

# PLAYER Paraphernalia



ALTERNATE ARCHETYPES  
THUNDERSTRIKER

#27

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# PLAYER PARAPHERNALIA #27

By the Knotty-Works

Welcome to the twenty-seventh issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces four new archetypes built upon the idea of taking an existing archetype from one class and applying it to another. This issue introduces the Bulwork Brawler, Eldritch Ward, Hooligan, and the Nature Warden; archetypes for the barbarian, magus, rogue, and the ranger (respectively) that are built upon the abilities of the fighter's [Thunderstriker](#) archetype.

## The Bulwork Brawler (Barbarian)

The bulwork brawler combines the sheer power of a primal attack with a surprising defensive finesse. The Bulwork Brawler trains in methods of quickly switching between a fearsome attack and a surprising defense. Where most of his brethren sneer at the perceived insignificance of the buckler, the bulwork brawler quickly turns such an overlooked item into an effective tool of war.

### Class Abilities

**Buckler Training (Ex):** At 3<sup>rd</sup> level the bulwork brawler takes no penalty on attack rolls when using a weapon with two hands while wearing a buckler. The ability replaces [Trap Sense](#) +1.

**Buckler Basher (Ex):** At 6<sup>th</sup> level the bulwork brawler may bash with the buckler, treating it as a light shield. This ability replaces [Trap Sense](#) +2.

**Improved Buckler Basher (Ex):** At 9<sup>th</sup> level the bulwork brawler may apply any magical enhancement bonuses from the buckler to hit and damage while bashing with the buckler. This ability replaces [Trap Sense](#) +3.

**Advanced Buckler Basher (Ex):** At 12<sup>th</sup> level the bulwork brawler suffers only half the normal penalties for two weapon fighting when

using a buckler as his off-handed weapon. This ability replaces [Trap Sense](#) +4.

**Bulwork Bonus (Ex):** At 15<sup>th</sup> level the bulwork brawler retains the shield bonus from the buckler even after attacking with an off-handed weapon or wielding a weapon with two hands. The bulwork brawler may apply any benefits from shield feats as well, but any magical enhancement bonuses are lost until the beginning of his next turn. This ability replaces [Trap Sense](#) +5.

**Ultimate Bulwork Brawling (Ex):** At 18<sup>th</sup> level the bulwork brawler suffers no two-weapon fighting penalties when using his buckler as his off-hand weapon. In addition, he no longer forfeits any shield bonuses from the buckler when wielding a weapon with two hands. This ability replaces [Trap Sense](#) +6.

## The Eldritch Ward (Magus)

Where most practitioners of arcane arts find the encumbrance of any type of shield not worth the protection they offer, the eldritch ward studies and perfects the use of the buckler with his own spell casting prowess. As such, the eldritch ward not only learns how to effectively cast spells even while burdened by the buckler, over time he learns to channel his eldritch energies through it a surprising and effective attack.

### Class Abilities

**Weapon and Armor Proficiency:** The eldritch ward gains proficiency with the buckler. If he casts a spell while using the buckler, he may choose to either maintain the shield but suffer the 5% chance of arcane spell failure or loses the AC bonus until the beginning of his next turn. With either option, the eldritch ward may use the buckler strapped arm for purposes of his spell combat ability, and suffers the -1 penalty on attack rolls if required as part of the spell being cast.

## Eldritch Ward Arcana

The Eldritch Ward gains access to the following arcana from the list of magus arcana available. These arcana are not available to magi that are not eldritch wards.

*Buckler Reliance (Ex):* The magus suffers no penalty to attacks from the buckler while wielding a two handed weapon for both normal attacks and using the [Spellstrike](#) ability in concert with the eldritch ward's spell combat ability (though the spell combat -2 penalty still applies).

The eldritch ward may expend a single point from his [arcane pool](#) as a swift action to grant a +1 enhancement to his shield AC with the buckler which lasts for one minute. The buckler gains an additional +1 enhancement bonus for every four levels beyond 3<sup>rd</sup> level to a maximum of +5 at 19<sup>th</sup> level. This bonus stacks with other enhancements on the buckler though the maximum bonus is +5.

Beginning at 5<sup>th</sup> level, the eldritch ward may use this magus arcana ability to gain one of the following properties to the buckler at the cost of the normal bonus cost for the special ability: [animated](#), [arrow deflection](#), [bashing](#), [blinding](#), [fortification](#) (light), [fortification](#) (medium), [ghost touch](#), or [mirrored](#). The eldritch ward simply pays for the bonus cost from the enhancement bonus granted by this magic arcana ability. If the buckler already possessed the special ability chosen by the eldritch ward, it has no further effect (the special abilities do not stack). Once a special ability is chosen when spending the arcane point, it cannot be changed unless another arcane point is spent (rebuilding the enhancement bonus for the buckler).

