

The
KNOTTY
WORKS



PLAYER

Paraphernalia

SECONDARY CLASS SKILLS

#1/2



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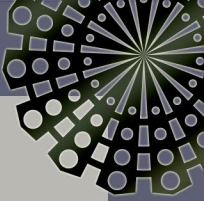
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PLAYER PARAPHERNALIA #1/2

By the Knotty-Works

Welcome to a promotional issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). In this issue a new option for the favored class is offered in which character may expand on their class skills.

Secondary Skills

Class skills in pathfinder have the single advantage of granting a +3 bonus to any skill checks as long as the character invests 1 skill rank in that skill. Characters that multi-class also gain the advantage in bundling all skills associated with each class into a larger class skill list. In order to compensate characters that do not decide to dip into alternate classes the following alternate rule is proposed.

Each character class has another set of skills referred to as secondary skills that may be germane to the class though not as widely sought after than the normal class skills associated with that class. These skills may be added to the character's class skill list by expending the character's **favored class option** when a new level is obtained. This favored class option would be available to any class that has secondary skills and open to any race that gains class levels for that class.

Characters are restricted to gaining a new class skill from the secondary skill list once every three levels. That is a character can access a new class skill between levels 1 through 3, 4 through 6, etc. with a maximum of 6 by 18th level. Since characters may apply a favored class option at 1st level, this means a character may take a secondary skill as a class skill. In addition, characters that multi-class cannot take secondary skills as a favored class option as their class skill list is likely expanded beyond what advantage this option would grant.

The secondary skills are broken down into logical groups and some of the secondary skills may be a class skill for a particular class in the grouping. If the skill is already a class skill, the character gains no additional bonus for choosing the same skill from the secondary list.



Class Secondary Skills

Alchemist / Arcanist / Wizard / Witch

Appraise, Diplomacy, Disable Device, Escape Artist, Heal, Knowledge (All), Linguistics, Perception, Perform, Sleight of Hand, and Use Magic Device

Barbarian / Bloodrager

Bluff, Escape Artist, Heal, Knowledge (geography), Knowledge (local), Knowledge (religion), Perform, Profession, Sense Motive, and Stealth

Bard / Skald

Fly, Handle Animal, Heal, Ride, and Survival

Brawler / Fighter / Monk

Acrobatics, Escape Artist, Handle Animal, Knowledge (dungeoneering), Knowledge (local), Knowledge (nature), Perform, Sense Motive, and Use Magic Device

Cavalier / Samurai

Heal, Knowledge (engineering), Knowledge (local), Knowledge (nobility), Perception, and Survival

Cleric / Warpriest

Bluff, Climb, Fly, Handle Animal, Intimidate, Knowledge (local), Linguistics, Perform, and Ride

Druid / Hunter / Ranger

Acrobatics, Diplomacy, Disguise, Fly, Intimidate, Knowledge (local), Knowledge (religion), and Perform

Gunslinger / Swashbuckler

Appraise, Diplomacy, Disable Device, Disguise, Escape Artist, Knowledge (nobility), Perform,



Sense Motive, and Use Magic Device

Inquisitor

Appraise, Disable Device, Knowledge (local), Linguistics, and Sleight of Hand

Investigator

Ride and Survival

Magus

Acrobatics, Bluff, Disguise, Knowledge (local), Linguistics, Perception, Perform, Sense Motive, and Survival

Oracle

Bluff, Disguise, Knowledge (arcana), Knowledge (local), Linguistics, Perception, Perform, Ride, and Survival

Paladin

Appraise, Fly, Intimidate, Knowledge (history), Knowledge (local), Linguistics, Perception, Perform, and Survival

Ninja / Rogue / Slayer

Fly, Knowledge (all), Ride, and Survival

Shaman

Bluff, Knowledge (geography), Knowledge (history), Perform, Sense Motive, and Use Magic Device

Sorcerer

Disguise, Heal, Knowledge (dungeoneering), Knowledge (history), Knowledge (planes), Knowledge (religion), Perception, Perform, Sense Motive, and Use Magic Device

Summoner

Bluff, Climb, Disguise, Escape Artist, Perception, Perform, Sense Motive, and Survival

Final Thoughts

This option essentially grants a +3 bonus to the skill chosen as long as the character spends 1 skill rank in that particular skill. This is a big jump compared to other favored class options that normally grant a fraction or



one point at most. However, this is balanced by only allowing this option to be chosen every three levels on average. If the concern is that this bonus is too great for a favored option one alternative would be to grant a small overall bonus of +1 so the character still gets a bonus to the skill which can exceed the character's level by 1 rank. This option would then match the bonus normally associated with the Favored Class Option mechanic while giving a slight advantage for the character overall. If this alternative is used, the GM may allow the character to select the same skill more than once until a total of +3 is gained. If used this way the GM may want to lift the restriction where this option may only be taken once every three levels.

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