

PLAYER Paraphernalia



**CORE PRESTIGE CLASSES
(DRUID, FIGHTER, AND MONK)**

#42



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PLAYER PARAPHERNALIA #42

By the Knotty-Works

Welcome to the forty-second issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). Continuing the Prestige path started with the previous issue we expand the next three classes: Druid, Fighter, and Monk. Again, these classes include a subset of the features normally available to the core class so not all class features will be found in the prestige class. However, each of these classes presented some additional considerations as to what features should be included and which ones could be dropped for the prestige rendition.

The druid is known for its two main features – the animal companion and wild shape – and in the end the decision was made to focus on the wild shape as it presents a more unique class feature than the animal companion.

The fighter has the opposite issues in that it really does not have that many class abilities. In the end it is probably the closest to the original class since the only class feature that really doesn't get used for the prestige class is bravery.

Monk is another class with some very unique and related class abilities. Flurry of blows is too iconic to drop and obviously unarmed strike and stunning fist make up the remainder of that set that gives it the "monk"ish feel. Ki pool was another feature that too good to drop as well as the monk's fast movement, AC bonus, and slow fall ability. However, many of the monk's other abilities such as bonus feats are not included and the progression of some of the class abilities are a bit more limiting to the comparative full core class.

Druid (Prestige Class)

Primal forces move not just nations but whole cosmos. The druid draws upon these energies both to find inner peace and communion with the elements about her. Where others seek to tame nature and all it upholds, the druid strives to find balance to live in harmony with these forces and the beasts that call it home. Her devotion is rewarded with unparalleled powers not only to live and thrive in the wild, but to even take the shape of those creatures that she venerates as part of her faith.

Role: As with her world view, the druid seeks balance between combating forces that threaten the natural world and focusing on aiding those that adhere to her tenets of faith. Given her penchant for using only natural materials when possible, the druid's tools are much more limited compared to others when it comes to the art of war; however, her ability to transform into more powerful creatures allows her to wade in and intimidate opponents. Her spells also give her some ability to aid others whether to provide additional temporary allies or provide a healing touch.

Alignment: Any neutral

Hit Die: d8

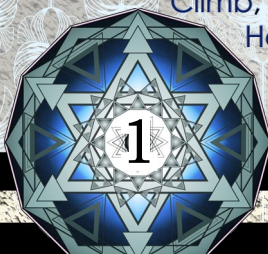
Requirements

Ability Scores: Wis 13

Skills: Knowledge (nature) 5 ranks

Class Skills

Climb, Craft, Fly, Handle Animal, Heal, Knowledge (geography).



Druid Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day			
		Fort	Ref	Will		0	1 st	2 nd	3 rd
1	+0	+1	+0	+1	Orisons, Wild Empathy, Woodland Stride	4	1	—	—
2	+1	+1	+1	+1	Trackless Step, Wild Shape (1/day)	4	2	—	—
3	+2	+2	+1	+2	Wild Shape (2/day)	4	2	1	—
4	+3	+2	+1	+2	Resist Nature's Lure, Wild Shape (3/day)	4	3	2	—
5	+3	+3	+2	+3	Venom Immunity, Wild Shape (4/day)	4	3	3	1

Knowledge (nature), Perception, Profession, Ride, Spellcraft, Survival, and Swim.

Skill Ranks per Level: 4 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: Druids are proficient with natural attacks from any form they assume with their wild shape and the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, short spear, sling and spear. She is also proficient with light and medium armor as long as it contains no metal (such as padded, leather, and hide) and wooden shields (except tower shields).

If the druid wears metallic armor or carries a metallic shield will lose the ability to cast her druidic spells or any supernatural or spell-like class abilities until she takes a full 8 hour rest. If the druid can cast arcane spells, she suffers the normal chance of arcane spell failure while wearing armor or carrying a shield for defense.

Orisons (Sp): Beginning at 1st level the druid may prepare 4 orisons (0 level spells) each day while she prepares her daily spells. These spells must be chosen from the [druid spell list](#), but once chosen she may cast them without expending a spell slot so she may cast them as desired throughout the day.

Spells (Sp): The druid casts a unique set of divine spells drawn from the [druid spell list](#), though spells with a specific alignment effect may be limited based on the druid's own alignment. The druid must have a Wisdom score equal to at least 10 + the spell level to be cast and the DC for the saving throw for any spell she casts is equal to 10 + the spell level + the druid's Wisdom modifier.