*Buckler Strike (Ex):* The eldritch ward may use the buckler to make a shield bash as if it was a light shield including the ability to use his [Spellstrike](#) ability through the buckler. At 11<sup>th</sup> level, the eldritch ward may also use the buckler enhancement bonus for both his to hit and damage bonuses when attacking with the buckler in this fashion.

The eldritch ward must have the [Buckler Reliance](#) magic arcana before he may take this magus arcana.

*Advanced Buckler Combat (Ex):* The eldritch ward only suffers half the penalties when using the buckler as an off handed weapon with regards to normal two weapon fighting rules. In regards to spell combat, the eldritch ward only suffers a -1 penalty to both his

weapon attack and any attack rolls required for casting the spell.

At 17<sup>th</sup> level, the eldritch ward also retains a partial +1 shield bonus from his buckler at the beginning of his next turn if he used his buckler arm to attack or cast a spell. Enhancement and other bonuses from the buckler are lost until the beginning of his next turn, but any feats he may have that requires the use of a shield may be used normally.

The eldritch ward must be at least 12<sup>th</sup> level and have the [Buckler Strike](#) magus arcana before he may take this magus arcana.

*Supreme Buckler Combat (Ex):* The eldritch ward suffers no penalties when using the buckler as an off handed weapon with regards to normal two weapon fighting rules. In regards to spell combat, the eldritch ward suffers no penalty to both his weapon attack and any attack rolls required for casting the spell.

At 19<sup>th</sup> level the eldritch ward does not forfeit the shield bonus from his buckler when fighting with a two handed weapon or casting a spell with his off hand.

The eldritch ward must be at least 18<sup>th</sup> level and have the [Advanced Buckler Combat](#) magus arcana before he may take this magus arcana.

## The Hooligan (Rogue)

Growing up in the streets of in the poorest and most destitute urban barrows quickly taught the hooligan the benefits of finding a means to defend himself without drawing attention to himself. Although most see him as nothing more than a street ruffian, the hooligan learns all types of illicit skills while honing his own defensive and offensive capabilities.

### Class Abilities

**Weapon and Armor Proficiency:** The hooligan is proficient all simple weapons, cutlass, greatclub, hand axe, light shield, longsword, sap, and short sword. The hooligan is proficient with light armor and bucklers.

**Buckler Training (Ex):** At 3<sup>rd</sup> level the hooligan takes no penalty on attack rolls when using a wielding a weapon with two hands while wearing a buckler. The ability replaces [Trap Sense](#) +1.

**Street Fighter (Ex):** At 6<sup>th</sup> level the hooligan may bash with the buckler, treating it as a light shield. This ability replaces [Trap Sense](#) +2.

**Improved Street Fighting (Ex):** At 9<sup>th</sup> level the hooligan may apply any magical enhancement bonuses from the buckler to hit and damage while bashing with the buckler. This ability replaces [Trap Sense](#) +3.

**Advanced Street Fighting (Ex):** At 12<sup>th</sup> level the hooligan suffers only half the normal penalties for two weapon fighting when using a buckler as his off-handed weapon. This ability replaces [Trap Sense](#) +4.

**Buckler Mastery (Ex):** At 15<sup>th</sup> level the hooligan retains the shield bonus from the buckler even after attacking with an off-handed weapon or wielding a weapon with two hands. The hooligan may apply any benefits from shield feats as well, but any magical enhancement bonuses are lost until the beginning of his next turn. This ability replaces [Trap Sense](#) +5.

**Street Master (Ex):** At 18<sup>th</sup> level the hooligan suffers no two-weapon fighting penalties when using his buckler as his off-hand weapon. In addition, he no longer forfeits any shield bonuses from the buckler when wielding a weapon with two hands. This ability replaces [Trap Sense](#) +6.

## The Nature Warden (Ranger)

While most take up sword or bow, the nature warden finds finesse and expertise with the buckler. This grants the nature warden more options in the types of weapons he may choose from while at the same time learning defensive techniques until to those that take up the role of protectors of nature.

### Class Abilities

**Buckler Combat Style:** Where most ranger combat styles rely on granting access to a specific set of feats over time, the nature warden instead learns specific abilities that do not fall under any current feats. As a result, individual class abilities are listed below and effectively replace the combat style feats the ranger normally selects.

**Buckler Training (Ex):** At 2<sup>nd</sup> level the nature warden takes no penalty on attack rolls when using a weapon with two hands while wearing a buckler. The ability replaces the [Combat Style Feat](#) gained at 2<sup>nd</sup> level.

**Buckler Basher (Ex):** At 6<sup>th</sup> level the nature warden may bash with the buckler, treating it as a light shield. This ability replaces the [Combat Style Feat](#) gained at 6<sup>th</sup> level.

**Improved Buckler Basher (Ex):** At 10<sup>th</sup> level the nature warden may apply any magical enhancement bonuses from the buckler to hit and damage while bashing with the buckler. This ability replaces the [Combat Style Feat](#) gained at 10<sup>th</sup> level.

