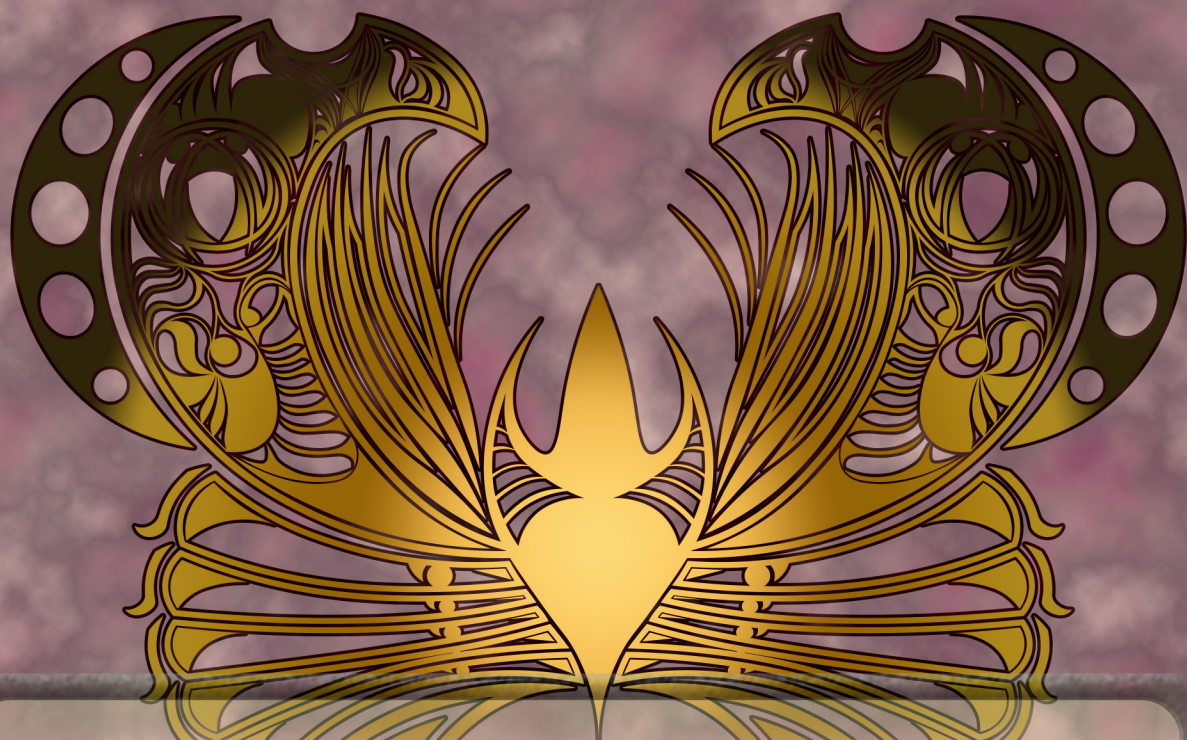




PLAYER Paraphernalia



THE WAY OF ARMOR II (ALTERNATE ARCHETYPES)

#39



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PLAYER PARAPHERNALIA #39

By the Knotty-Works



Welcome to the thirty ninth 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 the swift moving heavy armored archetype and reworks it for the cavalier, fighter, ranger, and paladin classes. In addition the Charger (a new base class introduced in Player Paraphernalia #25) is also treated to this archetype. The optional rules for exhaustion from combat is also presented that offers conditional effects based on the total number of rounds a character has been involved in hand to hand combat.

Armored Hulk (Cavalier Archetype)

Not all combat occurs while astride a horse, many times combatants will find themselves planted firmly on the earth and need to quickly make their way to their enemy to get the first attack. The Armored Hulk understands this better than most, trading his training in mounted combat for the ability to quickly engage an opponent while on foot.

Class Abilities

Indomitable Stance (Ex): Beginning at 1st level the armored hulk gains a +1 bonus on **Combat Maneuver** checks and his **CMD** involving the **Overrun** maneuver and **Reflex** saving throws against **trample** attacks. When being **charged**, the armored hulk gains +1 bonus to his AC and the same bonus for attacks and damage against charging opponents. This bonus increases by 1 for every four levels beyond 1st to a maximum of +5 at 17th level.

