



PLAYER Paraphernalia



**CORE PRESTIGE CLASSES
(BARBARIAN, BARD, AND CLERIC)**



#41

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PLAYER PARAPHERNALIA #41

By the Knotty-Works



Welcome to the forty-first issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). Going in a new direction with the Player Paraphernalia, this issue introduces the first two of a new series of prestige classes. Prestige classes in general seem to be an outdated game mechanic, especially with the introduction and explosion of archetypes and hybrid classes along with the nearly unlimited options of multi-classing. However, these prestige classes were crafted from core and base classes. Now the argument may be made that multi-classing with the desired class has the same effect, but these prestige classes compact many of the class abilities into 5 levels, allowing the character to focus on a favored class while taking a few levels in the prestige class to gain the desired effects of the secondary class. These prestige classes tend to focus on one or two concepts of the original class, so not all of the class features are available, but the progression of those features that are included is accelerated compared to the normal multi-class route.

The first three prestige classes in the series is presented below, the barbarian, the bard, and the cleric.

Barbarian (Prestige Class)

Passion and simmering fury, mix these ingredients together with a healthy dose of brutal savagery and you get the barbarian. While most focus on training and disciplined techniques of martial warfare, the barbarian prefers to just wade in and release his inner demon to wreak havoc on enemy forces.

Role: Barbarians prefer to wade into hand to hand combat and dealing with their opponent eye-to-eye. Although they may lack the defensive capabilities

of other martial classes, their rage driven abilities allows them to quickly dispatch foes before a target can effectively react.

Alignment: Any non-lawful alignment is acceptable for the barbarian prestige class.

Hit Die: d12

Requirements

Ability Scores: Str 13, Con 15

Base Attack Bonus: +5.

Class Skills

Acrobatics, Climb, Craft, Handle Animal, Intimidate, Knowledge (nature), Perception, Ride, Survival, and Swim.

Skill Ranks per Level: 4 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The barbarian is proficient with simple and martial weapons. He is proficient with light and medium armor and shields (except tower shields). If the barbarian casts arcane spells, the chance for arcane spell failure applies when wearing armor and carrying a shield.

Rage (Ex): At 1st level the Barbarian may enter a state of bestial fury that allows him greater ferocity and tenacity during combat. At 1st level the Barbarian can initiate a rage as a free action that grants him a +4 morale bonus to his Strength and Constitution, +2 morale bonus to Will saves, but suffers a -2 AC penalty. He may rage a total number of rounds per day equal to 6 + his Constitution modifier at 1st level, gaining 2 additional rounds per level after first. These rounds do not need to be consecutive, but once a rage ends (which may be done

Barbarian Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+1	+0	+0	Rage, Rage Power
2	+2	+1	+1	+1	Rage Power
3	+3	+2	+1	+1	Rage Power, Uncanny Dodge
4	+4	+2	+1	+1	Rage Power
5	+5	+3	+2	+2	Rage Power, Greater Rage

as a free action) the barbarian is fatigued for twice the number of rounds equal to the rounds spent in a rage. The barbarian may not go into a rage while suffering the effects of any condition including exhausted, fatigued, sickened, etc. The number of daily uses is automatically renewed after 8 full hours of rest.

The increase in Constitution does grant additional hit points, but unlike temporary hit points these are deducted from the barbarian's hit points at the end of the rage. The barbarian may not use any Charisma, Dexterity, or Intelligence based skills except for acrobatics, fly, intimidate, or ride while in a rage as well.

[Optional] Unchained Rage (Ex): At 1st level the Barbarian may enter a state of bestial fury that allows him greater ferocity and tenacity during combat. At 1st level the Barbarian can initiate a rage as a free action that grants him a +2 bonus on melee attacks, melee and thrown weapon damage, and Will saves, but suffers a -2 AC penalty. He also gains 2 temporary hit points per Hit Die which are lost first when the barbarian takes damage and any additional hit points are lost when the rage comes to an end. If the barbarian goes into a rage within 1 minute of his previous rage any lost temporary hit points are not regained when the rage is renewed.

He may rage a total number of rounds per day equal to 6 + his Constitution modifier at 1st level, gaining 2 additional rounds per level after first. These rounds do not need to be consecutive, but once a rage ends (which may be done as a free action) the barbarian

is fatigued for 1 minute. The barbarian may not go into a rage while suffering the

effects of any condition including exhausted, fatigued, sickened, etc. The number of daily uses is automatically renewed after 8 full hours of rest.

The barbarian may not use any Charisma, Dexterity, or Intelligence based skills except for acrobatics, fly, intimidate, or ride while in a rage as well.

