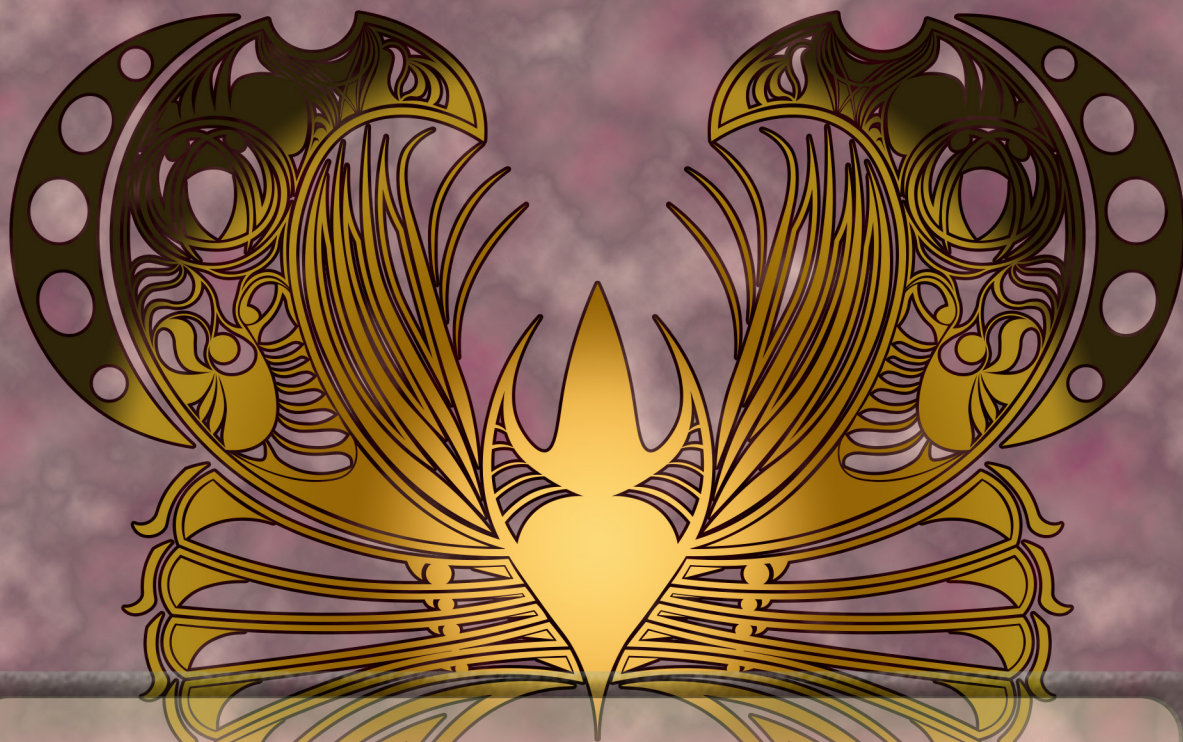


PLAYER Paraphernalia



THE HIGHWAYMAN
(HYBRID CLASS)

#36



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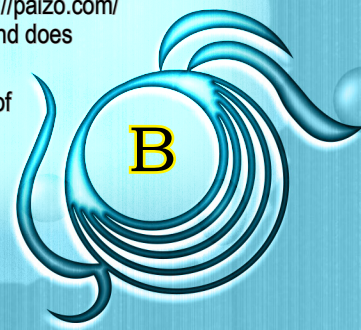
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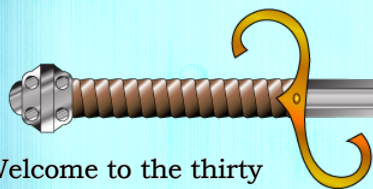
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PLAYER PARAPHERNALIA #36

By the Knotty-Works



Welcome to the thirty sixth 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 the Highwayman, a hybrid class that combines roguishness with honor while astride a mount, i.e. cavalier and rogue. Focusing on gentlemanly robbery with a fast get away, the highwayman follows a code of ethics that founded the Order of the Road which is also detailed.

