

Paragon Sentinel (1.1)

Paragon Sentinels are students of nature that carefully observe and study the flow of the elemental planes. In their pursuit of this energy they learn about the elemental paragon, a chart representing the balance of natural energy that flows between the material and elemental planes. These energies are sorted in a 3 paragons with Arcane being the core, binding and united the energies in one common energy source. The first paragon consists of the base forces of nature; fire, air, water, and earth. The second paragon is the secondary forces that pull their aspect energies from the first paragon; Ice, lightning, magma or ash, and plant. The final paragon is made up of the two most powerful aspects of nature, Life and Death. Paragon Sentinels don't study necromancy as much as they study what happens to life energy after death

They earn their Sentinel title when they learn to harness the elemental and arcane energies and use them in a martial form by infusing ammunition with the powers of the elements to strike their foes from afar. Those who refuse to fight with these energies, but prefer to observe and study the flow of the elemental energies take on a life of pacifism and peaceful study as a Paragon Acolyte.

Role: Paragon Sentinels are a ranged combat class that can use a limited number of spells to provide utility support for their allies. Their infusions make for potent damage output but can also make for handy healers.

Alignment: Any

Hit Die: d8

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

Acrobatics, Craft, Heal, Intimidate, Knowledge (Arcana), Knowledge (Nature), Knowledge (Planes), Linguistics, Perception, Profession, Spellcraft, Use magic device

Skill Ranks Per Level: 4 + Int

Table: Paragon Sentinel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells /day									
						0th	1st	2nd	3rd	4th	5th	6th			



1st	+0	+0	+2	+2	Spirit Pool, Infusion 1d6 , Weapon focus (choice), Orisons, Spell book.	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Spell Shot	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Bonus Feat, Infusion 2d6	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Paragon Infusion (Elemental)	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Arcane Adept, Medium Armor, Infusion 3d6	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Elemental Resistance (5), Bonus Feat	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Volatile Infusion, Infusion 4d6	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Paragon Infusion (Burst)	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Bonus Feat, Infusion 5d6	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Enhanced Paragon Infusion	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Elemental Link (small), Infusion 6d6	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Paragon Infusion (Force), Bonus Feat	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Elemental Resistance (10), Infusion 7d6	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Elemental Link (Medium)	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Bonus Feat, Infusion 8d6	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Paragon Infusion (Blast)	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Elemental Link (Large), Infusion 9d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Bonus Feat	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Elemental Resistance (15), Infusion 10d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Catastrophic Infusion	5	5	5	5	5	5	5

Class Features:

The following are class features of the paragon sentinel.

[Cantrips](#)

[Weapon Focus](#)

[Spirit Pool](#)

[Infusion](#)

[Spell Shot](#)

[Bonus Feats](#)

[Paragon Infusion](#) (elemental/burst/force/blast)

[Arcane Adept](#)

[Medium Armor](#)

[Elemental Resistance](#)

[Volatile Infusion](#)

[Enhanced Paragon Infusion](#)

[Elemental Link](#)

[Catastrophic Infusion](#)

Weapon and Armor Proficiency

A paragon sentinel is proficient with all [simple](#) weapons, longbows, shortbows, hand crossbows, light crossbows, and heavy crossbows and with light [armor](#). He can cast paragon spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a paragon sentinel wearing medium [armor](#), heavy [armor](#), or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass paragon sentinel still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting

To learn, prepare, or cast a spell, a paragon sentinel must have an intelligence score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a class name's spell is 10 + the spell's level + the class name's casting stat modifier.

A paragon sentinel casts elemental spells drawn from the [Paragon Spell list](#). A paragon sentinel must choose and prepare his spells ahead of time.

Each spell in the spell list is associated with one of the paragon elements as listed, this does not affect the spell or the caster.

To learn, prepare, or cast a spell, the paragon sentinel must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a [saving throw](#) against a paragon sentinel's spell is 10 + the spell level + the paragon sentinel's Intelligence modifier.

A paragon sentinel can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Paragon Sentinel**. In addition, he receives bonus spells per day if he has a high intelligence score (see [Table: Ability Modifiers and Bonus Spells](#)).

