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Uncommon Callings

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WILD SHOT (Brawler)

During the exile from their homelands, the greatest guilds of Gnomish gunsmiths established a combat training center for the top one percent of their artisans. Its purpose was to teach the lost art of gun-crafting and to ensure that the handful of artisans who made it through the training were able to travel far and wide into dangerous and exotic locales to search for new materials and techniques to hone their craft. They succeeded.

Today, the guilds call it The Gunmaster's Expeditionary Academy. The craftsmen call it: Wild Shot.

RACE STRUGGLES

When this book was conceived, the idea was to fill it up with different racial archetypes, but in the end, I don't believe that adding arbitrary restrictions is good for the game. For that reason, the archetypes featured in this book are designed to be available to any race. That being said, I made sure to honor the races that inspired the archetypes in their flavor text.

UNARMED DABBLER

A Wild Shot's Unarmed Strike damage dice does not increase at 4th level and beyond.

WILD SHOT TRAINING (Ex)

At 1st level, Wild Shot gains training with a close-range weapon. The Wild Shot may choose one of the following:

Hand Crossbow: The Wild Shot becomes proficient with hand crossbows and gains a hand crossbow. Additionally, the Wild Shot gains a +1 bonus to all attack rolls with hand crossbows.

One-Handed Firearm: The Wild Shot becomes proficient with one-handed firearms and gains Gunsmithing as a bonus feat. She also gains a battered pistol, as the one granted by the Gunsmith class feature of Gunslingers.

This replaces the brawler's proficiency with shields.



DEADSHOT TRICKS

If the Wild Shot chose Hand Crossbows for her Wild Shot Training feature, she gains the ability to perform the following tricks at the corresponding levels:

Puncturing Shot (Ex): At 1st level, the Wild Shot may spend 1 daily use of Martial Flexibility as a free action to resolve all hand crossbow attacks she makes this turn as touch attacks as long as her targets are within 30 feet.

Concealed Shot (Ex): At 4th level, the Wild Shot may spend 1 daily use of Martial Flexibility as a free action to reduce the Stealth penalty on sniping by half for the rest of the round.

If the Wild Shot chose One-Handed Firearms for her Wild Shot Training feature, she gains the ability to perform the following tricks at the corresponding levels:

Quick Clear (Ex): At 1st level, the Wild Shot may spend 1 daily use of Martial Flexibility to remove the *broken* condition from a one-handed firearm as a standard action, as long as that condition was incurred by misfire. By spending 2 daily uses of Martial Flexibility, she may perform this trick as a move action.

Utility Shot (Ex): At 4th level, the Wild Shot may spend 1 daily use of Martial Flexibility to perform a single Utility Shot, as the Gunslinger deed.

Regardless of her choice, the wildshot also gains the ability to perform the following tricks at the corresponding levels:

Baffling Aim (Ex): At 10th level, the Wild Shot may spend 1 daily use of Martial Flexibility as a free action to gain either of the following benefits:

- For the remainder of the round, she may perform a dirty trick or disarm maneuver in place of an attack with a hand crossbow or a one-handed firearm.
- She may gain Improved Precise Shot as a bonus feat for 1 minute, even if she does not qualify for the feat's prerequisites. This feat counts against the maximum amount of feats the Wild Shot may gain through Martial Flexibility.

Sudden Barrage (Ex): At 16th level, the Wild Shot may spend 1 daily use of Martial Flexibility as she performs a Brawler's Flurry. If she does, she may ignore the distance restriction of Desperado's Flurry (see below).

This replaces *martial training* and *knockout*.

DESPERADO'S FLURRY (Ex)

At 2nd level, a Wild Shot may make ranged attacks with a hand crossbow or a one-handed firearm when making a Brawler's Flurry as long as her target is within 30 ft. (The Wild Shot must still be able to reload fast enough to use this ability fully.)

This alters *brawler's flurry*.

CLOSE-QUARTERS TACTICS (Ex)

At 2nd level, a Wild Shot does not provoke attacks of opportunity when making ranged attacks with

hand crossbows or one-handed firearms from enemies she threatens with a melee weapon.

At 5th level, the Wild Shot no longer provokes attacks of opportunity when reloading hand crossbows or one-handed firearms, and may reload hand crossbows or one-handed firearms without a free hand as long as she is holding a weapon of the close fighter weapon group or a monk weapon in that hand.

This replaces the bonus feats gained at 2nd and 5th levels.

POINT-BLANK PROWESS (Ex)

At 3rd level, a Wild Shot gains a +1 bonus to damage rolls with hand crossbows or one-handed firearms. This bonus is doubled against targets within 30 ft. of the Wild Shot.

At 7th level and every four levels thereafter, this bonus increases by +1.

This replaces *maneuver training*.

FURIOUS VOLLEY (Ex)

At 4th level, a Wild Shot gains the Opening Volley feat. When one of her melee attacks benefits from this feat, the Wild Shot adds 1.5x her Strength bonus to the damage roll as long as that attack was made with an unarmed strike, a weapon of the close fighter weapon group, or a monk weapon.

If the Wild Shot already has the Opening Volley feat, she gains another combat feat of her choice instead but still receives the additional bonus listed above.

This replaces *close weapon mastery*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to brawlers, the Wild Shot may choose to gain this bonus, regardless of her race:

- Add +¼ bonus to critical confirmation rolls with hand crossbows and one-handed firearms. This bonus does not stack with Critical Focus and other effects that do not stack with Critical Focus.



ORDER OF THE VEIL (Cavalier Order)

"Shadows are where light meets darkness." So say the Wayangs. It's a cryptic adage, but knowing these creatures practice deific worship of shadows, some have chanced to guess that the saying means that there can only be balance when neither blind idealism nor cruel cynicism dominates.

