



Player Paraphernalia

THE SEVEN
ODIOUS ORDERS
SEVEN CAVALIER ORDERS

#85

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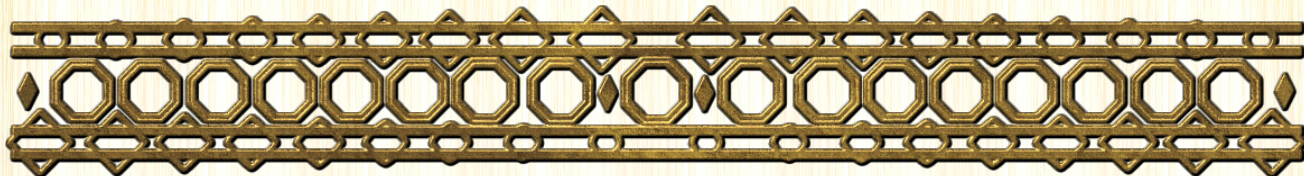
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PLAYER PARAPHERNALIA #85

BY THE KNOTTY-WORKS



Welcome to issue eighty-five of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue presents seven new cavalier orders based on the seven deadly sins.

The Seven Odious Orders

Pride, envy, gluttony, anger, lust, greed, and sloth. Each has its own charm and draw for those that believe a life worth living is focused on themselves and their own needs and desires. The seven odious orders grant specific advantages for those that deem anything of worth only as it relates to their own wants and edification.

Alignment: Members of any of the odious orders cannot be good in alignment. While most are seen as evil, truly apathetic individuals can find a niche role within any of the seven orders presented below.

Class Skills: Members of any of the seven odious orders gains **Knowledge** (religion) as a class skill.

Anger

Scorn and hatred is the bread and butter to those that join the order of anger. Whether due to personal loss or born of a fire-blooded temperament, order members are quick

to react with violence regardless of the perceived slight against them.

Edicts

Members of the order of anger must confront any conflict head on, regardless of the magnitude of the offense. The only sure response is a violent one, and forgiveness and mercy are signs of weakness that will not be tolerated by the order. Order members may take on the zealous anger of others and take on the cause of vengeance for others for both personal gain and edification.

Class Skills

Members of the order of anger gain **Perception** as a class skill. Members of the order of anger may attempt to demoralize an opponent as a **move action** rather than a **standard action**.

Challenge

Cavaliers of the order of anger gain a +1 bonus to any **Intimidate** checks to demoralize the target of his challenge. This bonus increases by +1 for every four class levels possessed by the cavalier. If the cavalier has the power attack feat and uses the feat against the target of his challenge, he may attempt to demoralize his opponent as part of the power attack.

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Order Abilities

Seething Rage (Ex): At 2nd level, the order member may gain the ability to rage (as the barbarian's class feature) for a number of rounds per day equal to his class level + his Constitution modifier. He gains +4 **morale bonus** to his Strength and Constitution and a +2 **morale bonus** to his Will saves while suffering a -2 penalty to his Armor Class. The order member may begin or end the rage as a **free action**, but is **fatigued** for a number of rounds equal to twice the number of rounds he was raging.

While raging, the order member may not use any Charisma, Dexterity, or Intelligence based skills other than **Acrobatics** or **Intimidate** as well as any ability that requires patience or concentration. If the order member becomes **unconscious**, he immediately falls out of the rage and becomes **fatigued** (as well as losing any bonus hit points gained from the Constitution bonus).

All Consuming Rage (Ex): At 8th level, the order member gains a +6 **morale bonus** to his Strength and Constitution and a +3 **morale bonus** to his Will saves while raging. He is only **fatigued** for a number of rounds he spent raging.

Raging Fiend (Ex): At 15th level, the order member gains a +8 **morale bonus** to his Strength and Constitution and a +4 **morale bonus** to his Will saves while raging. He is no longer **fatigued** when he ends his rage.

Envy

Members of the order of envy believe that only the best in material and emotional possessions are their due, particularly if possessed by another. Their cause is that of the jealous need to take that which they desire from those they believe inferior to themselves.

Edicts

Members of the order of envy must strive to continually achieve both wealth and status above and beyond their peers (even other order members). If another has greater possessions or status of the order member's

social class, the order member is obligated to find a means to either take or diminish the subject of his envy by any means possible.

Class Skills

Members of the order of envy gain **Knowledge** (nobility) as a class skill. Order members add ½ their class level to any bluff skill checks when attempting to deceive or lie to anyone of the same or higher social class or status.