A paragon sentinel may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 30 minutes studying his spellbook and 30 minutes meditating, taking 1 hour to complete. While studying, the paragon sentinel decides which spells to prepare.

Starting Spells (See Spellbooks below): A paragon sentinel begins play with a spellbook containing all 0-level paragon spells. At 1st level The paragon sentinel also selects a number of 1st-level spells equal to his intelligence modifier plus three 1st-level spells of his choice to add to the spellbook. At each new paragon sentinel level, he gains two new spells of any spell level or levels that he can cast (based on his new paragon sentinel level) for his spellbook. At any time, a paragon sentinel can also add spells found in other spell casters' spellbooks to his own (see [Magic](#)) as long as they are on the [Paragon Spell list](#).

Spells Gained at a New Level: Paragon sentinels perform a certain amount of spell research between adventures. Each time a character attains a new paragon sentinel level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast.

WISDOM HAS BEEN CHANGED TO INTELLIGENCE

Cantrips

Paragon sentinels can prepare a number of **Cantrips**, or 0-level spells, each day, as noted on **Table: Paragon Sentinel** under "**Spells per Day**." These spells are cast normally, but they are not expended when cast and may be used again.

Weapon Focus

At 1st level the paragon sentinel gains weapon focus as a bonus feat. This must be applied to one of the following: longbows, shortbows, hand crossbows, light crossbows, or heavy crossbows.

Spirit Pool

At 1st level, the paragon sentinel gains a collection of arcane motes that swim and writhe invisibly within their body. He can use these motes to empower arrows or bolts with magical properties. This spirit pool has a number of points equal to his paragon sentinel level (minimum 1) + his intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

Infusion

At 1st level the paragon sentinel can channel motes of energy from their spirit pool into their arrows or bolts. He can spend 1 spirit pool point to turn a single ammunition into an arcane bolt of raw energy that hits touch AC, counting as magical for the purpose of damage reduction. If the arrow or bolt already has magical properties, including any gained from the weapon, it instead gains a +1 enhancement bonus that stacks with any existing enhancement bonuses. The enhancement bonus granted by the infusion increases by +1 for every 10 levels the paragon sentinel possesses to a maximum of +3. **This can stack with a weapon with a +5 enhancement to make it a maximum of +8 bonus.**

Infusion can be used with features and abilities gained for other classes that allow the paragon sentinel to fire multiple pieces of ammunition as part of a single attack, such as [Manyshot](#). When using infusion in this way, add 1 to the spirit pool cost for each piece of ammunition fired as part of this single attack roll. Normal penalties and bonuses still apply to this attack.

Infusing a piece of ammunition costs 1 spirit pool point and takes a swift action.

Spell Shot

At 2nd level the paragon sentinel learns to use more potent spells, combining their application with their own mastery of ranged arcane combat. When casting a ranged touch spell, he can instead sacrifice one piece of ammunition as a component to deliver the spell using his ranged weapon to make the touch attack, gaining any bonuses to the attack granted by the weapon. The paragon sentinel can make a free attack with the ranged weapon once the spell has been cast onto the ammunition. When using spell shot, the arrow is lost and as such does not do its normal damage. Infusions can't be placed on the same piece of ammunition. This allows the paragon sentinel to make ranged touch spell attack more precisely.

Additionally, a paragon sentinel can attach a spell scroll to an arrow or bolt as a standard action. When the arrow or bolt is shot at a target, he must make a use magic device roll to successfully activate the spell. The arrow or bolt hits and deals damage as normal. This can't be combined with an infusion as the scroll requires a physical piece of ammunition to be attached to. If the scroll requires an attack roll, use the attack roll with the arrow or bolt

Bonus Feats

At 3rd level, and every 3 levels thereafter, the paragon sentinel gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as [combat](#), [item creation](#), or [metamagic feats](#). He must meet the prerequisites for these feats as normal.

