

FOUR HORSEMEN PRESENT

COMEDIC CHARACTER OPTIONS



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Roleplaying games are serious business among the Four Horsemen. We're always designing things that kill characters, or help characters kill.... other characters. There's an air of gravity among RPGs, particularly in the high fantasy genre. More modern games might feature language or tone that defines the setting and loosens the solemnity of other games, but fantasy tends to eschew jokes inside their text or mechanics.

There are classic exceptions. It was tradition for a certain roleplaying game magazine franchise to inject a lot of humorous articles for its April issue. One of the classic adventures in one of those

magazines was predicated on the acquisition of various treasures, each of which was incorporated into traps throughout the tomb of a cranky wizard, who left his wealth behind to murder would-be tomb robbers as a form of post-mortem amusement.

Humor deserves a higher priority in fantasy roleplaying games. Players gather together for laughs and memorable encounters, so why not make combat and other parts of the game funnier? *Four Horsemen Present: Comedic Character Options* presents a series of options for characters to spice up your Pathfinder-compatible fantasy game with humorous abilities and themes.

COMEDIC CHARACTER TRAITS

The following traits are available for characters wishing to have backgrounds or talents with a slightly ridiculous bent.

Clown: You gain the Disguise skill as a class skill. You can don a clownish disguise with 1d3 x 10 minutes of work. Any creature observing you must succeed on a Perception check against your Disguise skill check to recognize you. While dressed as a clown you gain a +2 trait bonus to Intimidate and Perform skill checks.

Insult: You are an expert in peeving people off with tailor-made taunts. You gain Bluff as a class skill. As a standard action you can attempt a Bluff check against a single creature (DC 10 + your opponent's Hit Dice + your opponent's Wisdom modifier). On a successful check you can reduce their attitude by one step (per the Diplomacy skill). For every 5 by which your check result exceeds the DC, the target's attitude toward you decreases by an additional step. If a creature is made hostile toward you in this manner, the creature may attack you, makes you a priority target in combat, or otherwise works against you in any way possible (subject to GM discretion). This is a language-dependent mind-affecting effect.



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Jester's Magic: You can perform the equivalent of minor magic through tricks. You gain the Sleight of Hand skill as a class skill. If you can succeed on a DC 15 Sleight of Hand check, you can perform any simple magical effect that can be accomplished by the *prestidigitation* spell. However, these are not magical effects and can even be performed within the bounds of an *antimagic field*.

Slapstick Defense: You gain damage reduction equal to your Constitution modifier, but only against nonlethal damage. This damage reduction is penetrated by magic weapons that deal nonlethal damage.

Slapstick Offense: You do not provoke attacks of opportunity when you attack foes unarmed, but can only deal nonlethal damage with unarmed strikes. If you gain the Improved Unarmed Strike feat, your unarmed strike damage is for a creature one size category larger when dealing nonlethal damage. This trait does not count as the Improved Unarmed Strike feat for any prerequisites.

Tumble: You are a master of artful dropping for comedic effect, which has the added benefit of making you less prone to die from falling long distances. You gain Acrobatics as a class skill. When you deliberately fall any distance, even as a result of a missed jump, a DC 20 Acrobatics check allows you to ignore the first 20 feet fallen and a DC 25 check allows you to ignore the first 30 feet fallen, although you still fall prone if you take damage from a fall.

COMEDIC ARCHETYPES

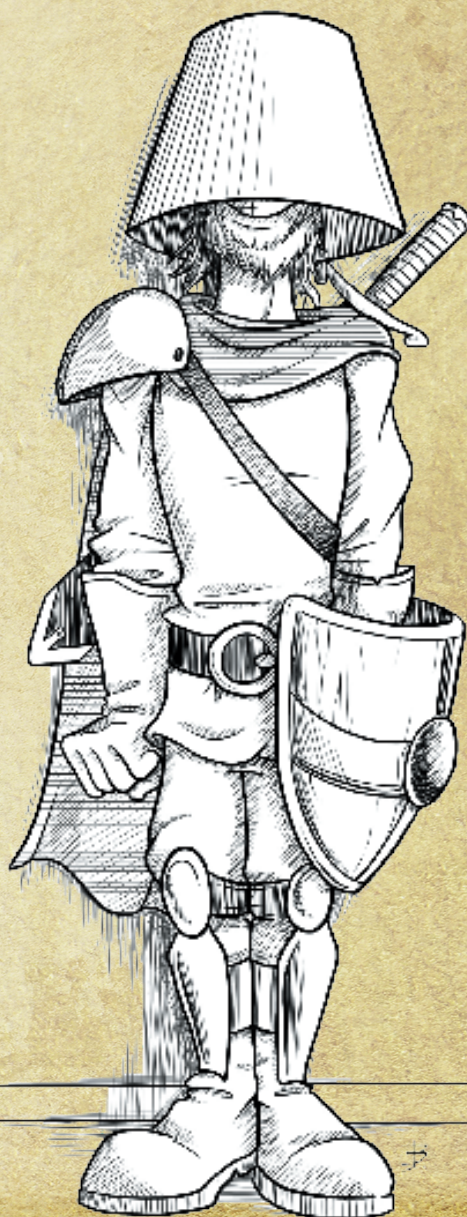
The following archetypes inject humor into the game while remaining useful combatants. Each of these archetypes has a comedic or ridiculous theme at its heart, but can also be used to tell serious stories.

COMRADE (COMMONER)

Fame and power are unnecessary! Teamwork and friendship matters more! The comrade commoner is exceedingly weak on his own, but becomes more powerful when in the company of allies. The comrade archetype for a commoner is meant to raise the NPC class up closer to the level of a PC class, in terms of mechanics... if not theme and personality.

Note that the comrade commoner doesn't trade commoner abilities for these class features, since he doesn't have anything to sacrifice in the first place.

