

Player Paraphernalia

#73

PALE RIDER
CAVALIER/CLERIC
HYBRID

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PLAYER PARAPHERNALIA #73

BY THE KNOTTY-WORKS



Welcome to issue seventy-three 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 the Pale Rider, a cavalier/cleric hybrid that focuses on the special connection between the character and her mount.

The Pale Rider

The bond between a rider and her mount is a sacred thing, something that a few of the most devout learn to cultivate and focus as part of their divinely inspired journey. The pale rider sees her mount as more than just a conveyance of transportation, but as an integral part of her very being and a means of conveying her beliefs to others. While some rely on trinkets to relay their faith, the pale rider believes her faith comes from the bond between herself and her mount. But this connection is much stronger than a simple means of spreading the word of her deity, for the two are a force to be reckoned on the battlefield.

Role The pale rider is a deadly combatant on the battlefield, especially when she is astride her mount. Her divine connections also grant her the ability to provide restorative properties to her allies as well as spurring allies to victory in battle. As the pale rider progresses over time, she is granted special abilities that she shares with her mount that astound both friend and foe, and legends grow of those pale riders and their mounts that become potent symbols of their faith.

Alignment: The pale rider may be of any alignment.

Hit Die: d10

Starting Gold: 4d6 X 10 gp (average 140 gp) and one outfit worth 10 gp or less.

Parent Classes: Cavalier and Cleric

Class Skills

Bluff (Cha), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int)

Skills per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The pale rider is proficient with simple and martial weapons. She is proficient with light and medium armor and shields (except the tower shield).

Aura (Ex): The pale rider's aura of chaos, evil, good, or law is particularly powerful, based on her Deity's alignment. The pale rider's aura strength is based on her class level (see the *Detect Evil* spell).

Domain Focus: The pale rider may choose one domain belonging to her chosen deity or mythos at 1st level. The domains she may select are limited to the following (associated subdomains are inclusive to this list): Air, Animal, Community, Darkness, Death, Earth, Fire, Plant, Sun, Travel, Trickery, Void, Water, and Weather. If the druidic animal and terrain domains are available, she may

Pale Rider Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells Per Day						
						0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+1	+2	+0	+0	Aura, domain focus, mount, orisons	3	1	—	—	—	—	—
2	+2	+3	+0	+0	Ghost dance (1)	4	2	—	—	—	—	—
3	+3	+3	+1	+1	War paint I	4	3	—	—	—	—	—
4	+4	+4	+1	+1	Rider's blessing, spirit whisperer	4	3	1	—	—	—	—
5	+5	+4	+1	+1	Ghost dance (2)	4	4	2	—	—	—	—
6	+6/+1	+5	+2	+2	War Chant I	4	4	3	—	—	—	—
7	+7/+2	+5	+2	+2	Rider's blessing	4	4	3	1	—	—	—
8	+8/+3	+6	+2	+2	Ghost dance (3)	4	4	4	2	—	—	—
9	+9/+4	+6	+3	+3	War paint II	4	5	4	3	—	—	—
10	+10/+5	+7	+3	+3	Rider's blessing	4	5	4	3	1	—	—
11	+11/+6/+1	+7	+3	+3	Ghost dance (4)	4	5	4	4	2	—	—
12	+12/+7/+2	+8	+4	+4	War Chant II	4	5	5	4	3	—	—
13	+13/+8/+3	+8	+4	+4	Rider's blessing	4	5	5	4	3	1	—
14	+14/+9/+4	+9	+4	+4	Ghost Dance (5)	4	5	5	4	4	2	—
15	+15/+10/+5	+9	+5	+5	War paint III	4	5	5	5	4	3	—
16	+16/+11/+6/+1	+10	+5	+5	Rider's blessing	4	5	5	5	4	3	1
17	+17/+12/+7/+2	+10	+5	+5	Ghost Dance (6)	4	5	5	5	4	4	2
18	+18/+13/+8/+3	+11	+6	+6	War Chant III	4	5	5	5	5	4	3
19	+19/+14/+9/+4	+11	+6	+6	Rider's blessing	4	5	5	5	5	5	4
20	+20/+15/+10/+5	+12	+6	+6	Spirit Warrior	4	5	5	5	5	5	5

also choose from one of these instead. The pale rider gains no bonus spells from the domain, but she does gain any associated domain powers. She treats her class level as her effective cleric level in regards to the abilities granted by the domain power.

Once chosen, the pale rider may not change her domain focus. Domain powers that modify the cleric's channel energy ability do not grant the pale rider the ability to channel energy. If the channel related power that would have been granted to the cleric at 1st level, the pale rider gains a bonus 1st level spell per day instead. If the channel related power is granted to a higher level cleric, the pale rider gains a bonus 3rd level spell per day instead.