The Highwayman

For some the lure of easy money on unsuspecting travelers has become more than just simple banditry. These individuals believe that taking advantage of others is not without honor if done with respect and dignity, after all why should someone who is about to have a bad day suffer any further trauma or indignity?

The highwayman is no fool however, and understands the necessity of being very mobile and being able to flee quickly once the deed is done. As a result, these individuals focus just as much on their ability to work with mounted animals just as much as their skill to wield a weapon or goading others into giving away their personal possessions.

Role: The highwayman combines the honor and mounted battle finesse of the cavalier with the less than honorable skills of banditry and theft. While astride their mount the highwayman's skill is legendary and their ability to face powerful foes while so equipped makes them invaluable while traveling abroad. Even when not mounted the martial skills allow them to hold their own in minor skirmishes though easily outclassed by other trained combatants.

Highwaymen are generally direct with their roguish skills, preferring confrontation and dignified intimidation over skulking and sneaking around by less reputable thieves. As such, they may pick up some skills in stealth and prestidigitation, but generally do not focus on such activities and are not nearly as skilled as others whose sole focus is being underhanded and cloaked in secrecy.

Parent Classes: Cavalier and Rogue

Alignment: The highwayman may be of any alignment. Most range from neutral to evil though a good highwayman is not unheard, especially in areas ruled by despots or evil warlords. Although most of their activities are illegal, highwaymen may be lawful if sanctioned by a higher power or purpose, strictly adhere to their own code of ethics or that of their order, and perform their activities in a structured and methodical process.

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) and an outfit worth 10 gp or less

Class Skills: Appraise, Bluff, Craft, Diplomacy, Handle Animal, Intimidate, Knowledge (local), Perception, Profession, Ride, and Sense Motive
Skill Ranks per Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The highwayman is proficient with simple and martial weapons and the hand crossbow. He is proficient with light and medium armor, but not with any type of shield.

Skills of Interest (Ex): Due to his extended exposure to the more unsavory elements of society, the highwayman gains a +1 bonus to any of the following skills in which he has at least one rank; Acrobatics, Climb, Disguise, Escape Artist, Knowledge (nobility), Sleight of Hand, Stealth, and Swim. These skills are not considered class skills and do not qualify if required as a class skill requirement for any additional benefits or abilities.

Choose your Mark (Ex): Once per day, the highwayman may select one individual as his target of opportunity as a **swift action** beginning at 1st level. This highwayman must have line of sight to select his target, and once selected it cannot be changed during the encounter or until the target is dead or unconscious (in which case if the highwayman has more than one daily use, he may select another target).

Highwayman Progression Table

Saving Throws

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Choose Your Mark (1d6, 1/day), Skills of Interest, Mount, Order
2	+2	+3	+3	+0	Order Ability, Sixth Sense +1, Travelling Boon
3	+3	+3	+3	+1	Evasion
4	+4	+4	+4	+1	Choose Your Mark (2d6, 2/day)
5	+5	+4	+4	+1	Sixth Sense +2
6	+6/+1	+5	+5	+2	Travelling Boon
7	+7/+2	+5	+5	+2	Choose Your Mark (3d6, 3/day)
8	+8/+3	+6	+6	+2	Sixth Sense +3, Order Ability
9	+9/+4	+6	+6	+3	Improved Evasion
10	+10/+5	+7	+7	+3	Choose Your Mark (4d6, 4/day), Travelling Boon
11	+11/+6/+1	+7	+7	+3	Sixth Sense +4
12	+12/+7/+2	+8	+8	+4	Mounted Mastery
13	+13/+8/+3	+8	+8	+4	Choose Your Mark (5d6, 5/day)
14	+14/+9/+4	+9	+9	+4	Sixth Sense +5, Travelling Boon
15	+15/+10/+5	+9	+9	+5	Order Ability, Mounted Mastery
16	+16/+11/+6/+1	+10	+10	+5	Choose Your Mark (6d6, 6/day)
17	+17/+12/+7/+2	+10	+10	+5	Sixth Sense +6
18	+18/+13/+8/+3	+11	+11	+6	Travelling Boon, Mounted Mastery
19	+19/+14/+9/+4	+11	+11	+6	Choose Your Mark (7d6, 7/day)
20	+20/+15/+10/+5	+12	+12	+6	Knight of the Road

