

Homebrewed Archetypes

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Summaries

War Chemist: Alchemist focused entirely on bombs and poison. Loses access to extracts.

Mad Scientist: Alchemist focused on death rays and construct building

War Leader: Cavalier who gives up Banner abilities to use Tactician more effectively.
Compatible with Tournament Fighter.

Tournament Fighter: Cavalier who gives up their mount and mounted combat abilities to gain more mobility on foot. May switch out order abilities for unique abilities. Compatible with War Leader.

Shield Skirmisher: Rogue who gives up some skill utility for shield proficiency and enhanced combat ability.

Knight: Samurai who trades out their “asian” theme for a more general fantasy theme.
Compatible with Duelist.

Duelist: Samurai that trades out their banner and mount abilities for enhanced ground mobility. May switch out order abilities for unique abilities. Compatible with Knight.

Scoundrel: A swashbuckler that borrows some “roguey” abilities and themes, for those who want to play a rogue with a bit more panache.

Alchemist Archetypes

War Chemist

Nobody understands explosives and poisons like these alchemists. They forsake the general research that most alchemists pursue in order to create more deadly implements of war.

Weapon Proficiency

War chemists are proficient with all simple weapons, firearms, launching crossbows and bombs. They are also proficient with light armor, but not with shields.

Battlefield Bombs (Su)

A war chemist can use an infinite number of bombs per day. Additionally, the damage of his bombs increases by 1. At 5th level and every 5 levels thereafter, this bonus increases by 1. This bonus damage is doubled against creatures who take splash damage from the war chemist's bombs. His bombs have a range increment of 30 feet instead of a range of 20 feet. This modifies the bomb class feature.

Weapons Manufacturer (Su)

At 1st level, the war chemist becomes adept at the creation of deadly weapons. A war chemist gains a competence bonus equal to his class level on the Craft (alchemy) check. At 3rd level, the production cost of poisons is reduced to 25% of the poison's worth. This ability replaces Brew Potion.

Innovations

At 1st level, the war chemist gains innovations, representing insights into combat, and how alchemy can be applied to it. The war chemist gains a number of insight points per day equal to 1/2 his alchemist level + his Intelligence modifier (minimum 1). The following is the list of base war chemist innovations. A war chemist can only perform innovations of his level or lower. Unless otherwise noted, an innovation can be performed multiple successive times, as long as the appropriate amount of insight points are spent to perform the innovation.

Focused Bombs (Su): At 1st level the war chemist can modify his bombs to increase their power at the cost of a small blast zone. He may spend 1 insight point as a standard action to gain the effects of [targeted bomb admixture](#).

Secret Formula (Su): At 1st level, the war chemist concocts his own secret recipe for poison that utilizes the same method of creation and storage as his bombs. This war

chemist chooses one of the four dosage types for this poison to be (*contact*, *ingested*, *inhaled*, or *injury*), and may select another dosage type at 5th level and every 5 levels thereafter. The poison acts as detailed below: (**Poison**— save Fort DC 10 + 1/2 your alchemist level + your Int modifier; *frequency* 1/round for 6 rounds; *effect* 1 Str damage; *cure* 1 save). At 5th level the poison also deals 1 point of Constitution damage. At 7th level, the damage increases to 1d2 points of Constitution damage and 1d2 points of Strength damage. At 11th level, the cure becomes two successful saves. To create a secret formula, you expend 1 insight point. This secret formula is highly unstable, causing it to become inert if not used within 1 hour. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Draw Poison (Ex): At 3rd level, as long as the war chemist has at least insight point he may draw poisons as a move action. At 6th level he may do this as a swift action, and at 11th level this becomes a free action. The poisons must be loaded on a bandolier, belt, or other location that can be quickly accessed in order to be affected by this class feature.

Combination (Ex): At 3rd level, the war chemist learns to combine inhaled poisons with his bombs. By spending 1 insight point, he may apply an inhaled poison to a bomb or other splash weapon, allowing it to affect all of the creatures in the blast radius. Creatures not directly hit by the bomb gain a +4 bonus to this save. Combination is incompatible with bombs that deal fire damage, due to the heat of the explosion neutralizing the poison.

Obscuring Bomb (Su): At 5th level the war chemist can quickly modify his bombs to secrete a shadowy substance. He may spend 1 insight point as a standard action to gain the effects of [shadow bomb admixture](#).