Buddies (Ex): At 1st level, a comrade commoner considers himself a valuable member of an adventuring party... although that might be an exaggeration and his abilities depend heavily on the "real heroes." The comrade commoner designates a number of humanoid creatures with player character levels equal to his Charisma modifier (minimum 1) to be his buddies. These must be allied creatures with an attitude of friendly or helpful (per the Diplomacy



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skill) that the comrade commoner has spent at least 24 consecutive hours with. The comrade commoner gains the following benefits depending on each ally. If the comrade commoner doesn't spend at least 1 hour with any designated buddy for a 24 hours period the comrade commoner loses all of the buddy's granted benefits until a new buddy can be designated, or he spends least 24 consecutive hours with the ally. Any variable benefits of this ability are chosen when the buddy's benefits are first gained, and cannot be changed thereafter (even if the comrade loses and then regains the designated buddy). Cohorts or followers gained through the Leadership feat are only eligible to be buddies if they are higher level than the comrade commoner's character level.

- **Base Attack Bonus:** The comrade commoner adds +1 to his base attack bonus for every two buddies he possesses. This modifies the comrade commoner's base attack bonus in all respects, including iterative attacks. The maximum bonus gained from this ability is equal to the comrade commoner's class level. The comrade commoner cannot gain a base attack bonus higher than his Hit Dice through any means. At 10th level, the comrade commoner adds +1 to his base attack bonus for every buddy he possesses.
- **Hit Points:** The comrade commoner gains +1 hit points per class level for every three buddies he possesses.
- **Proficiencies:** The comrade commoner gains some armor, shield, or weapon proficiencies based on his buddies proficiencies. If at least one buddy possesses heavy armor proficiency or two buddies possess medium armor proficiency, then the comrade commoner gains light armor proficiency. If at least two buddies possess heavy armor proficiency, then the comrade commoner gains medium armor proficiency. If at least one buddy possesses martial weapon proficiency, then the buddy gains simple weapon proficiency. If at least three buddies possess martial weapon proficiency, then the buddy gains proficiency in martial weapons. If at least one buddy possesses proficiency in shields, then the comrade gains proficiency in bucklers. If at least two buddies possess proficiency in shields, then the comrade gains proficiency in light wooden and steel shields.

TABLE: COMRADE COMMONER PROGRESSION

Level	Special
1	Buddies, dual aid
2	Bonus feat
3	Buddy emulation
4	Bonus feat
5	Skill unlock I
6	Bonus Feat, buddy emulation
7	Improved aid
8	Bonus feat
9	Buddy emulation
10	Bonus feat, skill unlock II
11	Easy aid
12	Bonus Feat, buddy emulation
13	Improved aid
14	Bonus feat
15	Skill unlock III, buddy emulation
16	Bonus feat
17	Lasting aid
18	Bonus Feat, buddy emulation
19	Improved aid
20	Bonus feat, skill unlock IV

- **Saves:** The comrade commoner selects one save type (Fortitude, Reflex, or Will) for each buddy. The comrade gains a bonus to saves of this type equal to 1/2 the buddy's base save of this type (round down). The comrade cannot gain this benefit to the same save twice, and the maximum bonus he can gain to a save is equal to his 1/2 his class level (minimum +1).
- **Skills:** The comrade commoner selects one skill for each buddy. This skill must be a class skill for the buddy and the buddy must have at least 1 rank in the skill. The comrade commoner gains a +2 bonus to skill checks made with this skill and makes skill checks with the skill as if it was a trained class skill. The bonus to the skill checks increases by +2 at 4th level and every four class levels thereafter (8th, 12th, 16th, and 20th level) to a maximum of +12 at 20th level.

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Dual Aid (Ex): At 1st level, a comrade commoner can use the aid another action to grant a single designated buddy two benefits of the aid another action or two adjacent designated buddies the benefits of the aid another action. For example, the comrade could give a buddy a bonus to her next attack roll against an opponent and to AC against the opponent's next attack, or two buddies the bonus on their next attack roll against an opponent. However, the comrade could not give a single ally double the normal bonus to her next attack roll against an opponent.

Bonus Feats: At 2nd level, and every two levels thereafter, the comrade commoner gains a bonus feat. The feats must be from the list of teamwork feats, or must be from the following list: Alertness, Animal Affinity, Athletic, Deceitful, Defensive Combat Training, Defiant Luck^{ARG}, Dichard, Dodge, Endurance, Exotic Weapon Proficiency, Fast Learner^{ARG}, Fearless Curiosity^{ARG}, Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Run, Self-Sufficient, Shield Proficiency, Skill Focus, Stealthy, Surge of Success^{ARG}, Toughness, Weapon Focus, Weapon Specialization. The comrade commoner need not meet the normal prerequisites for these bonus feats.

Skill Unlock: At 5th level, the buddy selects a skill he has at least 5 ranks in. He gains this skill as a class skill and unlocks the variant skill abilities for that skill listed in *Pathfinder Roleplaying Game Pathfinder Unchained*. At 10th, 15th, and 20th level, he selects an additional skill that he has 5 ranks in to gain as a class skill and unlock the variant skill abilities for.

Buddy Emulation: At 3rd level, the comrade commoner begins gaining more specific and powerful abilities from his designated buddies. The comrade commoner selects any single class feature possessed by one of his designated buddies. The class feature must be one the buddy gained at 1st level in a player character class. Spellcasting is

not permitted as an option. The comrade commoner gains the selected class feature and counts as a 1st level character of that class when using the class feature. If the comrade commoner gains levels in a class with that class feature, he adds one to his effective class levels for the purposes of the class feature. The comrade commoner must select a class feature from a designated buddy when this ability is gained or from the first designated buddy gained thereafter. This decision cannot be changed, but the comrade commoner retains the benefits of this ability even if he loses the buddy he gained the class feature from. At 6th level, and every three levels thereafter, the comrade commoner can select a new class feature to gain from a designated buddy. The comrade commoner cannot select the same class feature more than once. If he has selected all potential class features from all current buddies, he must wait until he gains a new designated buddy to immediately gain a new class feature.