The druid must prepare her spells after a full 8 hours of rest by spending one hour in mediation. She is limited to a maximum number of spells as listed in the Spells Per Day on the Druid Progression Table. In addition, the druid may gain additional spells per day if she has a high Wisdom.

Wild Empathy (Ex): At 1st level the druid may attempt to improve the attitude of a normal animal. The effect is identical to the means of using [Diplomacy](#) to improve the attitude of a person, where domestic animals are treated as indifferent and wild animals are typically unfriendly.

The druid rolls 1d20, adds her druid level + her Charisma modifier. The druid must be within 30 feet of the animal and generally it takes 1 at least 1 minute to accomplish this task, but it could take more or less time depending on the situation. The druid may attempt to use this ability to influence a magical beast with an Intelligence of 1 or 2 but suffers a -2 penalty to the check.

Woodland Stride (Ex): At 1st level the druid may move through any sort of natural undergrowth that is typically designated as [difficult terrain](#) at her normal speed without taking damage or suffering any impediment. Magically suffused terrain; however, will still affect her normally.

Trackless Step (Ex): At 2nd level the druid leaves no trail while moving through a natural setting and she cannot be tracked. However, she may choose to leave a trail if desired.

Wild Shape (Su): Beginning at 2nd level the druid gains the ability to turn herself into a small or medium animal once a day, being able to choose any creature with the animal type familiar to the druid.

The function of this ability is identical to the *Beast Shape I* spell except the maximum duration is 1 hour per druid level or until she changes back, it is a standard action to change form (either into an animal or back again) that does not provoke attacks of opportunity.

The druid loses her ability to speak normally while in animal form, though she can communicate normally with other animals of the form taken. While in animal form, the druid may not cast spells that require vocal or somatic components. She can use this ability one additional time for every level attained after 2nd level up to a maximum of 4 times at 5th level.

At 4th level the druid may choose a large or tiny animal or a small elemental and at 5th level the druid may change into a huge or diminutive animal, a medium elemental, or a small or medium plant creature. The additional animal sizes are respective of the *Beast Shape II* and *Beast Shape III* spells. Changing into an elemental functions as the *Elemental Body I* and *Elemental Body II* respectively while changing into a plant is functions the same as the *Plant Shape I* spell. The duration and time of transformation for these additional options apply as listed above.

The druid may take feats that modify her wild shape ability as long as she meets the prerequisites for the feat.

Resist Nature's Lure (Ex): At 4th level, the druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of the fey. This bonus includes spells and effects that modify plants and the natural environment such as *Blight*, *Entangle*, *Spike Growth*, and *Warp Wood*.

Venom Immunity (Ex): At 5th level the druid becomes immune to all poisons.

Fighter (Prestige Class)

Known as the second oldest profession in the world, the reason for taking up arms and armor is nearly as varied as those that take on this role. Whether to defend one's honor, family, or home or to fill a

deep seated desire to conquer and carve out a nation of one's own the ultimate result is an individual that spends an extraordinary amount of time training his mind and body to master a myriad of weapons and armor to stave off death when facing foes whose sole desire is to kill him.

Role: More than any other class, the fighter's sole purpose is to directly confront an enemy and win the battle. To the fighter, the battle is always personal and he relies both on his own skills to out maneuver and out attack the enemy while relying on his allies to watch his back and provide support when the battle swings against him.

Alignment: The fighter may be of any alignment.

Hit Die: d10

Requirements

Ability Scores: Str 13, Dex 13, Con 12

Base Attack: +3

Feats: at least one *combat feat*

Class Skills

Climb, Craft, Handle Animal, Intimidate, Knowledge (dungeoneering), Knowledge (engineering), Profession, Ride, Survival, and Swim.

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The fighter is proficient with all simple and martial weapons. He is also proficient with light, medium, and heavy armor and all shields (including the tower shield). If the fighter can cast arcane spells, he still suffers the chance of arcane spell failure while wearing armor or carrying a shield.

Bonus Feats (Ex): At 1st level the Fighter may choose any *combat feat* for which he meets all requirements. He gains a new bonus *combat feat* each level he attains as a fighter. If there are any prerequisites regarding the fighter's class level, the fighter's effective level for such feats is twice his actual class level.