This optional class ability replaces Rage above. If Unchained Rage is used, the barbarian must select the Unchained Greater Rage below instead of Greater Rage.

Rage Power: Beginning at 2nd level and every level thereafter the barbarian may choose a rage power from the list of the Core Barbarian's Rage Power list (or the Unchained Rage Powers list if using the optional Unchained Rage class ability). The barbarian must meet the prerequisites listed for the rage power. However, the barbarian's effective level is treated as twice his current class level.

Uncanny Dodge (Ex): At 3rd level the barbarian cannot be caught flat-footed or lose his Dexterity bonus to his AC if the attacker is invisible. However, if the barbarian is helpless or the opponent successfully performs the feint action against him.

Greater Rage: At 5th level the barbarian's Strength and Constitution morale bonus increases to +6 while he enters a rage and his Will morale bonus increases to +4. Adjustments to the barbarian's hit points also apply as listed under Rage. Once the barbarian ends his rage he is only fatigued for a number of rounds equal to the time spent in a rage.

[Optional] Unchained Greater Rage: At 5th level the barbarian's melee attack,

Bard Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells per Day
		Fort	Ref	Will		
1	+0	+0	+1	+1	Bardic Performance (Countersong, Fascinate), Bardic Knowledge	
2	+1	+1	+1	+1	Bardic Performance (Inspire Competence, Inspire Courage)	+1 level spellcasting class
3	+2	+1	+2	+2	Bardic Performance (Suggestion), Lore Master	
4	+3	+1	+2	+2	Bardic Performance (Dirge of Doom)	+1 level spellcasting class
5	+3	+2	+3	+3	Bardic Performance (Inspire Greatness), Jack of All Trades	

melee and thrown damage, and Will save increases to +3 and the Barbarian gains 3 temporary hit points her Hit Die. Once the barbarian ends his rage he is only **fatigued** for a number of rounds equal to the time spent in a rage up to a maximum of 1 minute.

This class ability replaces the Greater Rage ability listed above and the Barbarian must have selected Unchained Rage rather than Rage as his 1st level class ability.

Bard (Prestige Class)

Talented and skilled, some performers find more excitement traveling abroad while looking for both adventure and new venues to ply their art and story. The bard is more than an artist or performer, she is also versed in the arts of persuasion and inspiration, even in the most stressful of situations. And finally, she is a fount of untold knowledge, picking bits and pieces of information from her journeys to quickly coalesce such disparate tales and stories into relatable and relevant information for nearly any situation.

Role: When it comes to social skills and etiquette, bards excel as the face of any adventuring group. She is also capable of defending herself but prefers to inspire and support her friends and allies than facing enemies in hand to hand combat.

Alignment: The bard prestige class may be of any alignment.

Hit Die: d8

Requirements

Ability Scores: Int 13, Cha15

Skills: Perform 5 ranks

Spells: Able to cast either divine or arcane spells

Class Skills

Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (all), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Spellcraft, Stealth, and Use Magic Device.

Skill Ranks per Level: 6 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The bard is proficient with all simple weapon and the longsword, rapier, sap, short sword, shortbow, and whip. She is also proficient with light armor and shields (except tower shields). The bard may cast arcane spells with a somatic component while wearing light armor without suffering a chance of arcane spell failure. However, the same does not apply if the bard chooses to use a shield. The chance for arcane spell failure applies if the bard chooses to wear medium or heavy armor.

Bardic Knowledge (Ex): At 1st level bard adds his class level to all knowledge skill checks and he may make knowledge skill checks untrained.

Bardic Performance: Beginning at 1st level the bard gains the ability to affect others with his ability to perform in one of several styles from acting to singing. These effects often include magical effects that can affect everyone around him, including herself. At 1st level the bard may use her bardic

performance a total number of rounds per day equal to $6 + \text{her Charisma modifier}$ and gains an additional two rounds per day each level thereafter.

Starting the bardic performance is a **standard action** and can then be maintained as a **free action** each round thereafter. Ending a bardic performance is also a **free action** and a bard may end one effect and start another one in the same round as a standard action, only one effect may be active at a time. The performance cannot be disrupted but if the bard is incapacitated (including **paralyzed**, **stunned**, or knocked **unconscious**) or killed the effect automatically ends.

Depending on the type of performance, a bardic performance may have either audible or visual components or both. If the performance has an audible component, the target must be able to hear the bard in order for it to have any effect. If the performance has a visual component, the target must be able to see the bard in order for it to have any effect. If the bard is deaf there is a 20% chance that the bardic performance will fail if it has an audible component and if the bard is blind there is a 50% chance that the bardic performance will fail if it has a visual component. These effects do stack so if the bardic performance has both audible and visual components and the bard is both blind and deaf, the chance of the bardic performance failing is 70%. A failed attempt does count against the daily limit for the number of uses the bard may use her bardic performance.

