



Player Paraphernalia

THE BLACKGUARD
HYBRID CLASS

#81

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PLAYER PARAPHERNALIA #81

BY THE KNOTTY-WORKS



Welcome to issue eighty-one 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 a new hybrid class, the blackguard. Combining the physical momentum of the barbarian with the precision and expertise of the rogue.

The Blackguard

The world is full of dark intentions and bleak moral apathy. The blackguard thrives in such a landscape, twisting the desires and intentions of others to meet his own needs while focusing on their frivolities and frailties. Often seen as cads or miscreants, blackguards are not necessarily evil or law-breakers as much as someone willing to take advantage of any situation that presents itself for his own gratification and self-edification.

Despite their reputation, blackguards have their own sense of honor and will fight fairly when confident that the outcome will be in their favor.

Role: Although seen as scoundrels, blackguards are actually quite adept in the martial skills of combat and many will step up and face challenging opponents as long as the odds are in their favor. Their combat skills rival the most proficient of warriors and their vitality allows them to outlast many opponents.

Blackguards are also very good at skills of a more questionable nature, ranging from picking pockets and opening locks to skulking

in the shadows and delivering the killing blow to an oblivious victim.

Alignment: Any non-good.

Hit Die: d12

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

Parent Classes: Barbarian and Rogue

Class Skills

The blackguard's class skills include Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha)

Skill Ranks per Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency

The blackguard is proficient with simple and martial weapons, light armor and light shields.

Dark Focus (Ex)

The blackguard may focus his zeal and concentration to an preternatural degree. Beginning at 1st level, the blackguard may manifest his dark focus a number of rounds per day equal to 4 + his Wisdom modifier and an additional 2 rounds each level thereafter. This focus automatically regenerated

Blackguard Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Dark Focus, Deft Feinter
2	+2	+0	+3	+0	Evasion, dark talent
3	+3	+1	+3	+1	Dark sense +1
4	+4	+1	+4	+1	Dark strike +1d6, dark talent
5	+5	+1	+4	+1	Uncanny dodge
6	+6/+1	+2	+5	+2	Dark sense +2, dark talent
7	+7/+2	+2	+5	+2	Dark blessing, dark strike +2d6
8	+8/+3	+2	+6	+2	Dark talent
9	+9/+4	+3	+6	+3	dark sense +3, improved uncanny dodge
10	+10/+5	+3	+7	+3	Dark strike +3d6, darker talents, dark talent
11	+11/+6/+1	+3	+7	+3	Darker focus
12	+12/+7/+2	+4	+8	+4	Dark sense +4, dark talent
13	+13/+8/+3	+4	+8	+4	Dark strike +4d6, greater dark blessing
14	+14/+9/+4	+4	+9	+4	Dark talent
15	+15/+10/+5	+5	+9	+5	Dark sense +5
16	+16/+11/+6/+1	+5	+10	+5	Dark strike +5d6, dark talent
17	+17/+12/+7/+2	+5	+10	+5	Immutable Focus
18	+18/+13/+8/+3	+6	+11	+6	Dark sense +6, dark talent
19	+19/+14/+9/+4	+6	+11	+6	Dark strike +6d6, ultimate dark blessing
20	+20/+15/+10/+5	+6	+12	+6	Dark talent, ultimate focus

once every 24 hours after spending 8 hours of rest (though they do not need to be consecutive). He may manifest or release his focus as a **free action**, though once released the blackguard is **fatigued** for a number of rounds equal to twice the number of rounds spent initiating the dark focus. The blackguard may not manifest his dark focus while **fatigued**, **exhausted**, **helpless**, or **unconscious**.

While manifesting his dark focus, the blackguard gains a +4 **morale bonus** to his Dexterity and Wisdom while suffering a -2 penalty to any Intelligence or Charisma based skill checks (except using **Bluff** to feint an opponent).

Dark Focus and Rage: If the blackguard gains access to the rage class feature, he does not gain a separate amount of time for rage and dark focus, but rather both are commingled into a set number of rounds. The blackguard adds both his own class level with the levels of the other class that grants the rage feature to determine the total number of rounds per day he may use either

ability. The blackguard must choose which ability score he will use that grants a bonus number of rounds once the second class is taken (either Constitution or Wisdom).