Fighter Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+1	+0	+0	Bonus Feat
2	+2	+1	+1	+1	Armor Training, Bonus Feat
3	+3	+2	+1	+1	Weapon Training, Bonus Feat
4	+4	+2	+1	+1	Armor Training, Bonus Feat
5	+5	+3	+2	+2	Weapon Training, Bonus Feat

At 3rd and 5th level the fighter may choose to replace an existing **combat feat** with a new one as long as it is not a prerequisite for another feat or other class ability. Replacing an existing feat consumes the bonus feat.

Armor Training (Ex): At 2nd level the fighter gains the ability to adjust his armor and techniques to grant additional maneuverability while wearing armor. As a result, when he is wearing armor he reduces the **armor check penalty** by 1 (to a minimum of 0) and increases the **maximum Dexterity bonus** allowed by the armor by 1. These adjustments are increased to -2 and +2 respectively at 4th level. In addition, the fighter may move at his normal speed while wearing medium armor at 2nd level and can move at his normal speed while wearing heavy armor at 4th level.

Weapon Training (Ex): At 3rd level the Fighter may select one group of weapons as found in the core Fighter class **weapon training** description. Whenever the fighter attacks with any weapon within that group, he gains a +1 bonus on both attack and damage rolls as well as any combat maneuver checks while wielding the weapon.

At 5th level the fighter may choose a second weapons group, granting him a +1 on his attack and damage rolls with the new group while the bonus for the group chosen at 3rd level increases to +2. If the fighter chooses a weapon that is on both of his chosen groups, he takes the best bonus for the weapon (the bonus does not stack for this ability).

Monk (Prestige Class)

For the truly aesthetic, learning to wield a weapon or fire a projectile is child's

play. A true master transcends the simple rote training of the body to connect to the inner spirit within, learning that the body itself is the weapon. This type of intense discipline requires years of instruction and meditation but results in the ability to perform acts of martial mastery that appear almost supernatural in appearance and function.

Role: Relying on quick and decisive strikes with the ability to quickly maneuver about an enemy grants the monk a moderate amount of value as a hand to hand skirmisher. However, given their inability to effectively use armor means they do not have the staying power of the more traditional combatant, but their ability to deliver a quick series of deadly or incapacitating strikes makes them excellent first wave combatant to take out lesser opponents and opening a path for the more enduring allies to the main threat.

Alignment: The monk may be any lawful alignment.

Hit Die: d8

Requirements

Ability Scores: Str 12, Dex 12, Wis 12

Skills: Acrobatics or Escape Artist 5 ranks, Perception or Sense Motive 5 ranks

Class Skills

Acrobatics, Climb, Craft, Escape Artist, Intimidate, Knowledge (history), Knowledge (religion), Perception, Perform, Profession, Ride, Sense Motive, Stealth, and Swim.

Skill Ranks per Level: 4 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The monk is proficient with the club,



Monk Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Unarmed Damage	AC Bonus	Fast Movement
		Fort	Ref	Will				
1	+0	+1	+1	+1	Fury of Blows, Unarmed Strike	1d6	—	—
2	+1	+1	+1	+1	Stunning Fist, Evasion	1d6	—	+10 ft
3	+2	+2	+2	+2	Ki Pool (magic), Slow Fall 20 ft.	1d8	+1	+10 ft
4	+3	+2	+2	+2	Ki Pool (cold iron/silver), Slow Fall 30 ft.	1d8	+1	+20 ft
5	+3	+3	+3	+3	Ki Pool (lawful), Slow Fall 50 ft.	1d10	+2	+20 ft

dagger, handaxe, javelin, light and heavy crossbow, short spear, short sword, sling, spear, and all monk designated weapons. The monk is not proficient with any type of armor or shield. In addition, if the monk wears armor or carries a shield for defense or carries a medium or heavier load loses her **AC** bonus, fast movement, flurry of blows class abilities.

AC Bonus (Ex): At 1st level the monk adds her Wisdom modifier to her **AC** and **CMD** (minimum of +0). At 3rd level she gains an additional +1 bonus to her **AC** and **CMD** and this bonus increases to +2 at 5th level. If the monk is wearing any type of armor or carrying anything heavier than a light load, she loses the **AC** and **CMD** bonus granted by this ability.