Paragon Infusion

At 4th level the paragon sentinel learns how to grant the motes of energy within their spirit pool an elemental aspect. He can spend 1 spirit pool point to imbue a single piece of ammunition with an elemental aspect as a swift action. Doing so turns the arrow or bolt into a streaking missile of pure energy that hits touch AC that counts as magical piercing damage. The arrow or bolt still does its normal damage adding the chosen paragon infusion effect, hitting against touch AC. In the case of Life and Death paragon infusions, all damage dealt counts as positive or negative energy. **Damage dealt by paragon infusion does not multiply with a critical hit bonus but does multiply with the [Vital strike](#) feature.**

Additionally, For every 2 levels after 1st, the elemental damage effect increases by 1d6 (maximum of 10d6 at 19th level) which are affected by the enhanced paragon infusion class feature (10d10 at 19th level).

As a swift action before firing a ranged weapon, the paragon sentinel can add one of the below effects to their ammunition.

TABLE: Elemental Insusions

Element	Effect
Flaming	Add 1d6 fire damage to the damage roll
Frost	Add 1d6 cold damage to the damage roll
Shocking	Add 1d6 electricity damage to the damage roll
Acidic	Add 1d6 acid damage to the damage roll
Arcane	Add 1d6 Magic damage to the damage roll
Life	Add 1d6 Positive damage to the damage roll [heals living, hurts undead]
Death	Add 1d6 Negative damage to the damage roll [heals undead, hurts living]

At 8th level the paragon sentinel can apply these paragon infusions to their ammunition. The additional 1d10 does multiply with a critical multiplier on a confirmed critical.

TABLE: Burst Insusions

Element	Effect
Flaming Burst	Add 1d6 Fire damage to the damage roll, bonus 1d10 on crit
Icy Burst	Add 1d6 Cold damage to the damage roll, bonus 1d10 on crit
Shocking Burst	Add 1d6 Electricity damage to the damage roll, bonus 1d10 on crit
Acidic Burst	Add 1d6 Acid damage to the damage roll, bonus 1d10 on crit
Arcane Burst	Add 1d6 Magic damage to the damage roll, bonus 1d10 on crit
Life Burst	Add 1d6 Positive damage to the damage roll, bonus 1d10 on crit [heals living, hurts undead]
Death Burst	Add 1d6 Negative damage to the damage roll, bonus 1d10 on crit [heals undead, hurts living]

At 12th level the paragon sentinel can apply these paragon infusions to their ammunition.

TABLE: Force Insusions

Element	Effect
Empowered Burst	Add 1d6 Force damage to damage roll, bonus 1d10 on crit

Mach Burst	Add 1d6 Sonic damage to the damage roll , bonus 1d10 on crit
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At 16th level the paragon sentinel can apply these paragon infusions to their ammunition. Doing so costs 2 spirit pool points. Creatures that are in range of the blast radius take minimum damage.

TABLE: Blast Insusions

Element	Effect
Flaming Blast	Add 1d6 Fire damage to the damage roll, splash with a 5ft-radius
Icy Blast	Add 1d6 Cold damage to the damage roll, splash with a 5ft-radius
Shocking Blast	Add 1d6 Electricity damage to the damage roll, splash with a 5ft-radius
Acidic Blast	Add 1d6 Acid damage to the damage roll, splash with a 5ft-radius
Arcane Blast	Add 1d6 Magic damage to the damage roll, splash with a 5ft-radius
Life Blast	Add 1d6 Positive damage to the damage roll, splash with a 5ft-radius
Death Blast	Add 1d6 Negative damage to the damage roll, splash with a 5ft-radius

Paragon Infusing a piece of ammunition takes a swift action.

Example: The paragon sentinel uses a swift action to apply Flaming Blast to his first arrow of a full attack. He then makes a ranged attack against the target creatures touch AC. The attack hits and deals the weapons normal damage as magical damage with 1d6 fire damage. Creatures within 5 feet of the target creature take the minimum amount of damage the attack can do as magical shrapnel and elemental energy bursts from the impact of the arrow hitting the target. He then fires the rest of his arrows as normal as part of his full attack. Only the first arrow benefits from the infusion.

Arcane Adept

At 5th level, the paragon sentinel adds his intelligence modifier to damage rolls (max +5) if the weapon and/or ammunition has magical properties. This includes infusions.

