

Player Paraphernalia

#61

THE SELLSWORD
HYBRID CLASS
FIGHTER / RANGER

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PLAYER PARAPHERNALIA #61

BY THE KNOTTY-WORKS



Welcome to issue sixty-one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you the Sellsword, a martial based hybrid class focused on the mercenary aspects of battle. An original concept by Adam Matherly, with additional content, editing and formatting by John Buckley.

The Sellsword

To live and die by the sword, that is the life for many, and though most do not get the chance to pick the purpose of such a life the sellsword prefers to make his own destiny rather than depending on the whims of another. Mercenary in every true sense of the word, the sellsword offers his martial skills for those willing to provide the coin for is sword arm. However, such a life requires a dedicated soul willing to spend much of his time in pursuit of improving his skills and competency with nearly any sort of weapon rather than nearly any other type of leisure.

Seeking to gain every possible advantage on the battlefield, the sellsword excels while wielding nearly any type of weapon, though he tends to favor a select few over all others. As part of a brotherhood of warriors; the sellsword not only learns feats of martial prowess, but also focuses on abilities that relies on others for truly beneficial for his tight knit unit. All sellswords learn early on that self reliance is a must for provisioning of both arms, armor, as well as the basics of food and shelter as they have no true patron to provide for their needs.

Role: Obviously the sellsword has to prove his mettle in the thick of battle, finding himself charging headlong into the enemy more often than not. However, his skills do allow him to take a more defensive stance from time to time or offering long range support instead.

Alignment: Sellswords may be of any non-Chaotic alignment. A certain level of regimental behavior is needed, while most sellswords have a strong streak of individual bravado. Those whose actions are purely chaotic in nature rarely survive long in larger skirmishes. Though the majority of sellswords only care about the pay, there are some whose morality does play a part in who they are willing to fight, be it good or evil.

Parent Classes: [Fighter](#) and [Ranger](#)

Hit Die: d10

Starting Wealth: 5d6 x 10 gp (average of 175 gp) and an outfit worth 10 gp or less.

Class Skills

[Appraise](#), [Bluff](#), [Climb](#), [Craft](#), [Handle Animal](#), [Intimidate](#), [Knowledge \(engineering\)](#), [Knowledge \(local\)](#), [Knowledge \(nature\)](#), [Perception](#), [Profession](#), [Ride](#), [Survival](#), and [Swim](#)

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiencies: The sellsword is proficient with all simple and martial weapons. He is proficient with light

Sellsword Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Favored Weapon (1)
2	+2	+3	+0	+0	Expanded Training, Resourceful
3	+3	+3	+1	+1	Mercenary charm, Reflexive
4	+4	+4	+1	+1	Expanded Training, Favored Weapon (2)
5	+5	+4	+1	+1	Enduring Stamina, Armor Training (Light)
6	+6/+1	+5	+2	+2	Expanded Training
7	+7/+2	+5	+2	+2	Battlefield Stride, Coercive
8	+8/+3	+6	+2	+2	Expanded Training, Favored Weapon (3)
9	+9/+4	+6	+3	+3	Evasion
10	+10/+5	+7	+3	+3	Enduring Stamina, Expanded Training
11	+11/+6/+1	+7	+3	+3	Coercive, Martial Focus
12	+12/+7/+2	+8	+4	+4	Expanded Training, Favored Weapon (4)
13	+13/+8/+3	+8	+4	+4	Armor Training (Medium)
14	+14/+9/+4	+9	+4	+4	Battlefield Stride, Expanded Training
15	+15/+10/+5	+9	+5	+5	Coercive, Enduring Stamina
16	+16/+11/+6/+1	+10	+5	+5	Expanded Training, Favored Weapon (5)
17	+17/+12/+7/+2	+10	+5	+5	Improved Evasion
18	+18/+13/+8/+3	+11	+6	+6	Expanded Training
19	+19/+14/+9/+4	+11	+6	+6	Improved Martial Focus
20	+20/+15/+10/+5	+12	+6	+6	Battle Master, Expanded Training

and medium armor and shields (except the tower shield).

Favored Weapon (Ex): At 1st level the sellsword chooses one weapon group (see the Fighter's Weapon Training class ability) and when wielding any weapon from that group gains a +1 bonus to hit and damage rolls. In addition, he gains a +2 bonus to his *Intimidate* skill checks when attempting to demoralize an opponent while wielding a favored weapon.

At 4th level and every four levels thereafter (through 16th level), the sellsword may choose an additional weapon group, gaining the +1 bonus to hit and damage and +2 bonus to *Intimidate* skill checks for that group. Weapon groups that were previously selected gain a cumulative bonus of +1 to hit and damage rolls and +2 bonus to *Intimidate* checks each time the sellsword chooses a new weapons group.

Expanded Training (Ex): Beginning at 2nd level and every even level thereafter the sellsword may choose either a

teamwork or combat feat as a bonus feat. The sellsword must meet the prerequisites for the chosen feat.

The sellsword may effectively retrain a previous bonus feat starting at 4th level, replacing a new feat with a prior bonus feat chosen at an earlier level. The original feat must not be a requirement of another feat, prestige class, or class ability possessed by the unbound fighter or it cannot be exchanged for another combat or teamwork feat. The sellsword may retrain once every four levels after 4th.)

Resourceful (Ex): The sellsword has the knack of finding and negotiating for his daily necessities while within a town, village, or city. At 2nd level the sellsword can find any simple or martial weapon of common stock (non-masterwork quality) or light or medium armor that costs no more than 10 gp times his class level. In addition, he can purchase these items at half the standard price or a broken version at 10% of the standard cost.

The sellsword can also use this ability to find free food and lodging for himself plus a number of additional people equal to his Charisma modifier (minimum of 0). The provider usually requires some form of menial service from the sellsword that lasts an hour or so. If the sellsword fails to perform this task he loses this ability for 1d4 days.