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Improved Aid (Ex): At 7th level, when using the aid another action to benefit a designated buddy, the comrade commoner adds +3 to his ally's next attack roll against an opponent, AC against that opponent's next attack, or skill checks. The aid another bonus increases to +4 at 13th level, and +5 at 19th level.

Easy Aid (Ex): At 11th level, a comrade commoner automatically succeeds on any attack roll or check to use the aid another action to benefit a designated buddy.

Lasting Aid (Ex): At 17th level, when the comrade commoner uses the aid another action to grant a designated buddy a bonus to the next attack roll against an opponent or a bonus to AC against that opponent's next attack, the benefits last for all attacks the buddy makes against the opponent or attacks the opponent makes against the buddy for 1 round.

DERELICT (PALADIN)

Paladins are righteous paragons of law and good in an unjust world. However, this often means traveling with less honorable colleagues or making pragmatic sacrifices that skirt the line of her oath. The derelict paladin is just plain depressed about the whole sorry situation.

Aura of Good: A derelict paladin loses her aura of good.

Relaxed Code: A derelict paladin can turn a blind eye to evil without violating her oath, because it is not like it really makes a difference anyway. She can be associated with evil actions, as long as she personally does not commit an evil act and her alignment remains Lawful Good. Her code does not force her toward positive action, such as always helping others in need or requiring her to punish those who harm or threaten innocents. She might still do those sorts of things, even if she is pretty sure it won't ultimately matter much. Additionally, she can work with seemingly evil characters as long as she does not directly witness them committing evil actions, and does not need to seek periodic *atonement* spells. This replaces detect evil.

Channel Negativity (Su): At 4th level, a derelict paladin continues to realize with disgust that the fight against evil requires compromise, which sort of defeats the whole point. At least she gains the supernatural ability to channel her negativity into something useful. The paladin channels negative

energy like a cleric in spite of her alignment or her god's alignment, but cannot heal undead. When channeling negative energy to harm, affected creatures take only half the normal damage but are also fatigued on a failed save. This ability cannot cause a fatigued creature to become exhausted. A paladin uses her level as her effective cleric level when channeling negative energy. This is a Charisma-based ability. This replaces channel positive energy.

Crushing Loneliness (Su): At 5th level, the derelict paladin decides against dragging a pure noble spirit of celestial light down into the mud with her. It'd probably just get destroyed anyway. As a silver lining, her mopey sadness manifests itself as a supernatural ability to cause despair in her enemies. So that's nice. Any enemy damaged by one of the derelict paladin's attacks must succeed on a Will save (DC 10 + 1/2 the paladin's level + paladin's Charisma modifier) or take a -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 round per paladin level. If the creature is the target of the paladin's smite evil ability, it takes a -4 penalty to its save. Whether or not the save is successful, the target cannot be subject to this ability for 24 hours. This is a mind-affecting compulsion effect. This replaces divine bond.

Aura of Whatever (Su): At 8th level, the derelict paladin is so used to stifling hope that things might *actually* get better that it manifests as an aura of depressed apathy. She is immune to confusion and emotion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against confusion and emotion effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This replaces aura of resolve.

GNOSTIC ATHEIST (CLERIC)

While viewpoints like atheism and agnosticism are perfectly valid in the real world (or in some specific settings), most generic fantasy universes pretty much assume gods exist, and evidence of divine magic is everywhere. To be a gnostic atheist in the average fantasy setting requires nearly supernatural amounts of denial.

Alignment: A gnostic atheist cleric may be of any alignment, since she doesn't worship a deity. Because they don't exist. Duh.

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Weapon and Armor Proficiency: A gnostic atheist cleric does not gain proficiency with the favored weapon of her deity. This modifies weapon and armor proficiency.

Aura: A gnostic atheist cleric has a powerful aura corresponding to her alignment. This modifies aura.

Spells: A gnostic atheist cleric still gains divine magic, usually by venerating a concept, or a particularly weird god that doesn't believe in itself somehow. She vehemently denies the existence of "gods", and uses her spellcasting as self-explanatory proof that it is all a bunch of hokum. In rare cases, a gnostic atheist cleric may even seek non-magical reasons for all spellcasting in general. A gnostic atheist cleric still requires a divine focus to cast spells, but it is never a holy or unholy symbol. Instead it is some object or symbol of importance to the cleric. This modifies spells.

Domain: A gnostic atheist cleric does not gain any domains, and wouldn't want them if she could get any.

Bonus Spells: A gnostic atheist cleric gains one spell slot for each level of cleric spell she can cast, from 1st on up. Each day, a gnostic atheist cleric can prepare only the following spells in this spell slot. These spell slots cannot be used to cast spells spontaneously.