Perhaps it was this philosophy that lead the Wayang to establish the secretive Order of the Veil. Perhaps that desire to maintain balance was what motivated them to engage in organized blackmail, assassination, bribery and political intrigue. No one would be able to tell for sure. The Order makes sure its secrets die with their keepers - voluntarily or otherwise.

FEATURE PRESENTATION

Some features, like Sorcerer Bloodlines or Cleric Domains, can be more defining to their role in the game than archetypes. While not as mechanically important as Bloodlines, Orders are a great place to emphasize the character and backstory of a particular character.

Edict: A cavalier of the Order of the Veil must never voluntarily reveal the identity of his masters or his employers, unless explicitly allowed. He must never reveal a secret entrusted upon him to anyone except other members of the Order. He must always offer payment in exchange for information and demand payment in return for any intelligence he provides.

Challenge: The cavalier receives a +1 morale bonus to damage rolls against the target of his challenge. This bonus increases by +1 for every four class levels the cavalier possesses. Additionally, if the target of the cavalier's challenge is flat-footed or otherwise denied its Dexterity bonus to AC, the cavalier may double this bonus damage.

Skills: A cavalier of the Order of the Veil gains Linguistics and Stealth as class skills. A cavalier of the Order of the Veil gains a bonus equal to ½ of his class levels to Bluff checks to pass secret messages and to all Linguistics checks.

Order Abilities: A cavalier of the Order of the Veil gains the following abilities as he increases in level.

INSCRUTABLE (Ex)

At 2nd level, the cavalier's thoughts become harder to predict. He gains a +2 bonus to Will saves against mind-reading spells and effects and to Bluff checks to feint. At 6th level and every four levels thereafter, this bonus increases by +1.

The cavalier is also treated as having 13 Intelligence and the Combat Expertise feat for the purposes of qualifying for Improved Feint and Two-Weapon Feint, and for feats with either of those feats as prerequisites.

FORGOTTEN (Sp)

At 8th level, the cavalier learns to use mesmerism to leave no trace of his presence. As a full-round action, he may perform a hypnotizing stare upon a creature within 30 ft. That creature must succeed on a Will save (DC = 10 + ½ the cavalier's class levels + his Charisma modifier) or forget most details about the cavalier other than his presence or general shape. This DC increases by +4 if it is not the first time the cavalier uses this ability on the target during the past 24 hours. This can only erase memories from interactions during the past hour. For every 5 by which the creature fails the Will save, the cavalier may also plant one piece of minor misinformation on the creature regarding what occurred during that hour. For example, it may have the creature believe that the cavalier showed official credentials or was of a different race, but the recollection of that creature is still vague about other details. A

cavalier may use this ability a number of times per day equal to 2 + his Charisma modifier (minimum 1).

UNTRACEABLE (Sp)

At 15th level, the cavalier is considered to be under a constant *mind blank* effect with caster level equal to his class levels. He may suppress or resume this effect as a standard action. If dispelled, this effect cannot be resumed for 1d4 rounds.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to cavaliers, a cavalier of the Order of the Veil may choose to gain this bonus, regardless of his race:

- Add a +½ bonus to Bluff and Stealth checks.



LURKING PREDATOR (Hunter)

Forgoing their mystical connection with nature for stealth and lethality, the Lurking Predators and their ruthless companions stalk the wilderness looking for challenging game.

Their traditions are common among the most seasoned Lizardfolk warriors, who argue that true strength comes from within - and not from reliance on fickle magical forces.

SPELL-LESS PATHS

Taking away all spell-casting from a class is not simple to design and even harder to justify. The main issue with this path is that spells are defining feature of each class. When doing so, great care must be taken to make sure the final product doesn't look like it would better fit as an archetype for a different class, and still feels like the original thing in practice.

ADDITIONAL WEAPON PROFICIENCIES

A Lurking Predator is also proficient with bolas, brutal bolas, boomerangs, harpoons and nets.

This alters the regular hunter weapon proficiencies.

MIGHT OVER MAGIC

A Lurking Predator does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

A Lurking Predator does gain other supernatural abilities such as Animal Focus and spell-like abilities like Raise Animal Companion.

FEROCITY (Ex)

At 1st level, a Lurking Predator gains a fluctuating pool of ferocity, representing her wild resolve. At

the start of each day, a Lurking Predator has a number of ferocity points equal to her Wisdom modifier (minimum 1). Her ferocity goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points can also grant a Lurking Predator ferocity points equal to the amount of grit or panache they grant. A Lurking Predator spends ferocity to accomplish deeds (see below), and regains ferocity in the following way.

Killing Blow by the Lurking Predator or her animal companion: When the Lurking Predator or her animal companion reduce a creature to 0 or fewer hit points while in combat, the Lurking Predator regains 1 ferocity point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the Lurking Predator's character level to 0 or fewer hit points doesn't restore any ferocity.

FEROCIOUS COMPANION (Ex)

The Lurking Predator treats her animal companion as though it had as many ferocity points as her and access to all deeds she has. Those deeds use the Lurking Predator's class levels to determine their effects. If the animal companion makes use of any of the deeds that require the expenditure of ferocity points, those points are subtracted from the Lurking Predator's pool of points.

DEEDS

A Lurking Predator uses ferocity to perform deeds of savagery.

At 1st level, a Lurking Predator gains the following deeds:

Bushwhack (Ex): At 1st level, as long as the Lurking Predator has at least 1 ferocity point, when the Lurking Predator may act in a surprise round, she may take a move action, a standard action and a swift action (or a full-round action), rather than just a move action or a standard action. The Lurking Predator may spend 1 ferocity point as a swift action during surprise rounds to gain a bonus to weapon damage rolls equal to her class levels for

that round.

