

CLASSifieds: Options

# EQUIPMENT ARCHETYPES



Matt Roth

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# CLASSIFIED: EQUIPMENT ARCHETYPES

## CREDITS

**Author:** Matt Roth

**Editors:** Lucas Palosaari

**Copy Editor:** Troy Daniels, Kiel Howell

**Design and Layout:** Rick Hershey and Troy Daniels

**Fat Goblin Games Team Members:** Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Matt Roth, Michael Ritter, Rodney Sloan, Lucas Palosaari, Rick Hershey, and Troy Daniels

**Line Developer:** Lucas Palosaari

**Publisher:** Fat Goblin Games

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## ARCHETYPES AND CLASS OPTIONS

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## CLASSIFIED: EQUIPMENT ARCHETYPES

### EQUIPMENT-FOCUSED CLASS OPTIONS

**Equipment.** That all-encompassing word that draws together everything in the adventurer's arsenal, from the humblest backpack and the rustiest dagger to the mightiest *vorp* blade and floating stones of pure magic. And while every adventurer has a vast range of equipment they call upon, there are those that form a special bond with specific parts of their gear.

We see it time and time again in fiction of all forms. Our hero might be the master of a simple whip, able to disarm foes and cross gaping chasms. Or it might be the swordmaster with her heirloom blade, seeking to best better armed foes with displays of sheer skill. Or it could be the cloaked man of mystery, dancing behind his veil to hide both his identity and his movements. Whatever the case, the equipment used by these characters grows beyond being a simple tool to become an extension of their personality.

But equipment comes in all shapes in sizes, and so too do the individuals that use them. The nomad's backpack might become his best friend, while the delver's lantern may guide him through even the darkest of times. Though not weapons in and of themselves, these oft-overlooked items can become as iconic to a character as their arms and armor. And, with the following class options, any character will be able to embrace this specialization and get that extra boost to get the most out of their equipment!

### EQUIPMENT MASTER (FIGHTER ARCHETYPE)

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While some fighters learn mastery over fist or steel, and others master the very armor on their backs, there are a special few that take a different path in battle. Either from a lack of experience or access to the proper tools, these fighters must learn tricks to keep pace with their better-armed fellows. These equipment masters become experts at using whatever they may have on hand, sometimes including the very clothes on their back, to defend themselves and their allies. Though it is not uncommon to find an equipment master employing a blade in new, innovative ways, it is far more common to find equipment masters dancing behind their cloaks, shielding themselves with lanterns and torches, or fighting with nothing more than their scabbards.

**Weapon and Armor Proficiency:** An equipment master is not proficient with heavy armor or tower shields.

**Well-Equipped:** An equipment master gains two Equipment Trick feats as bonus feats.

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

**Improvisational Knack (Ex):** At 2nd level, an equipment master may treat any trained skill as being 1 rank higher than it actually is for the purposes of qualifying for and using equipment tricks. If the equipment trick has an associated skill check, this bonus also applies to checks made using that trick. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.



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**Disencumbered Equipment (Ex):** At 4th level, an equipment master better learns to manage the weight and bulk of his equipment. When calculating penalties imposed by his encumbrance, he reduces the check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his encumbrance by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, an equipment master can draw any piece of equipment for which he has an Equipment

Trick feat as a swift action. At 7th level, he can instead draw this equipment as a free action.

This ability replaces armor training.

**Equipment Training (Ex):** At 5th level, an equipment master gains a +1 bonus on attack and damage rolls when using any piece of equipment he has an Equipment Trick feat for as a weapon. This bonus increases by +1 for every four levels beyond 5th. This bonus also applies to any combat maneuvers performed with such equipment and Combat Maneuver Defense when defending against disarm or sunder attempts made against his equipment.



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An equipment master does not gain weapon training with any additional weapon groups. This ability counts as weapon training for the purposes of meeting prerequisites.

This ability replaces weapon training 1.

**Forced Trick (Ex):** At 9th level, an equipment master may temporarily ignore the listed skill or feat prerequisites for the use of a single equipment trick. This allows him to use a trick for which he would not normally qualify. An equipment master may use this ability once at 9th level, plus one additional time for every three levels above 9th (to a maximum of 4 times per day at 18th level). At 15th level, this ability allows the equipment master to ignore any prerequisite.

This ability replaces weapon training 2.

**Advanced Equipment Training (Ex):** At 13th level, an equipment master may choose an advanced armor or weapon training technique to apply to all equipment for which he has an Equipment Trick feat. These techniques only function when the equipment master is using, wielding, or wearing a piece of equipment for which is trained in equipment tricks. An equipment master may learn additional techniques by taking the Advanced Weapon Training feat.