Adaptive Bomb (Su): At 7th level, the war chemist learns to adapt better to the situation. He may spend 2 insight points to benefit from a discovery that he does not know for 1 minute per alchemist level. This discovery must be one that affects his bomb class feature.

Electric Shackles (Su): At 7th level, the war chemist can quickly modify his bombs to shackle those they strike with electricity. He may spend 1 insight point as a standard action to gain the effects of [lightning lash bomb admixture](#).

Directed Blast (Su): At 10th level, a war chemist's bomb can detonate so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the war chemist and extends away from him in the direction he chooses. The war chemist designates one creature in the squares affected by the cone to be the target of the bomb and makes his attack roll against that creature; all other squares in the cone take splash damage. If the

war chemist has the explosive bomb discovery and discharges an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet.

Staggering Blast (Ex): At 14th level, whenever a war chemist scores a successful critical hit with a bomb he can spend 1 insight point to cause the creature directly struck by that bomb to become staggered for 1d4+1 rounds. A successful Fortitude save (DC equals the bomb's Reflex save DC to avoid splash damage) reduces the duration to 1 round. The effects of this innovation stack with the frost bomb discovery's staggering effect, but not with the effects of the Staggering Critical feat. Additional hits from a staggering blast add to the effect's overall duration.

Tiring Bomb (Su): At 14th level, the war chemist can modify his bombs to have a tiring effect. He may spend 3 insight points as a standard action to gain the effects of [languid bomb admixture](#).

Entrapping Bomb (Su): At 18th level, the war chemist can modify his bombs to trap foes in invisible cages. He may spend 5 insight points as a standard action to gain the effects of [caging bomb admixture](#).

This ability replaces Alchemy.

Aerosol Mutagen (Su)

The war chemist may throw his mutagen as a splash weapon instead of ingesting it normally. This splash weapon has a blast radius of 5 feet and a range of 20 feet and uses the [Throw Splash Weapon](#) special attack. Non-alchemists are affected normally by this mutagen, but only gain half of the benefits and penalties to ability scores. When the war chemist's mutagen is used in this manner, its duration is reduced to 1 minute per level. To resist the effects of this mutagen a creature must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier).

This modifies the mutagen class feature.

Deathly Practice (Su)

At 2nd level the alchemist gains the Delayed Bomb discovery as a bonus discovery, ignoring all prerequisites. The alchemist may only select discoveries that modify their bombs, mutagen or modify poisons.

This modifies the Discovery class feature.

[Mad Scientist](#)

- A alchemist focused on death rays with a minor in construct building.
- Due to excessive length from discoveries and extracts written for this archetype, it is in a separate link: [here](#).

Cavalier Archetypes

War Leader

Capable of quickly and effectively giving orders, war leaders control the battlefield.

Fast Tactician (Ex)

At 1st level, a War Leader receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a move action, the War Leader can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the War Leader possesses. Allies do not need to meet the prerequisites of these bonus feats. The War Leader can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

At 9th level, the War Leader receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The War Leader can grant this feat to his allies using the tactician ability. Using the tactician ability can now be used as either a swift or an immediate action.

This ability replaces the Banner, Greater Banner, Tactician and Greater Tactician abilities.

Tournament Fighter

Some take up jousting, but a tournament fighter is a different breed. These men enter into competitions with other fighters in large melees in an attempt to earn glory for their houses and their knightly orders.

Bonus Feat

The Tournament Fighter may choose Power Attack, Weapon Finesse, or Weapon Focus or Combat Expertise as a bonus feat at 1st level.

This ability replaces the Mount ability.

Armor Training (Ex)

Starting at 3rd level, a Tournament Fighter learns to be more maneuverable while wearing armor. Whenever 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 his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum [Dexterity](#) bonus allowed.

In addition, a Tournament Fighter can also move at his normal speed while wearing medium armor. At 7th level, a Tournament Fighter can move at his normal speed while wearing heavy armor.

This ability replaces the Cavalier's Charge, Expert Trainer and Mighty Charge abilities.

Weapon Mastery (Ex)

At 20th level, a Tournament Fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

This ability replaces the Supreme Charge ability.

Alternate Order Abilities (Ex)

The Tournament Fighter may choose to replace his 2nd level order ability with Favored Maneuver. At 8th level he may choose to replace his 8th level order ability with Fast Footwork. At 15th level he may choose to replace his 15th level order ability with Knight's Challenge.