Stalker's Stride (Ex): At 1st level, as long as the Lurking Predator has at least 1 ferocity point, she does not require a running start to jump and she gains a +10-foot enhancement bonus to her land speed and a bonus to Acrobatics checks equal to ½ her class levels. The Lurking Predator may spend 1 ferocity point to double the bonuses granted by this ability for 1 minute.

Pack Tactics (Ex): At 4th level, as long as the Lurking Predator has at least 1 ferocity point, the Lurking Predator's allies (including the Lurking Predator's animal companion) are treated as if they possessed the same teamwork feats as her for the purpose of determining whether the Lurking Predator receives a bonus from her teamwork feats. The allies' positioning and actions must still meet the prerequisites noted in the teamwork feat for the Lurking Predator to receive the listed bonus.

Sharp Reactions (Ex): At 4th level, the Lurking Predator may spend 1 ferocity point as immediate action to gain one of the following bonuses, depending on the kind of weapon she wields:

- *Melee weapon:* Enemies that take a 5-foot step or withdraw away from the Lurking Predator's threatened area provoke an attack of opportunity. This effect lasts for 1 round.
- *Ranged weapon:* The Lurking Predator does not provoke attacks of opportunity for shooting or reloading ranged weapons. This effect lasts for 1 round.

Go For the Throat (Ex): At 8th level, as long as the Lurking Predator has at least 1 ferocity point and is within 30 ft. of her animal companion, she can, as standard action, command her animal companion to attack, granting it an attack of opportunity against an enemy it threatens. She may spend 1 ferocity point to use this deed as a move action instead. If the Lurking Predator's animal companion makes use of this deed through Ferocious Companion, it is the Lurking Predator that may make an attack of opportunity. The Lurking Predator and her animal companion must be able to communicate to use this deed.

Savage Mettle (Ex): At 8th level, at the beginning of the Lurking Predator's turn, she may spend 1 ferocity point as standard action to attempt a saving throw against an ongoing harmful effect currently affecting her, as long as it is a Fortitude or Will saving throw. If that saving throw is successful, the Lurking Predator cannot take other actions for the rest of the round but the harmful effect is suppressed for a number of rounds equal to her class level. After this duration, the effect resumes. This is a purely mental action.

Unseen Beast (Ex): At 12th level, as long as the Lurking Predator has 1 ferocity point, she gains a bonus to Stealth checks equal to $\frac{1}{2}$ her class levels. She may spend 1 ferocity point as a swift action to allow her to move at full speed without imposing a penalty to Stealth checks. This effect lasts for 1 minute.

Terrain Master (Ex): At 12th level, the Lurking Predator may spend 1 ferocity point as a move action to gain a 30 ft. climb speed and a 30 ft. swim speed, as well as a +8 racial bonus to Climb and Swims checks. This effect lasts for 1 minute.

Undying Tenacity (Ex): At 12th level, if the Lurking Predator would be reduced to 0 or less HP, the Lurking Predator may, as an immediate action, spend 2 ferocity points. If she does, she gains temporary hit points equal to twice her class levels. These hit points are lost after 1 minute and do not stack with themselves. The Lurking Predator may not benefit from this ability more than once per minute. This is a rage effect and thus prevents the Lurking Predator from using any abilities that require patience for 1 minute.

Hunter's Edge (Ex): At 16th level, as long as the Lurking Predator has 1 ferocity point, she may take a 10 on Climb, Perception, Ride, Stealth, Survival and Swim checks, even if distracted or in immediate danger.

Quarry (Ex): At 16th level, the Lurking Predator may spend 1 ferocity point to assign an enemy as her Quarry, as the Ranger ability. That enemy does not need to be a favored enemy.

HIDDEN PACK (Ex)

At 17th level, the Hunter and her animal companion gain the ability to use Stealth without cover or concealment.

This replaces *one with nature*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to hunters, a Lurking Predator may choose to gain this bonus, regardless of her race:

- Add + $\frac{1}{4}$ point to the Lurking Predator's ferocity pool.



VAULT RAIDER (Occultist)

Among occultists, there are those who specialize in retrieving artifacts of mystical power - be it from the depths of an ancient dungeon or from the safety of a lavish treasure chamber. These Vault Raiders choose to advance their talents in larceny and exploration over more esoteric pursuits.

The ever-covetous kobolds are famed Vault Raiders, as they are not just keen to amass collections of precious objects, they are also very talented in building trap-infested lairs to safeguard their hoard.

ESP-ECIALLY FITTING

What drove me to create this archetype was the **Object Reading** feature of Occultists. While it is very thematic for the psychic detective of sorts that the Occultist attempts to convey, it could also be an ability that an occult pillager would love to have. Combined with the focus on physical implements the Occultist has, I thought the class had a good base to expand on a more rogue-like archetype.

CLASS SKILLS

A Vault Raider adds **Escape Artist** and **Stealth** to his class skills but removes **Diplomacy**.

RAIDER'S IMPLEMENTS (Su)

At 1st level, rather than learning to use 2 implements, the Vault Raider learns to use 1 implement of his choice and also learns to use the **Delving** implement, as detailed after this archetype.

This alters *implements*.

TUMBLER SIGHT (Ex)

At 5th level, a Vault Raider may spend 1 point of mental focus to benefit from a *detect secret doors* effect, as though he had concentrated for 2 rounds. This effect lasts 1 round per class level. Additionally, the Vault Raider can tell whether a lockable object (such as a door or chest) is locked or unlocked by simply looking at it while this effect is active. This replaces *aura sight*.