This ability replaces the cavalier's **Tactician**, **Greater Tactician**, and **Master Tactician** class abilities.

Armored Stride (Ex): At 3rd level the armored hulk treats medium armor as light armor in regards to his movement rate. At 5th level, the armored hulk treats heavy armor as light armor in regards to his movement rate.

This ability replaces the **Cavalier's Charge** and **Banner** class features.

Resilience of Steel (Ex): Beginning at 4th level the armored hulk may shift his armor to avoid **critical hits**. While wearing medium or heavy armor the armored hulk gains a +1 bonus to his AC in regards to confirming **critical hit** rolls. This bonus increases every four levels thereafter to a maximum of +5 at 20th level.

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

Armored Swiftess (Ex): The armored hulk learns to move much more quickly while wearing any type of armor, gaining a +10 ft. bonus to his movement rate while wearing light or medium armor at 11th level. The armored hulk gains the +10 ft. movement rate bonus while wearing heavy armor at 14th level.

This ability replaces the cavalier's **Mighty Charge** and the **Greater Banner** class features.

Perfection of Steel (Ex): The armored hulk gains immunity to **critical hits** at 20th level while wearing armor. In addition, if he provokes an **attack of opportunity** from moving throw a foe's threat range, the armored hulk gains a +4 AC bonus versus the attack of opportunity.

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



Armored Hulk (Fighter Archetype)

Armor is important, whether engaging a single enemy or a hundred, the difference between life and death may be the second skin. Where most understand how to effectively feel comfortable in their second skin, the armored hulk finds it quite easy to relax in the heaviest of armors, preferring to be sheathed in metal than anything else. Armored hulks find their biggest asset is speed and ability to react to possible devastating damage.

Class Abilities

Indomitable Stance (Ex): Beginning at 2nd level the armored hulk gains a +1 bonus on **Combat Maneuver** checks and his **CMD** involving the **Overrun** maneuver and **Reflex** saving throws against **trample** attacks. When being charged, the armored hulk gains +1 bonus to his AC and the same bonus for attacks and damage against charging opponents. This bonus increases by 1 for every four levels beyond 2nd to a maximum of +5 at 18th level.

This ability replaces the fighter's Bravery class ability.

Armored Stride (Ex): At 3rd level the armored hulk treats medium armor as light armor in regards to his movement rate. He treats heavy armor as light armor in regards to his movement rate at 7th level.

At 11th level, the armored hulk gains +10 ft. to his movement rate while wearing medium armor or less. At 15th level, the armored hulk applies the +10 ft. movement bonus while wearing heavy armor as well.

This ability replaces the fighter's **Armor Training** class ability gained at 3rd, 7th, 11th, and 15th level.

Resilience of Steel (Ex): Beginning at 4th level the armored hulk may shift his armor to avoid **critical hits**. While wearing medium or heavy armor the armored hulk gains a +1 bonus to his AC in regards to confirming **critical hit** rolls. This bonus increases every four levels thereafter to a maximum of +5 at 20th level.

This ability replaces the fighter's bonus feats gained at 4th, 8th, 12th, 16th, and 20th level.

Perfection of Steel (Ex): The armored hulk gains immunity to **critical hits** at 20th level while wearing armor. In addition, if he provokes an **attack of opportunity** from moving throw a foe's threat range, the armored hulk gains a +4 AC bonus versus the attack of opportunity.

This ability replaces the fighter's **Weapon Mastery** class ability.

Armored Hulk (Paladin Archetype)

Living avatars of holy might, champions of good understand that facing evil is a dangerous proposition and adequate protection is needed both spiritually and physically. The armored hulk tends to focus on the later than the former and though just as much a blessed warrior as any other, this holy champions learns to move within his armor as naturally as without. Of course, this comes with a compromise with some of the armored hulks more spiritually inclined skills and abilities being lost in the mix.

Class Abilities

Indomitable Stance (Ex): At 2nd level the armored hulk gains a +1 bonus on **Combat Maneuver** checks and his **CMD** involving the **Overrun** maneuver and **Reflex** saving throws against **trample** attacks. When being charged, the armored hulk gains +1 bonus to his AC and the same bonus for attacks and damage against charging opponents.

