

Player Paraphernalia

KNOTTY
WORKS

ADVANCED
PRESTIGE CLASSES
VOLUME II

#120

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #120

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). While Prestige classes have gained dust over the years, there may be times where a character may benefit of learning additional skills from a specialized class while meeting certain requirements.

Player Paraphernalia issue #118 presented four new prestige class versions of two base classes found in the Pathfinder RolePlaying Game Advanced Player's Guide™. This issue introduces three new prestige classes, covering the inquisitor, oracle, and witch base classes found in the Advanced Player's Guide™.

THE AGNOSTIC

Divinely inspired or divinely cursed, the agnostic becomes a conduit of powers and principalities from beyond. Through secret rites and rituals, the agnostic gains knowledge thought to be unknowable to mortals, but at a price.

Role

The agnostic plies her knowledge in a variety of ways, whether selflessly or selfishly depends on her view of the world and the secrets creeds she ascribes. She usually uses her powers to benefit herself and her allies as the situation warrants.

Alignment

Agnostics may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Wis 12, Cha 15

Skills

Knowledge (religion) 5 ranks

Class Abilities

Cast 1st level divine spells.

Other

Suffered from the effects of a curse at some point.

Class Skills

The agnostic is skilled in Craft (any), Diplomacy, Knowledge (planes), Knowledge (religion), Profession, Sense Motive, and Spellcraft.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The agnostic gains the following class abilities as it progresses in level.



Augur Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Mystery, revelation	
2	+1	+1	+1	+1	Curse 1/day	+1 level spellcasting class
3	+2	+2	+2	+1	Mystery spell, revelation	
4	+3	+2	+2	+1	Curse 2/day	+1 level spellcasting class
5	+3	+3	+3	+2	Mystery spell, revelation	

Weapon and Armor Proficiencies

The agnostic gains no additional weapon or armor proficiencies.

Mystery

At 1st level, the agnostic is initiated into a mystery sect of her faith and must select an Oracle Mystery. Once chosen, the mystery cannot be changed later. If the agnostic already has chosen a mystery from another class, the mystery chosen must match that chosen for her other class.

Revelation

The agnostic may choose one revelation from her chosen mystery at 1st level. She must meet any requirements for the revelation, treating her agnostic level as the effective Oracle level in regards to the effects of the revelation and level requirements.

The agnostic may choose another revelation at 3rd level and 5th level.

Additional Spells Per Day

At 2nd and 4th level, the agnostic gains new spells per day for one class in which she has the ability to cast divine spells. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Curse (Su)

At 2nd level, the agnostic may take on the effects of a curse as a **swift action**. This curse must be chosen from those required by oracles and once chosen cannot be ended until the duration ends, 1 minute per level of the agnostic. While cursed, the agnostic may add her Wisdom

modifier to her attack rolls and saving throws as an **insight bonus**.

The agnostic may become cursed once per day at 2nd level, gaining a second use at 4th level.

Mystery Spells

At 3rd level, the agnostic may choose one of the mystery's bonus spells to add to her list of spells known. The chosen spell must be of a level that the agnostic has at least one or more daily spell slots. If the agnostic prepares her spells, she gains one extra spell slot for the level of the chosen spell that must be used for the mystery spell.

The agnostic gains another mystery bonus spell at 5th level.

THE CAILLEACH

The price of power comes through many channels. For the cailleach, it comes through an unbreakable bond with a higher power. Unlike other faiths and followers, the cailleach's bond has specific benefits and requirements, allowing her to gain unique power to augment her arcane skills. The stigma of such a bond causes many to shun the cailleach, but the bond does afford her a new companion in the form of a pet familiar to keep her company while communing with her enigmatic patron.

Role

The cailleach is generally as powerful as other arcane spell wielders, bolstered by the powers granted by her patron. While many find the pacts made by cailleach's distasteful or untrustworthy, those



Cailleach Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Familiar, hex, patron	+1 level spellcasting class
2	+1	+1	+1	+1	hex, patron spell	
3	+2	+2	+2	+1	bonus feat	+1 level spellcasting class
4	+3	+2	+2	+1	hex, patron spell	
5	+3	+3	+3	+2	major hex	+1 level spellcasting class

that accept the aid of a cailleach find her services beneficial as a whole based on her own prerogatives and her patron's agenda.

Alignment

The cailleach may be of any alignment.

Hit Die

d6.

Requirements

Ability Scores

Int 15, Cha 12

Skills

Knowledge (arcana) 5 ranks, Knowledge (nature or planes) 5 ranks.

Class Abilities

Cast 1st level arcane spells.

Class Skills

The cailleach is skilled in Craft (any), Fly, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (planes), Profession, Spellcraft, and Use Magic Device.

Skill Ranks per Level

2 + Int modifier.

Class Abilities

Weapon and Armor Proficiency

The cailleach is proficient with simple weapons. She is not proficient with any type of armor or shield. If the cailleach wears armor dons a shield for

protection, she suffers the normal chance of arcane spell failure when casting spells with somatic components.

Additional Spells Per Day

At 1st, 3rd, and 5th level, the cailleach gains new spells per day for one class in which she has the ability to cast arcane spells. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Familiar (Ex)

At 1st level, the cailleach gains a pet familiar granted by her patron. She gains any benefits from the familiar and the familiar's abilities are based on the cailleach's class level.

If the cailleach already has a familiar or gains a familiar from another class, she does not gain another familiar, but her class levels stack to determine the benefits of the familiar.