Favored Maneuver (Ex)

At 2nd level, the Tournament Fighter gains a +2 bonus to one combat maneuver of his choice and no longer provokes attacks of opportunity while using that maneuver.

Fast Footwork (Ex)

At 8th level, the Tournament Fighter gains a +1 dodge bonus to AC. Additionally, he gains Mobility as a bonus feat, ignoring all prerequisites.

Knight's Challenge (Ex)

At 15th level, the Tournament Fighter can make a knight's challenge once per day. This functions like a normal challenge, but the Tournament Fighter adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his knight's challenge.

Gunslinger

Bolt Ace

While gunslingers are full of sound and fury, there is a class of gunslingers that never soil their hands with powder or feel the sting of gun smoke. They commit their deeds in a more hushed manner, but with just as much flair.

Bolt Crafter

At 1st level, a bolt ace gains one of the following crossbows of her choice: Hand Crossbow, Heavy Crossbow, or Light Crossbow. You do not need to make a Craft check to create crossbows, and crossbow bolts or to restore crossbows firearms and are treated as taking a 20 on the check for the purposes of determining time spent crafting. You can craft arrows and crossbow bolts for a cost in raw materials equal to 10% of the price.

Deeds

A bolt ace can perform the following deeds with a crossbow instead of a [firearm](#): gunslinger initiative, pistol-whip, dead shot, targeting, bleeding wound, death's shot, and stunning shot. The bolt thrower swaps the following deeds.

Sharp Shoot (Ex) At 1st level, a bolt ace can resolve an attack against [touch](#) AC instead of normal AC when firing a crossbow at a target within its first range increment.

Performing this deed costs 1 grit point.

This deed replaces deadeye.

Vigilant Loading (Ex): At 1st level, as long as a bolt ace has at least 1 grit point, she does not provoke [attacks of opportunity](#) when loading a crossbow.

This deed replaces quick clear.

Shooter's Resolve (Ex): At 3rd level, a bolt ace can spend 1 grit point when making a crossbow attack as a [standard action](#) and ignore the effects of [concealment](#) (though not total [concealment](#)) and [cover](#) (other than total [cover](#)) against that shot.

This deed replaces utility shot.

Distracting Shot (Ex): At 7th level, a bolt ace can spend 1 grit point and choose to miss a target that she could normally attack within her range with a crossbow attack. When she does, the target loses its [Dexterity](#) bonus to AC (if any) for 1 round.

This deed replaces startling shot.

Vigilant Shooter (Ex): At 11th level, as long as a bolt ace spends 1 grit point when she does so, she does not provoke [attacks of opportunity](#) when firing a crossbow.

This deed replaces expert loading.

Always Ready (Ex): At 11th level, loading a crossbow becomes unthinking and automatic for a bolt ace. As long as she has at least 1 grit point, she always starts each round of combat (even a [surprise](#) round) with her crossbow loaded. Additionally, she gains [Snap Shot](#), [Improved Snap Shot](#), or [Greater Snap Shot](#) as a bonus feat.

This deed replaces lightning reload.

Pinning Shot (Ex): At 15th level, the bolt ace can spend 1 grit point while shooting a crossbow and attempt to [pin](#) down its target with the bolt. If the crossbow attack hits, it pins the target to a nearby object, to a wall, or to the ground, entangling and staggering the target. While [pinned](#) by the bolt, the target cannot move out of its space until it takes a [standard action](#) to free itself from the pinning bolt, except by means of [teleportation](#).

This deed replaces menacing shot.

Crossbow Training (Ex)

Starting at 5th level, a bolt ace can select one specific type of crossbow, such as hand crossbow or heavy crossbow. She gains a bonus on damage rolls equal to her [Dexterity](#) modifier with that crossbow. Every 4 levels thereafter, she can pick a different type of crossbow, gaining the bonus damage.

This ability replaces gun training.

Rogue Archetypes

Shielded Skirmisher

Shield skirmishers are mobile fighters who use their shields to gain both an offensive and defensive advantage. Whether in a gladiatorial arena, or on the battlefield, these agile fighters are deadly to face due to the unpredictable nature of their attacks.

Class Skills

A Shield Skirmisher does not gain Disable Device, Linguistics, and Sleight of Hand as class skills.

