

# PLAYER Paraphernalia



## THE WAY OF ARMOR I (ALTERNATE ARCHETYPES)

#38





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# PLAYER PARAPHERNALIA #38

By the Knotty-Works



Welcome to the thirty eighth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue takes one of the heavy armored archetypes and reworks it for the barbarian, cavalier, inquisitor, and paladin classes. In addition the Charger (a new base class introduced in Player Paraphernalia #25) is also treated to this archetype.

## Armor Master (Barbarian Archetype)

Rage is an awesome power, except for the fact that enemies seem to have an easier time bashing the raging barbarian due to his headless rush into battle and lack of concern for his own safety. However, there are some that have learned to offset this liability by mastering the art of the use of armor and shields. These armor masters can avoid attacks that may normally avoid armor and over time even become immune to critical strikes and the deadly stealth attacks from the most accomplished of assassins.

### Class Abilities

**Weapon and Armor Proficiencies:** The armor master is proficient with light, medium, and heavy armors as well as shields (except tower shields). Even though the armor master may wear heavy armor, some of his other class abilities may place limitations while wearing it.

**Deflective Shield (Ex):** At 3<sup>rd</sup> level, the armor master specializes with the shield, gaining the ability to deflect attacks that normally ignore the target's physical protection. He gains a +1 bonus on his touch AC as long as he has his shield in hand. This bonus increases by +1 for every three levels beyond 3<sup>rd</sup> (maximum of +6 at 18<sup>th</sup> level) with a limitation that

the bonus cannot exceed the AC bonus normally granted by the shield based on type and magical enhancement bonuses.

This ability replaces the barbarian's [trap sense](#) class ability.

**Armored Defense (Ex):** The armor master gains [damage reduction](#) while wearing armor; DR 1/- for light armor, DR 2/- for medium armor, and DR 3/- for heavy armor at 7<sup>th</sup> level. The damage reduction increases as the armor master attains new levels, and 1 point is added to the DR for light armor, 2 points for the medium armor, and 3 points for heavy armor at 11<sup>th</sup>, 15<sup>th</sup>, and 19<sup>th</sup> levels to a maximum of DR 4/- for light armor, DR 8/- for medium armor, and DR 12/- for heavy armor.

The damage reduction from this ability does not stack with other types of [damage reduction](#) other than [adamantine](#) armor. Damage reduction from this ability is also lost if the armor master is helpless, stunned, or unconscious.

This ability replaces the barbarian's [damage reduction](#) class ability.

**Fortification (Ex):** The armor master learns to shield himself from critical injury at 10<sup>th</sup> level, gaining the [light fortification](#) special ability. This protection increases to [moderate fortification](#) special ability at 14<sup>th</sup> level. Fortification gained from this ability does not stack with any other form of [fortification](#), the armor master must take the better form of fortification offered.

This ability replaces the barbarian's [rage power](#) gained at 10<sup>th</sup> and 14<sup>th</sup> level.

**Indestructible (Ex):** At 20<sup>th</sup> level, the armor master gains complete [immunity to critical hits](#) and precision based attacks including the rogue's [sneak attack](#) while he is





wearing armor. In addition, the armor master's donned armor is not subject to being **sundered** unless it has the **fragile armor quality**.

This ability replaces the barbarian's **Mighty Rage** class ability.

## Armor Master (Cavalier Archetype)

Where most hone their skills with the lance and rhetoric to inspire others, there are some that choose to instead focus on perfecting their own defenses to the peak of perfection. The armor master understands that even though the armor they wear and shield they carry provides some protection on their own merit, it takes intense training and skill to coax every ounce of protection on the battle field.

### Class Abilities

**Deflective Shield (Ex):** At 3<sup>rd</sup> level, the armor master specializes with the shield, gaining the ability to deflect attacks that normally ignore the target's physical protection. He gains a +1 bonus on his **touch AC** as long as he has his shield in hand. This bonus increases by +1 for every three levels beyond 3<sup>rd</sup> (maximum of +6 at 18<sup>th</sup> level) with a limitation that the bonus cannot exceed the AC bonus normally granted by the shield based on type and magical enhancement bonuses.

This ability replaces the **Cavalier's Charge** and **Mighty Charge** cavalier class abilities.

**Armored Defense (Ex):** The armor master gains **damage reduction** while wearing armor; DR 1/- for light armor, DR 2/- for medium armor, and DR 3/- for heavy armor at 4<sup>th</sup> level. The damage reduction increases as the armor master attains new levels, and 1 point is added to the DR for light armor, 2 points for the medium armor, and 3 points for heavy armor at 9<sup>th</sup>, 14<sup>th</sup>, and 19<sup>th</sup> levels to a maximum of DR 4/- for light armor, DR 8/- for medium armor, and DR 12/- for heavy armor.