The blackguard may use his allotted time for to manifest his dark focus or rage as desired, though he may not initiate or maintain both abilities at the same time. Limitations regarding being **fatigued** or **exhausted** still apply.

Dark focus does qualify as rage for any requirements regarding feats, spells, abilities, or magic items.

Deft Feinter (Ex)

At 1st level, the blackguard gains **Improved Feint** as a bonus feat. The blackguard does not need to meet the **Combat Expertise** feat prerequisite for this feat.

Evasion (Ex)

At 2nd level, the blackguard learns how to circumvent the damage caused by powerful area based attacks, both magical and

mundane. If the blackguard manages to succeed a Reflex saving throw that normally causes partial damage with a successful save, he instead suffers no damage. If the blackguard is wearing medium or heavier armor, carrying a medium or heavier load, or is helpless or unconscious, he gains no benefit from this ability.

Dark Talents

Beginning at 2nd level, the blackguard gains access to martial secrets passed down from the long lineage of blackguards that came before him. He may choose one dark talent and then an additional dark talent every even level attained after 2nd level.

The blackguard may only choose a dark talent once unless otherwise defined in the description. The blackguard must meet any requirements for the dark talent before he may choose it.

Armored Scoundrel (Ex): The blackguard gains Medium Armor proficiency. He may use his dark focus while wearing medium armor or while carrying a medium load.

Once the blackguard gains his dark blessing, he may choose to reduce his armor check penalty by 2 points instead.

Dark Palm (Ex): The blackguard must be at least 4th level before he may take this dark talent. The blackguard's dark sense bonus applies to any sleight of hand skill checks. If the blackguard attempts to perform a *Sleight of Hand* as a move action, he only suffers a -10 penalty to the skill check.

Intuitive Strike (Ex): The blackguard gains an intuitive sense as to the most effective area to strike a target while in melee. As a result, he may add his Wisdom modifier to the damage from melee and unarmed attacks while manifesting his dark focus. If the blackguard may apply his dark strike, the damage is increased by 1.5 times his Wisdom modifier. This damage bonus is included for any confirmed critical strikes.

Mindful Focus (Ex): The blackguard gains a morale bonus versus any mind-affecting effects including fear based effects equal to the morale bonus granted to his Dexterity and Wisdom while manifesting his dark focus.

At 8th level, the blackguard may choose to apply this bonus as his dark blessing, even if he is not using his dark focus.

Raging Influence: The blackguard may choose from the following rage powers. The blackguard must be manifesting his dark focus to gain the advantage of the rage power.

The blackguard may choose this dark talent multiple times, choosing a different rage power each time. The blackguard treats his class level as the effective barbarian level and must meet any requirements of the rage power before he may choose it. If the blackguard has levels in another class that grants access to rage powers, he may stack both class levels to determine the eligibility and effects of the rage power.

Boasting Taunt, Brawler, Brawler [Greater], Disruptive, Ghost Rager, Ground Breaker, Guarded Life, Hurling, Hurling [Lesser], Hurling Charge, Internal Fortitude, Intimidating Glare, Knockback, Knockdown, Low-Light Vision, Overbearing Advance, Powerful Blow, Quick Reflexes, Reckless Abandon, Renewed Vigor, Rolling Dodge, Roused Anger, Scent, Strength Surge, Superstition, and Witch Hunter.

Roguish Influence: The blackguard may choose any of the following rogue talents. He may take this dark talent multiple times, choosing a different rogue talent each time. The blackguard treats his class level as the effective rogue level and must meet any requirements of the rogue talent before he may choose it. If the blackguard has levels in another class that grants access to rogue talents, he may stack both class levels to determine the eligibility and effects of the rogue talent.

Assault Leader, Befuddling Strike*, Bleeding Attack*, Combat Swipe, Combat Trick, Deft Palm, Fast Fingers, Fast Getaway*, Fast Picks, Finesse Rogue, Follow Clues, Hard to Fool, Ledge Walker, Nimble Climber, Offensive Defense*, Peerless Maneuver, Positioning Attack, Powerful Sneak*, Quick Disable, Rogue Crawl, Rope Master, Slow Reactions*, Snap Shot, Sniper's Eye, Stand Up, and Surprise Attack

*The blackguard uses his dark strike in place of the rogue's sneak attack for these talents. He may not take any talent related to the rogue's sneak attack until he gains the dark strike class feature.