DELVER'S TRICKS (Su)

At 8th level, the Vault Raider gains the Quick Disable and Trap Spotter rogue talents (as the Unchained Rogue).

At 12th level, he gains the Cunning Trigger (APG) and Quick Trapsmith (APG) rogue talents.

At 16th level, he gains the Defensive Roll and Frugal Trapsmith (APG) advanced rogue talents (as the Unchained Rogue).

This replaces *magic circles* and *outside contact*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to occultists, a Vault Raider may choose to gain this bonus, regardless of his race:

- Add +½ bonus to Disable Device and Stealth checks.

DELVING (Occultist Implement)

Unlike other implements, the Delving Implement is not associated with any school of magic. Instead of granting spells of a specific school, whenever an Occultist gains this implement, he uses the spells listed on the Spells section as though as they were the spells of the associated school of this implement. As usual, the spells listed in this implement are not considered to be part of the Occultist's spell list until he gains them.

This implement has a resonant power, a base focus power, focus powers and associated spells as other implements.

Implement(s): Bracers, keychains, padlocks, pistons, thieves' tools, watches.

Resonant Power

Wary Alarm (Su): The implement hastens reactions. For every 2 points of mental focus invested in the implement, the wearer (or holder) gains a +1 bonus to Reflex saves and to initiative checks, to a maximum bonus of 1 + 1 for every three class levels the Occultist possesses. If the bonus granted is +4 or higher, the wearer benefits from evasion, as the ranger class feature. If the bonus granted is +6 or higher, the wearer benefits from improved evasion instead (this still functions when wearing medium armor).

Base Focus Power

Cunning Attack (Su): By spending 1 point of mental focus as a free action, the Occultist may deal an extra 1d6 damage whenever his target is flat-footed, denied its Dexterity bonus to AC or flanked by the Occultist. This is precision damage and otherwise functions identically to an Unchained Rogue's Sneak Attack feature. This damage increases by +1d6 for every two class levels above the first. This effect lasts for 1 round.

Focus Powers

Dampened Presence (Sp): By spending 1 point of mental focus as a standard action, the Occultist may gain a bonus to Stealth checks equal to his class levels for 1 minute. At 4th level, the Occultist may not be tracked by scent while this effect is active. At 7th level, this effect also prevents the Occultist's movements to be distinguished by tremorsense or by blindsense if that ability is granted through sensing vibrations.

Spontaneous Trap (Su): When gaining this focus power, the Occultist chooses a supernatural ranger trap. By spending 1 point of mental focus, the Occultist may place that trap as a full-round action that provokes attacks of opportunity. The DC for saving throws and Perception and Disable Device checks related to that trap is 10 + ½ the his class levels + his Intelligence modifier. The trap lasts for 1 hour or until triggered. If any effect of those traps could be empowered by spending additional daily uses of traps, the Occultist may spend additional points of mental focus instead.

Special: This Focus Power may be chosen multiple times. Each time, the Occultist gains use of another trap.

Tinker's Touch (Sp): By spending 1 point of mental focus, the Occultist may make a touch attack as a standard action that may deal 1d8+1 damage per two caster levels to a construct, or heal a construct for that same amount of damage. This ability bypasses the magic immunity of constructs such as golems.

Trap Scanner (Sp): By spending 1 point of mental focus as a standard action, the Occultist gains a

bonus equal to $+\frac{1}{2}$ his class level (minimum 1) to Disable Device checks and Perception checks to detect traps. This effect lasts for 1 minute per class level. As long as this effect is active, he may disarm magic traps as though he had the trapfinding feature. At 8th level, while this effect is active, the Occultist may take a 10 on Disable Device checks even while distressed or threatened.

Vault Sight (Sp): By spending 2 point of mental focus, the Occultist may perform a scrying ritual to gain information about the layout of any location. This takes 1 minute of uninterrupted scrying. After the ritual is finished, a layout of barriers, rooms and passages within a 40-ft. radius appears. It could form in midair or be etched upon a wall. This layout only shows structures such as walls, stairways and such, and makes no account for living creatures or objects within this area. At 11th level, the radius increases to 60-ft. At 15th level, to 80-ft. This is a divination [scrying] effect. *The Occultist must be at least level 7th to select this focus power.*

Spells

Level 0: *arcane mark, prestidigitation*

Level 1: *burst bonds, expeditious excavation, feather step, invisibility alarm, liberating command, shield of fortification, urban grace*

Level 2: *binding earth, create pit, disable construct, muffle sound, silence, snare, soften earth and stone*

Level 3: *greater shield of fortification, improve trap, mass feather step, secure shelter, spiked pit*

Level 4: *acid pit, leashed shackles, passwall, spike stones*

Level 5: *bard's escape, dust form, hungry pit, guards and wards*

Level 6: *discern location, ethereal jaunt, magnifying chime, move earth*



BRIGAND (Unchained Rogue)

Lacking the finesse of some of their counterparts, the Brigands that roam the lands are fierce warriors, but also quite cunning and resourceful. Using brute force, underhanded tactics and bravado, these ruffians are the terror of highways and alleys. Half-orcs are prone to adopt these tactics, partly to better suit their physiques and partly because they really enjoy the sight of a cowering foe being crushed under the weight of a greatclub.

RAILROADS

Forced choices in archetypes, like the ones present in the Bully feature, can serve to check the power level of an otherwise strong archetype. It's better if used to make players select options that are strong enough but not necessarily amazing.

SKILL POINTS PER LEVEL

A Brigand gains 6 + her Intelligence modifier skill points per level rather than the normal amount.