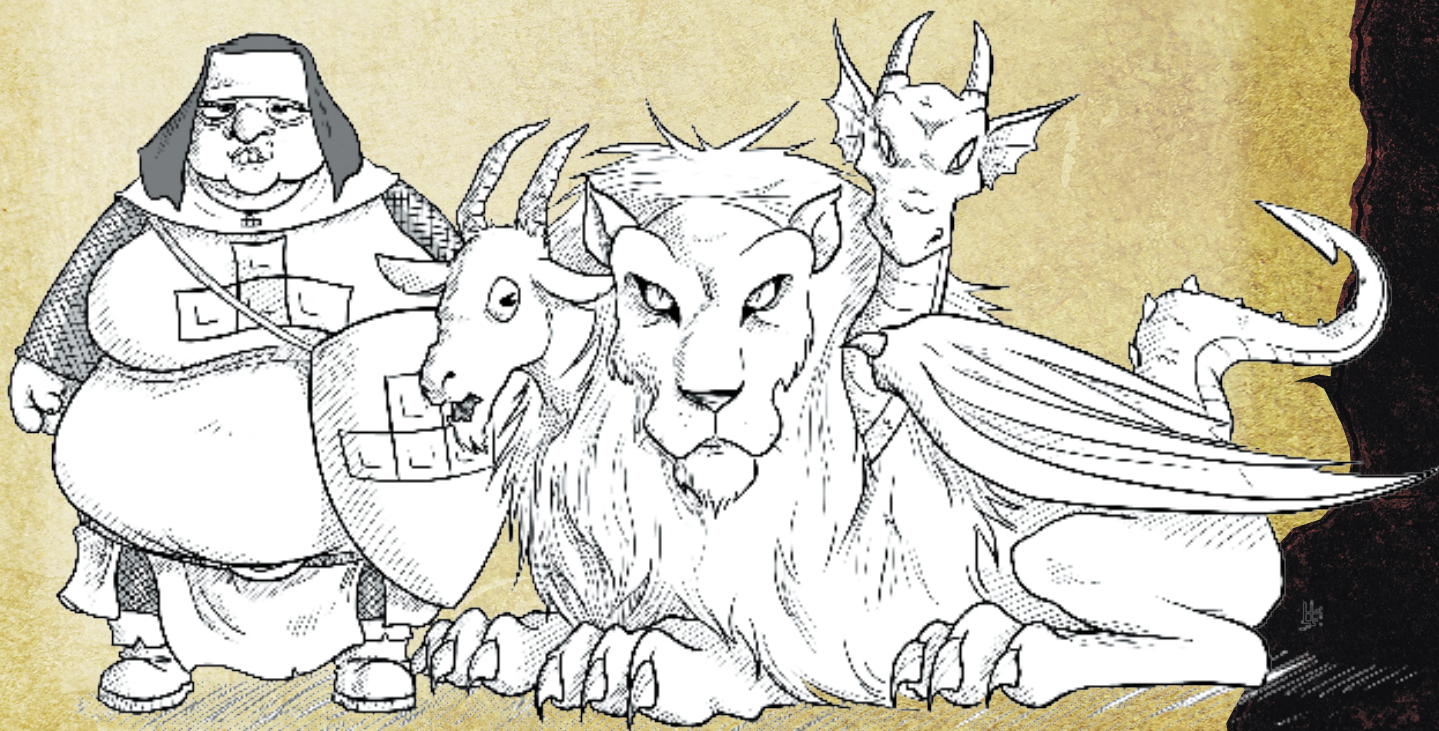
Domain Spells: 1st—*protection from chaos/evil/good/law*, 2nd—*see invisibility*, 3rd—*invisibility purge*, 4th—*dismissal*, 5th—*true seeing*, 6th—*greater dispel magic*, 7th—*circle of clarity*^{UM}, 8th—*antimagic field*, 9th—*greater communal spell immunity*^{UC}.

Denial (Su): At 1st level, a gnostic atheist cleric's disbelief in the divinity of divine magic is strong enough to protect her. She gains spell resistance equal to 6 plus her class level, but only against divine magic or the spell-like abilities of outsiders. This spell resistance improves to 11 plus her class level at 8th level or higher. The divine magic of clerics with this archetype automatically penetrates this spell resistance.

Countermagic (Ex): At 4th level, a gnostic atheist cleric gains the Improved Counterspell feat as a bonus feat.

Divine Countermagic (Ex): At 6th level, a gnostic atheist cleric can counterspell any divine spell that is one or more spell levels higher than the target spell even if it is not of the same school. At 12th level, a gnostic atheist cleric can counterspell any divine spell that is of the same level or higher as the target spell, even if it is not of the same school.

Reactive Countermagic (Ex): At 8th level, a gnostic atheist cleric can counterspell as an



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immediate action without having an action readied. However, on her following turn she is limited to only taking a single move action.

Aura of Denial (Su): At 10th level, a gnostic atheist cleric's denial begins spreading out into the world around her, often frustrating divine servants trying to futilely provide evidence of a god's existence. Any divine spell or spell-like ability of an outsider cast within or targeting anything within 10 feet of the gnostic atheist cleric is subject to spell resistance as her denial ability. The radius of the cleric's aura of denial increases to 20 feet at 15th level, and 30 feet at 20th level.

MAD SCIENTIST (ALCHEMIST)

Alchemists deal with a mixture of science and magic, but the mad scientist pushes technomagic to the absolute fringes with a mixture of courage and insanity.

Device (Su): At 1st level, a mad scientist learns to not only express his knowledge through extracts, but also to build weird technomagical gizmos, doohickeys, and thingamabobs that fulfill the same goal—such as universal translators (*comprehend languages*), cloaking devices (*invisibility*), or jet-packs (*fly*). A device works exactly as an extract, but is activated as a standard action that provokes an attack of opportunity instead of being “cast” by drinking. The mad scientist “charges” a device with magic siphoned from his own magical aura. A device immediately becomes inert if it leaves the mad scientist's possession. A device once charged remains usable for 1 day before losing its power, so the alchemist must prepare his devices (and extracts) each day. Devices function in all other ways as an extract, and any discovery that affects how an extract is used (such as combine extracts) can be applied to a device. A mad scientist alchemist may have any combination of devices and extracts up to his maximum daily allotment. This ability modifies alchemy.