Once made, any successful attacks made against the chosen target cause an additional 1d6 points of damage. In addition, the highwayman gains a **circumstance bonus** to any sense motive checks involving the target equal to $\frac{1}{2}$ the highwayman's class level (minimum of 1). This ability requires much of the highwayman's concentration however, and he suffers a penalty also equal to $\frac{1}{2}$ his class level to any perception and sense motive checks involving anyone else.

The highwayman gains an additional use of this ability as well as an additional 1d6 in damage for every three levels beyond 1st with a maximum of 7 times per day for 7d6 points of additional damage. The damage is considered precision based (equivalent to the rogue's sneak attack damage), and anyone or anything immune to precision damage will not suffer the additional damage from this class ability.

Mount (Ex): The highwayman has an eye and sense for a beast that will provide not just an effective means of conveyance, but will prove loyal and complicit companion for their travels and encounters on the road. The mount functions as the druid's animal companion, using the highwayman's class level as his effective druid

level. A medium sized highwayman may select a camel or horse while a small highwayman may choose from a pony or dog. The GM may approve other animals as suitable mounts as well.

The mount is considered to be combat trained and the Light Armor Proficiency as a bonus feat. The highwayman suffers no armor check penalty to his Ride checks while astride his mount.

If the highwayman's mount should be killed or permanently removed from the highwayman, he may find another mount after a week's time, though the new mount will have none of the special abilities normally associated with an animal companion until the highwayman gains a new level.

Order (Ex): The highwayman considers his profession an elevated form of banditry, where honor and ethics are key to differentiate himself from the rabble of rogues that indiscriminately rob and murder hapless victims. To further that perceived difference, highwaymen must pledge themselves to a fraternal order of like-minded individuals. The function of these orders are identical to the same orders

followed by cavaliers and samurai, though the code of ethics may be a little more loose in their interpretation.

The order grants the highwayman specific benefits to his Choose the Mark ability, possible additional class skills, and other order abilities gained at higher levels. The highwayman's Choose the Mark ability is treated as the cavalier's Challenge in regards to any bonuses granted by the order's Challenge modifier. If the skills granted as class skills are already on the highwayman's class skill list, he gains an additional +1 bonus to any skill checks made with those skills. He also gains any additional bonuses as given in the Skills description. The highwayman also gains the order abilities listed for 2nd, 8th, and 15th levels.

As with other classes that pledge themselves to an order, the highwayman must follow the edicts of the order or lose the benefits from his order's challenge and other order abilities for 24 hours. The GM has full rights to adjudicate whether or not the highwayman has violated the code of ethics.

The default order chosen by most highwaymen is the Order of the Road (see [New Orders](#) below). However, the highwayman may choose another order that does not frown upon his activities. Other possible orders include: Order of the Cockatrice, Order of the Dragon, or Order of the Shield. Other Orders may be viable with GM approval.

Sixth Sense (Ex): The unsavory business of highway robbery can be tricky at times and over time the highwayman gains a sixth sense when sizing up a possible target before he decides to confront them. Beginning at 2nd level, the highwayman gains a +1 bonus to Perception and Sense Motive checks. This bonus increases by +1 every three levels with a maximum of +6 at 17th level.

Traveling Boon: Over time, the highwayman learns new and innovative ways to relieve others of their property while traveling. Traveling boons are custom skills and abilities that the highwayman may choose beginning at 2nd level, gaining an additional boon every four levels thereafter. Unless otherwise specified within the boon's description, no boon may be taken more than once.

Ambush Master (Ex): The highwayman gains a circumstance bonus equal to ½ his class level

when using Stealth in a natural environment where cover is present (such as trees, hedges, etc.). If the highwayman has time to prepare the area beforehand, he may apply this bonus to his ally's Stealth skill as well including his mount. If more than one highwayman is present with this boon, the highest level wins out, the bonuses do not stack.

