



ONE SHOT

*Traveling the World:
The Journeyman*



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Traveling the World: The Journeyman

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After bidding farewell to my brother and our childhood friends, I traveled the world for many years. Never has my life been more at risk, nor has it been more worth living. I have seen sights no king could hope to see from his castle and met creatures no common adventurer would ever face in the depths of a dungeon.

The good, the bad, it doesn't matter. Believe me when I say I would do it all again, given the chance. But you are not me. You have not experienced the things I have. Knowing that, I offer you this.

Be warned, for these are the travels of a journeyman.

- Brawn Northwinter, Son of Garrett

The journeyman class presented here is best played using the Pathfinder® Roleplaying Game Core Rulebook™, Pathfinder® Roleplaying Game: Advanced Player's Guide™, and Pathfinder® Roleplaying Game: Pathfinder Unchained™ as these books provide more detail on [teamwork feats](#) and [skill unlocks](#).

For quick reference to these, use the links above or visit www.d20pfsrd.com for more assistance.



THE JOURNEYMAN

The journeyman is a traveler, a wanderer, always looking for the next great story in which to place himself. He visits the far reaches of the world, learning obscure tricks of the trade and defending himself from the most depraved of enemies. Should he find himself adventuring with a group who calls him ally or friend, all the better. The journeyman is always willing to stick around for another adventure if it means carving out his place in history.

Role: Journeymen are well-traveled individuals whose experiences complement the group dynamic. Like rogues, they are highly skilled, but with more variety and less focus on sneaking around or stealing. Like inquisitors, they travel the land, though journeymen search for glory and a good tale to share later more than a target or a bounty.

Alignment: Any

Hit Die: d8

Parent Classes: Inquisitor and rogue.

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The journeyman's class skills are Craft (Int), Knowledge (all skills taken individually, Int), Perform (Cha), and Profession (Wis). He also chooses a number of additional class skills equal to 10 + his Intelligence modifier at 1st level.

Skill Ranks per level: 6 + Int modifier.

Class Features

All of the following are class features of the journeyman.

Weapon and Armor Proficiency: Journeymen are proficient with all simple weapons and all weapons that can be used with weapon finesse. In a campaign with commonplace guns, journeymen are also proficient with all firearms. They are proficient with light armor, but not with shields.

Finesse Training (Ex): At 1st level, a journeyman gains Weapon Finesse as a bonus feat. Starting at 3rd level, he can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the journeyman from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier. The journeyman can select a second weapon at 12th level and a third at 19th level.

Trade Secrets: A 1st-level journeyman knows how to apply his understanding of one skill to the proper use of another. When he spends skill ranks in a Craft, Knowledge, or Profession-based class skill, the journeyman gains 2 extra skill ranks that he can place into related Craft, Knowledge, or Profession skills. This does not allow the journeyman to exceed the maximum ranks in a skill for his level. For this purpose, Spellcraft is considered a Craft skill.

A list of commonly associated skills can be found in the sidebar to the right, but a journeyman may be able to associate different skills in this way with permission from the Game Master.

For example, if Jonathan places 1 skill rank into Craft (ships), he can also place 1 free rank into each of Craft (carpentry) and Profession (sailor).

Intuitive Initiative (Ex): At 2nd level, a journeyman adds his Wisdom modifier on initiative checks, in addition to his Dexterity modifier.

Evasion (Ex): At 2nd level, a journeyman can avoid even magical and unusual attacks with great agility. If he succeeds at a 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 the journeyman is wearing light armor or no armor. A helpless journeyman does not gain the benefit of evasion.

Many Travels (Ex): A 3rd-level journeyman learns one of the greatest secrets of the open road; a mistake is nothing more than an unexpected opportunity. Once per day, when the journeyman

Commonly Associated Skills

Many of the skills listed below can have other skills related to them. Check with your GM if the three skills you choose make sense in association with each other.

