

GateWalker

HEROES OF THE WASTES VOLUME 4

RT WYNTER



GateWalker: GW009 – Heroes of the Wastes, Volume 4

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ARCHETYPES

Confessor

Inquisitor Archetype

Confessors hunt the monsters and criminals that plague the good peoples of the wastes. It is said that they were once wicked people. That they had done horrible things during their lives, and then suddenly disappeared. The few that have spoken of their disappearance claim to have been taken to another dimension where they had an encounter with a being that they call the mother soul. After this encounter they return changed. Their alignment has reversed, and they now endlessly crusade to atone for their past lives.

Alignment: Any good. A confessor's current alignment is the exact opposite of her previous alignment along both axis. So, a currently lawful good confessor was at one time chaotic evil.

Psychic Spells: A confessor casts occult spells drawn from the inquisitor spell list. She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

A confessor uses Charisma instead of Wisdom to determine whether she can learn a spell, for her spell DCs, and to determine her bonus spells per day. A confessor's spells known and spells per day are the same as the standard inquisitor.

Upon reaching 5th level, and at every third confessor level thereafter (8th, 11th, and so on), a confessor can choose to learn a new spell in place of one she already knows just like a standard inquisitor.

This ability alters inquisitor spellcasting.

Mother's Bond: A confessor possesses a mysterious link with the mother soul. This link takes the form of a bonded object. This functions as the bond object option of the wizard's arcane bond class feature except in the following ways.

The confessor must choose one of the following objects to be her bonded object: amulet, belt, headband, gauntlet, mask, or sash. This object appears to be made from leather and chitinous plates. Upon closer inspection the object is, in fact, a living symbiotic creature.

The bonded object can be used to cast any spell the confessor knows once per day.

No other object can be designated as the confessor's bonded object and if her bonded object is ever destroyed it can be restored with a ritual as normal for bonded objects. At the end of the ritual a tiny dimensional rift appears, and a new bonded symbiont crawls out.

Bonded Soul: At 1st level, a confessor chooses an oracle mystery. She gains one revelation from her chosen mystery. She must meet the revelation's prerequisites, using her confessor level as her effective oracle level to determine the revelation's effects, and she never qualifies for the Extra Revelation feat. The confessor gains a second revelation from her chosen mystery at 8th level. This ability replaces domain.

Detect Magic (Sp): At 2nd level, a confessor gains the ability to detect magic at will. This ability replaces detect alignment.

Elemental Warden

Shaman Archetype

Through ancient eldritch rituals an elemental warden forms an arcane link with a primal elemental force. Elemental wardens usually refer to themselves based on the elemental spirit they choose. Thus, an elemental warden that chooses the wave spirit will refer to herself as a “wave” or “water” warden.

Similar in nature to druidic circles, new elemental wardens are inducted into a semi-secret society by other elemental wardens. These groups are usually composed of elemental wardens who share the same primary spirit. Although, it is not uncommon for a group to be composed of multiple elemental types or to have a handful of members from other elements. Regardless, it is rare for different groups to be on anything less than friendly terms with other groups of elemental wardens.

Arcane Spells: An elemental warden casts arcane spells drawn from the shaman spell list. An elemental warden must choose and prepare her spells in advance. Elemental wardens use their Wisdom score in regard to their spellcasting abilities just like a standard shaman. All other aspects of the elemental warden’s spellcasting function as a standard shaman. This ability alters shaman spell casting.

Elemental Spirit: Because of the nature of their bond an elemental warden has a narrower focus and thus a smaller list of spirits to choose from. Elemental wardens can choose from the following spirits when choosing their spirit and wandering spirit: flame, frost, stone, waves, wind, and wood.

This ability alters spirit and wandering spirit.

Elemental Hexes: In addition to those normally available an elemental warden can choose from the following additional hexes. An elemental warden cannot select a hex more than once unless noted otherwise.