Caravan Infiltrator (Ex): The highwayman gains a bonus equal to ½ his class level to any Bluff and Disguise checks required to infiltrate a caravan or traveling party. This bonus may also be applied when attempting to convince someone that the highwayman is something he is not. He may not use this boon to disguise himself as a particular person, but only as a role that may be less out of place for the area he is trying to infiltrate.

Commandeer Mount (Ex): The highwayman may attempt to command the mount of an opponent by making a Diplomacy check, adding ½ his class level to the roll. This functions similarly to the druid's Wild Empathy class ability, treating normal mounts as indifferent, magical or specially trained mounts as unfriendly, and animal companions as hostile.

The highwayman may use this ability to force the mount to stop, move in a different direction, or attempt to buck the rider off. If the mount is indifferent, the highwayman may make the request as a standard action. If the mount is unfriendly or hostile, the highwayman must improve its attitude first which typically takes a minute or more though the highwayman may attempt to improve its attitude as a standard action, though with a -5 penalty to the check.

The highwayman must be at least 10th level to take this boon and have the Horse Whisperer boon.

Greater Roadside Tactics (Ex): The highwayman becomes more skilled when working with others while relieving the unfortunate individuals of their possessions. The highwayman must have the Roadside Tactics boon and be at least 10th level before he may take this boon. The boon grants him an additional bonus teamwork feat and he may convey the benefit to an ally as a move action rather than a standard action. In addition, the highwayman may grant this bonus up to a number of

allies equal to his Charisma modifier, though only one ally may be chosen per round and each ally consumes one of his daily uses of this ability. This boon modifies the use of the Roadside Tactics and adds two additional uses per day.

Horse Whisperer (Ex): The highwayman may add a bonus equal to $\frac{1}{2}$ his class level when using Handle Animal on any animal that serves as a mount. When training mounts a new animal trick, the highwayman may reduce the time to 1 day per week required by increasing the DC by +5. He may also train additional mounts at one time, though the overall DC for each mount increases by +2 per additional mount being trained. The highwayman must be at least 6th level before he may take this boon.

Improved Uncanny Dodge (Ex): The highwayman may not be flanked except by another character that also possesses Improved Uncanny Dodge and at least four levels higher than the highwayman. If the highwayman has levels in another class that include uncanny dodge as a class ability, the levels stack to determine the level required to still flank the highwayman.

The highwayman must have the Uncanny Dodge boon or obtain it from another class and be at least 10th level before he may take this boon.

Into the Woods (Ex): The highwayman gains Knowledge (nature) and Survival as class skills and a +2 bonus if he has at least one rank in the skill. Once the highwayman reaches 8th level he gains the ability to move in natural surroundings without leaving a trail unless he consciously wishes to do so. At 12th level the highwayman may travel while mounted without leaving a trail in natural surroundings.

Martial Training (Ex): The highwayman may take one combat feat as a bonus feat. He must meet any prerequisites for the feat taken.

Roadside Tactics (Ex): The highwayman may take a teamwork feat as a bonus feat as long as he meets the prerequisites for the feat. In addition, he may select a single ally within 30 feet who can see and hear the highwayman, granting the ally the benefit of the feat as a standard action. The selected ally does not have to meet the prerequisite of the feat, but may only use it for 3 rounds plus a number of rounds equal to $\frac{1}{2}$ the highwayman's class level. The

highwayman may only use this boon a number of times per day equal to his Intelligence modifier (minimum of 1). The highwayman may take this boon more than once, gaining two additional number of uses per day each time it is taken and an additional teamwork bonus feat.

Roguish Influence: The highwayman may choose from any of the following Rogue Talents: Assault Leader, Canny Observer, Distracting Attack, Follow Clues, Hard to Fool, Honeyed Words, Minor Magic, Offensive Defense, Positioning Attack, Resiliency, Slow Reactions, Stand Up, and Strong Impression. The highwayman's Choose Your Mark class ability is treated as the Sneak Attack ability for those talents that modify the rogue's Sneak Attack.

