



Rite Publishing Presents:

The Secrets of Tactical Archetypes

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Dedication: to Grey Knight and Steve Russell for all
of their help in making this come together.

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Introduction

In the *Pathfinder Roleplaying Game*, teamwork is one of the core assumptions of the game. Whether it's the wizard casting *enlarge person* on the fighter who is protecting them from the big bad monsters, or the druid distracting the guards so the rogue can sneak into an estate, teamwork is essential. Reflecting this, the *Advanced Player's Guide* introduced a number of feats known as teamwork feats, which grants bonuses when two characters have the feats and are in situations where they could be used. In addition to this, two classes, the inquisitor and the cavalier, have teamwork feats as an integral part of the class design. The cavalier is able to grant the benefits of a teamwork feat he has to his allies temporarily, thereby allowing everyone to work together more efficiently. In many ways this mechanic, and the related Battle Herald prestige class, are the inspiration for this product. Inside, you will find class archetypes that take teamwork one-step further.

This product consists of six archetypes: Celestial Commander (Summoner), Inspiring Commander (Cavalier), Mechanist (Gunslinger), Pack Hunter (Ranger), Shogun (Samurai), and War Warder (Magus). The Inspiring Commander and Shogun both replace the mounts that the respective class would normally get. This means that some orders will not work well with these archetypes, so the GM is encouraged to work with players who wish to use such orders to find suitable replacements for mount-dependent abilities.

Celestial Commander (Summoner Archetype)

Blessed by the Celestial Gods to fight the forces of evil, the celestial commander has been granted many abilities that allow him to effectively command the forces of good.

Much like the Master Summoner, this archetype requires a lot of bookkeeping. GMs are encouraged to ensure that the player of this archetype has the stat blocks of the creatures he is summoning ready before he summons anything. Furthermore, due to their ability to summon many improved creatures, this is a great archetype for solo campaigns.

Alignment: Any good

Weapon and Armor Proficiency: Celestial commanders are proficient with all simple weapons. Inspiring commanders are also proficient with light and medium armor.

Spells: Unlike normal summoners, celestial commanders are divine spellcasters. In all other ways the celestial commander's spellcasting is like a normal summoner.



Celestial Commander

Modified Spell List: The celestial commander's spell list is modified. Remove *lesser planar binding*, *planar binding*, and *greater planar binding*. Remove all spells that affect Eidolons. Add the following spells at the listed spell level:

- 1) *rally point* (Pathfinder® Advanced Player's Guide™)
- 2) *spiritual weapon*, *tactical acumen* (Pathfinder® Roleplaying Game Ultimate Combat™)
- 3) 3 – *spiritual ally*
- 4) 4 – *hallow*, *lesser planar ally*
- 5) 5 – *bestow grace of the champion* (Pathfinder® Roleplaying Game Ultimate Magic™), *planar ally*
- 6) 6 – *greater planar ally*

The celestial commander does not gain these as spells known unless he selects them.

Divine Tongue (Ex): At first level, a celestial commander learns the celestial language. In addition, every creature they summon can understand, but not necessarily speak, Celestial.

Domain: Like a cleric's deity, a celestial commander's deity influences his alignment, what magic he can perform, and his values. Although not as tied to the tenets of the deity as a cleric, a celestial commander must still hold such guidelines in high regard, despite that fact he can go against them if it serves the greater good of the faith. A celestial commander can select one domain from among those belonging to his deity. In addition, the celestial commander can always select the Tactics subdomain. He may select an alignment domain only if his alignment matches that domain. With the GM's approval, a celestial commander can be devoted to an ideal instead of a deity, selecting one domain to represent his personal inclination and abilities. The restriction on alignment domains still applies.