Elemental Enlightenment (Su): The elemental warden’s link to primal elemental forces grant her the ability to tap into arcane lore. The elemental warden can add a number of spells from the sorcerer/wizard spell list equal to her Charisma modifier (minimum 1) to the list of shaman spells she can prepare. Each time the elemental warden gains a level after taking this hex, she can choose to replace one of these spells for a new spell on the wizard/sorcerer spell list. All spells chosen must have an elemental descriptor (acid, electricity, cold, fire, force, or sonic).

Elemental Blade (Su) The shaman can touch a creature to grant all of her weapons one of the following weapon properties for a number of rounds equal to her Charisma bonus. The weapon properties available are corrosive, flaming, frost, or shock. Once a creature has been the target of this ability, it cannot be the target of this ability again for 24 hours.

Stormwalker (Su): The shaman can move through non-magical fog, rain, mist, snow, and other environmental effects without penalty (see Weather). She is never slowed by such effects, and she doesn’t need to attempt Acrobatics skill checks to move across such surfaces. She can also move through magical environmental effects that she created. At 10th level, the shaman can see twice as far as normal through environmental effects, whether or not they are magical in nature.

Wormhole (Su): The elemental warden is adept at creating tiny tears in the fabric of space, and temporarily stitching them together to reach other locations through a limited, one-way wormhole. As a standard action, the shaman can designate herself or a single ally that she can see who is within 30 feet of her. She can move that creature as if it were subject to the jester’s jaunt spell. Once targeted by this hex, the ally cannot be the target of this hex again for 24 hours.

Ground Pounder

Fighter Archetype

Trained to work as a unit and experts in the use of rifles and other two-handed firearms ground pounders are the standard infantry soldiers for the many city states and budding nations of the wastes.

Weapon and Armor Proficiency: A ground pounder is proficient with all simple weapons and with all firearms and all armor (heavy, light, and medium) but not shields (including tower shields). This replaces the fighter's armor and weapon proficiency.

Bonus Feats: A ground pounder may choose Skill Focus or any teamwork feat, in addition to Combat Feats, as bonus feats.

Tactical Training (Ex): At 2nd level, a ground pounder gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level). This ability replaces bravery.

Light Infantry Training (Ex): At 2nd level a ground pounder learns to avoid fire from enemy artillery, siege weapons, and spellcasters. He gains a bonus +1 bonus on Reflex saving throws against attacks that deal half damage on a successful save (such as the fireball spell) but not against traps, natural hazards, or environmental effects. This bonus increases by 1 for every 4 levels beyond 2nd. This replaces the bonus feat the fighter normally receives at 2nd level.

Rifle Expert (Ex): At 5th level, a ground pounder gains a +1 bonus on attack and damage rolls with two-handed firearms. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

Deadshot (Ex): At 3rd level, when a ground pounder attacks with a two-handed firearm as a readied action, he may add 1/2 his Dexterity bonus (minimum +1) on his damage roll. This ability replaces weapon training 2.

Safe Shot (Ex): At 13th level, a ground pounder does not provoke attacks of opportunity when making ranged attacks with a two-handed firearm. This ability replaces weapon training 3.

Meteor Shot (Ex): At 17th level, as a standard action, a ground pounder can make one attack with a two-handed firearm at a -4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The ground pounder must decide which maneuver to attempt before making his attack roll. This ability replaces weapon training 4.

Improved Deadshot (Ex): At 11th level, when a ground pounder attacks with a two-handed firearm as a readied action, his target is denied its Dexterity bonus to its AC. This ability replaces armor training 3.

Greater Deadshot (Ex): At 15th level, when a ground pounder attacks with a two-handed firearm as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll. This ability replaces This ability replaces armor training 4.

Rogue Scholar

Investigator Archetype

Rogue scholars wander the wastes seeking knowledge and artifacts. Most of the time they seek to uncover facts and truths about the old world, but many are equally fascinated by the lore and relics of other worlds. Due to the rarity of formal education facilities in the wasteland rogue scholars must rely on their own curiosity to drive their education.