WEAPON AND ARMOR PROFICIENCIES

A Brigand is proficient with simple weapons, greatclubs, light hammers, longswords, shortwords and warhammers. A Brigand is proficient with light and medium armor, but not shields.

This replaces the regular rogue weapon and armor proficiencies.

AMBUSH TRAINING (Ex)

At 1st level, a Brigand learns to maneuver with more subtlety, even while wearing obstructive armor. The Brigand can move 5 feet faster than normal, to a maximum of her unarmored speed, while wearing medium armor. Additionally, she may choose a Strength or Dexterity-based skill. She ignores the armor check penalty incurred by wearing light or medium armor when performing checks associated with that skill.

At 3rd, 7th, 9th, 11th and 19th levels, she may choose an additional skill this way.

This replaces *finesse training*.

BULLY

At 2nd level, a Brigand must choose Strong Impression as a Rogue Talent.

STRONG-ARM TACTICS (Ex)

At 2nd level, whenever a Brigand deals sneak attack damage to an enemy, she may perform an Intimidate check to demoralize that enemy as a free action.

This replaces *evasion*.

TWO FOR FLINCHING (Ex)

At 4th level, whenever a Brigand deals sneak attack damage to a *shaken*, *frightened*, *panicked* or *cowering* enemy, she deals additional precision damage equal to her class level to that enemy.

This replaces *uncanny dodge*.

BEATDOWN (Ex)

At 8th level, a Brigand gains a +2 bonus on attack rolls that would deal sneak attack damage on a hit. This bonus increases to +3 if the Brigand makes that attack with a weapon wielded in two hands.

This replaces *improved uncanny dodge*.

BRUTAL STRIKE (Ex)

This functions as the Master Strike feature, except the DC is determined by the Brigand's Strength modifier rather than her Dexterity modifier.

This alters *master strike*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to rogues, a Brigand may choose to gain this bonus, regardless of her race:

- Add +1/6 of a bonus feat chosen from the following list: Cleave, Dazing Assault, Dreadful Carnage, Furious Focus, Greater Cleave, Power Attack. The Brigand must qualify for that feat.



TORRENT DUELIST (Fighter)

It was quite puzzling when Gillmen started to share with the rest of the races the secrets of their ancient fencing art - secrets that they had kept well-guarded for centuries. The Torrent Duelist techniques were exotic but lethally effective - particularly suited for combat in situations where heavy armor would be detrimental to movement or buoyancy.

Some speculate that perhaps the Gillmen chose to make their secrets known to others because they fear these might be lost in time if not passed on to new generations. Others have a simpler explanation - the Torrent Duelists are just looking for someone who might finally prove to be a worthy challenge for their skills.

CRUNCHING NUMBERS

The art of balancing an archetype is predicated on the ability to calculate estimated numbers for it. In this case, the number I was tracking most

minutiously was AC - particularly because this is an unarmored archetype. I compared the numbers with a full-plate Fighter and a Monk at several levels, assuming the Torrent Duelist kept Combat Expertise up, and it remained competitive. Quiet Tempest was instrumental in this sense, as it allows the use of Combat Expertise even while using Power Attack, TWF or fighting defensively without incurring too high a penalty. (Also, consider mithral bucklers!)

CLASS SKILLS

A Torrent Duelist's class skills are Acrobatics, Bluff, Climb, Craft, Intimidate, Knowledge (history), Perception, Profession, Sense Motive, Stealth and Swim.

This replaces the fighter's class skills.

STILL WATERS (Ex)

At 1st level, a Torrent Duelist forgoes obstructive vestments to allow for swifter combat maneuvering. He gains Combat Expertise as bonus feats even if he does not meet the feat's prerequisites.

When using Combat Expertise, the Torrent Duelist gains an additional +1 dodge bonus to AC. At 4th level and every four levels thereafter, that bonus increases by +1.

If he already has the Combat Expertise feat, he may replace the feat he already has with another combat feat of his choice that he qualifies for. Additionally, the Torrent Duelist is treated to have 13 Intelligence for the purpose of qualifying for any feats with Combat Expertise as a prerequisite.

This replaces the Torrent Duelist's proficiency with all types of armor and shields.

FLOWING FINESSE (Ex)

At 1st level, a Torrent Duelist gains the benefits of Weapon Finesse with any melee weapon, as long as he uses his Strength modifier on that weapon's damage rolls. Due to the fine movements required to perform this fighting style, his attacks receive a miss chance equal to the arcane spell failure chance incurred by any armor and shields he wears.

This replaces the fighter's 1st level bonus feat.

QUIET TEMPEST (Ex)

At 3rd level, a Torrent Duelist learns to make his attacks flow effortlessly in battle. If the Torrent Duelist would voluntarily impose a penalty to his attack rolls (such as those imposed through fighting defensively or using the Power Attack feat), the total penalties on the affected attacks is reduced by 1, to a minimum penalty of 0. At 7th level and every four levels thereafter, the total penalties are reduced by 1 further. This only applies to voluntarily imposed penalties.

This replaces *armor training I*.

WEAPON EXCELLENCE (Ex)

The Torrent Duelist chooses to perfect the art of dueling with a single type of weapon.

From 5th level onwards, the Torrent Duelist may select the Advanced Weapon Training feat any time he would gain a bonus feat, ignoring the once per 5 fighter levels restriction.

At 9th level and every four levels thereafter, rather than choose another weapon group, the Torrent Duelist must choose to gain an Advanced Weapon Training option instead.

This alters *weapon training*.