- ◆ Craft (alchemy), Knowledge (nature), Profession (herbalist)
- ◆ Craft (calligraphy), Knowledge (planes), Profession (porter)
- ◆ Craft (carpentry), Craft (ships), Profession (sailor)
- ◆ Craft (cartography), Knowledge (geography), Profession (navigator)
- ◆ Craft (jewelry), Knowledge (nobility), Profession (merchant)
- ◆ Craft (locks), Knowledge (local), Profession (barrister)
- ◆ Craft (paintings), Knowledge (history), Profession (librarian)
- ◆ Craft (sculptures), Knowledge (religion), Profession (shepherd)
- ◆ Craft (stonemasonry), Knowledge (engineering), Profession (architect)
- ◆ Craft (weapons), Knowledge (dungeoneering), Profession (soldier)
- ◆ Knowledge (arcana), Profession (scribe), Spellcraft

The Journeyman

Level	Base Attack	Fort	Ref	Will	Special
1st	+0	0	2	0	Finesse Training, Trade Secrets
2nd	+1	0	3	0	Intuitive Initiative, Evasion
3rd	+2	1	3	1	Finesse Training, Many Travels
4th	+3	1	4	1	Uncanny Dodge
5th	+3	1	4	1	Solo Tactics, Teamwork Feat
6th	+4	2	5	2	Exceptionally Skilled, Journeyman's Talent
7th	+5	2	5	2	Five-Hundred Miles
8th	+6/+1	2	6	2	Improved Uncanny Dodge, Teamwork Feat
9th	+6/+1	3	6	3	Improved Evasion
10th	+7/+2	3	7	3	Journeyman's Talent
11th	+8/+3	3	7	3	Teamwork Feat, Exceptionally Skilled
12th	+9/+4	4	8	4	Finesse Training
13th	+9/+4	4	8	4	Five-Hundred Miles
14th	+10/+5	4	9	4	Teamwork Feat, Journeyman's Talent
15th	+11/+6/+1	5	9	5	Exploit Weakness
16th	+12/+7/+2	5	10	5	Exceptionally Skilled
17th	+12/+7/+2	5	10	5	Teamwork Feat
18th	+13/+8/+3	6	11	6	Journeyman's Talent
19th	+14/+9/+4	6	11	6	Finesse Training
20th	+15/+10/+5	6	12	6	Teamwork Feat, Journeyman's Luck

rolls a natural 1 on an attack roll, saving throw, or skill check, he can change that roll to a natural 20 instead. The journeyman must use this ability before the result of the original roll is known.

Uncanny Dodge: At 4th level, a journeyman can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A journeyman with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a journeyman already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Solo Tactics (Ex): At 5th level, all of the journeyman's allies are treated as if they possessed the same teamwork feats as the journeyman for the purpose of determining whether the journeyman receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the journeyman to receive the listed bonus.

Teamwork Feat: At 5th level, and every three levels thereafter, the journeyman gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as [teamwork feats](#). The journeyman must meet the prerequisites of the selected bonus feat.

Exceptionally Skilled: At 6th, 11th, and 16th level, a journeyman becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions. The journeyman selects 3 skills. When making a skill check with one of the selected skills, he can take 10 even if stress and distractions would normally prevent him from doing so. At 11th and 16th levels, the journeyman can select 3 additional skills.

Alternatively, the journeyman can gain the skill unlock powers for 1 skill of his choice as appropriate for his number of ranks in that skill. At 11th and 16th levels, he chooses an additional skill and gains skill unlock powers for that skill as well.

Journeyman's Talent: At 6th level, and every 4 levels thereafter, the journeyman gains his choice of Sneak Attack +1d6 or a [rogue talent](#) for which he qualifies.

Five-Hundred Miles: A 7th-level journeyman has learned another worldly secret. This can take the form of danger sense, discern lies, monster lore, swap feat, track, or trapfinding.

Danger Sense – The journeyman gains a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks made by traps. In addition, he gains a +2 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by +1 at 9th level and every 3 journeyman levels thereafter (to a

maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with trap sense.