At 5th level the bard may initiate a bardic performance as a **move action**.

Countersong (Su): At 1st level the bard may counter a magic effect that depends on sound (but not spells that have a verbal component) with a bardic performance with an audible component. Each round the bard makes a **Perform** skill check and any creature within 30 feet that is affected by a sonic or language dependent magical effect may use the bard's **Perform** check as the saving throw if the initial saving throw fails and the **Perform** skill check result is higher. If the sonic based spell or magical effect has a duration longer

than instantaneous and the target is already under the effect of the spell or magical effect, the creature is allowed to use the bard's performance check as a new saving throw to try and overcome its effects. This ability does not function against abilities that do not allow a saving throw.

Fascinate (Su): At 1st level the bard may attempt to fascinate one or more creatures with his performance. One creature within 90 feet that can see and hear the bard must make a **Will** save with a DC equal to $10 + \text{the bard's class level} + \text{her Charisma modifier}$. If the saving throw is unsuccessful, the creature sits and quietly observes the performance for as long as the bard continues to maintain it. Creatures that succeed cannot be **fascinated** by the bard for a period of 24 hours. The bard may attempt to fascinate two creatures at 3rd level and three creatures at 5th level. Fascinated creatures suffer a -4 penalty on skill checks made as reactions including perception checks. If combat or other immediate dangers are present the creature is not subject to this effect. Any potential threats to the creature allow it to make a new saving throw against the effect. **Fascinate** is an enchantment (compulsion), mind-affecting ability and requires both audible and visual components to function.

Inspire Competence (Su): At 2nd level the bard can use her performance to aid an ally succeed at a task as long as its use makes sense. The ally must be within 30 feet of the bard and gains a +2 **competence** bonus on skill checks as long as the bardic performance is in effect. This performance requires an audible component and does not lend itself to the stealth skill. The bard cannot inspire competence in herself.

Inspire Courage (Su): At 2nd level the bard can use her bardic performance to grant both herself and her allies a +1 **morale** bonus on saving throws against mind-affecting and fear effects and a +1 competence bonus on attack and damage rolls. This bonus increases to +2 at 4th level for both the saving throws, attack, and damage rolls. The ally must be able to perceive the bard's performance based on the components of the performance (audible, visual, or both).

Suggestion (Sp): At 3rd level the bard may use her performance to make a *suggestion* (as the spell) to one creature which is under her *Fascinate* performance effect. This bardic performance does not interrupt the *Fascinate* performance, but it does take a *standard action*. The creature is allowed a *Will* saving throw (same DC as the *Fascinate* performance ability, 10 + bard's class level + her Charisma modifier). Succeeding the *suggestion* saving throw does not automatically end the *Fascinate* effect, but the creature is allowed another saving throw for the *Fascinate* effect at the beginning of its next turn as a *free action*. The *suggestion* is an enchantment (compulsion) mind-affecting and language dependent ability and must have an audible component.

Dirge of Doom (Su): At 4th level the bard may attempt to frighten her enemies with a dread inspired performance with both audible and visual components. All enemies within 30 feet of the bard become *shaken* as long as they can see and hear the bard. The effect does not stack with other conditions (it cannot be used to increase the effect in a creature that is already shaken to become *frightened* or *panicked*). This performance is a mind-affecting fear effect.

Inspire Greatness (Su): At 5th level the bard learns how to inspire greatness both to herself and one ally within 30 feet that can see and hear the bard. Both the bard and the ally gain 2d10 bonus hit dice that grant temporary hit points including twice the Constitution modifier added to the total. The bard and ally also gains a +2 competence bonus on attack rolls and a +1 competence bonus on *Fortitude* saving throws. The additional hit dice are counted for any effect of spells or spell-like abilities that are Hit Die dependent. This performance is a mind-affecting ability and relies on both audible and visual components.

Additional Spells per Day: At 2nd and 4th level, the bard gains new spells per day for one class in which she has the ability to cast arcane or divine spells. She gains no additional benefits that the class would have gained including any bonus spells or spells known.

Lore Master (Ex): At 3rd level the bard may take 10 on any *knowledge* skill checks

in which she has at least 1 rank or roll for the skill normally. Once per day she may take 20 on a single *knowledge* skill check she has at least 1 rank as a standard action.