Flurry of Blows (Ex): At 1st level the monk may make a **full attack action**, gaining an additional attack, taking a -2 penalty to all attacks as if she has the **Two-Weapon Fighting** feat, and may combine unarmed attacks with monk designated weapons. Natural attacks are not considered unarmed attacks for purpose of this ability, the monk may not combine natural attack with the flurry of blows. The monk adds her full Strength modifier to the damage rolls for all attacks made with the flurry of blows, regardless of the attack combination made. She may also substitute the **disarm**, **sunder**, or **trip** combat maneuver for any unarmed attack as part of the flurry of blows attacks.

While using this class ability, the monk's base attack is equal to her monk level plus the base attack of any other class levels possessed. Otherwise the monk uses her normal base attack bonus

adjusted by her other class levels for standard attacks or qualifying for feats or other class requirements.

At 5th level the monk may make two additional attacks when she uses flurry of blows as if using the **Improved Two-Weapon Fighting** feat. The second additional attack suffers a -5 penalty to the attack but she still uses her full monk class levels to determine her effective base attack.

Unarmed Strike (Ex): At 1st level the monk gains **Improved Unarmed Strike** as a bonus feat which, allowing him to strike with any applicable body part including fist, elbows, knees, and feet. As a result, a monk may make unarmed strikes even if her hands are full and none of the monk's unarmed strikes are considered off-handed which means she may apply her full strength bonus on all unarmed strikes. In addition, the monk causes 1d6 points of damage with her unarmed strike at 1st level, which increases to 1d8 at 3rd level and then 1d10 at 5th level. Damage is adjusted normally for smaller and larger monks respectively.

The unarmed strike is treated as both a manufactured and natural weapon in regards to magical enhancements. The monk may freely choose between lethal and **nonlethal** damage without suffering any penalties to the attack roll. The same applies to any **grapple** attacks made by the monk.

Evasion (Ex): Starting at 2nd level the monk can avoid damage from any area based attack that requires a **Reflex** save and does ½ damage from a successful saving throw. If the monk succeeds with her **Reflex** saving throw she takes no damage from



the area-effect attack. If the monk is wearing armor, carrying a shield, or carrying anything heavier than a light load or if the monk is helpless she loses this benefit.

Fast Movement (Ex): At 2nd level the monk gains a +10 enhancement bonus to her normal ground movement rate as long as she isn't wearing armor, carrying a shield, or carrying anything heavier than a light load. This bonus increases to +20 ft at 4th level.

Stunning Fist (Ex): The monk gains **Stunning Fist** as a bonus feat at 2nd level. The monk may use the stunning attack a number of times per day equal to her monk level plus one additional time for every four class levels she has in other classes. The monk may choose to either **stun** her opponent or choose to make him **fatigued** for 1 round with the stunning fist attack. At 4th level the monk may choose to **sicken** the opponent with the stunning fist for 1 minute. Effects of the stunning fist do not stack, the monk may not **nauseate** a **sickened** opponent or cause a **fatigued** opponent to become **exhausted**, but the duration of the effect increases with multiple uses of the stunning fist.

Ki Pool (Su): At 3rd level the monk gains a reserve of metaphysical energy known as a ki pool. This pool stores ki points that the monk may use to perform certain actions and she gains a number of ki points after a full 8 hours of rest equal to her monk level + her Wisdom modifier.

If the monk has at least 1 point in her ki pool she may perform a ki strike with her unarmed attacks which may be used to overcome certain types of **damage reduction**. At 3rd level the ki strike is treated as a magic weapon and can overcome DR/magic. At 4th level the ki strike is treated as cold iron and silver, and at 5th level her ki strike is treated as aligned (lawful).

By spending 1 point from her Ki pool, the monk gains one of the following actions, each requiring a **swift action** to initiate:

Make one additional attack as part of her flurry of blows attack using the monk's highest base attack bonus.

Increase her ground speed by 20 feet for 1 round

Gain a +4 **dodge bonus** to her AC for 1 round.

Slow Fall (Ex): At 3rd level a falling monk that is within hand's reach of a wall or natural vertical surface may use it to slow her descent, effectively reducing the distance of the fall by 20 feet (minimum of 0 feet). At 4th level this distance increases to 30 feet, and at 5th level it increases to 50 feet. If the monk falls a distance where it is effectively 0 feet or less, she automatically lands on her feet.



Jacob Blackmon



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