**Advanced Buckler Basher (Ex):** At 11<sup>th</sup> level the nature warden suffers only half the normal penalties for two weapon fighting when using a buckler as his off-handed weapon. This ability replaces [Quarry](#).

**Warden's Touch (Ex):** At 14<sup>th</sup> level the nature warden retains the shield bonus from the buckler even after attacking with an off-handed weapon or wielding a weapon with two hands. The nature warden may apply any benefits from shield feats as well, but any magical enhancement bonuses are lost until the beginning of his next turn. This ability replaces the [Combat Style Feat](#) gained at 14<sup>th</sup> level.

**Ultimate Buckler Bashing (Ex):** At 18<sup>th</sup> level the nature warden suffers no two-weapon fighting penalties when using his buckler as his off-hand weapon. This ability replaces the [Combat Style Feat](#) gained at 18<sup>th</sup> level.

**Ultimate Buckler Defense (Ex):** At 19<sup>th</sup> level, the nature warden no longer forfeits any shield bonuses from the buckler when wielding a weapon with two hands. This ability replaces [Improved Quarry](#).

## Alternate Combat Feats

These feats emulate the abilities granted by the Thunderstriker archetype. These may be used to grant other classes the ability to gain some of the advantages of using bucklers while wielding weapons. If these feats are incorporated, they do not stack or have any additional effect for those archetype classes that offer the same or similar effect.

### Buckler Bash

You have learned to use your buckler as an effective means of bashing your enemy.

**Prerequisites:** [Improved Buckler Handler](#), Base Attack +8

**Benefits:** You may bash with the buckler, treating it as a light shield for the attack. You still suffer any penalties normally associated with attacking with a light weapon in your off hand, but you do not suffer the normal -1 penalty

to attack with your off-hand while wearing a buckler. You lose the buckler's shield bonus to your AC until the beginning of your next turn once you use it for an attack.

**Normal:** You cannot use the buckler to make an attack.

## Buckler Handler

You have learned to wield a weapon with both hands even while encumbered by a buckler.

**Prerequisites:** Proficient with Buckler, Base Attack +2

**Benefits:** When wielding a weapon with two hands while wearing a buckler, you ignore the -1 penalty from the buckler. You still lose the buckler's shield bonus to your AC until the beginning of your next turn once you make an attack.

**Normal:** You suffer a -1 penalty to hit while wearing a buckler and attacking with both hands on one weapon or wielding a second weapon in your off hand.

## Greater Buckler Bash

You have learned to harness the full power of your buckler when smashing it against opponents.

**Prerequisites:** [Buckler Bash](#), Base Attack +10

**Benefits:** You may apply the buckler's magical enhancement bonus to any attack and damage rolls while using the buckler to bash an opponent. You still lose the shield bonus to your AC once you attack with the buckler until the beginning of your next turn.

## Greater Buckler Handler

You have learned to keep a defensive posture even while making an attack that normally negates the advantage of the buckler.

**Prerequisites:** [Improved Buckler Handler](#), Base Attack +12

**Benefits:** You manage to retain a +1 shield bonus to your AC for the buckler even after you make an attack that causes you to normally lose the bonus granted by the buckler. Any magical enhancement bonuses are lost until the beginning of your next turn, but any other feats that require a shield may still be used as defined.

## Improved Buckler Handler

You have learned to effectively ignore the effects of the buckler while wielding a weapon in your off hand.

**Prerequisites:** [Buckler Handler](#), Base Attack +6

**Benefits:** When attacking with two weapons and the off-handed weapon is not the buckler, you ignore the penalty normally applied to attacks while wearing a buckler. Once you attack you lose the buckler's shield bonus to your AC until the beginning of your next turn.

**Normal:** You suffer a -1 penalty to hit while wearing a buckler and attacking with both hands on one weapon or wielding a second weapon in your off hand.

## Alternate Bucklers

**Hand Shield:** This buckler does not have any straps but a single hand hold directly centered on the back side of the buckler. These bucklers are generally no more than 12 to 15 inches in diameter and users must be trained specifically with these shields to have any sort of proficiency with them as a defensive device (similar to a tower shield).

The Hand shield only grants a +1 shield bonus to the wielder's AC against melee attacks, the shield has no effect versus ranged attacks. It has the same cost, armor check penalty, and arcane spell failure chance as a normal buckler but it only weighs two to three lbs. Unlike a normal buckler, the hand shield cannot be wielded with another weapon in the same hand.

It is considered a light martial weapon and may be used to punch opponents causing damage equal to a gauntlet causing lethal damage and is considered an unarmed attack. The hand shield cannot be disarmed but it can be sundered. It has a hardness of 10 and 5 hit points. The hand shield cannot be used to bash opponents, even with a feat or class ability that normally grants the user the ability to do so.

**Spiked Buckler:** Bucklers that are mounted with a spike may be used to cause piercing damage equal to a gauntlet and it treated as an unarmed attack unless the wielder has a feat or class ability to effectively bash with the buckler, in which case it causes damage as a spiked light shield.

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