Jack of All Trades (Ex): At 5th level the bard may use any skill untrained regardless of whether or not it can be used as such. Rules for using skills untrained still apply.

Cleric (Prestige Class)

Divinely driven and inspired to greater acts of veneration, the cleric serves both as priest, evangelist, and emissary to his faith and deity. Devoted to the ideals of his deity, the cleric seeks to both spread the word and wisdom of his faith as well as step to directly confront those that threaten those ideals. Armed both with prayer and martial prowess, the cleric tackles those that would deny or defame his faith and its tenets.

Role: Both capable in martial combat and aiding allies, the cleric's power grants him a unique position within his band of brothers. Being able to step up and face an enemy from a hand's breadth or from afar while keeping his allies from death's door allows the cleric to take on nearly any aspect required by his companions. Empowered by the domain associated with his deity or faith the cleric wields supernatural energies and power for the benefit of his allies or the ill of his enemies.

Alignment: The cleric prestige class may be of any alignment but at least one element of his alignment must match his deity's alignment.

Hit Die: d8

Requirements

Ability Scores: Wis 13

Skills: *Knowledge (religion)* 5 ranks

Class Skills

Appraise, Craft, Diplomacy, Heal, *Knowledge (arcana)*, *Knowledge (history)*, *Knowledge (nobility)*, *Knowledge (planes)*, *Knowledge (religion)*, Linguistics, Profession, *Sense Motive*, and *Spellcraft*.

Cleric Progression Table

Level	Base Attack Bonus	Saving Throws				Spells per Day			
		Fort	Ref	Will	Special		0	1 st	2 nd
1	+0	+1	+0	+1	Aura, Channel Energy 1d6, Domain, Orisons	4	1	—	—
2	+1	+1	+1	+1	Channel Energy 2d6	4	2	—	—
3	+2	+2	+1	+2	Channel Energy 3d6	4	2	1	—
4	+3	+2	+1	+2	Channel Energy 4d6	4	3	2	—
5	+3	+3	+2	+3	Channel Energy 5d6, Domain Power	4	3	3	1

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The cleric is proficient with the favored weapon of his deity. He is also proficient with light and medium armor and shields (except the tower shield). If the cleric can cast arcane spells, he suffers the normal chance of arcane spell failure while wearing any armor or carrying a shield.

Aura (Ex): The cleric has a powerful aura corresponding to his deity's alignment (see *Detect Evil* spell).

Domain: The cleric may choose a single domain from the list of available domains associated with his deity. If he selects an alignment domain, it must match his deity's alignment. The cleric may choose to espouse an ideal rather than a deity in which case he may choose any domain that is relevant to the spiritual belief being venerated.

The cleric gains a power associated with the domain at 1st level. Another power is gained at a higher level, any power associated with a level higher than what the cleric prestige class may attain, he gains the power at 5th level.

Orisons (Sp): The cleric may prepare four orisons (0 level spells) per day drawn from the cleric spell list. Casting these spells does not consume a spell slot and they may be cast as desired.

Spells (Sp): The cleric may cast divine spells drawn from the cleric spell list. He is restricted from casting alignment based spells that is opposed to his deity's own alignment. The cleric may choose any cleric spell list but must spend an hour in meditation to prepare the spells to be used for the day. The cleric must have a Wisdom score equal to at

least 10 + the spell level and the DC for any spell cast is equal to 10 + the spell level + his Wisdom modifier. He may only cast a certain number of spells per day as listed on the Cleric Progression Table, but he does gain bonus spells based on his Wisdom. The cleric also gains one extra spell per level in which he has at least one spell slot but it must be filled with the spell of the domain chosen.

Channel Energy (Su): The cleric may generate a wave of sacred or profane energy (based on his deity and alignment). A good or neutral cleric that worships a good deity or faith may channel positive energy while an evil or neutral cleric that worships an evil deity may channel negative energy. Positive energy may be used to either heal living creatures or damage undead while negative energy has the opposite effect. A neutral cleric that worships a deity or ideal that is neither good or evil may choose either type of energy but once the decision is made it cannot be changed.

The cleric may channel energy as a standard action that doesn't provoke attacks of opportunity and affects everyone within 30 feet of the cleric. The energy burst may either heal or damage 1d6 points of damage per level of the cleric and the cleric may use this ability a number of times per day equal to 3 + his Charisma modifier. If damage is dealt, those affected are allowed a Will saving throw with a DC equal to 10 + the cleric's class level + his Charisma modifier.

This class ability grants the cleric the ability to take feats that modify the Channel Energy class ability, though he must meet any other prerequisites required for the feat. The cleric must be able to boldly present his holy symbol to use this ability.

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