

Credits

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First time author but long time lover of the game. I've been running 2e campaigns and homebrewing like a mad man since release. Finally decided to take my wild ideas to Pathfinder Infinite in hopes of sharing them with others who adore the game as much as I do.

MAKE YOURSELF A MASTER

Ready yourself for battle with one of these three unique archetypes for the martially inclined characters within your party. Gain access to otherwise inaccessible advanced weapons as a master at arms, learning to think tactically when surveying the battlefield as a master tactician, or aim for their skulls as a master thrower. No matter the choice these archetypes will make you look and feel like a master of your craft on the battlefield.

Master At Arms

The path to becoming a master at arms is paved by commitment and perseverance. Through dedication you are capable of doing more with the weaponry they use than others, making you a unique and skillful combatant.

Additional Feats: 4th Lunge (Core Rulebook), Quick Draw (Core Rulebook); 6th Dual-Handed Assault (Core Rulebook); 8th Skirmish Strike (Core Rulebook); 10th Blind-Fight (Core Rulebook)

MASTER AT ARMS DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in martial weapons

Select a single advanced weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in your selected advanced weapon. If you are at least expert in the advanced weapon you are using, you gain access to the critical specialization effect with that weapon.

Special You can't select another dedication feat until you have gained two other feats from the Master at Arms archetype.

CLOSE RANGED COMBATANT FEAT 4

ARCHETYPE

Prerequisites Master At Arms Dedication

You are so accustomed to wielding ranged weapons that you don't allow the perils of melee combat to hamper your actions. Your ranged attacks don't trigger reactions which are specifically triggered by ranged attack as opposed to all attacks (such as Attack of Opportunity). In addition, whenever you interact to reload a ranged weapon that interact action loses the manipulate trait.

PURPOSEFUL MANEUVER FEAT 4

ARCHETYPE

Prerequisites Master At Arms Dedication

Requirements You are wielding a melee weapon with a trait corresponding to the failed action.

Trigger A foe within your reach fails an Athletics check to Disarm, Grapple, Shove or Trip you.

You respond to your foes failing with a display of your own skill.

Attempt an Athletics check to perform the same action against the triggering foe.

MULTI-WEAPON MASTER FEAT 6

ARCHETYPE

Prerequisites Master At Arms Dedication

You have extended your advanced training to multiple arms. Select two additional advanced weapons. You gain proficiency with these weapons as if they were your initially selected advanced weapons. When you make your daily preparations, you may choose to change these two advanced weapons to any other advanced weapons you are currently in possession of.

MARTIAL DISPLAY FEAT 6

ARCHETYPE CONCENTRATE EMOTION MENTAL VISUAL

Prerequisites Master At Arms Dedication

You display your mastery of the martial form confounding your foes. Enemies within a 15-foot emanation must succeed at Will save against your class DC or spell DC (whichever is higher) or be stunned 1 (stunned 2 on a critical failure). Regardless of the result, the creatures are temporarily immune to your Martial Display for 24 hours.

SKILLFUL MANEUVER FEAT 8

ARCHETYPE

Prerequisites Master At Arms Dedication

You have become fluid in the art of both hindering and harming your opponents. Choose one of Disarm, Grapple, Shove, or Trip. Attempt the attack you choose and then make a Strike against the same or a different creature, but don't apply the multiple attack penalty until after resolving both attacks.