Skill Ranks per Level

A Shield Skirmisher gains skill ranks per level equal to 6 + Int modifier.

Weapon and Armor Proficiency

The Shield Skirmisher gains proficiency with two one-handed martial melee weapons of choice, and shields (including tower shields).

Shield Arm Up (Ex)

At 1st level, the Shield Skirmisher gains Shield Focus as a bonus feat. At 2nd level the Shield Skirmisher gains Combat Expertise as a bonus feat ignoring all prerequisites. As long as she is wielding a shield, the Shield Skirmisher gains a +1 bonus to melee attack rolls while using the Combat Expertise feat.

This ability replaces trapfinding and the 2nd-level rogue talent.

Eye Catcher (Ex)

The Shielded Skirmisher is an expert at fooling the eyes of her foes during combat. At 3rd level, a Shielded Skirmisher gains a +1 bonus on bluff checks while feinting. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level.

This ability replaces trap sense.

Hidden Blade (Ex)

Hiding her weapon behind her shield, the Shield Skirmisher can attack from unforeseen angles. At 4th level she gains both Improved Feint and Shielded Feint as bonus feats. If she already has these feats, the Shielded Skirmisher can choose any other combat feats instead.

This ability replaces the 4th-level Rogue talent and Uncanny Dodge.

Shield Specialization (Ex)

At 8th level the Shield Skirmisher gains Shield Specialization as a bonus feat.

This ability replaces Improved Uncanny Dodge.

Rogue Talents

Cantrips: The rogue gains Cantrips as a bonus feat. A rogue must have the lesser sphere user before choosing cantrips.

Magically Talented: The rogue either gains one new sphere, or one magic talent in a sphere she already has access to. The rogue may select this rogue talent multiple times.

Sphere User, Lesser: The rogue gains Basic Magical Training as a bonus feat. You cannot take this talent if you possess the Minor Magic rogue talent. This talent prohibits you from taking the Minor Magic rogue talent.

Sphere User, Intermediate: The rogue gains Advanced Magical Training as a bonus feat. A rogue must have the lesser sphere user before choosing intermediate sphere user. This may be used in place of the Major Magic rogue talent as a prerequisite for the Familiar advanced rogue talent.

Samurai Archetypes

Curse Crafter

These wandering sword crafters can forge powerful blades. However this power comes at a price.

Class Skills

A curse crafter loses ride and handle animal as class skills and gains appraise as a class skill.

Cursed Blade Crafter (Su)

At 1st level, the curse crafter gains the ability to craft weapons that are as cursed as they are effective. He may maintain a number of weapons known as cursed blades equal to his intelligence modifier. He may remove a weapon's cursed blade status by personally destroying the weapon. To create a cursed blade, the curse crafter must forge a masterwork weapon on their own with no outside assistance. The DC to create this masterwork weapon is increased by 5, and the cost to create the weapon is doubled (though neither of these increases affect the crafting time).

Upon crafting the cursed blade, the curse crafter chooses one of the following oracle curses: Clouded Vision, Consumed, Deaf, Legalistic, or Wrecker. When unsheathed, the wielder of the

cursed blade suffers from the initial effect of the curse until the cursed blade is sheathed again. Wrecker and Legalistic apply to the wielder at all times, instead of only when drawn.

Also, adding any magical enhancements to a cursed blade increases its price by 2,000 gp. This increase is applied the first time the weapon is enhanced, not once per ability added. Despite the name, a cursed blade may be any melee weapon.

At 5th level, the curse in your craftsmanship seeps deeper into your work, though only a skilled swordsman can awaken the curse in full. Cursed blades you craft from this level onwards grant the 5th level effects of the oracle curse's chosen if the wielder's base attack bonus is 5 or higher.

At 10th level cursed blades you craft from this level onwards grant the 10th level effects of the oracle curse's chosen if the wielder's base attack bonus is 10 or higher.

At 15th level cursed blades you craft from this level onwards grant the 15th level effects of the oracle curse's chosen if the wielder's base attack bonus is 15 or higher.

The curse crafter may reforge a previous cursed blade, allowing it to count as a higher level for the effects of deep curse. This reforging process takes as many days as it would take to forge a masterwork weapon.

This ability replaces the samurai's mount

Accursed Expertise (Ex)

At 3rd level, a curse crafter gains an unparalleled expertise with his own cursed blades.

