensively or taking the **total defense** stance. She loses this bonus if she is **helpless**, **unconscious**, **stunned**, or dead.

At 19th level, the duelist also gains the benefit of the **Deflect Arrows** feat while she is wielding a single light or one-handed melee piercing weapon.

Crippling Strike (Ex): At 19th level, the duelist may apply one of the following effects when successfully confirming a critical hit with a light or one-handed melee piercing weapon: 1d4 points of Strength or Dexterity damage, -4 penalty to all saving throws, -4 penalty to **AC**, 2d4 points of bleed damage, or reduce target's base speed by 10 ft. (minimum of 5 ft.) for all of its movement types. Ability damage may be healed normally, bleed damage continues until bound with a successful DC 15 **Heal** check or **healing** magic is applied, and all other effects last for one minute.

Eldritch Knight

While taking up the sword and donning steel is generally relegated to hardier souls, there are some arcane casters that seek to improve their chances of survival by sheathing themselves in armor and wielding implements of war to increase their chances of survival or seeking glory in they eyes of their compatriots.

Alignment

Eldritch knights may be of any alignment, but the discipline necessary to maintain

rigorous studies of arcane and martial skills tends to attract those of lawful alignment.

Requirements

Cast 2nd level arcane spells and proficiency with at least one martial one-handed or two handed melee weapon.

Variant Features

Armor Training (Ex): At 3rd level, The eldritch knight gains proficiency with light armor and suffers no chance of arcane spell failure when casting arcane spells with a somatic component.

At 11th level, the eldritch knight gains proficiency with medium armor. Any chance of arcane spell failure while casting arcane spells with a somatic component is reduced by 5% for every four class levels of the eldritch knight (minimum of 0%).

At 19th level, the eldritch knight gains proficiency with heavy armor. Any chance of arcane spell failure is reduced by the same percentage as listed for medium armor above.

Martial Training (Ex): At 7th level, the eldritch knight may choose a combat feat as a bonus feat. The eldritch knight must meet any prerequisites for the feat. The eldritch knight is treated as a fighter for meeting feat prerequisites beginning at 7th level, using his class level as his effective fighter level.

Armored Caster (Ex): Beginning at 11th level, the eldritch knight gains a *circumstance bonus* equal to his *armor bonus* to any concentration checks made to cast a spell or use a *spell-like ability* (does not include any enhancement bonuses to the armor), including casting on the defensive or while *grappled*. This bonus does stack with the bonus granted from the *Combat Casting* feat.

If the eldritch chooses to cast a spell and provoke *attacks of opportunity*, any concentration checks initiated from suffering damage reduce the DC by his *armor bonus* (including any enhancement bonuses to the armor).

Armor Resistance (Su): At 15th level, the eldritch knight gains *spell resistance* equal to his class level plus his *armor bonus* (including any enhancement bonuses) while wearing armor and not *helpless*, *unconscious*, or dead. The eldritch knight may suppress this effect as a *free action* as needed.

Spell Critical (Ex): At 19th level, when the eldritch confirms a critical hit, he may cast a spell as a *swift action* that has a casting time of a *standard action* or less. Casting of this spell does not provoke *attacks of opportunity*, but casting requirements including material components and normal chances of arcane spell failure apply if a somatic component is required.

Holy Vindicator

Devotion takes many forms, and sometimes a more militant response is called for by the faithful. The holy vindicator is that line in the sand, putting his faith and fierceness to the test in the name of his deity or ideal. Whether it is dealing with those that oppose his religious beliefs or protecting the faithful, the holy vindicator uses his abilities and god-given strengths to uphold the sacred or profane virtues of his ordained right.

Alignment

The holy vindicator may be of any alignment.

Requirements

Channel Energy class feature, *Knowledge (religion)* 3 ranks, *Alignment Channel* or *Elemental Channel* feat, able to cast 1st level divine spells, and shield proficiency.

Variant Features

Vindicator's Shield (Su): At 3rd level, the holy vindicator may channel his energy into his shield as a *standard action*. This grants the shield a sacred (or profane if channeling negative energy) bonus equal to the dice of the channel energy. This bonus lasts until the holy vindicator is struck in combat or 24 hours (whichever comes first). If the vindicator

drops the shield or gives it to another, the bonus is immediately lost.

The shield may only maintain a single channeled charge at a time, multiple uses of this ability while the shield has the sacred (or profane) bonus has no effect.

Stigmata (Su): At 7th level, the holy vindicator may start or stop the flow of blood as a mark of holy (or unholy) devotion as a **standard action**. While the blood is flowing, the holy vindicator suffers bleed damage each round equal to ½ his class level, but gains a sacred (or profane if he channels negative energy) bonus equal to ½ his class level to either his attack rolls, damage rolls, saving throws, **armor class**, or caster level checks.

Once the choice is made, it cannot be changed unless the holy vindicator stops the flow of blood and starts it again. The holy vindicator may also cast either the bleed or stabilize orisons at will as a **standard action** while the blood is flowing.

At 11th level, the holy vindicator may start or stop the flow of blood as a **move action**. And at 19th level, the holy vindicator may start or stop the flow of blood as a **swift action**.