Craft Wondrous Item (Ex): At 1st level, mad scientist alchemists receive Craft Wondrous Item as a bonus feat. An alchemist can create wondrous items using any formulae he knows as the equivalent spell, using his alchemist level as his caster level. Items created in this manner are always technomagical gadgets, widgets, or thingamajigs, but operate as normal wondrous item equivalents in spite of ridiculous appearances or themes. The alchemist does not need to meet the prerequisites for this feat. This replaces Brew Potion.

Experimentation (Ex): At 2nd level, a mad scientist alchemist masters the art of experimentation in creating new formulae, although he is likely to blow up a few labs in the process. He may add new formulae of



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an equivalent spell level to his formulae book that appear on the sorcerer/wizard spell list, even if the spell does not appear on the list of alchemist formulae. A formulae gained in this manner is added to his alchemist formulae list. He can also create entirely new formulae in the same manner as a wizard conducting independent research. Whether researching a sorcerer/wizard spell or creating entirely new formulae, the process requires both 1 day of time per spell level and costs 1,000 gp per spell level. At the end of the research period the mad scientist alchemist must succeed on a Spellcraft check. The DC is DC 15 + spell's level if the spell appears on the sorcerer/wizard spell list, or DC 20 + spell's level if the spell does not appear on the sorcerer/wizard spell list. On a successful check, the spell is added to the alchemist's formulae book. On a failure, the time and materials are lost. If the mad scientist fails by 5 or more, he catastrophically blows up his lab. This deals 3d6 damage per spell level of the spell being researched in a 10 foot radius per spell level. A Reflex save (DC 10 + 1/2 the alchemist's level + alchemist's Intelligence modifier) halves the damage. The damage type might vary depending on the spell being researched (subject to GM discretion), but is otherwise force damage. This ability replaces poison use.

Lunacy (Ex): A mad scientist is always a little bit unhinged, but that gives him a bizarre sort of courage. At 2nd level, a mad scientist alchemist gains a +2 bonus on all saving throws against fear effects. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, a mad scientist alchemist is immune to fear effects. This replaces poison resistance.

SCIENCE! (Ex): At 6th level, the mad scientist alchemist can rapidly jury-rig devices from available materials and other devices using SCIENCE! As a full round action, the mad scientist can create a device (as the device ability) for any formulae in his formulae book, even if he did not prepare the device beforehand. To do so, he must sacrifice two prepared devices with an alchemist formulae level equal to or greater than the formulae level of the device he wishes to create. He may thereafter activate the device as a standard action, but the poorly prepared device only remains potent for 1 minute before losing its magic and becoming non-functional. This replaces swift poisoning.

PRANKSTER (BARD)

Masters of sleight of hand and comedic magic, pranksters irritate opponents with a pernicious assortment of tricks.

Skills: The prankster bard adds Disable Device to his list of class skills and removes Diplomacy from his list of class skills.

Antics: A prankster's jokes in combat are entirely practical, with a mischievous bent. He uses light magic, mundane tools, and practiced maneuvers to fool enemies or achieve surprising results. He has the materials and mental preparation to use a number of antics each day up to his prankster level plus his Charisma modifier. At 1st level, the prankster chooses four antics from the list below. He chooses an additional antic at 3rd level and every three levels thereafter. If an antic allows a saving throw, the DC of that save is equal to 10 + 1/2 the prankster's class level + the prankster's Charisma modifier. Antics with an asterisk (*) by its name require mechanical materials. Once a prankster uses an antic requiring mechanical materials, he can't use the same antic again for 1d4 rounds.

Bad Joke (Ex): The prankster expresses a socially awkward punch line or irritating pun that sours the mood of everyone nearby. Creatures within 30 feet reduce their social attitudes toward everyone they encounter by one step toward hostile for 10 minutes per class level. At 14th level, affected creatures shift two steps toward hostile instead. This is a sonic, language-dependent ability.

Boutonniere (Ex):* The prankster wears a flower, medallion, or other trinket that sprays acid in a short stream with a simple mechanism as a swift action. The acid stream has a range of 10 feet and requires a ranged touch attack to hit. The acid deals damage equal to 1d3 + 1 per class level. The prankster can also add this acid damage to any effect that requires a ranged touch attack to hit or the damage he deals during a grapple with a successful combat maneuver check made to damage in a grapple. Using this antic as part of another ranged touch attack effect uses the boutonniere's range and range increment. If the effect offers a save, the creature takes half the acid damage on a successful save.

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Comical Weapons (Su): The prankster's confidence and will surpass natural law, allowing him to effectively wield manufactured weapons of any size for 1 minute per class level. He takes no penalty for wielding an inappropriately-sized weapon in combat. In addition, the heaviest weapon he carries does not add to the weight of his gear, and he takes no penalties on Stealth or Sleight of Hand checks to hide, move quietly, or hide the weapon on his person. He still

takes penalties for wielding a weapon he is not proficient with.

Contradiction (Su): The prankster learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the contradiction the prankster makes a Performance (acting, comedy, or oration) skill check. Any creature within 30 feet of the prankster (including the prankster herself) that are affected by a sonic or language-dependent magical effect may use the prankster's skill check result in place of its saving throw. If a creature in the affected area is already affected by a noninstantaneous sonic or language-dependent magical attack, that creature gains another saving throw each round it hears the countersong, but it must use the prankster's skill result in place of its save. Contradiction does not work on effects that don't allow saves. Contradiction relies on audible components.

Deadly Joke (Su): As a full-round action, the prankster can tell a joke that is so funny or so awful that it literally kills. This affects one target within 30 feet and functions as the *power word kill* spell. The prankster

can only use this antic once per day. This is a language-dependent mind-affecting compulsion death effect. A prankster must be at least 18th level to select this antic.

