

## **Prestige Classes as Archetypes**

In 2010 Paizo revolutionized their Pathfinder roleplaying game with the introduction of archetypes. By tweaking the base classes, archetypes brought a breadth of variety and allowed players to realize their character concepts at 1st level. Prestige Classes became mechanically inferior to their base class counterparts often requiring a player to invest in pointless feats, skills, and levels to qualify. Below are the original Prestige Classes from the Core Rulebook reimagined as archetypes to make them more balanced and viable character options. When implementing these Archetypes into your game, they should replace the said Prestige Class.

Note: The eldritch knight is not included because he was replaced by the magus. The dragon disciple is not included because he is essentially a dragon bloodline sorcerer.

**Arcane Archer (Magus Archetype)**

**Arcane Trickster (Wizard Archetype)**

**Assassin (Rogue Archetype)**

**Duelist (Fighter Archetype)**

**Loremaster (Wizard Archetype)**

**Mystic Theurge (Oracle Mystery)**

**Pathfinder Chronicler (Bard Archetype)**

**Shadowdancer (Bard Archetype)**