Mount (Ex): At 1st level, the pale rider bonds herself with a natural riding animal. This mount may be any normal animal that is typically used as a mount and at least one size category larger than the pale rider. Typically, this bond occurs between a pale rider and a horse (or pony with a small pale rider), but other animals have been bonded as well (with GM approval). This bond is treated as the druid's animal companion class feature, treating the pale rider's class level as the effective druid level.

At 3rd level, the pale rider may apply either the celestial or fiendish simple template to her mount as well, based on her alignment. Good pale riders may apply the celestial template while evil pale riders may apply the fiendish template. Neutral

pale riders may choose either template, but once chosen, it cannot be changed.

The pale rider does not suffer any armor check penalties on [Ride](#) skill checks while astride her mount. The mount automatically gains all tricks associated with Combat Training and gains Light Armor Proficiency as a bonus feat. The pale rider does gain the Share Spells special ability for any spells granted by her pale rider class, but not with spells from other classes she may possess, unless that class also grants the pale rider an [animal companion](#).

If the pale rider's mount should be permanently lost (including death), the pale rider may find another animal to serve as her mount after a week of her previous companion. The new mount does not gain any of the special abilities attributed to the [animal companion](#) until the pale rider achieves a new level.

Spells (Sp): The pale rider gains the ability to cast spells from the [Cleric/Oracle Spell List](#) beginning at 1st level. The pale rider must prepare her spells each day through an hour of shared bonding and contemplation with her mount. If the pale rider loses her mount, she loses the connection to her spells until the mount is replaced with another.

The pale rider must have a Wisdom of 10 + the spell level being cast in order to be able to prepare the spell. The Difficulty Class for any spells cast by the pale rider is equal to 10 + the spell level + the pale rider's Wisdom modifier. The total number of spells per day that the pale rider may prepare is listed on the Pale Rider Progression Table. The pale rider does receive bonus spells per day if she has a high Wisdom score (see Table 1-3: [Ability Modifiers and Bonus Spells](#) in the *Pathfinder Core Rule Book*[™]).

The pale rider may not cast spells with an alignment descriptor in the title or description that is the opposite of her own alignment or her deity's alignment.

Orisons: The pale rider does gain access to 3 0-level spells at 1st level. She may prepare a number of orisons (0-level spells) per day as listed on the Pale Rider Progression Table. When she casts a 0-level spell, she does not consume the spell, and may cast it as desired.

Ghost Dance (Sp): At 2nd level, the pale rider may perform a ghost dance. She may sacrifice a 1st level spell slot while performing the dance, requiring a [full round action](#). Upon completion, the pale rider generates a blast of either positive or negative energy (based on her alignment) that affects everyone within 30 feet of the pale rider for 1d8 points. If the pale rider has a good alignment, she generates positive energy. If the pale rider has an evil alignment, she generates negative energy. A neutral pale rider may choose which type of energy she wishes to generate, but once the selection is made it cannot be changed.

Those within range of the effect of the ghost dance are affected based on the type of energy. Living creatures are healed by positive energy and damaged by negative energy. Undead creatures are healed by negative energy and damaged by positive energy. The ghost dance is not the same effect as a [cleric's](#) channel energy, the pale rider does not choose the effect of the energy produced. The energy effects everyone within range based on their living or undead status. Constructs are unaffected by the energy of the ghost dance.

At 5th level and every three levels thereafter, the pale rider may sacrifice a higher level spell slot to heal or damage opponents for 1d8 points per spell level sacrificed (with a maximum of 6d8 possible at 17th level). However, it takes additional time to perform the dance, requiring one round per spell level sacrificed. The pale rider initiates the dance as a [full round action](#) then continues it each round thereafter as a [move action](#) until the

number of required rounds has been performed.

Performing the ghost dance does provoke [attacks of opportunity](#). If the pale rider is subject to damage or other violent effects, she must make a concentration check to maintain the ghost dance. If she fails, the effect of the ghost dance is lost and spell slot sacrificed is wasted.

War Paint (Su): Beginning at 3rd level, the pale rider may spend time inscribing sacred symbols on her mount while she prepares her daily spells. Once done, the mount gains a +1 sacred (or profane for an evil pale rider) bonus to its attack rolls until the mount rests or is killed.

At 9th level, the pale rider may grant a +2 sacred (or profane) bonus to the mount's attack rolls or saving throws for the same duration.

At 15th level, the pale rider may grant a +3 sacred (or profane) bonus to the mount's attack rolls, saving throws, or [armor class](#) for the same duration.

Spirit Whisperer (Ex): Beginning at 4th level, the pale rider learns to connect with domesticated animals preternaturally. As a result, she gains a bonus to any [Handle Animal](#) skill checks equal to $\frac{1}{2}$ her class level when dealing with animals used as mounts. While training mounted animals, she can reduce the amount of time required to 1 day per week while increasing the DC by +5. The pale rider may train multiple animals at one time, adding +2 to the DC for each animal after the first being trained.