Shady Maneuvers (Ex): The blackguard gains a morale bonus to his CMB equal to the morale bonus granted to his Dexterity and Wisdom while manifesting his dark focus when performing a *dirty trick*, *reposition*, or *steal* maneuver. The blackguard adds the same bonus to his CMD when subject to the same maneuvers as well as when he uses *Acrobatics* to move through threatened squares.

At 8th level, the blackguard may choose to apply this bonus as his dark blessing, even if he is not using his dark focus.

Trap Sense (Ex): The blackguard must be at least 4th level before he may choose this dark talent. The blackguard may apply the dark sense bonus to *Reflex* saves made to avoid traps as well as adding the bonus as a *dodge* bonus to his AC versus attacks made by traps.

Dark Sense (Ex)

At 3rd level, the blackguard becomes very perceptive in the moods and conniving nature of others and an intuitive sense for when something feels out of place. As a result he gains a +1 bonus on all *Perception* and *Sense Motive* checks. This bonus increases by +1 at 6th level and every three levels thereafter, with a maximum of +6 at 18th level.

Dark Strike (Ex)

Beginning at 4th level, the blackguard may cause additional damage while manifesting his dark focus if the opponent is *flanked* or may be denied its AC Dexterity modifier. Initially this damage is an additional 1d6 point, but it increases by an additional 1d6 every three levels thereafter with a maximum of +6d6 points possible at 19th level.

The dark strike is precision based damage and creatures immune to such damage (such as the rogue's sneak attack) do not suffer the additional damage from the dark strike.

If the blackguard has levels in another class that grants precision based damage, the damage stacks when applicable to the attack (including manifesting the blackguard's dark focus). Thus, a 4th level blackguard/3rd level rogue would cause +2d6 points of precision damage when an opponent is denied its Dexterity AC modifier normally, and +3d6 when manifesting his dark focus.

Uncanny Dodge (Ex)

At 5th level, the blackguard sense of impending doom allows him to react to imminent attempts on his life. As a result he cannot be caught flat-footed, nor is he denied the Dexterity modifier to his AC when attacked by an invisible or concealed opponent. He can still lose his Dexterity modifier if he is successfully *feinted* by an opponent, *helpless*, or *unconscious*.

If the blackguard already has *Uncanny Dodge* from another existing class feature, he gains *Improved Uncanny Dodge* instead.

Dark Blessing (Ex)

At 7th level, the blackguard's impregnable sense of dread grants him the ability to shrug off the assaults of others. As a *free action*, the blackguard may choose one of the following effects which last until the beginning of his next turn.

- *Damage Reduction* 1/-
- *Energy Resistance* (type chosen when this ability is initiated) 5
- *Spell Resistance* 10
- +4 bonus to saves versus *Disease* and *Poison*

Only one effect may be chosen at a time and if the blackguard uses this ability for more than a number of consecutive rounds equal to his class level, he becomes *fatigued* until he stops using the ability plus 1d4 rounds. Otherwise there is no limitations on how long he may continue the effect.

Improved Uncanny Dodge (Ex)

The blackguard's sense of impending doom improves at 8th level, granting him

the benefit of negating the bonuses to opponents flanking him.

This sense also denies any attacks that cause precision damage (including dark strikes or sneak attacks) from flanking him unless the attacker has at least four more class levels that grant that feature than the blackguard's effective class level. That is, if the blackguard has more than one class that grants Uncanny Dodge and Improved Uncanny Dodge, his class levels stack in regards to determining if a flanking opponent may apply precision damage.

Darker Talents

At 10th level, the blackguard may choose a darker talent in place of a dark talent. Darker talents are more potent dark talents and may require the blackguard to possess another dark talent before it may be chosen or a minimum class level for the blackguard. As with Dark Talents, a darker talent may only be chosen once unless otherwise defined in its description. The blackguard must meet any requirements for the darker talent before he may choose it.

Dark Opportunist (Ex): The blackguard adds the morale bonus granted by his dark focus when making an attack of opportunity. If an opponent attempts to use Acrobatics to move past or through the blackguard's threat range, the blackguard adds his morale bonus granted by his dark focus to his CMD to determine the success of the acrobatics skill check.