Challenge

Cavaliers of the order of envy gain a +1 bonus to any **disarm** or **sunder** maneuvers used against the target of their challenge. The cavalier does not provoke an **attack of opportunity** by the target of his challenge when using either maneuver. This bonus increases by +1 for every four class levels possessed by the cavalier. The cavalier gains the same bonus to his **CMD** for either maneuver when used by the target of his challenge against the cavalier.

Order Abilities

Antagonize (Sp): At 2nd level, the order member may verbally antagonize an opponent, causing it to seek out and attack the order member instead of any other opponent, regardless of the consequences. The target of this ability is allowed a Will save with a DC of 10 + ½ the order member's class level + his Charisma modifier (if the chosen victim is also the target of the order member's challenge, it suffers a -2 penalty to the saving throw). The effect lasts for a number of rounds equal to the order member's class level and he may only use it on the same individual once per 24 hour period regardless of the result of the saving throw.

This is a mind-affecting effect and the opponent must be able to see and hear the order member and have a minimum Intelligence of 3, though they do not have to share the same language.

Steal their Thunder (Su): At 8th level, whenever an ally within 30 feet of the order member rolls a critical threat, the order member may take an **immediate action** to steal the threat. The ally must make a Will save with a DC of 10 + ½ the order member's class level + his Charisma

modifier. If the order member's ally fails the save, the strike becomes a normal attack while the order member increases his critical threat range by 1 point (which does stack with other effects that increase the order members threat range) for a number of rounds equal to ½ the order member's class level.

The order member only gains a possible +1 bonus to his critical threat range from this ability. If another ally rolls a critical threat and fails their saving throw, the effect just continues from that point for a number of rounds specified (½ the order member's class level).

This effect will not function on other members of the order of envy.

Step Into the Life (Su): At 15th level, when the order member slays an opponent of his size or smaller of the same general creature type, he may polymorph himself into the form of the slain individual as the *Alter Self* spell as a **standard action**. This effect lasts for a number of days equal to the order member's class level, and the order member uses his class level as his effective caster level in regards to any attempt to determine or dispel the effect. There is no limitation on how often the order member uses this ability, but once he alters his form back to his original form or another, the previous form is lost. The order member may return to his original form as a **standard action**.

Gluttony

The ultimate archetypes of consumerism, order members seek to fill their lives with everything that they desire with no thought as to the needs of others. Members of the order of gluttony are continually hungry, both for sustenance and desire to fill the emptiness of their souls.

Edicts

Members of the order of gluttony only accept the most extravagant pleasures of life and any means of obtaining such pleasures is acceptable. Order members must be excessive in their pursuits of the consumption and corruption, and nothing or no one is above being consumed (in a figurative sense) to achieve their endless desires.

Class Skills

Members of the order of gluttony gain **Sleight of Hand** as a class skill.

Order members may make a daily survival check to find food and shelter while within an urban area. This is similar to the **Survival** skill's **Survive in Wilderness** feature, but the order member gains a bonus to the Wisdom check equal to ½ his class level with a base DC of 10. Smaller areas will increase the difficulty class. The greater the success, the more opulent the food and shelter obtained for the day.

Note that the daily survival check, does not use the actual **Survival** skill, but is based solely on the order member's Wisdom modifier.

Challenge

Cavaliers of the order of gluttony gain a +1 bonus to any attempts to **bull rush**, grapple, or **overrun** the target of their challenge. The same bonus also applies to their **CMD** when the target of the cavalier's challenge attempts any of those maneuvers on the cavalier. This bonus increases by +1 for every four class levels possessed by the cavalier.

Order Abilities

Iron Stomach (Ex): At 2nd level, the order member adds ½ his class level to any saving throws from ingested poisons, potions, or other effects related to ingestion. He also gains the same bonus against any effect that would result in the **sickened** condition.

At 6th level, the order member applies the bonus to any saving throws versus the **nauseated** condition.

At 12th level, the order member becomes immune to any effect that would cause the **sickened** condition. And at 18th level, the order member becomes immune to any effect that would cause the **nauseated** condition.

Traveler's Fare (Sp): At 8th level, the order member may cast *Create Food and Water* as a **spell-like ability** once per day, using the order member's class level as his effective caster level. The order member must consume half the food created, thus any

remaining food may be used to feed others as desired.