Whenever he threatens a critical hit with his cursed blade, he gains a +2 bonus on the confirmation roll. Finally, his curse crafter levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats apply to his cursed blades such as Weapon Specialization.

This ability modifies the weapon expertise.

Deep Curse (Su)

At 4th level, cursed blades that the curse crafter creates gain more power, over both the enemy and their owners. When wielded in battle, these weapons deal 1d6 points of damage to their wielders every round that the wielder does not deal damage to an enemy creature. Wielders of your cursed blades also gain a +2 bonus to all damage dealt with your cursed blades.

This ability replaced mounted archery.

Accursed Masterpiece (Su)

At 14th level, the curse crafter gains the ability to make a true masterpiece. This accursed masterpiece acts as a curse blade, but does not count against the number of cursed blades the curse crafter can maintain. They may reforge a previous cursed blade into an accursed masterpiece the same way they may reforge cursed blades. When creating or reforging an accursed masterpiece, the curse crafter chooses to either imbue it with all positive aspects of the oracle curse, with no downsides, or imbue it with a new curse chosen from below.

Blood Curse (Su): When this accursed masterpiece is drawn, the wielder is affected by the rage spell until the masterpiece is sheathed. This weapon does 1d6 additional bleed damage and heals the wielder by the amount of bleed

damage caused by this weapon (stacking with other sources of bleed, such as bleeding critical). By invoking this accursed masterpiece's name as a swift action, they may grant it the vicious weapon property until it is sheathed. Sheathing this accursed masterpiece requires a will save equal to $10 + \frac{1}{2}$ the curse crafter's level + the curse crafter's intelligence modifier.

Misfortune (Su): When this accursed masterpiece is wielded in battle, as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered this effect, it may not suffer from it again for 1 day. The game master can choose to force the wielder of this weapon to suffer this effect a number of times per day equal to this accursed masterpiece's enhancement bonus. The holder of this accursed masterpiece may never benefit from a luck bonus as long as he is in possession of it.

This ability replaces greater banner

Knight

These men are the right arm of their lords, finding strength to push forward with incredible resolve.

Weapon and Armor Proficiency

Knight are proficient with all simple and martial weapons. Knight are proficient with all types of armor (heavy, light, and medium) and shields (including tower shields).

Weapon Expertise (Ex)

At 3rd level, a knight gains an unparalleled expertise with his chosen weapons. At 3rd level, the knight selects a weapon group. Whenever he threatens a critical hit with the selected weapon group, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select weapons from his chosen weapon group, such as Weapon Specialization.

This ability modifies the Weapon Expertise ability.

Duelist

These samurai choose to focus upon dueling instead of practicing with the horse and bow.

Bonus Feat

The Duelist may choose Power Attack, Weapon Finesse, or Weapon Focus or Combat Expertise as a bonus feat at 1st level.

This ability replaces the Mount ability.

Armor Training (Ex)

Starting at 3rd level, a Duelist learns to be more maneuverable while wearing armor. Whenever 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 his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum [Dexterity](#) bonus allowed.

In addition, a Duelist can also move at his normal speed while wearing medium armor. At 7th level, a Duelist can move at his normal speed while wearing heavy armor.

This ability replaces the Banner, Mounted Archer, and Greater Banner class abilities.

Alternate Order Abilities (Ex)

The Duelist may choose to replace his 2nd level order ability with Graceful Duelist. At 8th level he may choose to replace his 8th level order ability with Iron Current. At 15th level he may choose to replace his 15th level order ability with Final Showdown.

Graceful Duelist (Ex)

At 2nd level, the Duelist gains Dodge as a bonus feat and gains a +2 bonus to CMD against disarm attempts.

Iron Current (Ex)

At 8th level, the Duelist gains Improved Disarm and Improved Reposition as bonus feats. All weapons the Duelist wields are granted the disarm special weapon feature.

Final Showdown (Ex)

At 15th level, the Duelist can declare a Final Showdown once per day. This functions like a normal challenge, but the Duelist adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his Final Showdown.

Orders

Order of the Folded Steel

A samurai belonging to this order finds absolute perfection in the elegant and deadly beauty of weapons. To them their chosen one is more than just a tool; it is an extension of the self. They match blades with others as a test of their own worth, as well as to prove the perfection of both their technique and their weapon.