The damage reduction from this ability does not stack with other types of **damage reduction** other than **adamantine** armor. Damage reduction from this ability is also

lost if the armor master is helpless, stunned, or unconscious.

This ability replaces the additional **Challenge** the cavalier normally gains at 4<sup>th</sup>, 10<sup>th</sup>, and 16<sup>th</sup> levels. The armor master gains a total of 4 Challenges per day at 19<sup>th</sup> level.

**Fortification (Ex):** The armor master learns to shield himself from critical injury at 5<sup>th</sup> level, gaining the **light fortification** special ability. This protection increases to **moderate fortification** special ability at 14<sup>th</sup> level. Fortification gained from this ability does not stack with any other form of **fortification**, the armor master must take the better form of fortification offered.

This ability replaces the cavalier's **Banner** class ability at 5<sup>th</sup> level and the **Greater Banner** class ability gained at 14<sup>th</sup> level.

**Indestructible (Ex):** At 20<sup>th</sup> level, the armor master gains complete **immunity** to **critical hits** and precision based attacks including the rogue's **sneak attack** while he is wearing armor. In addition, the armor master's donned armor is not subject to being **sundered** unless it has the **fragile armor quality**.

This ability replaces the cavalier's **Supreme Charge** class ability.

## Armor Master (Inquisitor Archetype)

Chasing down enemies of the faith can be a risky business, and though faith and guile may be adequate for most situations sometimes a healthy level of defense will make the difference between success and failure. The armor master tackles the most deadly and dangerous heretics of the faith, those who actively seek not only to undermine the church, but to burn it down to the ground.

### Class Abilities

**Weapon and Armor Proficiencies:** The armor master is proficient with light, medium, and heavy armors as well as shields (except tower shields).

**Deflective Shield (Ex):** At 2<sup>nd</sup> level, the armor master specializes with the shield, gaining the ability to deflect attacks that normally ignore the target's physical protection.





He gains a +1 bonus on his touch AC as long as he has his shield in hand. This bonus increases by +1 for every three levels beyond 2<sup>nd</sup> (maximum of +6 at 17<sup>th</sup> level) with a limitation that the bonus cannot exceed the AC bonus normally granted by the shield based on type and magical enhancement bonuses.

This ability replaces the Inquisitor's **Cunning Initiative** and **Stalwart** class abilities.

**Armored Defense (Ex):** The armor master gains **damage reduction** while wearing armor; DR 1/– for light armor, DR 2/– for medium armor, and DR 3/– for heavy armor at 4<sup>th</sup> level. The damage reduction increases as the armor master attains new levels, and 1 point is added to the DR for light armor, 2 points for the medium armor, and 3 points for heavy armor at 9<sup>th</sup>, 14<sup>th</sup>, and 19<sup>th</sup> levels to a maximum of DR 4/– for light armor, DR 8/– for medium armor, and DR 12/– for heavy armor.

The damage reduction from this ability does not stack with other types of **damage reduction** other than **adamantine** armor. Damage reduction from this ability is also lost if the armor master is helpless, stunned, or unconscious.

This ability replaces the **Judgment** gained by the inquisitor gains at 4<sup>th</sup>, 10<sup>th</sup>, and 16<sup>th</sup> levels. The armor master gains a total of 4 Judgments per day at 19<sup>th</sup> level.

**Fortification (Ex):** The armor master learns to shield himself from critical injury at 9<sup>th</sup> level, gaining the **light fortification** special ability. This protection increases to **moderate fortification** special ability at 15<sup>th</sup> level. Fortification gained from this ability does not stack with any other form of **fortification**, the armor master must take the better form of fortification offered.

This ability replaces the **teamwork** feats the inquisitor is granted at 9<sup>th</sup> and 15<sup>th</sup> level.

**Indestructible (Ex):** At 20<sup>th</sup> level, the armor master gains complete **immunity** to **critical hits** and precision based attacks including the rogue's **sneak attack** while he is wearing armor. In addition, the armor master's donned armor is not subject to being

sundered unless it has the fragile armor quality.

This ability replaces the inquisitor's **True Judgment** class ability.

## Armor Master (Paladin Archetype)

The fight against evil is never ending and can be deadly if a champion is not sufficiently protected. For most, reliance upon the righteous forces of good is all that is needed, but the armor master tends to rely on practicalities and understands that most of the time, the only barrier between life and death is a thin sheet of steel or leather.

### Class Abilities

**Deflective Shield (Ex):** At 2<sup>nd</sup> level, the armor master specializes with the shield, gaining the ability to deflect attacks that normally ignore the target's physical protection. He gains a +1 bonus on his touch AC as long as he has his shield in hand. This bonus increases by +1 for every three levels beyond 2<sup>nd</sup> (maximum of +6 at 17<sup>th</sup> level) with a limitation that the bonus cannot exceed the AC bonus normally granted by the shield based on type and magical enhancement bonuses.