Guardian of Gluttony (Ex): At 15th level, the order member's speed is reduced by 10 feet per round, but he gains a +5 **natural armor bonus** to his bulky form. If the order member already has a **natural armor bonus**, this bonus stacks with it to determine his total **natural armor bonus**.

Greed

The members of the order of greed have a simple philosophy, acquire as much as possible as quickly as possible. Order members care little to the consequences of their acts of acquisition and exactly how their add to their own material wealth.

Edicts

Members of the order of greed must continually add to their material wealth. Spending is for fools, and order members are expected to acquire items and other possessions without releasing or forgoing any previous wealth to achieve it.

Class Skills

Members of the order of greed gain **Appraise** as a class skill. Order members add ½ their class level when attempting to bluff about the worth of an item (though the buyer may use either **Appraise** or **Sense Motive** for the opposition roll). If successful, the order member may sell an item for its full value, convincing the buyer that it is more valuable than it actually is. If the order member succeeds the opposition roll by 10 or more he may increase the asking price by 10 to 20% or pass a broken item as a functional item.

Challenge

Cavaliers of the order of greed gain a +1 bonus when using either the **disarm** or **steal** combat maneuver against the target of their challenge. The cavalier does not provoke an **attack of opportunity** when using either maneuver against his target of his challenge. This bonus increases by +1 for every four levels possessed by the cavalier. The cavalier gains the same bonus to his **CMD** against either the **disarm** or **steal** maneuver when the target of

his challenge attempts to use the maneuver against the cavalier.

Order Abilities

Sticky Fingers (Ex): At 2nd level, the order member gains **Sleight of Hand** as a class skill. If he takes 1 or more ranks in the **Sleight of Hand** skill, he adds ½ his class level to any skill checks attempting to lift an object from another.

Master Forger (Ex): At 8th level, the order member gains **Linguistics** as a class skill. If he has 1 or more ranks in **Linguistics**, he gains a bonus equal to ½ his class level to any attempts to create a forgery.

Fool's Gold (Sp): At 15th level, the order member may take a single coin, gem, or piece of jewelry (or a small pile of mixed items) and create duplicates as if casting the **Major Creation** spell. The total value of the created treasure cannot exceed 1,000 gp times the order member's class level and the duration of the created treasure is based on the composition of the most rare item within the treasure being duplicated, using the order member's class level as the effective caster level. Magic items cannot be duplicated.

Lust

Members of the order of lust continually seek out new experiences of self indulgence and edification. While the carnal nature is the general focus of many members, those that are truly entrenched in the tenets of this order seek any experience that is considered immoral and banned by their society.

Edicts

Members of the order of lust must continually seek self gratification in their desires, regardless of its nature. While many of the order member's desires take the form of carnality, their lust is not confined to the physical body, but pursuits of power or knowledge that is seen as forbidden or taboo also applies.

Class Skills

Members of the order of lust gain **Disguise** as a class skill. Order members gain a bonus

equal to $\frac{1}{2}$ their class level when using **Bluff** or **Diplomacy** when tempting another to indulge in their own acts of depravity and overcome the object of their desires inhibitions.

Challenge

Cavaliers of the order of lust gain **Damage Reduction** 1/- against any melee, natural, or unarmed attacks from the target of their challenge. This DR increases by 1 every four levels possessed by the cavalier.

Order Abilities

Primal Aura (Ex): At 2nd level, the order member may create an aura of primal attraction as a **free action** for a total number of minutes per day equal to his class level. These minutes do not have to be consecutive, but must be used in one minute increments. The aura grants the order member a bonus to any Charisma based skill or ability checks applied to anyone within 30 feet equal to $\frac{1}{2}$ his class level.

Eyes of Fascination (Sp): At 8th level, the order member may attempt to cause one opponent of the same general type (humanoid, monstrous humanoid, etc.) as the order member within 30 feet to become **fascinated** as a **standard action**. The target is allowed a **Will** save with a DC equal to $10 + \frac{1}{2}$ the order member's class level + his Charisma modifier. The order member may continue the **fascinated** effect each round by spending a **move action** for a maximum number of rounds equal to the order member's class level. If the victim is the target of the order member's challenge, the victim suffers a -2 penalty to the saving throw. A victim may only be affected by the individual order member's fascination once every 24 hours regardless of whether or not the saving throw was successful. This is a mind-affecting effect.

If the order member chooses to attack the victim of his fascination, the victim is allowed a saving throw as an **immediate action**. If the victim fails the saving throw, it is denied its Dexterity modifier for the order member's attack.