Medium Armor

At 7th level, a paragon sentinel gains proficiency with medium armor. A magus can cast paragon sentinel spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a paragon sentinel wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Elemental Resistance

At 6th level the paragon sentinel develops an affinity to the elements and gains Elemental resistance (5) to fire, cold, electricity, and acid.

At 13th level, this resistance increases to elemental resistance (10) to fire, cold, electricity, and acid. Additionally, the paragon sentinel gains a +2 competence bonus on saves to resist extreme hot or cold environments.

At 19th level, this resistance increases to elemental resistance (15) to fire, cold, electricity, and acid. Additionally, the paragon sentinel gains a +6 competence bonus on saves to resist extreme hot or cold environments.

Volatile Infusion

At 7th level the paragon sentinel knows how to push the limits on his infusions, walking a fine line of safety and devastating power. He can spend 2 spirit pool points on top of the standard infusion cost to render the infusion unstable. When using volatile infusion, the damage dealt by the arrow or bolt gains a 5 foot radius of effect, doing minimum damage to creatures in the splash area as arcane shrapnel and elemental energy bombards them. If used with a blast infusion, the target creature takes double damage (resistances still apply after damage is rolled), creatures within 5 feet of the target take normal damage from the attack, and creatures 10 feet from the target creature take minimum damage.

Using a volatile infusion comes with risks. On a natural die roll of 1-3 the infusion threatens to detonate in the paragon sentinel's hand. If the natural result of an attack roll with a volatile infusion is 1-3, make another attack roll with the highest base attack bonus. If this roll would hit the target's touch AC then the infusion is a dud and the arrow/bolt and spirit pool point are lost, ending the attack with no damage dealt. If this roll would miss the target, then the arrow or bolt detonates in the sentinel's hand, it does normal damage to the paragon sentinel with a 50% chance of giving the bow/crossbow the broken condition. This chance is reduced to 25% if the weapon is magical. Creatures within 5 feet suffer minimum damage. The Paragon sentinel can make a will save to reduce the infusion before it detonates, taking only minimum damage instead of normal damage. The DC for this save is 10 + caster level + int mod.

Enhanced Paragon Infusion

At 10th level, the paragon sentinel increases infusion damage die by 2 steps. (1d6 becomes 1d10. 1d10 becomes 2d8)

Elemental Link

At 11th level the paragon sentinel can commune with those from the elemental planes and summon an elemental sprite of a chosen element once per day as a standard action. This sprite remains summoned until released, dispelled, siphoned, or transmuted and is treated as an elemental (medium) that was called by [summon nature's ally IV](#) spell. The sprite is 1 size category smaller than the elemental normally summoned.

As part of an infusion, the paragon sentinel can transmute the sprite into an infusion of the same element. Doing so costs 2 additional spirit pool points and increases the infusion damage dice by 1 step (arrow/bolt does normal damage). Additionally, the paragon sentinel can siphon the small sprite to recharge his spirit pool by 2 points. To transmute or siphon the sprite, it must be adjacent (5 feet) to the paragon sentinel and doing so consumes it.

At 14th level, **the sprite can be a medium sized creature** that is treated as an elemental (large) that was called by [summon nature's ally V](#) spell. Transmuting the sprite costs 3 additional spirit pool points and increases the infusion damage dice by 2 steps (arrow/bolt does normal damage). Syphoning the medium sprite to recharges his spirit pool by 3 points.

At 17th level, **the sprite can be a large sized creature** that is treated as an elemental (huge) that was called by [summon nature's ally VI](#) spell. Transmuting the sprite costs 4 additional spirit pool points and increases the infusion damage dice by 3 steps (arrow/bolt does normal damage). Syphoning the large sprite to recharge his spirit pool by 4 points.

The size of the sprite (small, medium, or large) is chosen by the paragon sentinel at the time it is summoned. The sprites effect on the spirit pool is dependent on its size.

The sprite hovers nearby, always within 30 feet of the paragon sentinel and can even occupy the same square. Other creatures can't stand in the sprites square as normal. The sprite is sentient and acts in defence of the paragon sentinel and can receive simple directions and orders.