Hexes

The cailleach may choose a single hex at 1st level. She gains another hex at 2nd level and 4th level. She treats her class level as her effective witch level in regards to any requirements to choose the hex as well as saving throws and other effects generated by the chosen hex.

Major Hex

At 5th level, the cailleach may choose a major hex rather than a normal hex.

Patron

At 1st level, the cailleach must choose a witch's patron. Once chosen, the



cailleach may not change this selection later. The patron is the power from which the cailleach gains her familiar, hex powers, and patron spells.

Patron Spell

At 2nd level and 4th level, the cailleach may choose one spell associated with her patron and add that to her list of known spells. The chosen spell must be of a level that the cailleach may currently cast.

Bonus Feat

At 3rd level, the cailleach may choose a metamagtic or item creation feat as a bonus feat. She must meet any prerequisites for the feat.

THE MORTIFICATOR

Considered an outcast yet necessary tool for the church, the mortificator accepts the mandate to track down those that defy the mandates of her faith. Mortificators not only act as judge, jury, and executioner, they are trained to track down heretics of the faith and those that pose a threat to fellow believers.

Role

The mortificator learns to rely on her own wits and skills, even when working with others. This makes her versatile when dealing with fractious elements and encounters.



Mortificator Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+0	+1	Judgment 1/day, monster lore	+1 level spellcasting class
2	+1	+1	+1	+2	Solo Tactics, track	
3	+2	+2	+1	+2	Judgment 2/day	+1 level spellcasting class
4	+3	+2	+1	+3	Bane, discern lies	
5	+3	+3	+2	+3	Judgment 3/day	+1 level spellcasting class

Alignment

Mortificators may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Wis 15

Skills

Knowledge (any) 5 ranks, Survival 5 ranks.

Feats

One teamwork feat.

Class Abilities

Cast 1st level divine spells.

Class Skills

The mortificator is skilled in Bluff, Craft (any), Diplomacy, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes), Knowledge (religion), Perception, Profession, Sense Motive, Spellcraft, and Survival.

Skill Ranks per Level

6 + Int modifier.

Class Abilities

The mortificator gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The mortificator is proficient with simple weapons as well as the hand

crossbow, long bow, and short bow. She is proficient with light and medium armor and shields (except for tower shields).

Additional Spells Per Day

At 1st, 3rd, and 5th level, the mortificator gains new spells per day for one class in which she has the ability to cast divine spells from the cleric/oracle spell list. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Judgment (Su)

At 1st level, the mortificator gains the ability to pronounce judgment against her enemies as a **swift action**. The judgment grants the mortificator a sacred (or profane if the mortificator is evil) bonus or special ability that lasts until combat ends or the mortificator is incapacitated, rendered unconscious, or killed. She may change the judgment once activated as a **swift action** to another as well.

The mortificator may pass judgment once per day at 1st level, gaining another use at 3rd and 5th level. If the mortificator has the Judgment class feature from another class, her judgments do not stack and she may only initiate one judgment at a time unless he has a specific feature that grants multiple judgments, in which case she must use judgments granted from the other class.

Destruction: The mortificator gains a +1 **sacred bonus** on all of her weapon damage rolls, increasing to +2 at 3rd level and +3 at 5th level.

Healing: The mortificator gains fasting healing 1, increasing to fast healing 2 at 3rd level and fast healing 3 at 5th level.

Justice: The mortificator gains a +1 sacred bonus on all of her attack rolls, increasing to +2 at 3rd level and +3 at 5th level.

Protection: The mortificator gains a +1 sacred bonus on her armor class, increasing to +2 at 3rd level and +3 at 5th level.

Purity: The mortificator gains a +1 sacred bonus on all of her saving throws, increasing to +2 at 3rd level and +3 at 5th level.

Resistance: The mortificator gains resistance to one type of energy (acid, cold, electricity, fire, or sonic) equal to her class level + her Wisdom modifier.

Smiting: The mortificator treats her weapon as magic for purposes of overcoming damage reduction. At 3rd level she treats her weapon as both silver and cold iron as well for bypassing damage reduction. At 5th level, the mortificator may choose one aspect of her own alignment and treat her weapon as aligned for purposes of overcoming damage reduction. If the mortificator is neutral, she does not gain the ability to treat her weapon as aligned at 5th level.

Monster Lore (Ex)

The mortificator adds class level to any Knowledge skill checks when attempting to identify creatures and their strengths and weaknesses.

Solo Tactics

Beginning at 2nd level, the mortificator treats her allies as if they possess the same teamwork feats she possesses, gaining the benefits of the teamwork feat as long as the ally's location or action would grant her the benefit of the feat. Her allies do not actually receive the benefits of the feats unless they actually have the same teamwork feat.

Track (Ex)

The mortificator adds her class level to any Survival skill checks when attempting to identify and follow tracks beginning at 2nd level.

Bane (Su)

At 4th level, the mortificator may imbue one of her weapons with the bane weapon special ability as a swift action. She must select one type of creature when initiating this ability (as well as sub-type as appropriate). She may change the target type of the bane effect as a swift action and may use this ability a total number of rounds per day equal to her class level + her Wisdom modifier (and these do not need to be consecutive). If the mortificator physically releases the weapon, the bane effect immediately ends.

Discern Lies (Sp)

At 4th level, the mortificator learns to sense when someone is lying to her as the Discern Lies spell. She may initiate this ability as an immediate action and she may use it a total number of rounds per day equal to her class level + her Wisdom modifier, though they need not be consecutive.



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