Edict: A Samurai of the Order of the Folded Steel must temper himself and his weapon through battle and hardship, and be always ready to prove the worth of both his blade and his soul.

Challenge: An order of the Folded Steel cavalier considers the equipment of the target of the challenge also part of the challenge. This means he may add his Challenge damage bonus,

along with other damage bonuses that rely on challenge (such as Iaijutsu Strike) to the damage he deals to the equipment (with the Sunder combat maneuver for example).

Also, an Order of Folded Steel cavalier may challenge an unattended inanimate object (such a trunk of a tree, an iron bar, a stone wall, etc.); this uses up one of his daily challenges as usual, but if he breaks or destroys the item with one attack, he regains the use of that challenge.

Skills: An Order of the Folded Steel cavalier adds Craft and Appraise (Int) to his list of class skills. In addition he receives a bonus on Craft when used to craft weapons, using it in place of spellcraft on his bonded item, and Appraise when used to appraise weapons equal his CHA modifier + 1/2 her cavalier level (minimum +1). If he successfully appraises a weapon, he knows exactly how much hardness and HP it has remaining.

Order Abilities: A cavalier belonging to the Order of the Folded Steel gains the following abilities as she increases in level.

Bound Weapon(su)

At 2nd level, the cavalier gains the arcane bond ability as a wizard, using a weapon as his bonded item. He may not choose a familiar or other type of bonded item.

If the bonded item is lost, broken, or given away willingly, the cavalier may not use his challenge feature until it is replaced. A bonded item can be replaced the same way as a wizard's, but the Cavalier may decide to take 1 point of CON damage instead of paying 200 gold for each level he has (so a level 6 cavalier could decide to pay 600 gold and take 3 CON damage to bind a new masterwork weapon to himself).

The Soul Can't be Cut

At 8th level, the cavalier's Bound weapon is treated as adamantine for the purpose of overcoming DR and hardness, as well as its Hardness and HP, should it be a damaged (unless its natural hardness and HP are higher, use the better of the two).

The Cavalier may also sunder Natural weapons and armor. *insert how to calculate hardness/HP here*

Zandatsu

At 15th level, if the cavalier successfully sunders an item of his challenge (either held by the target of his challenge or challenged by him) he can change the target of his challenge as a free action (if he wants to), and make a free attack against it.

Swashbuckler

Scoundrel

Some swashbucklers engage in more unsavory activities. While not lacking any dramatic flair, they are specialized in many illegal activities.

Class Skills

A Scoundrel gains Disable Device as a class skill.

Skill Ranks per Level

A Scoundrel gains skill ranks per level equal to 6 + Int modifier.

Lockpick's Derring-Do (Ex)

The Scoundrel adds Disable Device to the list of skills she may use the Derring-Do deed on.

This ability modifies the Derring-Do deed.

Trapfinding

At 1st level, while she has at least 1 panache point, a Scoundrel adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A Scoundrel can use Disable Device to disarm magic traps.

This ability replaces the Kip Up and Menacing Swordplay deed.

Rogue Talents

As a Scoundrel gains experience, she learns a number of talents that aid her and confound her foes. Starting at 4th level, and for every 4 levels thereafter, a Scoundrel gains one rogue talent. Beyond 10th level, a Scoundrel may select advanced rogue talents in place of rogue talents. A Scoundrel cannot select an individual talent more than once. Her swashbuckler level counts as her rogue level for these talents.

Talents marked with an asterisk add effects to a Scoundrel's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

A Scoundrel cannot choose a ninja trick with the same name as a rogue talent.

This ability replaces bonus feats

Keen Sneak Attack

Beginning at 5th level, if a Scoundrel can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The Scoundrel's attack deals extra damage anytime her target would be denied a [Dexterity](#) bonus to [AC](#) (whether the target actually has a [Dexterity](#) bonus or not), or when the Scoundrel flanks her target. This extra damage is 1d6 at 5th level, and increases by 1d6 every four Scoundrel levels thereafter. Should the Scoundrel score a [critical hit](#) with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Additionally, one-handed or light piercing melee weapons gain the benefit of the improved critical feat while the Scoundrel is benefiting from keen sneak attack.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a Scoundrel can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The Scoundrel must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Scoundrel cannot sneak attack while striking a creature with concealment.

This ability replaces Swashbuckler Weapon Training