This ability replaces weapon training 3.

**Equipment Mastery (Ex):** At 17th level, an equipment master may choose two of his Equipment Trick feats. He may use any trick listed for this Equipment Trick without needing to meet the prerequisites, including those that require class or race features he does not possess and those that require the ability to cast spells.

This ability replaces weapon training 4.

**Deadliest Tool (Ex):** At 20th level, an equipment master chooses one of his Equipment Trick feats. Any attacks made with this equipment automatically confirm all critical threats and have their damage multiplier increased by 1. Additionally, this piece of equipment can never be disarmed or stolen unless the equipment master is immobilized or helpless.

This ability replaces weapon mastery.

## NEW ADVANCED ARMOR TRAINING

The following new advanced armor training techniques are designed primarily for use with an equipment master fighter, but may be chosen by any fighter that meets their prerequisites. For a full list of Advanced Armor Training techniques, see the primary handbook for armor masters in the *Pathfinder Role-playing Game*.

**Equipment Specialization (Ex)** The fighter selects one specific type of equipment for which he has an Equipment Trick feat, such as backpacks or shields. When using the selected equipment, he adds one quarter of his fighter level to the equipment as a shield bonus, up to a maximum bonus of +4. This allows him to use non-shield equipment as a shield, as long as he is wielding or wearing it. This increase to the shield bonus doesn't increase the benefit that the fighter gains from feats, class abilities, or other abilities determined by the equipment's shield bonus, including other advanced armor training options. A fighter can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of equipment.

**Improvised Armor (Ex)** The fighter becomes adept at cobbling together protection from nearly nothing.

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With basic supplies and 1d4 minutes of work, he can create functional, if shoddy-looking light armor (treat as leather with the fragile quality) or a simple shield (treat as a light wooden shield with the fragile quality). With some additional supplies and a total of 3d4 minutes, he can create similarly functional medium armor (treat as scale mail with the fragile quality). If he has access to sheets of metal and 1 uninterrupted hour, he can even create something vaguely similar to heavy armor (treat as banded mail with the fragile quality). At the GM's discretion, wearing what amounts to broken buckets and scrap metal may have additional penalties or social consequences.

**Prioritized Defense (Ex)** The fighter learns to shield his most valued equipment, even if that means taking a hit himself. As an immediate action, he may intercept a sunder attempt against his equipment with his own body, taking damage for the attack himself. He must choose to use this ability before knowing if the sunder attempt is successful. He may also, as an immediate action, automatically protect his equipment from disarm or steal combat maneuvers, but the effort leaves him flat-footed and staggered until the end of his next turn.

**Sacrificial Trick (Ex)** When the fighter or an adjacent ally is subject to a critical hit or when damage would cause them to be killed, the fighter can instead direct that damage to a piece of equipment for which he has an Equipment Trick feat as an immediate action. The original target takes no damage, but the equipment is treated as if it had only half its normal hardness. If the equipment is not destroyed by this attack, he can immediately attempt a single equipment trick using that item. The fighter can use this option once per day, plus one additional time each day at 11th level and every 8 fighter levels thereafter, to a maximum of three times per day at 19th level.

## NEW ADVANCED WEAPON TRAINING

The following new advanced weapon training techniques are designed primarily for use with an equipment master fighter, but may be chosen by any fighter that meets their prerequisites. For a full list of Advanced Weapon Training techniques, see the primary handbook for weapon masters in the *Pathfinder Roleplaying Game*.

**Defensive Equipment Training (Ex)** The fighter becomes adept at defending himself with any and all equipment, gaining a +1 shield bonus to his Armor Class. The fighter adds half of a single non-armor, non-weapon item's numerical bonus (if any) to this shield bonus (for example, a *cloak of resistance +2* would provide an additional +1 shield bonus). This bonus stacks with any shield bonus granted by any equipment tricks. When his equipment training bonus reaches +4, this shield bonus increases to +2. This shield bonus is lost if the fighter is immobilized or helpless.

**Diverse Skillset (Ex)** The fighter can use equipment he is specially trained with to perform deeds he is decidedly less skilled with. He may use one piece of equipment for which he has an Equipment Trick feat as a masterwork tool for two skills of his choice. He must be trained in the skills he chooses. If the skills are not already class skills, the fighter gains them as class skills, but only when using his chosen equipment to perform them. The equipment chosen must be at least somewhat appropriate for the skill chosen (e.g., a sword may be handy for Disable Device but not for Appraise).