This ability replaces the Paladin's **Divine Grace** class ability and the **Mercy** granted at 9<sup>th</sup> and 18<sup>th</sup> level.

**Armored Defense (Ex):** The armor master gains **damage reduction** while wearing armor; DR 1/– for light armor, DR 2/– for medium armor, and DR 3/– for heavy armor at 4<sup>th</sup> level. The damage reduction increases as the armor master attains new levels, and 1 point is added to the DR for light armor, 2 points for the medium armor, and 3 points for heavy armor at 9<sup>th</sup>, 14<sup>th</sup>, and 19<sup>th</sup> levels to a maximum of DR 4/– for light armor, DR 8/– for medium armor, and DR 12/– for heavy armor.

The damage reduction from this ability does not stack with other types of **damage reduction** other than **adamantine** armor. Damage reduction from this ability is also lost if the armor master is helpless, stunned, or unconscious.





This ability replaces the additional **Smite Evil** the paladin normally gains at 4<sup>th</sup>, 10<sup>th</sup>, and 16<sup>th</sup> levels. The armor master gains a total of 4 Smite Evils per day at 19<sup>th</sup> level.

**Fortification (Ex):** The armor master learns to shield himself from critical injury at 8<sup>th</sup> level, gaining the **light fortification** special ability. This protection increases to **moderate fortification** special ability at 14<sup>th</sup> level. Fortification gained from this ability does not stack with any other form of **fortification**, the armor master must take the better form of fortification offered.

This ability replaces the paladin's **Aura of Resolve** gained at 8<sup>th</sup> level and the **Aura of Faith** class ability gained at 14<sup>th</sup> level.

**Indestructible (Ex):** At 20<sup>th</sup> level, the armor master gains complete **immunity to critical hits** and precision based attacks including the rogue's **sneak attack** while he is wearing armor. In addition, the armor master's donned armor is not subject to being **sundered** unless it has the **fragile armor quality**.

This ability replaces the paladin's **Holy Champion** class ability.

## Armor Master (Charger Archetype)

Born for thunder and carnage of battle, there are those that rush head long into battle. However, for those that master their defenses, the odds of survival greatly increase. The armor master learns to perfect his own armor and shield to increase his odds of survival when charging into the maw of death.

### Class Abilities

**Deflective Shield (Ex):** At 1<sup>st</sup> level, the armor master specializes with the shield, gaining the ability to deflect attacks that normally ignore the target's physical protection. He gains a +1 bonus on his **touch AC** as long as he has his shield in hand. This bonus increases by +1 for every three levels beyond 1<sup>st</sup> (maximum of +6 at 16<sup>th</sup> level) with a limitation that the bonus cannot exceed the AC bonus normally granted by the shield based on type and magical enhancement bonuses.

This ability replaces the Charger's **Fast Movement** class ability.

**Armored Defense (Ex):** The armor master gains **damage reduction** while wearing armor; DR 1/- for light armor, DR 2/- for medium armor, and DR 3/- for heavy armor at 5<sup>th</sup> level. The damage reduction increases as the armor master attains new levels, and 1 point is added to the DR for light armor, 2 points for the medium armor, and 3 points for heavy armor at 9<sup>th</sup>, 14<sup>th</sup>, and 19<sup>th</sup> levels to a maximum of DR 4/- for light armor, DR 8/- for medium armor, and DR 12/- for heavy armor.

The damage reduction from this ability does not stack with other types of **damage reduction** other than **adamantine armor**. Damage reduction from this ability is also lost if the armor master is helpless, stunned, or unconscious.

This ability replaces the additional **Hard Hitting** damage the Charger normally gains at 5<sup>th</sup>, 11<sup>th</sup>, and 17<sup>th</sup> levels. The armor master's total **Hard Hitting** damage is limited to 3d6 at 14<sup>th</sup> level.

**Fortification (Ex):** The armor master learns to shield himself from critical injury at 10<sup>th</sup> level, gaining the **light fortification** special ability. This protection increases to **moderate fortification** special ability at 16<sup>th</sup> level. Fortification gained from this ability does not stack with any other form of **fortification**, the armor master must take the better form of fortification offered.

This ability replaces the **Charging Tactics** the charger gains at 10<sup>th</sup> and 16<sup>th</sup> level.

**Indestructible (Ex):** At 20<sup>th</sup> level, the armor master gains complete **immunity to critical hits** and precision based attacks including the rogue's **sneak attack** while he is wearing armor. In addition, the armor master's donned armor is not subject to being **sundered** unless it has the **fragile armor quality**.

This ability replaces the charger's **True Charge** class ability.



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