WAVE WHELM (Ex)

At 7th level, the Torrent Duelist refines his offensive and defensive expertise. He gains Uncanny Dodge, as the barbarian feature. Additionally, when gaining this ability, the Torrent Duelist must choose one of the following benefits:

One-Handed: When using a one-handed or light weapon wielded in one hand, the damage of those attacks is calculated as though he were wielding a two-handed weapon (this includes Power Attack damage). To use this ability, the Torrent Duelist cannot make attacks with his other hand.

Two-Handed: When using a weapon wielded in two hands, the Torrent Duelist increases the penalty reduction granted by Quiet Tempest by 1.

Two-Weapon Fighting: The Torrent Duelist may treat a one-handed weapon as a light weapon for the purpose of calculating two-weapon fighting penalties.

This replaces *armor training II*.

EVASION (Ex)

At 11th level, if Torrent Duelist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Torrent Duelist is wearing no armor. A helpless Torrent Duelist does not gain the benefit of evasion.

This replaces *armor training III*.

RUSHING STREAM (Ex)

At 15th level, the Torrent Duelist may combine a full-attack action with a move action as a full-round action by taking a -2 penalty to attack rolls for 1 round.

This replaces *armor training IV*.

STALWART (Ex)

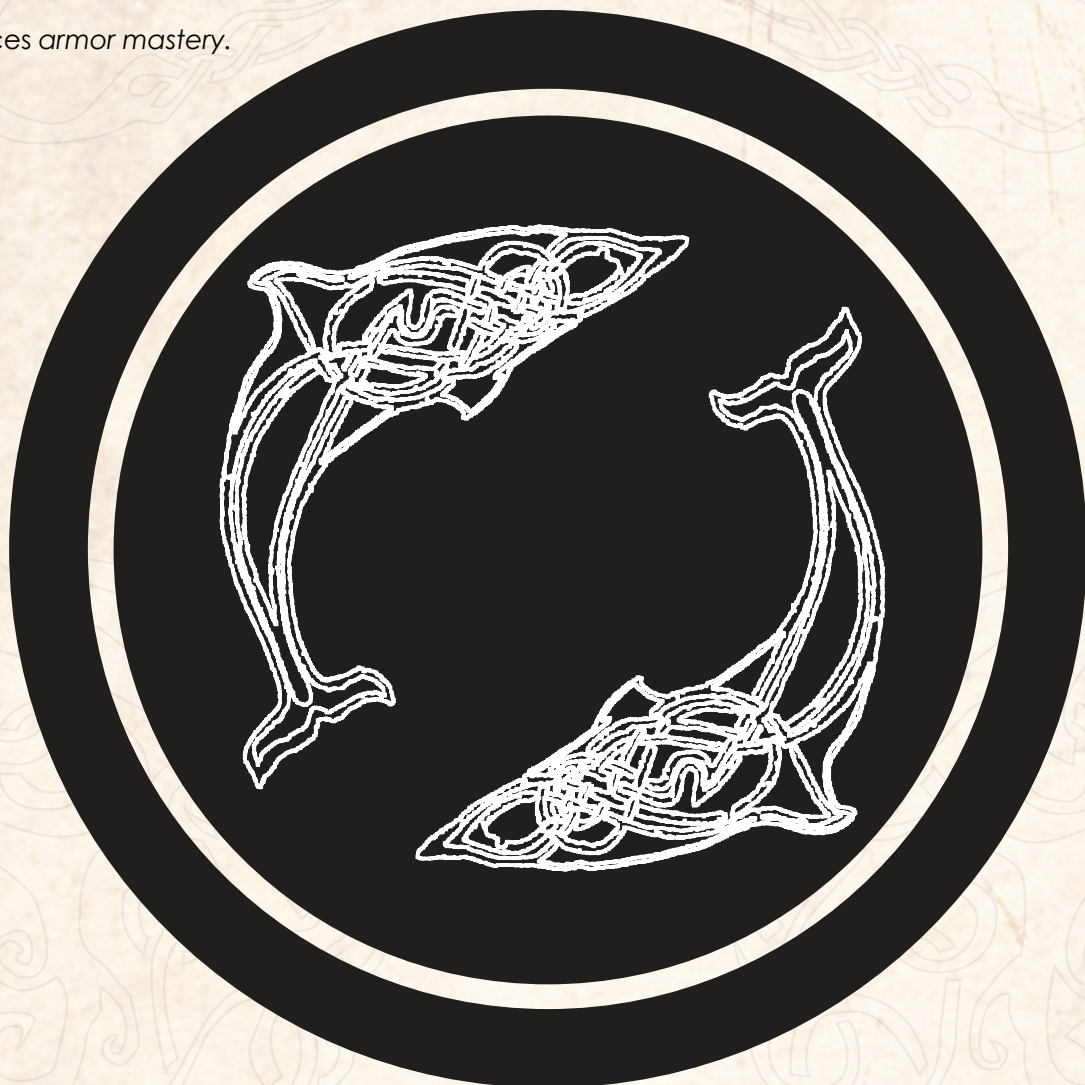
At 19th level, the Torrent Duelist can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the Torrent Duelist is wearing no armor. A helpless Torrent Duelist does not gain the benefit of the stalwart ability.

This replaces *armor mastery*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to fighters, a Torrent Duelist may choose to gain this bonus, regardless of his race:

- Add +1/4 of a bonus Advanced Weapon Training feat.





EYE COLLECTOR (Slayer)

Not many know about the Eye Collectors. Those who do, know better than to dig deeper into their goals and motivations.

Hushed rumors tell tales about an ancient fetchling sect. It is said that some exiles of the Shadow Plane became obsessed with the essence of color - a new and alien concept for them - and started gathering the eyes of living creatures to unlock those secrets. Some say that this cabal is long gone, but its methods have been passed on from generation to generation - a tradition of sharp edges, sigils, ruthlessness and deception.