The highwayman may take this boon more than once, selecting another rogue talent each time he takes this boon. The highwayman must meet any requirements listed for the rogue talent before he may take it.

Uncanny Dodge (Ex): The highwayman cannot be caught flat-footed, nor does he lose his Dex bonus to his AC when the attack is invisible. He does lose his Dex bonus to his AC if he is immobilized or if the highwayman's opponent successfully uses the *feint* action against him. The highwayman must be 6th level before he may choose this boon.

Evasion (Ex): Beginning at 3rd level the highwayman's sixth sense grants him the ability to quickly react even to magical and unusual attacks. Whenever the highwayman successfully makes a Reflex saving throw against an attack that would still deal damage, the highwayman suffers no damage. The highwayman must be wearing light or no armor or carrying no more than a light load. If the highwayman is helpless, he does not gain any benefit from this ability.

Improved Evasion (Ex): Beginning at 9th level the highwayman's supernatural senses become so acute when dealing with magical and unusual attacks that even if the highwayman fails his Reflex save he only suffers half damage from the attack.

Mounted Mastery (Ex): Over time the highwayman becomes so attuned with his mount that the two seem to become one. At 12th level the highwayman

may take any of the following feats as a bonus feat: Mounted Archery, Mounted Combat, Mounted Skirmisher, Ride-by Attack, Spirited Charge, Trample, Trick Riding, and Unseat. The highwayman gains an additional bonus feat at 15th and 18th level.

Knight of the Road (Su): Once the highwayman reaches 20th level his prowess with highway robbery is supreme. The highwayman gains an additional +4 bonus to attack the target of his Choose Your Mark class ability and gains a +4 deflection AC against attacks from his target.

In addition, the first successful strike against his target may be paralyzed for 2d6 rounds unless a successful Fortitude save is made. The DC of this save is equal to 10 + $\frac{1}{2}$ the highwayman's class level + his Intelligence modifier. Creatures immune to precision damage are also immune to this effect.

New Orders

Order of the Road

There are those that believe that there is no honor amongst thieves. The Order of the Road was created to combat that idea by providing a loose code of ethics for those that may resort to banditry for whatever reason yet wish to do so in an honorable and chivalric means.

Edicts: Those that join the order of the road must face an opponent directly and offer terms of acquiescence before commencing with an attack. Victims that comply are to be treated with respect and dignity. Enemies that seek surrender should be granted some measure of mercy and compassion.

Challenge: Whenever a member of the order of the road issues a challenge, he gains a +1 circumstance bonus to his attack rolls against the target when facing him directly and no one is flanking the target. This bonus increases by +1 at 5th level and every five class levels the order member possesses.



Skills: A member of the Order of the Road gains Knowledge (Geography) and Knowledge (Local) as class skills. In addition, the member adds $\frac{1}{2}$ his class level as a circumstance bonus to any Diplomacy skill checks when attempting to convince someone to hand over their property.

Order Abilities: A member of the Order of the Road gains the following abilities as he increases in level.

Convincing Compliance (Ex): The order member's ability to gain his victim's compliance through eloquence and bravado grants him Persuasive as a bonus feat at 2nd level.

Stand and Deliver (Ex): The task of relieving a victim of his property takes both a threatening and convicting tone, as a result the order member may use Bluff instead of Intimidation when attempting to demoralize an opponent at 8th level. When using Bluff in this fashion, the order member gains a +1 bonus to the check, increasing by an additional +1 per four levels beyond 8th level. A demoralized victim remains shaken for a number of rounds equal to the order member's Charisma modifier (minimum of 1).

Your Money or Your Life (Ex): Although members of the order seek honorable means, there are times when violence may become necessary. At 15th level, if an opponent refuses to acquiescence to the order member's demands and violence ensues, the order member gains a +2 circumstance bonus to all attacks against that opponent. In addition, if the attack is successful, the order member may immediately make a demoralize check against the target. If the target is already shaken, if the demoralize check is successful, the target becomes frightened for 1 round, otherwise the target becomes shaken for a number of rounds equal to the order member's Charisma modifier (minimum of 1).

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