This ability replaces the paladin's **Divine Grace** class ability.

Armored Stride (Ex): At 3rd level the armored hulk treats medium armor as light armor in regards to his movement rate. He treats heavy armor as light armor in regards to his movement rate at 8th level.

At 11th level, the armored hulk gains +10 ft. to his movement rate while wearing medium armor or less. At 14th level, the armored hulk applies the +10 ft. movement bonus while wearing heavy armor as well.

This ability replaces the paladin's **Aura of Courage**, **Aura of Resolve**, **Aura of Justice** and **Aura of Faith** class features.



Resilience of Steel (Ex): Beginning at 4th level the armored hulk may shift his armor to avoid **critical hits**. While wearing medium or heavy armor the armored hulk gains a +1 bonus to his AC in regards to confirming **critical hit** rolls. This bonus increases every four levels thereafter to a maximum of +5 at 20th level.

This ability replaces the paladin's **Channel PositiveEnergy** class ability.

Armored Hulk (Ranger Archetype)

Even the most accomplished hunter understands the dangers that may arise when you finally corner the wild beast whether than stand on two legs or four. The armored hulk prefers to be overly prepared for such encounters, not only willing to wear armors most of his fellow wilderness friends find to encumbering, but learning to move in them as though they were little more than the a simple set of clothing.

Class Abilities

Weapon and Armor Proficiencies: The armed hulk is proficient with light, medium, and heavy armor and shields (except the tower shield).

Indomitable Stance (Ex): At 2nd level the armored hulk gains a +1 bonus on **Combat Maneuver** checks and his **CMD** involving the **Overrun** maneuver and **Reflex** saving throws against **trample** attacks. When being **charged**, the armored hulk gains +1 bonus to his AC and the same bonus for attacks and damage against charging opponents.

This ability replaces the ranger's **Wild Empathy** class ability.


Armored Stride (Ex): At 3rd level the armored hulk treats medium armor as light

armor in regards to his movement rate. He treats heavy armor as light armor in regards to his movement rate at 8th level.

At 13th level, the armored hulk gains +10 ft. to his movement rate while wearing medium armor or less. At 18th level, the armored hulk applies the +10 ft. movement bonus while wearing heavy armor as well.

This ability replaces the ranger's **Favored Terrain** class ability gained at 3rd, 8th, 13th, and 18th level.





Resilience of Steel (Ex): Beginning at 3rd level the armored hulk may shift his armor to avoid critical hits. While wearing medium or heavy armor the armored hulk gains a +1 bonus to his AC in regards to confirming critical hit rolls. This bonus increases every four levels thereafter to a maximum of +5 at 19th level.

This ability replaces the ranger's *Endurance*, *Evasion*, and *Improved Evasion* class abilities.

Armor Master (Charger Archetype)

Rushing headlong into the thick of battle is a given for the more reckless combatant, but such actions usually put the warrior more at risk of an early retirement. The armored hulk understands that risk and attempts to mitigate it to some degree by donning the heavies and thickest protection possible while also learning to move so effectively that it seems to become second nature to him.

Class Abilities

Indomitable Stance (Ex): Beginning at 1st level the armored hulk gains a +1 bonus on *Combat Maneuver* checks and his *CMD* involving the *Overrun* maneuver and *Reflex* saving throws against *trample* attacks. When being charged, the armored hulk gains +1 bonus to his AC and the same bonus for attacks and damage against charging opponents. This bonus increases by 1 for every four levels beyond 1st to a maximum of +5 at 17th level.

This ability replaces the charger's *Fast Movement* class ability gained at 1st and 10th levels.

Armored Swiftess (Ex): At 2nd level the armored hulk treats medium armor as light armor in regards to his movement rate.

At 11th level, the armored hulk gains a +10 bonus to his movement rate while wearing medium armor or less.

This ability replaces the charger's *Hard Hitter* class ability granted at 2nd and 11th level. He first gains the *Hard Hitter* bonus at 5th level and once he reaches 17th level the *Hard Hitting* damage is only 4d6 points of damage.