Ceaseless Observation (Ex): A rogue scholar's ability to notice the minutiae of almost everything that happens around him allows him to make shrewd and insightful calculations about people and even inanimate objects. At 2nd level, a rogue scholar uses his Intelligence modifier instead of the skill's typical ability for all Disable Device, Perception, Sense Motive, and Use Magic Device checks. He can also use his Intelligence modifier instead of Charisma on any Diplomacy checks made to gather information. This ability replaces poison lore and poison resistance.

Master Intellect (Ex): At 20th level, a rogue scholar's powers of reason and deduction become almost superhuman, and he is able to use them in nearly all aspects of life. At 20th level, a rogue scholar can use inspiration on all skills (even ones he is not trained in) and all ability checks (including initiative checks) without spending inspiration. This ability replaces true inspiration.

Scholar's Luck (Ex): At 1st level, a rogue scholar gains a fluctuating pool of luck, measuring his ability to get out of scrapes. At the start of each day, a rogue scholar has a number of luck points equal to his Intelligence modifier (minimum 1). His luck goes up or down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points can also grant a rogue scholar luck points equal to the amount of grit or panache they grant. A rogue scholar spends luck to

accomplish deeds (see below) and regains luck in the following ways.

Rolling a Natural 20 on a Knowledge or Sense Motive Check: While investigating or researching, a rogue scholar regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the rogue scholar to regain 1 luck point. Such skill checks made for more mundane reasons do not regain luck for the rogue scholar. Determining which skill checks qualify is up to the GM.

Rolling a 6 or Higher on an Inspiration Roll: When a rogue scholar rolls an inspiration die while investigating or researching and the die comes up a 6 or higher, he regains 1 luck point. (If he rolls multiple inspiration dice at a time, he regains 1 luck point if the total is 6 or higher.) Like regaining luck via a natural 20 on a qualifying skill check, inspiration checks made for more mundane reasons don't qualify for regaining luck. The GM is the final arbitrator for what rolls qualify. It's possible for an investigator to regain 2 luck points on the same Skill check, if both the qualifying skill check is a natural 20 and any inspiration roll made is a 6 or higher.

This and the 1st-level deeds below replace alchemy. A rogue scholar cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

Deeds

Rogue scholars spend luck points to accomplish deeds. Most deeds grant a rogue scholar some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as a rogue scholar has at least 1 luck point.

At 1st level, a rogue scholar gains the following deeds.

Daring (Ex): At 1st level, a rogue scholar can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural 6, he rolls

another d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Intelligence modifier (minimum 1).

Opportunistic Evasion (Ex): At 1st level, when a rogue scholar succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

Rogue Scholar's Initiative (Ex): At 1st level, as long as the rogue scholar has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single light or one-handed melee weapon as part of the initiative check.

At 4th level, a rogue scholar gains the following deeds. These abilities replace swift alchemy.

Make It Count (Ex): When a rogue scholar uses studied strike inspired strike, he can spend 1 luck point to apply an investigator talent that he doesn't already know and which affects studied strike inspired strike to his studied strike inspired strike. He must be able to fulfill that talent's prerequisites.

Run Like Hell (Ex): At 4th level, a rogue scholar can spend 1 luck point to gain a +20-foot bonus to his speed for 1 minute. Furthermore, while under the effect of this bonus, if he moves more than his normal speed in a round, he gains a +4 bonus to AC until the start of his next turn.

Second Chance (Ex): At 4th level, when a rogue scholar rolls an inspiration die or uses daring deed, he can spend 1 luck point to reroll either the inspiration or the daring deed die. If he rolls a 6 or higher on this reroll, he does not regain a luck point, and no matter what he rolls on either roll, he must keep the reroll result, even if it is lower.



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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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