Distraction (Su): The prankster can use a comedic performance to counter magic effects that depend on sight. As a standard action he makes a Perform (acting, comedy, or oration) skill check. Any creature within 30 feet of the prankster (including the prankster himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the prankster's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check proves to be higher. If a creature in the affected area is already affected by a noninstantaneous illusion (pattern) or illusion (figment) effect, that creature gains another saving throw each round it sees the distraction, but it must use the prankster's skill result in place of its save. Distraction relies on visual components.



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False Appendage (Ex):* The prankster detaches a false limb in order to hamper or escape. He can detach a false arm onto a target as a melee touch attack. The arm attaches awkwardly to the injured target imposing a -2 circumstance penalty to attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds or until the false arm is removed. The false arm can be removed by the target or an ally of the target with a move action. If the prankster removes a leg, he can automatically escape from restraints, nets (or an *animate rope*, *command plants*, *control plants*, or *entangle* spell), grapple, or pin as a standard action as if having automatically succeeded on an Escape Artist skill check.

Fast Mechanic (Ex): The prankster learns to make quick use of scrap or mundane equipment with his antics. He subtracts 1 from the number of rounds required before he can use a mechanical antic again (minimum 1 round).

Heckle (Ex): The prankster singles out a target and mocks their failure, adding to the subject's frustration. As an immediate action the prankster criticizes a creature that misses with an attack roll, fails a saving throw, or fails a skill check. The creature takes a -2 morale penalty to future rolls or checks of that type for 1 minute. This is a language-dependent mind-affecting effect.

Horseplay (Ex): The prankster completes a charge by galloping with exaggerated clapping, clomping, and whining sounds to an enemy in a straight line. If the prankster makes a melee attack at the end of the charge, his reach increases by 10 feet and he deals double damage on a successful hit.

Improved Prat Fall (Ex): Whenever the prankster uses the prat fall antic to avoid effects following a combat maneuver, he can make a Bluff check (DC 10 + the opponent's base attack bonus + opponent's Wisdom modifier) as a free action. On a successful check, the prankster only pretends to fall prone but kips up immediately as a free action that does not draw an attack of opportunity. If the prankster has a melee weapon drawn, he can make a single attack as an attack of opportunity. His opponent is denied their Dexterity bonus to AC for this attack of opportunity. A prankster must be at least 6th level and have the prat fall antic to select this antic.



Inflatable Image (Su):* As an immediate action, the prankster can use comedic timing, sacks, and minor magic to produce a crude facsimile of himself that was actually in harm's way. When the prankster is successfully hit by a melee attack, he can choose to ignore the damage dealt by the attack. A prankster must decide to use this ability after an attack hits but before critical hits are confirmed or damage is rolled.

Interject (Ex): The prankster can make himself look great at the expense of others. Whenever the prankster uses the wisecrack antic to cause a target to fail a skill check, he improves the attitude of all other creatures present (per the Diplomacy skill) by one step. This does not cost an additional use of the antic ability. This is a language-dependent mind-affecting ability.

Nervous Laughter (Su): The prankster can escape the suspicions aroused by a failed Bluff, Diplomacy, Escape Artist, Intimidate, Stealth, or Sleight of Hand check as an immediate action by making light of the situation. He often reveals an excuse for his actions so ludicrous that his

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reason distracts from being caught red-handed. The prankster suffers no negative effects from the failed skill check. This is a language-dependent mind-affecting effect.

Pervasive Irritant (Su): The prankster delivers jokes and lines with such personality that living and unliving creatures sense his humorous (or nonhumorous) intent. Any antics the prankster knows lose the mind-affecting descriptor, however, mindless creatures (creatures with an Intelligence ability score of “—”) are still immune to the prankster’s mind-affecting antics.

Prat Fall (Ex): The prankster artfully falls over with minimal resistance. Whenever a creature successfully uses a bull rush, charge, overrun, reposition, or trip combat maneuver, the prankster can purposefully fall prone in the square he occupies as an immediate action. This negating any changes in the prankster’s position or potential follow-up effects from the combat maneuver (such as attacks of opportunity or being shoved over a precipice).

Prismatic Pie (Su)*: The prankster can throw an enchanted pie with multicolored cream and a number of random powerful magical effects. This is a ranged touch attack with a range increment of 10 feet. If the pie hits, the prankster rolls a single d8 to determine the pie’s color and corresponding effects. The prankster uses his class level as his caster level for these effects.

Quickened Magic (Sp): The prankster masters fast simple magic to compliment his other abilities. Three times per day he can cast any cantrip he knows as a swift action without any somatic, verbal, focus, or material components. He may gain additional uses of this ability by expending a use of his antics per day. The prankster must be at least 6th level to choose this ability.

*Shocking Gag (Ex)**: The prankster uses a ring or handheld buzzer to deliver an electrical shock. Whenever he successfully touches a creature (requiring a melee touch attack in combat), he activates the buzzer to deal electricity damage equal to 1d6 + 1 per class level. The prankster can also add this electricity damage to any effect that requires a melee touch attack to hit or the damage he deals during a grapple with a successful combat maneuver check made to damage in a grapple. If

1d8	Color of Pie	Effect
1	Red	10 points of fire damage (Reflex half)
2	Orange	20 points of acid damage (Reflex half)
3	Yellow	40 points of electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 3 rd.; effect 1d3 Con damage; Cure 1 Fort save)
5	Blue	<i>Flesh to stone</i> (Fortitude negates); creature returns to flesh after 1 minute
6	Indigo	Insane, as <i>confusion</i> spell for 2d4 rounds (Will negates)
7	Violet	<i>Dimension door</i> randomly in any direction (Will negates)
8	Mixed	Roll again, ignoring any result of ‘8’.

A prankster must be at least 15th level to select this antic.

the effect offers a save, the creature takes half the electricity damage on a successful save.