At 4th level the sellsword can use this ability to find any standard adventuring gear, clothing, animal gear, and tool kits. At 6th level the sellsword may use this ability to find alchemical items. Note that common sense should be used in regards to purchasing broken items. If an item cannot be found with the broken condition, the sellsword cannot purchase it at 10%.

He can use this ability once per day but it may be used to find multiple pieces of equipment as long as the total cost does not exceed the limit of 10 gp times the class level of the sellsword. The settlement must be able to support either the production or distribution of such equipment, use the Base Limit listed in Table 7-36: Settlement Statistics found in the *Game Mastery Guide* for the maximum value of non-magical items that the sellsword may attempt to acquire.

If the sellsword turns around and sells the item in the same settlement, he loses this ability for a number of days equal to the price of the item divided by 10 (minimum of 1 day). If the sellsword routinely resells items within the same community, he may permanently lose access to this class ability in that community.

Mercenary Charm (Ex): At 3rd level the sellsword's cunning personality causes some opponents to hesitate for a moment or two. As a result the sellsword may add his Charisma modifier (minimum of 0) to his Initiative roll, though if surprised it isn't added for the first round of combat.

Reflexive (Ex): The sellsword gains the feat *Combat Reflexes* at 3rd level. In addition, the sellsword gains one additional ability to make an *attack of opportunity*. He gains an additional use of an *attack of opportunity* at 7th level and every 4 levels thereafter.



Armor Training (Ex): The sellsword suffers no armor check penalties while wearing light armor or wielding a light shield or buckler at 5th level. In addition the maximum Dexterity bonus of the light armor is increased by +2.

At 13th level the sellsword reduces the armor check penalty for medium armor by 3 (with a minimum of 0) and the armor check penalty for wielding a heavy shield is reduced to 0. The maximum Dexterity bonus when wearing medium armor is also increased by +3.

Enduring Stamina (Ex): At 5th level the sellsword gains *Endurance* as a bonus feat. If the sellsword already has the *Endurance* feat, he gains the *Diehard* feat instead.

At 10th level the sellsword gains *Diehard* as a bonus feat. If he already has the *Diehard* feat he gains either *Toughness* or *Iron Will* as a bonus feat instead.

At 15th level the sellsword's stamina improves, allowing him to act normally even when reduced below 0 hit points. You still lose an additional hit point if you take any other action other than a *move action*. If the sellsword is reduced to a negative hit point total equal to his Constitution score, he still dies from his wounds.

Coercive (Ex): At 7th level the sellsword's reputation and ability to strike fear in the hearts of his enemy grants him a *circumstance bonus* equal to ½ his

class level while attempting to demoralize an opponent with his **Intimidate** skill.

At 11th level the sellsword's ability to quickly cause his opponent to become **shaken** allows him to attempt to demoralize one target as a **move action**. At 15th level, the sellsword may attempt to demoralize an opponent as a **swift action**.

Battlefield Stride (Ex): At 7th level the sellsword learns to easily maneuver over the carnage and obstacles of the battlefield. As a result he may move through difficult terrain at his normal movement rate as well as making a 5 foot step. If the terrain is hazardous, the sellsword does suffer any associated damage or effects from the terrain other than his rate of movement. Magically enchanted terrains affect the sellsword's movement rate normally.

At 14th level, the sellsword's stride allows him to take a 10 foot step, treating it as a 5 foot step. This step does not provoke **attacks of opportunity** but the sellsword may only take one 10 foot step in a round and may not take a 10 foot step in the same round he moved any distance (including a 5 foot step). The sellsword may take a 10 foot step before, during, or after any other actions in the round, including a full round attack action.

Evasion (Ex): The sellsword gains the ability to avoid the more catastrophic effects of mass damage at 9th level. If the sellsword successfully makes his **Reflex** saving throw against an area-based attack that still causes half damage with a successful save, he suffers no damage from the attack. If the sellsword is **helpless** or **unconscious** he gains no benefit from this class ability.

Martial Focus (Ex): At 11th level the sellsword can focus on a single target during the chaos of battle. The sellsword may select one target within his line of sight as a **standard action**. When attacking his target, the sellsword automatically confirms critical threats and gains a +2 bonus to any **Intimidate** and **Sense Motive** checks when applied to the target (this **Intimidate** skill bonus does stack with the sellsword's bonuses gained at earlier levels). The sellsword's martial focus lasts for 24 hours, though it can be dismissed as a **free action**. He may only use this ability once per

day unless he sees proof that the target of his martial focus is dead in which case he may use it again 1 hour after seeing proof of the death of his previous target.

Improved Evasion (Ex): At 17th level the sellsword becomes more resistant from area-based attacks that grant a **Reflex** saving throw to reduce damage by half. Even if the sellsword fails his saving throw, he only suffers half damage from the attack.

Improved Martial Focus (Ex): At 19th level the sellsword may select his target of his martial focus as a **free action**. If his target is killed or dismissed, the sellsword may select another target for his martial focus after 10 minutes.

Battle Master (Ex): At 20th level the sellsword's legendary skills and abilities causes any living creature with an Intelligence of 3 or more that attempts to attack him to make a **Will** saving throw equal to $10 + \frac{1}{2}$ the sellsword's class level + his Charisma modifier or be **shaken** for $1d4 +$ the sellsword's Charisma modifier rounds. This is a fear based condition.

In addition, the sellsword may have more than one target for his martial focus, with a maximum number equal to his Wisdom modifier (minimum of 1) and may select another target one round after a previous target is killed or dismissed.

Optional: If the sellsword has the **Leadership** feat, he gains an effective +5 bonus to his leadership score.



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