Bloodfire (Ex): At 11th level, the holy vindicator gains **Channel Smite** as a bonus feat. In addition, while the holy vindicator's stigmata is flowing, his blood infuses his weapon, increasing damage caused by the **Channel Smite** feat by 1d6 points. The target also becomes **sickened** and takes 1d6 bleed damage each round on its turn if it fails the saving throw. Those affected are allowed a new saving throw at the beginning of its turn to end the **sickened** and bleed effects.

Note: The **sickened** and bleed effects will overcome undead immunities for corporeal undead creatures.

Versatile Channel (Su): At 15th level, the holy vindicator may choose to channel energy to affect a 30 ft. cone or a 120 ft. line rather than the normal 30 ft. radius burst.

Divine Sacrifice (Sp): At 19th level, the holy vindicator may perform either of the following by sacrificing a spell or available spell slot. If the holy vindicator's weapon

has a x3 critical multiplier, any associated saving throws gains a +2 bonus to the holy vindicator's DC. And if the weapon has a x4 critical multiplier, the DC bonus increases to +4.

Judgment: If the holy vindicator reduces a creature to negative hit points, he may sacrifice a 2nd level spell or spell slot to cast **Death Knell** on the target as an **immediate action**. The holy vindicator uses his class level as the effective caster level, and as an act of divine judgment, the use of this effect is not treated as an evil act.

Retribution: If the holy vindicator confirms a critical hit, he may sacrifice a 3rd level spell or spell slot to cast **Bestow Curse** upon the target as an **immediate action**. The vindicator may also invoke this effect when critically hit against the attacker, even if the attack incapacitates or kills the holy vindicator.

Horizon Walker

Taking the road less traveled, there are some that prefer the unknown in the midst of unreachable to the comfort and safety of home. While rangers are the most prominent of the horizon walkers, anyone that likes to explore beyond the reach of the known may find the benefits of the horizon walker beneficial. The horizon walker learns every facet of his environment, absorbing its nature into his very soul and expanding upon it to even more fantastic places of reality.

Alignment

The horizon walker may be of any alignment.

Requirements

Knowledge (geography) 3 ranks and the **Endurance** feat.

Variant Features

Favored Terrain (Ex): The horizon walker may choose a favored terrain at 3rd level, from the list of terrains available to the ranger. While in his chosen terrain, the horizon walker gains a +2 bonus to initiative checks, **Knowledge**



(geography) checks, **Perception** and **Stealth** checks, and **Survival** skill rolls.

While traveling in his favored terrain, the horizon walker may choose to leave no trail and cannot be tracked while doing so.

The horizon walker may choose another terrain as a favored terrain at 7th level and every four levels thereafter. The horizon walker also adds an additional +2 bonus to a previous favored terrain, including the one just chosen each time a new terrain is chosen.

Rangers that take the horizon walker variant prestige class may choose to increase the bonus for favored terrains chosen for his ranger class ability. Abilities that only function in favored terrains may be applied to any favored terrain chosen from the horizon walker variant prestige class.

Terrain Mastery (Ex): At 7th level, the horizon walker selects one chosen favored terrain in which he gains complete mastery. While within this terrain, the horizon

master may spend a **move action** to grant his favored terrain bonus to **Climb**, **Perception**, **Stealth**, and **Survival** skill checks made by allies within 30 ft. that can see and hear the horizon walker for a total number of rounds equal to his Wisdom modifier (minimum of 1). Bonuses granted allies do not stack when granted by more than one character, only the highest bonus is used.

The horizon walker gains additional benefits based on the favored terrain listed in the table below. The horizon walker may choose an additional favored terrain to gain mastery at 11th, 15th, and 19th level.

Terrain Dominance (Ex): At 11th level, the horizon walker gains total dominance over one terrain that he has chosen for terrain mastery. The horizon walker treats any creatures native to that terrain as a favored enemy (as the ranger class ability), gaining a +2 bonus on weapon attack and damage rolls as well as **Bluff**, **Knowledge**, **Perception**, **Sense Motive**, and **Survival** checks

against those creatures. The horizon walker may make **Knowledge** checks untrained for creatures native to terrain selected for this feature.

If the creature is already a favored enemy from any other class feature's possessed by the horizon walker, the bonuses do not stack, use the highest bonus granted for the favored enemy bonus.

The horizon walker may choose another terrain for this ability at 19th level as long as he as terrain mastery for that terrain.

Terrain Domination (Su): At 15th level, the horizon walker gains additional benefits for the terrain chosen for terrain dominance as

listed on the table below. The horizon walker also gains the benefits listed for the terrain chosen for terrain dominance at 19th level as well.

Master of All Lands (Su): At 19th level, the horizon walker treats all terrains as favored terrains, and those that already have bonuses gain an additional +2 bonus. The horizon walker automatically succeeds any saving throws or skill or ability checks versus weather related conditions, and allies within 60 ft. gain a +2 bonus to their checks or saving throws as well (if the horizon walker has terrain mastery or dominance in the terrain, the bonus increases to +4).