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**Equipment Sharing (Ex)** All of the fighter's allies are treated as if they had the same teamwork feats as the fighter for the purpose of determining whether the fighter can use an equipment trick. His allies may receive the benefit of this equipment

trick (if any), even if they do not possess the feats themselves. Allies without the corresponding feat do not gain the feat's benefits, as normal. The allies' positioning and actions must still meet the prerequisites listed in the equipment trick or teamwork feat to receive the listed bonus.

**Equipment Specialist (Ex)** The fighter selects a number of combat feats that he knows equal to his weapon training bonus. The selected feats must be ones that require the fighter to choose a type of equipment or weapon (such as Weapon Focus and Weapon Specialization), but he cannot choose Equipment Trick. The fighter is treated as having the selected feats for all equipment for which he has an Equipment Trick feat, as long as those feats are legal choices for that gear. The fighter is also considered to have those feats with these items for the purpose of meeting prerequisites.

**Finesse Tools (Ex)** The fighter gains the benefits of the Weapon Finesse feat with all non-weapon equipment he employs as a melee weapon (even if it could not normally be used with Weapon Finesse). The fighter must have the Weapon Finesse feat before choosing this option.

### GUMSHOE

#### (INVESTIGATOR ARCHETYPE)

Many investigators keep clear of trouble, relying on their wits to deduce a problem before it confronts them head on. For the gumshoe, walking headlong towards trouble is a way of life. With a keen eye, they rely on their quick wits and an array of nifty tricks to evade whatever predicaments they inevitably find themselves in. Using whatever they might have on hand, gumshoes become experts at hampering their foes and evading



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dangerous blows while tracking down the truth, wherever it may lie.

**Equipment Lore (Ex):** At 2nd level, the gumshoe gains a deeper understanding of how to apply equipment in techniques above and beyond its standard usage. He gains a bonus Equipment Trick feat.

Additionally, if he spends 10 minutes practicing with any weapon or equipment (but not armor), he is considered proficient with it. This proficiency lasts until the object leaves his person for 1 minute or more. The investigator may only gain proficiency with one item at a time using this ability.

This ability replaces poison lore.

**Discerning Eye (Ex):** At 2nd level, a gumshoe learns to discern between the truth and carefully crafted illusions. He gains a +2 bonus on all saving throws against illusion spells and effects. This bonus increases to +4 at 5th level and +6 at 8th level. At 11th level, a gumshoe becomes fully resistant to illusory magic, and may see through such effects as though under a permanent *true seeing* effect. This provides no bonus against magical darkness or displacement effects.

This ability replaces poison resistance.

**Danger Sense (Ex):** At 3rd level, a gumshoe gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 investigator 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. The bonuses gained from this ability stack with those gained from trap sense (from another class).

This ability replaces trap sense.

**Steady Pursuit (Ex):** At 4th level, a gumshoe learns that a cautious approach can be the most effective. When using studied combat to assess a target, he can instead study the target as a full-round action. Studying the target in this way increases the duration of his studied combat ability to twice his Intelligence modifier or until he deals damage with two successful studied strikes.

Once a creature has become the target of a gumshoe's steady step, he cannot become the target of the same investigator's steady step again for 24 hours. It may become subject to studied combat if the investigator expends one use of inspiration, as normal.

This ability replaces swift alchemy.

## NEW INVESTIGATOR TALENTS

The following investigator talents are designed for use by a gumshoe, but may be taken by any investigator that meets the prerequisites.

Investigator talents marked with an asterisk (\*) add effects to an investigator's studied combat or studied strike. Only one of these talents can be applied to an individual attack, but the decision can be made when the damage is dealt.

**Dazzling Improvisation (Ex):** Whenever the investigator damages a target with an unconventional weapon (such as an improvised weapon for which he has an Equipment Trick feat), that creature is also dazzled for 1 minute. This ability has no effect on blind creatures.

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**Expanded Repertoire (Ex):** The investigator gains an Equipment Trick feat as a bonus feat.

**Inspired Evasion (Ex):** As an immediate action, the investigator may expend one use of inspiration to gain the evasion class feature against a single spell or effect. If he chooses to add his inspiration die to the saving throw, he may do so as part of the same action by spending one additional use of inspiration.

**Inspired Tricks (Ex):** As a free action, the investigator may expend one use of inspiration to use any equipment tricks for which he does not meet the prerequisites for 1 round.

**Instant Expertise (Ex):** As a swift action, the investigator may expend one use of inspiration to gain the Equipment Trick feat for a number of hours equal to half his investigator level.