Rider's Blessing: At 4th level, the pale rider may select a rider's blessing. This blessing typically allows the pale rider to gain a feat related to effectively use her mount during combat or to actually grant the mount an extraordinary or special ability.



By Gary Dupuis

At 7th level and every three levels thereafter, the pale rider may choose another rider's blessing from those provided. Unless otherwise noted, a single rider's blessing may only be chosen once. The pale rider may have to meet some minimal requirements before she may choose certain blessings. Once chosen, a rider's blessing may not be changed.

Called Home (Sp): The pale rider designate a location she considers home as her sanctuary. While astride or adjacent to her mount, the pale rider may instantly transport the mount and herself to the sanctuary as the [Word of Recall](#) spell as a [swift action](#). If she is adjacent to her mount, she may send only the mount if desired.

The sanctuary must be on the same plane of existence or this blessing will not function. The pale rider may spend 24 hours in a special ceremony with her mount to designate a new sanctuary. The

pale rider may only use this blessing once per day, and she must be at least 19th level before she may choose this rider's blessing.

Enhanced Ride Skill (Ex): The pale rider may take 10 for all **Ride** checks while on her mount, regardless of whether or not the pale rider is distracted or in immediate danger.

When spurring the mount to a faster speed, the pale rider may choose one of two actions. If the pale rider spurs her mount to move an extra 10 feet, the mount takes no damage and does not become **fatigued** until the pale rider consecutively continues to spur the mount equal to twice its Constitution score.

The second option increases the mount's speed 10 feet for every factor of 5 on the roll over the required DC of 15 for the skill check. The mount suffers 1d3 points of damage for every additional 10 feet it moves beyond the first 10 bonus feet and it must make a **Fortitude** save (with a DC equal to 10 + 1 per additional 10 feet moved) or immediately become **fatigued** for 1d4 rounds after its movement that round. If the mount successfully makes the saving throw, the total amount of time the horse may maintain the extended speed is reduced by a number of rounds equal to each additional 10 bonus feet moved beyond the first 10 feet of bonus speed.

Nimble Charge (Ex): The pale rider grants her mount the ability to ignore any movement penalties while moving through non-magical difficult or hazardous terrain while performing a **charge** or moving at least twice its normal movement rate. If the terrain causes damage to those moving over it, the mount suffers damage appropriately.

If the mount enters or is entrapped by spells that ensnare (such as **Entangle** or **Web**), it may add ½ the pale rider's class level to any saving throws or ability or skill checks to avoid becoming entrapped.

Movement through magically enhanced terrain still applies.

The pale rider must be at least 7th level before she may choose this rider's blessing.

Spirit Blanket (Su): The pale rider's mount gains a bonus to its natural **armor class** equal to ¼ the pale rider's class level. This **natural armor bonus** applies against both corporeal and incorporeal attacks.

Spirit Blessing (Su): If the pale rider's mount is within range of a successful ghost dance, the mount heals the maximum damage possible from the ghost dance based on the type of energy generated and the mount's type. Living mounts will only be healed by positive energy while undead or evil outsiders (including creatures with the fiendish template) will be healed by negative energy.

Spirit Sense (Ex): As long as the pale rider is astride or adjacent to her mount, neither she or her mount may be flanked by opponents.

Spirit Strike (Su): The pale rider treats her mount's natural attacks as silver for the purpose of overcoming **damage reduction**.

At 7th level, the pale rider treats her mount's natural attacks as magic for the purpose of overcoming **damage reduction**.

At 10th level, the pale rider may choose one aspect of her alignment, the mount's natural attacks are treated as aligned for that aspect for the purpose of overcoming **damage reduction**.

At 13th level, the pale rider treats her mount's natural attacks as cold iron for the purpose of overcoming **damage reduction**.

At 16th level, the pale rider treats her mount's natural attacks as adamantite for the purpose of overcoming both **damage reduction** and hardness.

Spirit Swap (Su): As long as the pale rider is within 100 feet + 10 feet per class level of her mount, she may spend a **move action** to swap physical locations with her mount. The mount must be able to fit within the location occupied by the pale rider or the swapping action will fail. The pale rider may use this blessing a number of times per day equal to 3 + her Charisma modifier. The pale rider must be at least 7th level before she may choose this rider's blessing.

Spirit Wings (Su): The pale rider's mount may manifest a luminescent set of feathered wings that grants it a fly speed equal to 1½ its base land speed with good maneuverability. The mount may manifest the wings as a **move action** and may dismiss them as a **free action**. It has no limitation on the duration it may manifest the wings. If the mount becomes **helpless** or **unconscious**, the wings immediately disperse and the mount plummets to the ground if air borne when the wings are lost.