Terrain Mastery and Domination Benefits

Feature Benefit

Astral Plane

- | | |
|------------|---|
| Mastery | Horizon walker's fly speed increases +30 ft. on planes with no or subjective gravity. |
| Domination | Horizon walker gains a +1 competence bonus on attack and damage rolls versus outsiders. The horizon walker gains <i>Dimension Door</i> as a spell-like ability 3 + his Wisdom modifier times per day using his class level as his effective caster level. |

Cold

- | | |
|------------|---|
| Mastery | Horizon walker gains cold resistance 10. |
| Domination | Horizon walker's cold resistance increases to 20 and he gains a +1 competence bonus on all attack and damage rolls versus creatures of the cold subtype. |

Desert

- | | |
|------------|--|
| Mastery | Horizon walker is immune to exhaustion. Anything that would cause the horizon walker to gain the exhausted condition makes him fatigued instead. |
| Domination | Horizon walker gains fire resistance 10 and is immune to the effects of the fatigue condition. |

Terrain Mastery and Domination Benefits

Feature Benefit

Ethereal Plane

- | | |
|------------|--|
| Mastery | Horizon walker ignores the normal miss chances for concealment caused by fog or mist and total concealment is treated as concealment instead. |
| Domination | Horizon walker gains <i>Ethereal Jaunt</i> as a spell-like ability once per day using his class level as the effective caster level. |

Forest

- | | |
|------------|--|
| Mastery | Horizon walker gains a +4 competence bonus on stealth checks. |
| Domination | Horizon walker gains <i>Hallucinatory Terrain</i> as a spell-like ability 3 + his Wisdom modifier times per day using his class level as his effective caster level, but only to create illusory forests. |

Jungle

- | | |
|------------|--|
| Mastery | Horizon walker gains +4 competence bonus on <i>Escape Artist</i> checks and a +4 bonus to his CMD versus the grapple maneuver. |
| Domination | Horizon walker may cast <i>Charm Monster</i> as a spell-like ability 3 + his Wisdom modifier times per day using his class level as his effective caster level, but only affects animals, magical beasts, and creatures native to the jungle terrain. |

Terrain Mastery and Domination Benefits

Feature Benefit

Mountain

- Mastery** Horizon walker gains a +4 **competence bonus** on **Climb** checks and is not denied his **Dexterity** modifier to his **AC** while climbing.
- Domination** Horizon walker gains **DR 2/**adamantine.

Plains

- Mastery** Horizon walker ignores movement penalties while wearing medium armor or carrying a medium load.
- Domination** Horizon walker's base speed increases by +10 ft.

Plane of Air

- Mastery** Horizon walker gains +4 **competence bonus** on **Fly** checks and a +1 **competence bonus** on attack and damage rolls versus flying creatures. If the horizon walker cannot breathe air, he gains that ability as well.
- Domination** Horizon walker gains *Fly* as a **spell-like ability** 3 + his **Wisdom** modifier times per day using his class level as his effective caster level.

Plane of Earth

- Mastery** Horizon Walker gains **DR 1/**adamantine.
- Domination** Horizon Walker gains tremorsense with a range of 30 ft.

Plane of Fire

- Mastery** Horizon Walker gains fire resistance 10.
- Domination** Horizon walker gains fire resistance 20 and a +1 **competence** check on all attack and damage rolls versus creatures of the fire subtype.

Plane of Water

- Mastery** Horizon walker gains +4 **competence bonus** on **Swim** checks and a +1 **competence bonus** on all attack and damage rolls versus swimming creatures. If the horizon walker cannot breathe water, he gains that ability as well.

Terrain Mastery and Domination Benefits

Feature Benefit

- Domination** Horizon walker's movement and actions are not hampered while underwater, allowing him to speak, attack, and cast spells normally (as if using *Freedom of Movement*).

Plane, Aligned

- Mastery** Horizon Walker may choose to have an aura of the same type as a plane that has the alignment trait as an **immediate action**. This effect lasts until dismissed (as a **free action**).
- Domination** Horizon walker's attacks are treated as aligned to bypass **DR** of the opposed alignment of the plane of dominance. Only one aspect of the alignment may be chosen when this feature is gained.

Swamp

- Mastery** Horizon walker gains a +4 **competence bonus** on **Perception** checks.
- Domination** Horizon walker gains tremorsense with a 30 ft. range.

Underground

- Mastery** Horizon walker gains **Blind-Fight** as a bonus feat.
- Domination** Horizon walker gains **darkvision** 60 ft. If the horizon walker already has **darkvision**, it is extended by 60 ft.

Urban

- Mastery** Horizon walker gains a +4 **competence bonus** on **Diplomacy** checks.
- Domination** Horizon walker may cast *Charm Person* as a **spell-like ability** 3 + his **Wisdom** modifier times per day using his class level as his effective caster level

Water

- Mastery** Horizon walker gains a +4 **competence bonus** on **Swim** checks and a +1 **competence bonus** on all attack and damage rolls against swimming creatures.
- Domination** Horizon walker gains a swim speed of 20 ft. If he already has a swim speed, it increases by 20 ft.

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