Sneak Attack (Ex): Rather than train with magic or technique to fool an opponent, the prankster learns to catch his opponents off guard and hit them where it hurts most. He deals an additional 1d6 point of damage when he hit an opponent that is flanked, flat-footed, or denied its Dexterity bonus to AC. This works like the rogue class feature. The prankster can take this ability multiple times, increasing the value of his sneak attacks by +1d6 each time.

Spit Take (Ex): A prankster knows the exact quip and timing to get a reaction from friends and foes. As an immediate action, he makes a quick remark that causes a target within 30 feet to gag or spit-take. This causes a creature waste a potion or other liquid as they attempt to drink it or can interrupt a creature attempting to cast a spell. The creature is permitted a Will save to negate this effect. On a failed save, the target gains no benefits from drinking a potion, the potion is wasted, and the action used to drink the potion

COMEDIC CHARACTER OPTIONS

is lost. If the prankster is attempting to interrupt a spell as it is cast, the spell must require verbal components. On a failed save, the spell fails as if the caster had failed a concentration check. This is a language-dependent mind-affecting effect.

Got Your Arm! (Su):* The prankster uses enchantments, sleight of hand, and quick knife work to pretend to sever an opponent's limb. Whenever he confirms a critical hit in combat, he can choose to forego the additional damage from his attack as an immediate action, produce a fake severed limb, and convince the target that he cut off their corresponding limb. The target is permitted a Will save to negate this effect. On a failed save, the target takes a -4 penalty to its Strength and Dexterity ability scores for 1 round per class level. Additionally, the creature begins suffering nonlethal "bleed" damage each round equal to the prankster's Charisma modifier. The creature is not otherwise hampered, and might even unknowingly use the limb it otherwise believes to be severed. This is a mind-affecting illusion effect. A prankster must have the false appendage antic before selecting this antic.

Wisecrack (Ex): The prankster learns to frustrate rivals with perfect timing and wit. As an immediate action he can respond to a subject's skill check attempt by making a Perform (acting, comedy, or oration) check of his own. If the result of his check is higher than the result of the target's check, the target's skill check fails. The prankster must choose to use this ability before the target's skill check result is known. This is a language-dependent mind-affecting effect.

This replaces bardic performance.

COMEDIC FEATS

The following feats can be taken as comedic character options.

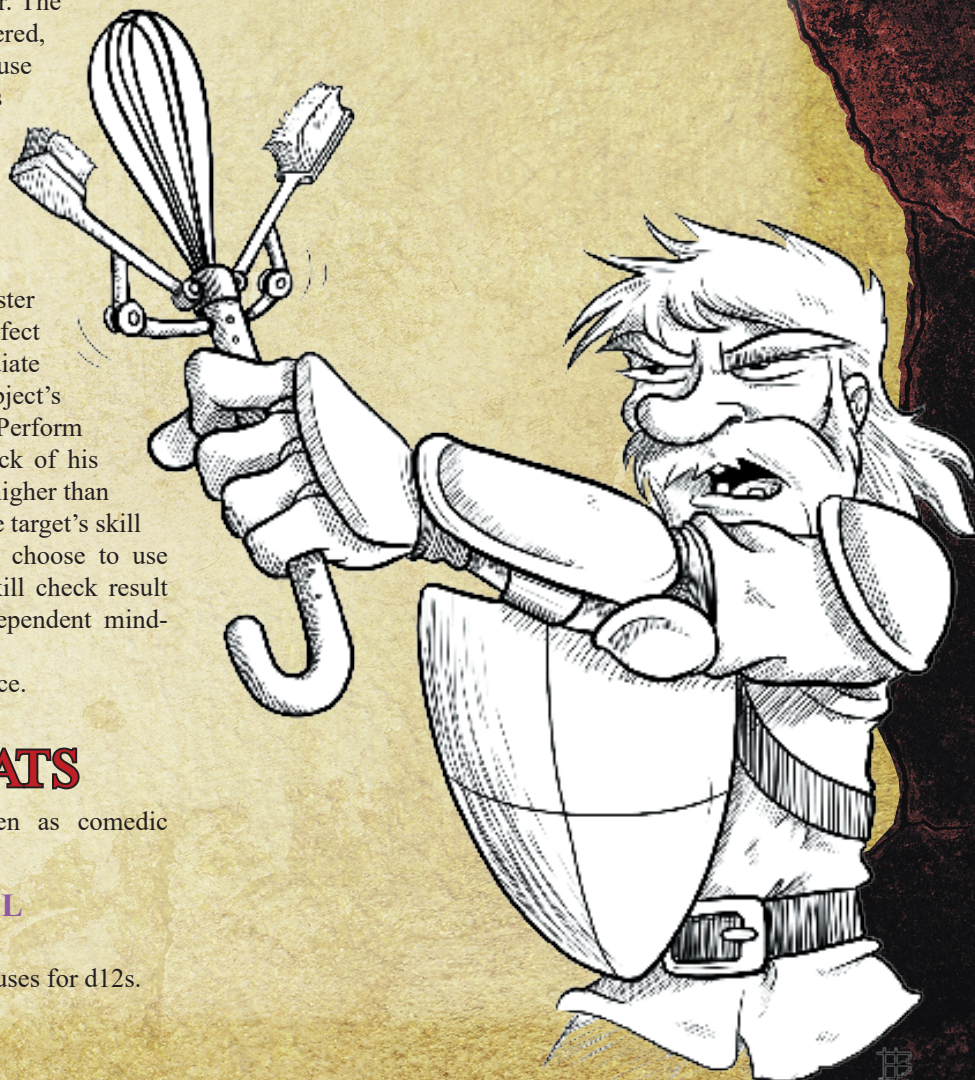
DODECAHEDRON SPELL [METAMAGIC]

Because there just aren't enough uses for d12s.

Prerequisite: Caster level 4th.