**Improvisational Shield (Ex):** As an immediate action against a studied opponent, the investigator may choose to use a single piece of his equipment (such as a cloak or cane) to divert any attack that targets him, including any spells or effects that have attack rolls. The equipment takes damage as normal for its hardness and hit points, up to a maximum of one half its hit points and granting it the broken condition. All excess damage is applied to the investigator as normal. The investigator cannot use a broken object to protect himself in this manner.

**Martial Training (Ex):** The investigator gains proficiency with any two weapons.

**Misdirecting Strike\* (Ex):** When the investigator damages a studied target, he may choose to direct the target's next attack against any creature it threatens instead of its intended target. The investigator must be 7th level before selecting this talent.

**Preparation (Ex):** As an immediate action, the investigator may expend one use of inspiration to immediately rise to the top of the initiative order for 1 round, interrupting the creature acting. The investigator cannot use this ability if he is helpless, immobilized, or surprised. This ability may only be used once per combat. This ability may be used even if the investigator has already taken a turn this round, but doing so incurs the fatigued condition for 1d4 rounds (a fatigued investigator instead becomes exhausted for this duration). An investigator must be at least 7th level to select this talent.

**Shared Study (Ex):** As a swift action, the investigator may share a single Equipment Trick feat he has with allies within 30 feet for a number of rounds equal to his investigator level. If the investigator also spends a point of inspiration, allies affected by shared study may use the investigator's feats, skill ranks, and class features to qualify for the feat's different tricks.



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### STREET BRAWLER (ROGUE ARCHETYPE)

For every rogue that is a master of disguise, a jack of all trades, or a cunning thief in the night, there is another that lacks that sort of finesse. Without the skilled cunning of their peers, these street brawlers bring an entirely different form of mastery to the table. Masters of improvisation, everything and anything can become a deadly weapon in the hands of a street brawler. Using just the clothes on their back and the tools on hand, they rely on dirty tricks and quick strikes to get the upper hand on their foes.

**Brutish Cunning:** A street brawler gains only 4 skill ranks + a number of ranks equal to her Intelligence modifier at each level, instead of the normal 8 skill ranks + Intelligence modifier at each level. Instead, a street brawler gains Catch Off-Guard as a bonus feat.

This ability modifies a rogue's skills.

**Street Proficient:** A street brawler is only proficient with simple weapons. She gains an Equipment Trick feat as a bonus feat, even though she does not meet the normal prerequisites.

This ability modifies a rogue's normal proficiencies.

**Street Smarts (Ex):** A street brawler has an innate sense for trouble, a knack for avoiding it when it's most advantageous. She adds 1/2 of her level to Sense Motive checks made to get a hunch, Sleight of Hand to conceal a weapon, and on Disguise or Stealth checks made to avoid notice in urban areas (minimum +1). Additionally, a street brawler may use Sense Motive to get a hunch even when magic or other means would hide the truth from such detec-

tion (though these may have higher DCs, subject to GM discretion).

This ability replaces trapfinding.

**Deadly Trickster (Ex):** At 3rd level, a street brawler learns that not every opening is perfect—and to make do with the ones she gets. She may use 1 sneak attack die against any target currently affected by one of her dirty tricks, even if it is not denied its Dexterity bonus or flanked. She may use an additional sneak attack die when she reaches 6th level and every 3 levels after, to a maximum of 6 sneak attack dice at 18th level.

This ability replaces trap sense.



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### NEW ROGUE TALENTS

Skillful masters of many things, rogues have a knack for adapting to the situation at hand. Whether it is by using rope to scale a mountain fortress and assassinate a mark or by using a pocketful of caltrops to evade pursuit, rogues and their plethora of equipment go hand in hand. The following tricks are often taken by rogues who prefer such diverse tactics over direct confrontation. While many of these are designed to work best with the street brawler archetype, they are available to all rogues (including unchained rogues).

Talents marked with an asterisk(\*) add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

**Equipment Trick:** A rogue that selects this talent gains a bonus Equipment Trick feat.

**Mostly Harmless:** A rogue with this talent may use Stealth to hide in a busy or crowded area, even if being directly observed or there is no cover or concealment available. The rogue must be adjacent to at least two creatures of his size or larger and may substitute a Disguise check for his Stealth check at no penalty. If the rogue already has or gains the ability to hide in plain sight in this terrain, he instead gains a +4 competence bonus to this check.

**Roguish Knack:** Once per day, a rogue with this talent may use any of her equipment tricks for which she would not normally meet the feat, skill, or other prerequisites. She may use this ability an additional time per day at 8th level, 14th level, and 20th level. At

8th level, the rogue may instead spend two daily uses of this ability to use a trick for a piece of equipment for which she does not have an Equipment Trick feat.