The wings produce the same amount of illuminations as a torch, though the mount may dim them to that of a candle if desired. The pale rider must be at least 16th level before she may choose this rider's blessing.

Steps of Grace, Major (Sp): The pale rider's mount gains the special ability to tread on air as if walking on solid ground, with the ability to ascend or descend up to a 45° angle at half its normal movement rate. The effect is identical to the *Air Walk* spell, including any environmental effects that may slow the mount down. The mount may use this ability at will, initiating it as an **immediate action**. If the mount becomes **helpless** or **unconscious**, it will begin falling slowly as the spell for 1d6 rounds before the effect completely wears off. In which case, the mount then plummets to the ground.

The pale rider must be at least 13th level before she may choose this rider's blessing.

Steps of Grace, Minor (Sp): The pale rider's mount gains the special ability to tread on any liquid as if it were solid ground, as the *Water Walk* spell. The mount may use this ability at will as an **immediate action**, but it is still subject to any elemental and environmental effects of the liquid it is traversing. Stormy or rough seas may be treated as difficult terrain, crossing over lava or other hazardous materials will cause normal damage from the crossing. If the mount becomes **helpless** or **unconscious**, this effect immediately ends and the mount may be subject to drowning within the liquid.

The pale rider must be at least 10th level before she may take this rider's blessing.

Summon Mount, Greater (Su): The pale rider may spend a **standard action** to cause her mount to appear in an adjacent space. The mount must be on the same plane of existence and not magically bound to its current location (such as the *Magic Circle against spells*). If there is insufficient space for the mount to appear, this **calling** will fail. The pale rider must be at least 10th level before she may choose this rider's blessing. This is a **conjunction (teleportation)** effect and the pale rider may use this blessing a number of times per day equal to 3 + her Charisma modifier.

Summon Mount, Minor (Su): The pale rider may spend a **move action** and instantly cause her mount to appear within an adjacent space. The mount must be within 60 feet + 10 feet per class level of the pale rider and not magically bound to its current location (such as the *Magic Circle against spells*). If there is not sufficient space for the mount to appear, this **calling** will fail. This is a **conjunction (teleportation)** effect and the pale rider may use this blessing a number of

times per day equal to 3 + her Charisma modifier.

Trained for Battle (Ex): The pale rider may choose from the following feats: *Mounted Combat*, *Mounted Archery*, *Ride-By Attack*, *Spirited Charge*, *Trample*, *Trick Riding*, and *Mounted Skirmisher*. She must meet any prerequisites for the feat chosen before she may take it. The pale rider may choose this blessing multiple times, choosing a different feat each time.

War Chant (Ex): At 6th level, the pale rider begin a war chant as a *move action*. Allies within 30 feet gain a +2 *morale bonus* to saving throws versus fear effects and a +1 *morale bonus* on attack rolls.

Once started, the pale rider may maintain the chant as a *swift action* at the beginning of his turn. She may use her war chant a total number of rounds per day equal to her class level, though they do not have to be consecutive.

At 12th level, the pale rider's war chant grants a +3 *morale bonus* to saving throws versus fear and *charm* based effects and a +2 *morale bonus* to attack rolls for allies within 30 feet.

At 18th level, the pale rider's war chant grants a +4 *morale bonus* to saving throws versus fear, *charm*, and *compulsion* based effects and a +3 *morale bonus* to attack rolls for allies within 30 feet.

This effect is a sonic based effect, if the pale rider cannot vocalize her chant or if her allies cannot hear it, it has no effect. This effect does not stack with the chants of other pale riders or bardic performances that grant *morale bonuses* for the same effects.

Spirit Warrior (Su): At 20th level, the pale rider and mount's attacks are treated as having the *Ghost Touch* special ability while attacking incorporeal creatures or objects. The pale rider must be astride or adjacent to her mount to gain this benefit.

Once per day, the pale rider may transform both herself and her mount into

an *ethereal* state of existence as a *move action*. She must be astride or adjacent to the mount and the effect is identical to the *Ethereal Jaunt* spell, lasting up to 1 round per class level of the pale rider. The pale rider may not take others (except for her mount) while using this ability.

Ex-Pale Riders

A pale rider that violates the maxims of her deity or mythos loses access to all of her spells, the ability to ghost dance, any rider's blessings she has chosen, the war paint and war chant class features, and the spirit warrior class feature. She does retain her mount unless she does something to purposely endanger it, in which case the mount will attempt to flee from the pale rider. She may not progress any further as a pale rider until she atones for her violations (see the *Atonement* spell).

New Feats

The following feats are unique to the pale rider.

Extra Rider's Blessing

You have unlocked another spiritual blessing granted by your deity or mythos.

Prerequisites: Rider's Blessing class feature.

Benefits: You may choose an additional rider's blessing. You must meet any requirements for the blessing before you may choose it.

Special: You may take this feat multiple times, choosing a different blessing each time.

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