TELLING A STORY

Specialist archetypes are tricky to make. You usually want to avoid creating an overfocused archetype because that encourages players to become one-trick ponies in a game where versatility is highly desirable. For this reason, while this archetype has

some very nice features for two-weapon fighting Slayers, it also takes some of the Slayer's talents for flavor-focused abilities, so the vanilla Slayer is not obsoleted.

ARMOR PROFICIENCIES

An Eye Collector is proficient with light armor but not with shields.

This replaces the Slayer's armor proficiencies.

EXOTIC IMPLEMENTS (Ex)

At 1st level, an Eye Collector selects a number of light slashing or piercing exotic weapons equal to her Intelligence modifier (minimum 0). She gains Exotic Weapon Proficiency as a bonus feat for each of those weapons.

REND BROW (Ex)

At 2nd level, an Eye Collector can perform a blow that causes a gashing wound. When the Eye

Collector attacks with a light slashing or piercing weapon, she may announce a Rend Brow attempt - this expends one use of this ability, even if that attack does not connect. If that attack hits the target, the target must succeed on a Reflex save (DC = 10 + ½ of the Eye Collector class levels + her Intelligence modifier) or take *bleed* damage equal to ½ the Eye Collector's class levels and become *dazzled* until the bleeding stops. The Heal check DC to do this is equal to the Reflex save DC. Creatures that are immune to *bleed* damage are immune to this ability.

An Eye Collector has a number of Rend Brow attempts per day equal to her class level.

This replaces the *slayer talent* gained at 2nd level.

GOUGE (Ex)

At 8th level, whenever the Eye Collector deals sneak attack damage to an enemy affected by Rend Brow, that enemy must make a successful Fortitude save (DC = 10 + ½ of the Eye Collector class levels + her Intelligence modifier) or be *blinded* for 1 round. An enemy that succeeds upon that save cannot be affected by this ability for the remainder of the round.

This replaces the *slayer talent* gained at 8th level.

GRUESOME TRANSPLANT (Su)

At 10th level, the Eye Collector can collect eyes by removing them from the corpse of a creature that has been dead for less than 24 hours. Alternatively, if an enemy rolls a natural 1 on a save against the Eye Collector's Gouge ability, the Eye Collector may take out the enemy's eyes as part of that sneak attack to permanently *blind* the enemy. This blindness can be restored by effects that grant limbs anew, such as a *regenerate* spell, but not with effects that only remove blindness.

As long as the Eye Collector keeps that victim's eyes, she may place them upon her face to assist in taking on the appearance of the gouged victim. This grants the Eye Collector a +10 bonus to Disguise attempts to take the appearance of that creature. This effect can be started or ended as a full-round action.

This replaces the *advanced slayer talent* gained

at 10th level.

NEW ADVANCED TALENTS

An Eye Collector has access to the following advanced talents when choosing advanced slayer talents:

Borrowed Mind (Ex): Whenever an Eye Collector becomes the target of a mind-affecting spell, she may make a Disguise check at a -10 penalty instead. If she does, she must use the result as the result of her saving throw.

Scissor Strike (Ex): The Eye Collector may perform an attack with each weapon she holds simultaneously as a standard action or in place of the attack made as part of a charge. The damage of those attacks is pooled before resolving the damage reduction the target of the attack may have.

Surgical Precision (Ex): The Eye Collector gains a bonus equal to ½ her level to Heal checks. Additionally, the DC of her Slayer class features is increased by 1. Finally, if she successfully uses the Assassinate advanced talent to kill an enemy, she can automatically cut out that enemy's eyes as part of that action.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to slayers, an Eye Collector may choose to gain this bonus, regardless of her race:

- Add a +1/5 bonus to the DC of the Eye Collector's class abilities.



SHAWLED VIPER (Swashbuckler)

The Shawled Vipers are not ordinary assassins. They are the artists of murder, ensuring that each one of their hits is a masterpiece.

Their tradition is said to have started among the Vishkanya, who see no virtue in a methodical, clean execution - they'd rather pay good coin to give their opponents a beautiful demise.

ALTERING PLAY PATTERNS

In my opinion, Swashbucklers are, as currently designed, very stationary for supposed masters of derring-do. Targeted Strike, Deadly Stab - both require full-round actions, so there's little basis for a skirmishing build. The Shawled Viper was created to fulfill the concept of a "deadly dancer". While still very dangerous while full-attacking (because of the sheer doses of poison it can deliver), the archetype can also adopt a skirmishing pattern to deliver a poisoned strike and then get back to

cover, or keep using Dodging Panache to re-apply poison to her weapon while circling her prey.

CLASS SKILLS

A Shawled Viper gains Stealth as a class skill.

POISON USE (Ex)

At 1st level, a Shawled Viper gains the Poison Use class feature.

This replaces the *derring-do* deed.

DEEDS

A Shawled Viper gains the following deeds:

Viper's Sting (Ex): At 3rd level, as long as she has at least 1 panache point, a Shawled Viper using a poisoned light or one-handed piercing weapon can attempt to strike a vital area, adding $\frac{1}{2}$ her class levels to the DC of poisons coated on her

weapon. The Shawled Viper may use this deed while throwing a weapon as long as her target is within 30 ft. If the Shawled Viper hits an enemy with an attack, she may spend 1 panache point as a free action to add her class level to damage dealt, but this extra damage has the same restrictions as though the Shawled Viper were using the Precise Strike deed. This replaces Precise Strike.