Discern Lies (Sp): The journeyman can discern lies, as per the spell, for a number of rounds per day equal to his journeyman level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Monster Lore (Ex): The journeyman adds his Wisdom modifier on Knowledge skill checks in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Swap Feat: The journeyman can exchange his most recent teamwork feat for another teamwork feat as a standard action a number of times per day equal to his Wisdom modifier.

Track: The journeyman adds half his level on Survival skill checks made to follow or identify tracks.

Trapfinding: The journeyman adds 1/2 his level on Perception checks to locate traps and on Disable Device checks (minimum +1). He can use Disable Device to disarm magic traps.

At 13th-level, the journeyman also adds advanced talents, and stalwart to the above list.

Advanced Talents: The journeyman gains an [advanced talent](#) and can select advanced talents when he gains a journeyman's talent from here on.

Stalwart (Ex): If the journeyman 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 journeyman is wearing light armor, medium armor, or no armor. A helpless journeyman does not gain the benefit of the stalwart ability.

Improved Uncanny Dodge: At 8th level, a journeyman can no longer be flanked.

This defense denies an enemy the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels than the target does in the class with sneak attack.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Improved Evasion (Ex): At 9th level, the journeyman gains improved evasion. This works like evasion, except while the journeyman still takes no damage on a successful Reflex saving throw against an attack, he also takes only half damage on a failed save. A helpless journeyman does not gain the benefit of improved evasion.

Exploit Weakness (Ex): At 15th level, the journeyman learns to take advantage of any opportunity that presents itself. Whenever the journeyman scores a critical hit, he ignores any

damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the journeyman deals energy damage to a creature with vulnerability to that energy type, he deals +1 point of damage per die rolled.

Journeyman's Luck (Su): At 20th level, When the journeyman would roll 1d20, he rolls 2d20 instead and chooses which to use. For two rounds per day as a free action, he can also gain a deflection bonus to his AC equal to his level. These rounds need not be consecutive.

NEW FEATS

Cunning Over Intuition

Prerequisite: Int 15.

Benefit: When a class feature you possess refers to your Wisdom modifier (times per day, as a bonus, etc...), you can use your Intelligence modifier instead.

Special: This can allow a class feature to apply twice your Intelligence modifier instead of Intelligence and Wisdom. It does not apply to spellcasting abilities or bonus spells per day, such as a cleric's.

Five-Hundred More

Prerequisite: 14th-level journeyman.

Benefit: You gain one five-hundred mile class feature of your choice.

Shared Tactics (Teamwork)

Prerequisite: Wis 13.

Benefit: You can apply the benefits of a teamwork feat you possess to an ally without that feat as part of the same action a number of times per day equal to your Wisdom modifier.

Special: If you have the Cunning Over Intuition feat, you can use your Intelligence modifier for the prerequisite and benefit instead.

Skill Training

Benefit: You gain skill ranks equal to twice your total hit dice. When you gain a new hit die, you also gain 2 extra skill ranks.

EXAMPLE JOURNEYMAN

Esteban de Volar

Esteban is the youngest of a family of eight. When his mother passed away from an illness nobody in his homeland could save her from, Esteban decided not to weigh his siblings down, so he jumped the first ship he could find and set sail to find his destiny.

ESTEBAN DE VOLAR

CR 10

XP 9,600

Half-orc journeyman 11; N Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 20, **touch** 14, **flat-footed** 16 (armor +6, Dex +4)

hp 68 (11d8+11) **Fort** +6, **Ref** +14, **Will** +5

Defensive Abilities improved evasion, improved uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.