Benefit: All damage dice dealt by a spell affected by this feat increase to d12s. This metamagic feat can only be applied to spell effects that deal hit point damage, and only affects dice rolled for damage. A dodecahedroned spell uses up a spell slot higher than the spell's actual level, based on the original damage die type of the spell it is applied to.

Original Die Type	Spell Slot Level Increase
d4	+4
d6	+3
d8	+2
d10	+1



FOUR HORSEMEN PRESENT:

EXTRA ANTICS

You've mastered a large number of antics to harass your rivals.

Prerequisite: Antic class feature.

Benefit: You gain one additional antic. You must meet any prerequisites for this antic.

Special: You can take this feat multiple times. Each time you do, you gain an additional antic.

I THINK I CAN

Or so you keep telling yourself.

Benefit: Whenever you fail a skill check that allows a retry, you gain a +2 (in)competence bonus on the second attempt at the specific action failed. If you fail multiple times and are allowed multiple retries, you gain a cumulative +2 competence bonus each time. Each time you take this bonus using this feat, the mental or physical stress of further attempts inflicts 1d6 nonlethal damage to per the total bonus (so 1d6 points of nonlethal damage the first retry, 2d6 more the second try, etc.).

JUST SWING THAT ANYWHERE

The more you swing, the more likely you are to hit. Sometimes because your opponent just doesn't believe you can do it.

Prerequisite: Base attack bonus +6.

Benefit: Whenever you miss a creature with a melee attack during a full attack action, your next iterative attack during the same full attack action gains a cumulative +2 (in)competence bonus to hit. Each time you miss during a full attack action your bonus to hit increases by +2. You do not gain this bonus if you hit during a full attack action and then miss. You lose this bonus to hit if you hit at any point during the full attack action, or at the end of the full attack action whether you hit your target during the round or not.

PLEASE STOP HELPING

Some of your friends stink at even simple assistance, but the frustration can actually drive you to succeed.

Benefit: Whenever an ally uses the aid another action to assist you and fails to provide help, you still gain the benefits of the aid another action from the ally. However, you cannot gain the benefits of the aid another action used by that ally for 24 hours.

ROUND UP

Everyone knows you always round down in Pathfinder. Except weird fringe things like alchemical mishaps and jumping off moving vehicles. And you.

Benefit: Whenever calculating the save DC of your abilities based on class level or HD, you round up rather than rounding down.

SPELLS

The following spells are available as comedic character options.

BULL'S GRACE

School transmutation

Level antipaladin 2, bard 2, cleric 2, druid 2, mesmerist 2, psychic 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pinch of ground bull's hoof)

Range short (25 ft. plus 5 ft./2 levels)

Target 1 living creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause your target's feet to become rigid and hard, like a bull's hooves. The target takes a -4 penalty to its Dexterity score, reducing the usual bonuses to AC, Reflex saves, ranged attack rolls and initiative. Enhancement penalties stack (by subtracting from) with enhancement bonuses, but not with other enhancement penalties.

CAT'S STRENGTH

School transmutation

Level antipaladin 2, bard 2, cleric 2, druid 2, mesmerist 2, psychic 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M (a preserve cats' paw)

Range short (25 ft. plus 5 ft./2 levels)

Target 1 living creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause your target's physical build to become narrow and slight. The target takes a -4 enhancement penalty to its Strength score, reducing the usual bonuses to attack and damage rolls and skill checks. Enhancement penalties stack (by subtracting from) with enhancement bonuses, but not with other enhancement penalties.

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NAG

School necromancy [evil, fear, mind-affecting]

Level bard 3, medium 3, mesmerist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of ammonia)

Range medium (100 ft. plus 10 ft./level)

Target 1 living creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will special; **Spell Resistance** yes

You target a creature and call into being the spirit of an extremely critical figure in the subject's past or present. Whether the figure is an angry ancestor, ex-spouse, or still-living individual, the apparition immediately chastises the subject in a very personal and humiliating way. A successful saving throw when the spell is cast negates the effect and ends the spell. On a failed saving throw, the subject is shaken. At the beginning of the subject's next two turns, an affected creature must make a new saving throw or gain increasing fear effects (frightened and then panicked). Success on either of the two saves following the initial save dispels the spirit and reduces the spell's effect to the shaken condition for the duration.

RUBBER CHICKEN

School transmutation (polymorph)

Level antipaladin 3, bloodrager 3, cleric 4, occultist 3, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 3, witch 4

Casting Time 1 standard action

Components V, S, F (a crude chicken facsimile)

Range medium (100 ft. plus 10 ft./level)

Target 1 creature (see below)

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You target a single animal companion, eidolon, familiar, mount or phantom, transmuting it into a Tiny lifeless rubber chicken if it fails its save. The creature retains its intelligence and personality, but cannot move, speak, or act and is counted as an object for the spell's duration. The creature's master retains any empathic or telepathic connection to its companion but cannot command or control the creature while it remains a rubber chicken.

VUVUZELA

School enchantment [emotion, fear, mind-affecting]

Level bard 2, bloodrager 2, inquisitor 2, medium 2, mesmerist 2, sorcerer/wizard 2

Casting Time 1 immediate action

Components V, S, M (a cheap kazoo)

Range personal

Area 60-ft.-radius, centered on you

Duration 1 rd./level

Saving Throw Will special (see below); **Spell Resistance** no

You cast this spell when an ally within 30 feet (including you) successfully deals critical hit or precision damage, or when an ally knocks an opponent unconscious or otherwise neutralizes an enemy during combat. You produce a crude trumpet and sound it in celebration. Allies within the spell's range gain a +1 morale bonus to attack and damage rolls, to saving throws and skill checks for one minute. Allies of the damage subject must succeed at a Will save or suffer a -1 morale penalty to the same rolls.



FOUR HORSEMEN PRESENT:

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