Dual Blessings (Ex): The blackguard may manifest the effects of two dark blessings simultaneously. The blackguard may only manifest both blessings for a total number of consecutive rounds equal to ½ his class level before he becomes fatigued.

Greater Raging Influence: The blackguard may choose from the following rage powers as a darker talent. The blackguard must be manifesting his dark focus to gain the advantage of the rage power.

The blackguard may choose this dark talent multiple times, choosing a different rage power each time. The blackguard treats his class level as the effective barbarian

level and must meet any requirements of the rage power before he may choose it. If the blackguard has levels in another class that grants access to rage powers, he may stack both class levels to determine the eligibility and effects of the rage power.

Come and Get Me, Crippling Blow, Eater of Magic, Fearless Rage, Flesh Wound, Ground Breaker [Greater], Guarded Life [Greater], Hurling [Greater], Mighty Swing, Night Vision, Overbearing Onslaught, Renewed Vitality, Spellbreaker, and Unexpected Strike.

Greater Roguish Influence: The blackguard may choose from the following advanced talents granted to the rogue. The blackguard treats his class level as the effective rogue level for purposes of determining if he is eligible for the advanced talent. He must meet any other requirements for the advanced talent as well.

Confounding Blades*, Deadly Sneak*, Defensive Roll, Entanglement of Blades*, Fast Tumble, Hard Minded, Hide in Plain Sight, Hunter's Surprise, Improved Evasion, Knock-Out Blow*, Opportunist, Redirect Attack, Slippery Mind, Stealthy Sniper, and Unwitting Ally.

*The blackguard uses his dark strike in place of the rogue's sneak attack for these talents. He may not take any talent related to the rogue's sneak attack until he gains the dark strike class feature.

Heavily Armored Scoundrel (Ex): The blackguard gains Heavy Armor proficiency. He may use his dark focus while wearing heavy armor or while carrying a heavy load.

Once the blackguard gains his greater dark blessing, he may choose to reduce his armor check penalty by 4 points instead. He may also choose to reduce his armor check penalty by 6 points when he gains ultimate dark blessing. The blackguard must have Armored Scoundrel in order to take this darker talent.

Darker Focus (Ex)

At 11th level, when the blackguard initiates his dark focus, his Dexterity and Wisdom morale bonuses increase to +6 while the penalty

for any Intelligence or Charisma based skill checks are reduced to -1.

Greater Dark Blessing (Ex)

The blackguard's dark blessing grows in power at 13th level. He may choose one of the following abilities, manifesting it as a free action which lasts until the beginning of his next turn. The blackguard still becomes fatigued if he continuously uses this ability for a total number of consecutive rounds equal to his class level, but once he ends the effect the fatigue immediately ends.

- Damage Reduction 3/-
- Energy Resistance (type chosen when this ability is initiated) 10
- Spell Resistance 15
- +6 bonus to saves versus Disease and Poison

Immutable Focus (Ex)

Once the blackguard reaches 17th level, he no longer becomes fatigued once he ends his dark focus.

Ultimate Dark Blessing (Ex)

At 19th level, the blackguard's dark blessing transcends his dark heart. He may choose from one of the following abilities as a free action that lasts until the beginning of his next turn. The blackguard no longer becomes fatigued regardless of how long he maintains the use of this ability.

- Damage Reduction 5/-
- Energy Resistance (type chosen when this ability is initiated) 15
- Spell Resistance 20
- Immunity to Disease or Poison

Ultimate Focus (Ex)

At 20th level, the blackguard's morale bonus to his Dexterity and Wisdom increases to +8 while manifesting his dark focus and he

no longer suffers any penalties to Intelligence or Charisma based skill checks.

While using his dark strike, the blackguard may choose to put the target to sleep for 1d4 hours or paralyze the target for 2d6 rounds. The target is allowed a Fortitude saving throw with a DC equal to 10 + ½ the blackguard's class level + his Intelligence modifier to avoid the effect. Creatures immune to precision damage are immune to these effects. A single target subjected to this effect (regardless of the saving throw) is immune to any further special affects of the dark strike from the same blackguard for 24 hours.



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