Resilience of Steel (Ex): Beginning at 3rd level the armored hulk may shift his armor to avoid critical hits. While wearing medium or heavy armor the armored hulk gains a +1 bonus to his AC in regards to confirming critical hit rolls. This bonus increases every four levels thereafter to a maximum of +5 at 20th level.

This ability replaces the charger's *Charging Maneuver Mastery* class ability.

Improved Armored Swiftess (Ex): The armored hulk treats heavy armor as light armor in regards to his movement rate at 7th level. At 14th level, the armored hulk adds the +10 movement rate bonus granted by his *Armored Swiftess* ability while wearing heavy armor.



This ability replaces the charger's *Bonus Feat* gained at 7th and 14th level.

Rules of Exertion

As the fight wears on, it is likely that characters will begin to feel the effects of exhaustion. These optional rules are designed to emulate this fact over time. There are some ground rules that need to be understood before digging into the specifics. First, these rules relate to the grueling hand to hand combat that characters may engage with opponents. Spell casting and ranged attacks with non-thrown weapons do not follow these rules as their level of exhaustion is much less than those engaging in the physical combat required in the realm of melee. Second, the character's effective encumbrance based on armor and equipment plays an important role in how long he may continue fighting effectively. There may be exceptions to both of these rules, such as a character firing ranged projectiles rapidly or the ranged weapon is itself quite bulky and tiresome to carry by hand.

Note: This process may get a bit heavy in regards to keeping track of multiple characters, it is assumed that individual player characters will keep track of the number of rounds they have spent in melee while game masters may simply apply the total number of rounds for any NPC or





monster as long as they were in melee at some point during the encounter.

The Exhaustion Factor

Characters that engage in hand to hand combat may effectively fight for a number of rounds equal to their Constitution score (referred to as the Exhaustion Threshold). If the character is wearing medium armor or carrying a medium load this is increased to twice his Constitution score, and if the character is wearing light or no armor or carrying a light load this duration is increased to three times his Constitution score.

Characters with natural armor are treated as wearing light armor unless the natural armor bonus is +6 or greater, in which it is considered medium armor. The rounds are cumulative, but not necessarily consecutive, though these rules only apply for a single encounter. If any appreciable time elapses between encounters (5 to 10 minutes), then the previous effects are automatically removed and the exhaustion threshold resets back to 0. If a character chooses to take only a move action or less in a round and is not the target of an attack, he may catch his breath and reduce the threshold count by 1 round.

Once a character has reached his initial exhaustion threshold, he gains the **fatigued** condition. If the character continues to fight for a number of rounds equal to his Constitution score (regardless of the armor worn or load carried), the character gains the **exhausted** condition. The character may then continue fighting for an additional number of rounds equal to his initial exhaustion threshold, after which point he must make a **Fortitude** saving throw or fall **unconscious**. The DC for the **Fortitude** save is equal to 10 + the number of rounds the character continues to fight after passing this second exhaustion threshold. A saving throw must be made at the beginning of the characters turn each round while he remains in combat once the second threshold is breached. A character that falls unconscious is helpless, but will regain consciousness after 1d4 rounds (reducing

his overall exhaustion count by the same number of rounds).

Certain feats may grant additional benefits in regards to combat exhaustion. The **Endurance** feat grants the +4 bonus to the saving throw to avoid becoming **unconscious**. If the character possesses **Diehard**, he is not susceptible to the **unconscious** condition, but does become **staggered** if he fails the **Fortitude** saving throw and remains so for the duration of the encounter or he spends sufficient time to catch his breath as listed above. **Heroic Defiance** may be used to remove a number of rounds of the character's exhaustion threshold count equal to his Constitution modifier (minimum of 1). **Heroic Recovery** may be used normally to try and avoid the **unconscious** effect even if the character is already unconscious.

If the character is already **fatigued** or **exhausted** from another factor such as the barbarian's rage or sleeping in medium or heavier armor, the character's exhaustion threshold is already considered met at the beginning of combat at the point where the condition applies.

Creatures without a Constitution score are immune to the effects of exhaustion and are not susceptible to its effects. Oozes and Elementals may also ignore the effects of exhaustion due to their physiological nature.



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