Touch of Ugliness (Su): At 15th level, the order member may make a melee **touch attack** against an opponent as a **standard action** to drain 1d4 points from the target's Charisma. The order member gains the same number of points as temporary hit points. The effect lasts for a number of rounds equal to the order member's class level. The order member may only use this effect on the same individual once per 24 hour period unless the victim is the target of the order member's challenge. In which case, the order member may use this ability multiple times, though the victim's Charisma may not be reduced below 3.

Pride

Members of the order of pride believe themselves superior to everyone else (including other order members). Order members understand that the world revolves about them and only their actions and beliefs are the true compass to which others should follow.

Edicts

Members of the order of pride must continually prove their own self-worth both in deed and measure. It goes well beyond vain-glory, and if their own self-measure is called into question, the order member must take steps to prove to themselves and others their own superiority.

Class Skills

Members of the order of Pride may choose a single **Knowledge** skill (other than religion) as a class skill when this order is chosen.

Order members may make attempt to provide general information even if they do not have the related **Knowledge** skill. If the order member has the appropriate knowledge skill, he adds $\frac{1}{2}$ his class level to the check.

If the order member does not have the appropriate **Knowledge** skill, he uses **Bluff** in its place. In this case, the order member cannot provide any useful information, but attempts to convince everyone else that he does know what he is talking about (as an opposed

sense motive check where the order member does add ½ his class level to the roll).

Challenge

Cavaliers of the order of pride gain a +1 **morale bonus** on all skill and ability checks used against the target of their challenge. This bonus increases by +1 for every four levels possessed by the cavalier.

Order Abilities

Glory Hog (Ex): At 2nd level, whenever an opponent threatened by the order member is struck from a critical hit from another, the order member may take an **attack of opportunity** against the opponent. If the opponent is the target of the order member's challenge, he gains a +1 **circumstance bonus** to the critical threat range of his weapon (and this does stack with any other effects that increase the order member's critical threat).

Biting off More than You can Chew (Ex): At 8th level, if the order member single handedly attacks an opponent whose CR is greater than his own total Hit Dice he gains a **circumstance bonus** to attacks and damage equal to half the difference between the opponent's CR and the order member's class level. If anyone else attacks the same opponent, the bonus is immediately lost.

Living up to Your Reputation (Sp): At 15th level, the order member may cast *Frightful Aspect* as a **spell-like ability** once per day. The order member uses his class level as his effective caster level for the effect.

Sloth

The embodiment of apathetic inaction, members of the order of sloth have no real desire to become involved in the lives of others. While most see their inability to commit or perform a sign of neglectful ineptitude, order members do have specific goals and desires but prefer to seize the lowest hanging fruit as their ambitions allow.

Edicts

Members of the order of sloth must refuse to participate in any type of cause other than

their own self edification. Order members may agree to the beliefs and ideals of a cause or conviction, but any action that would actually benefit said cause will result in the temporary loss of the order member's abilities.

Class Skills

Members of the order of sloth gain **Knowledge** (local) as a class skill. Order members are very adept at surviving with little or no sustenance. As a result order members may survive on half the normal amount of food and water. In addition, order members add ½ their class level to any Constitution checks required when going without food or water.

Challenge

Cavaliers of the order of greed gain a +1 bonus when using either the **reposition** or **trip** combat maneuver against the target of their challenge. The cavalier does not provoke an **attack of opportunity** when using either maneuver against his target of his challenge. This bonus increases by +1 for every four levels possessed by the cavalier. The cavalier gains the same bonus to his **CMD** against either the **reposition** or **trip** maneuver when the target of his challenge attempts to use the maneuver against the cavalier.

Order Abilities

Helping Hand (Sp): At 2nd level, the order member may cast *Mage Hand* as a **spell-like ability** at will. At 5th level, the order member gains the ability to cast *Unseen Servant* as a **spell-like ability**, using the order member's class level as the effective caster level.

Slothful Defense (Ex): At 8th level, the order member may choose to not to use his **move action** to gain a +2 **deflection bonus** to his AC. If the order member choose to use **total defense** as his action for the round, the order member does not gain a **dodge bonus**, but instead gains a +6 **deflection bonus**.

Unburdened Home (Sp): At 15th level, the order member may cast *Mage's Magnificent Mansion* as a **spell-like ability** once per day. The order member uses his class level as the effective caster level for the **creation** and use of the mansion.

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