Melee +1 rapier +15/+10 (1d6+5/15-20)

Special Attacks finesse training (dagger, rapier), journeyman's talent (sneak attack +1d6, surprise attack)

STATISTICS

Str 18, **Dex** 19, **Con** 12, **Int** 15, **Wis** 10, **Cha** 13

Base Atk +9; **CMB** +13; **CMD** 28

Feats [Broken Wing Gambit](#)^B, [Combat Medic](#)^B, [Cunning Over Intuition](#), [Escape Route](#)^B, [Lightning Reflexes](#), [Improved Critical \(rapier\)](#), [Shared Tactics](#), [Skill Training](#), [Weapon Focus \(rapier\)](#)

Skills [Appraise](#) +9, [Acrobatics](#) +18, [Bluff](#) +18, [Climb](#) +17, [Craft \(carpentry, ships\)](#) +16, [Diplomacy](#) +5, [Heal](#) +13, [Intimidate](#) +17, [Profession \(sailor\)](#) +14, [Perception](#) +14, [Stealth](#) +18, [Survival](#) +14 (+19 to follow tracks), [Swim](#) +17, [Use Magic Device](#) +15

Languages Common, Draconic, Goblin, Orc

SQ five-hundred miles (*discern lies* 11 rounds/day), intuitive initiative, exceptionally skilled (climb and heal skill unlock), many travels, solo tactics, trade secrets

Equipment +2 mithral chain shirt, +1 rapier, cloak of resistance +2, 5,350 gp (**PC gear** increase each item above by +2 and Esteban has 32,000 gp remaining in total)

SPECIAL ABILITIES

Climb Skill Unlock (Ex): Esteban is not denied his Dexterity bonus when climbing. He also has a natural climb speed (but not the +8 racial bonus on Climb checks) of 10 feet, but only on surfaces with a Climb DC of 20 or lower.

Heal Skill Unlock (Ex): When Esteban treats deadly wounds, the target recovers hit points as if it had rested for a full day with long-term care.

Many Travels (Ex): Once per day, when Esteban rolls a natural 1 on a d20, it becomes a natural 20 instead.

Orc Ferocity (Ex): Once per day, when brought below 0 hit points but not killed, Esteban can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

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We also have several novels that are available to enjoy, written by Kevin Glusing (as Edward Larel) and set in the world of Pnumadesi.

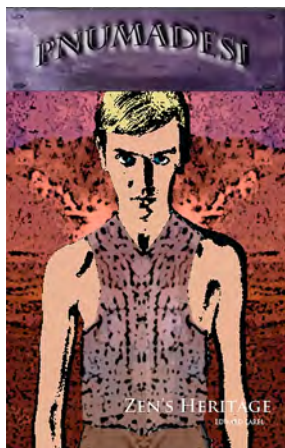
The *Zen Chronicles* follows the story of a xendauni warrior named Arawn Segomo as he travels up and down the continent of Pnumadesi. Along the way, Arawn meets up with a host of other adventurers who help him on his quest to retrieve the Gems of Power. With the gems and his magical Gauntlets of Brister, Arawn hopes to return his race to the world after they were banished by the Elemental rulers of the continent.

Coming Soon! Look for more from the *Mystical: Kingdom of Monsters*, including the *Monstorin Guidebook* and the *Mythic Monsters Guide*. Follow our Facebook pages as [Northwinter Press](#) or [Mystical: Kingdom of Monsters](#) for more news very soon.

8



Arawn's Quest



Zen's Heritage



The Highborn King



Born of the Elements



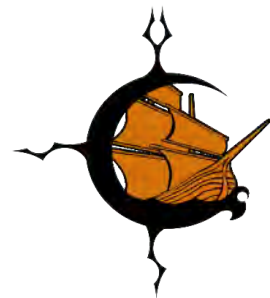
One idea, One new option

One Shot

One Shots are simple ideas implemented over one document. They can include a new class, a new race, a family of creatures, or anything that can be explained and supported in only a few pages.

Traveling the World introduces the journeyman class to the Pathfinder Roleplaying Game. Journeymen wander the world's continents and sail its seas in search of their heroic tale. Driven by a desire to learn everything, they master several skills, discover worldly secrets, and take advantage of combat through the use of teamwork feats.

The journeyman is a hybrid class that combines the inquisitor and the rogue.



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