Catastrophic infusion

At 20th level, the paragon sentinel has mastered the pinnacle of elemental infusions, harnessing near apocalyptic power into a single arrow or bolt. Unlike other infusions, Catastrophic infusions must be prepared ahead of time during the paragon sentinels period of study and meditation. These arrows/bolts retain their physical form and detect as powerful magic with a bright glow matching their element. They lose their physical form, activating the magic within, as soon as the archer speaks the infusion command word. These arrows/bolts only work in the archer's possession. In another creatures possession, the spell is rendered inert and it loses its power until the paragon sentinel that conjured it reclaims it. The power within the arrow/bolt becomes inert after the paragon sentinel's next meditation.

The paragon sentinel can prepare and maintain a number of catastrophic infusions equal to their intelligence modifier. To prepare a catastrophic infusion the paragon sentinel selects an element to be infused. These infusions are prepared as part of their daily study and meditation. This hour is counted as the casting time for the spell chosen when the infusion is used. The paragon sentinel can apply any element to any of the prepared infusions.

As a standard action, he selects which of the infusion/spells (see TABLE: Catastrophic Infusions) that is associated to that element he wishes to use and speaks the command word. Once the command word is spoken, the arrow or bolt is lost, releasing the contained elemental energy. When the infusion is fired, it acts as the chosen spell (the arrow or bolt acting as a component for the spell and doing no damage)

Additionally When using volatile infusion, the spirit pool cost is reduced to 1 point and the fail chance reduced to 1-2.

Spend 4 spirit pool points to channel destructive powers into your ammunition with the following spells:

TABLE: Catastrophic Insusions

Element	Infusion/Spell	Command
Arcane	Rain of arrows	<i>Conjured Volley</i>
	Disintegrate	<i>Erase Foe</i>
Fire	Delayed Blast Fireball	<i>Patient Cinders</i>

		Fire Storm	<i>Flames Dance</i>
Water		tsunami	<i>Aquarian march</i>
		Vortex	<i>Tides Twist</i>
Earth		Earthquake	<i>Terra Shudder</i>
		Rampart	<i>Craig Wall</i>
Air		whirlwind	<i>Aero Churn</i>
		Scouring Wind	<i>Winds hasten</i>
Magma		Wall of Lava	<i>Magma Rise</i>
		Meteor Swarm	<i>Burning Boulder</i>
Ice		Polar Midnight	<i>Arctic Anex</i>
		Icy Prison	<i>Frost Grip</i>
Lightning		Storm of Vengeance	<i>Weather Gloom</i>
		Stormbolts	<i>Lightning thrust</i>
Plant		Siege of Trees	<i>Nature retaliate</i>
		Caustic Eruption	<i>Toxins Swell</i>
Life		Heal	<i>Regain Loss</i>
		Regenerate	<i>Return Form</i>
Death		Canopic Conversion	<i>Dust to Dust</i>
		Create greater undead	<i>Dead Live</i>

Example: A paragon sentinel with an intelligence modifier of 5 can prepare a maximum of 5 catastrophic infusions, each costing 4 spirit pool points (20 total). Of these 5 catastrophic infusions, he prepares 2 fire, 1 ice, 1 life, and 1 lightning. When in combat, as a standard action the paragon sentinel decides to use one of the fire catastrophic infusions and says the command word “Flames dance”. From here forward, resolve the attack per the firestorm spell.

Paragon Sentinel Spell List:

[Paragon Spell list](#)

Archetypes (future projects)

List of planned archetype for Paragon Sentinel. Features of this class will be lost and replaced to keep balance. Hyphenated notes are working ideas prior to creation of the class.

Paragon Skirmisher

- Trades range for melee.
- Blasts become 10-15ft cones.
- Spell shot is replaced or changed
- arcane adepts is replaced or changed
- alters proficiency

Death caster

- Loses life spells
- Gains more death spells
- infuses the undead summoned instead of his own weapon
-

Light bringer

- loses death spells
- gains bonus to healing living and damaging undead
- infuses allies instead of their own weapons
- gains more life spells

Beastcaster

- Gains an animal compaion
- infuses companion instead of own weapon
- blast becomes 10-15ft cone
- loses spell shot
- alters weapon proficiency