Targeted Strike (Ex): As the swashbuckler deed, but the Shawled Viper adds another organ it can target:

Arteries or Veins: Any poisons applied to your weapon do not have an onset time and take effect immediately, and their duration is increased by 2 time increments.

This alters *targeted strike*.

Deadliest Dance (Ex): At 16th level, as long as the Shawled Viper has at least 1 panache point, she may make a Perform (dance) check as part of a charge, with DC equal to the CMD of the target of the charge attack. If this check is successful, the Shawled Viper may perform a Targeted Strike or a Perfect Thrust deed in place of a melee attack as part of the charge, spending panache as normal if she chooses to perform a Targeted Strike.

This replaces *swashbuckler's edge*.

DEADLY ARTS (Ex)

At 2nd level, whenever the Shawled Viper spends a panache point or more when using one of her swashbuckler deeds, she may apply poison to her weapon as part of the action used to activate the deed.

At 5th level, a Shawled Viper gains Master Alchemist as a bonus feat, using her Charisma rather than her Intelligence to determine how many doses of poison she creates.

At 10th level, a Shawled Viper gains Deadly Cocktail (APG), as the Advanced Rogue Talent. This allows her to apply two poisons on her weapon whenever she may apply one, as when using the Dance of the Viper deed.

At 14th level, a Shawled Viper can create a poison as a full-round action if she succeeds at the Craft (alchemy) check and has the appropriate resources on hand to pay the creation cost. In addition, she can instead create an unstable toxin. An unstable toxin costs 1/10 its normal price (rather than 1/3), but is ruined if not used by the end of her next turn.

At 18th level, a Shawled Viper becomes immune to curses, diseases and poison and may take a 20 on any Craft (alchemy) check to make poison.

This replaces *charmed life*.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to swashbucklers, a Shawled Viper may choose to gain this bonus, regardless of her race:

- Add a +1/3 bonus to the Shawled Viper's saves against curses, poison and disease.



STUDIED THEOSOPHIST (Cleric)

"In this moment, I am euphoric. Not because of the blessing of some needful god, desperate to bestow its favor to those that blindly follow its whims. But because I am enlightened by my absolute certainty in that the path of my god is the true path, beyond the need of faith or reward."

- Numerus, Android Theosophist

REMOVING THE VESTIGES

While creating this archetype, my attention was focused on removing every aspect that may hint towards direct deific blessing on the Studied Theosophist, and creating features that pointed towards a more "self-made" cleric. The Studied Theosophist is clearly still channeling divinity, but the flavor of the archetype points towards the Studied Theosophist making the efforts to reach his deity rather than the other way around.

FAITH IN REASON

A Studied Theosophist does not draw her power from divine favor - instead, she can tap into the power of her deity through the study of its teachings and of natural law. The Studied Theosophist uses her Intelligence, rather than her Wisdom, to determine all class features and effects relating to her cleric class, such as bonus spells per day, the maximum spell level she can cast, the save DCs of her spells, and the effects and uses of her domain powers. Spells such as *clenched fist* and *spiritual weapon* also use the Studied Theosophist Intelligence modifier rather than her Wisdom modifier to determine their effects.

A Studied Theosophist must still present a divine focus for spellcasting as a conduit to access her deity's might.

LEARNED SCHOLAR (Ex)

A Studied Theosophist may lack the direct blessing of her deity, but she compensates by studying all creation with close detail. At 1st level, the Studied Theosophist gains all Knowledge skills as class skills and may perform any Knowledge check untrained.

This replaces the cleric's aura.

ESOTERIC DISCIPLINE (Su)

At 1st level, a Studied Theosophist rather than gaining access to two domains, once per day while preparing her spells, the Studied Theosophist may also ruminate upon religious teachings to gain access to the domain powers and spells of any one domain associated with her deity. The Studied Theosophist has access to these powers and spells until she studies another domain this way.

This alters Domains.

METAPHYSIC POOL (Su)

At 1st level, the Studied Theosophist gains a pool with an amount of metaphysic points equal to $\frac{1}{2}$ her cleric level (minimum 0) + her Intelligence modifier. She may use this pool to apply her theosophical knowledge to alter her spellcasting powers in the following ways:

Enlightenment: The Studied Theosophist may spend any number of metaphysic points to spontaneously cast a domain spell with level equal or lower than the number of points spent this way. (For example, a 3rd level Studied Theosophist that currently possesses the Fire Domain may spend 2 metaphysic points to spontaneously cast *produce flame*.)

Manifestation: The Studied Theosophist may spend any number of metaphysic points to spontaneously cast a cleric spell with a level equal or lower than half the points spent this way. (For example, a 3rd level Studied Theosophist may spend 4 metaphysic points to spontaneously cast *cure moderate wounds*.)

Transubstantiation: The Studied Theosophist may "lose" a prepared spell and spend an amount of metaphysic points equal to that spell's level to spontaneously cast any cleric spell of that level.

(For example, a 3rd level Studied Theosophist may spend 2 metaphysic points and lose a 2nd level spell to spontaneously cast *cure moderate wounds*.)

All three of these abilities use the rules for spontaneously casting spells for the purpose of applying Metamagic feats. For example, if the Studied Theosophist has the Intensified Spell feat, she may spend 4 metaphysic points (or alternatively "lose" a 2nd level spell she has prepared and spend 2 metaphysic points) to spontaneously cast an intensified *cure light wounds* spell as a full-round action.

This replaces Spontaneous Casting and Channel Energy.

UNIVERSAL FAVORED CLASS BONUS

In addition to the usual Favored Class Bonus options available to clerics, a Studied Theosophist may choose to gain this bonus, regardless of her race:

- Add a $+\frac{1}{4}$ of an additional point to the Studied Theosophist's metaphysic pool.

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