**Set-Up Strike\*:** When a rogue with this talent deals damage with an improvised weapon, that target takes a –2 penalty to CMD. The target takes an additional –2 penalty to CMD against all maneuvers made by the rogue. At 10th and 16th level, the penalty to CMD against maneuvers made by the rogue increases by –2 (to a maximum of –8).

**Special:** If you are using the unchained rogue rules (see *Pathfinder Roleplaying Game: Pathfinder Unchained*), this talent may instead be used as part of the debilitating injury class feature and does not need to be chosen as a talent.

**Tenacious Troublemaker:** A rogue that selects this talent can make her dirty tricks considerably more difficult to remove. When performing a dirty trick, the rogue may choose to have the trick's duration extended by 1 round or to increase the necessary action to remove the trick's effects by one step. This choice must be made before performing the dirty trick.

**Unconventional Implement:** A rogue with this talent may perform a free dirty trick combat maneuver at a –5 penalty after dealing damage with an improvised weapon (or any object for which she has an Equipment Trick feat). If the attempt fails by 10 or more, the rogue is affected by the trick instead. The rogue may drop the improvised weapon to avoid suffering this effect. The rogue may only perform one dirty trick per round using this talent.



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### ADVANCED TALENTS

**Diverse Improvisation:** When using an Equipment Trick feat, a rogue with this talent may instead use any piece of equipment for which the trick might work (using a rope trick with a length of chain, or a curtain in place of a cloak, for instance). The GM is the final arbiter of which tricks may or may not be possible beyond their intended equipment.

**Murderous Intent\*:** A rogue with this talent may use half of her sneak attack dice against any creature affected by a dirty trick, even if that creature would not normally be denied its Dexterity bonus to AC. If the rogue has the deadly trickster class feature, this talent instead allows her to use it against a creature affected by any dirty trick, not just her own. Additionally, a rogue with the deadly trickster class feature may apply a different talent's effect to their sneak attack, as normal.

### SWAGGERING SWORDSMAN (SWASHBUCKLER ARCHETYPE)

As fighters that bring style to combat, many swashbucklers need little more than their blade to make an impression on their foes. But for those that wish to push the limits of their skill, the swaggering swordsman learns to seamlessly blend their swordplay with the rest of their equipage. Whether they are blinding foes with their cloaks or snaring them with a length of rope, the swaggering swordsman manages to make a spectacle of every battle in pursuit of the ultimate showmanship.

**Duelist's Dare (Ex):** At 2nd level, a swaggering swordsman learns to draw foes into her boastful

display. Three times per day as a swift action, she can dare any foe she is in melee with to best her in combat, granting that foe an attack of opportunity against her. The swaggering swordsman may add her Charisma modifier to her AC against this attack. If the foe takes this attack (whether it is successful or not), the swaggering swordsman may immediately attempt a dirty trick combat maneuver or an available equipment trick against that target. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18th level).

This ability replaces charmed life.

### DEEDS

A swaggering swordsman gains the following deeds.

**Showman's Stance (Ex):** At 1st level, a swaggering swordsman learns to blend her swordplay with her showy displays of skill. This functions much like two-weapon fighting, but the off-hand weapon is a piece of equipment for which the swaggering swordsman has an equipment trick feat. To use this ability, she must spend 1 panache point, and must be wielding a light or one-handed melee piercing weapon. The equipment need not actually be in hand to be used with this deed (for example, a cloak or buckler). As a full-round action, she can make all of her attacks with her melee weapon at a –2 penalty and can also perform one trick (that requires a standard action or less) with her equipment at the same penalty.

This deed replaces opportune parry and riposte.

**Disarming Dance (Ex):** At 3rd level, a swaggering swordsman becomes so adept with her grandstanding display that foes struggle to retaliate. While she has at

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least 1 panache point, when she hits an opponent with a light or one-handed piercing weapon, she can choose to Intimidate that opponent as a swift action instead of as a standard action. Instead of being demoralized on a success, the target cannot make attacks of opportunity for 1 round. The swaggering swordsman may substitute a Perform check for this Intimidate check.

This deed replaces menacing swordplay.

*Swashbuckler Bravado (Ex):* At 3rd level, while the swaggering swordsman has at least 1 panache point, she gains a +2 bonus on attack rolls and on Will saves against fear during any round she moves at least half her speed towards a hostile creature. When in melee with a foe, she must move at least half her speed towards a different creature or around the target she is fighting. This movement provokes attacks of opportunity as normal.

This deed replaces swashbuckler initiative.



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