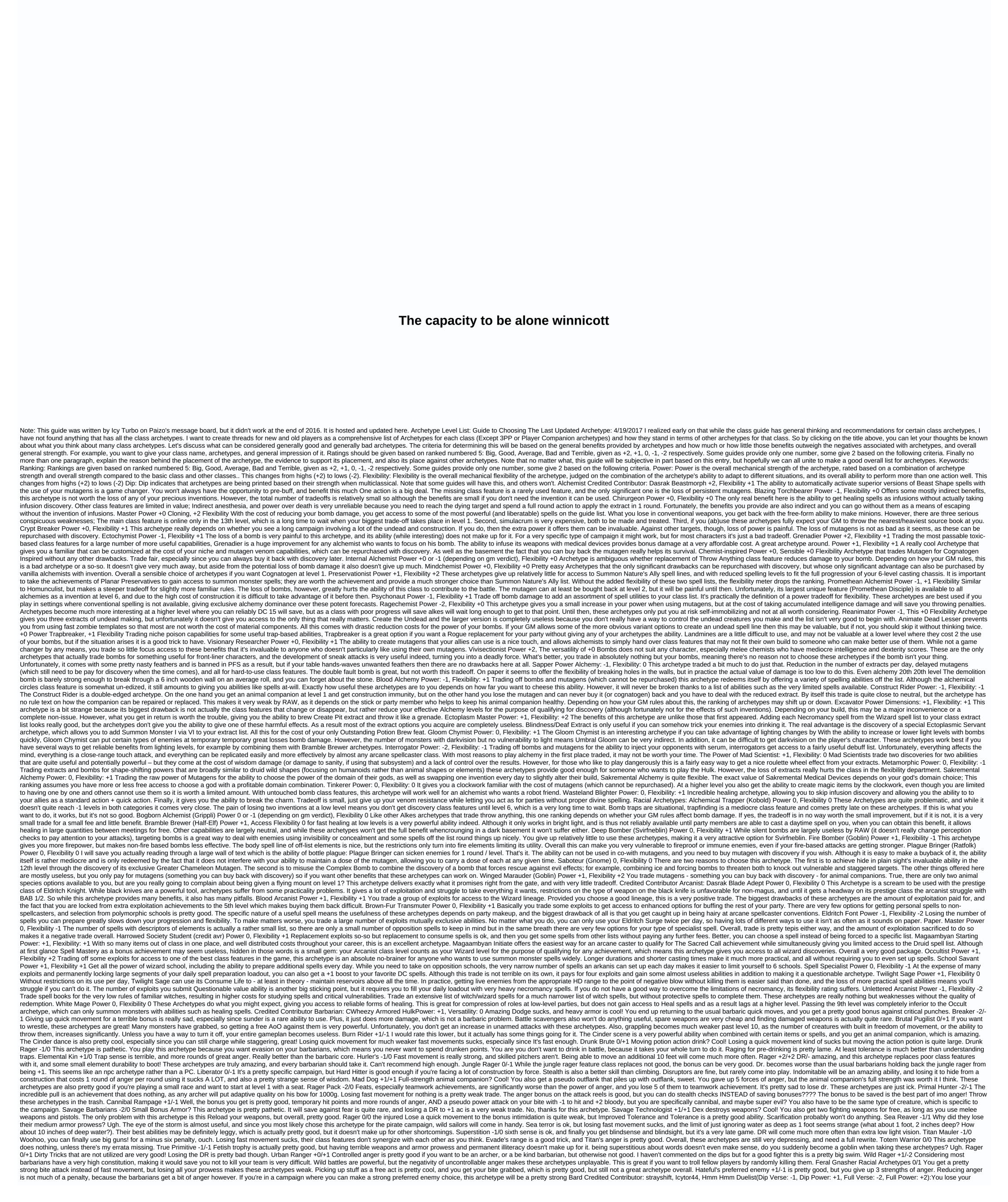
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knowledge and skill skills and some performances (suggestions) but get the host (8) combat achievements and arcane ties. It is a 'bardik tank' that focuses on combat, much better in combat but you lose a lot of skill flexibility. Archaeologists(Dip Verse: +0, Dip Power: +1, Full Verse: +0, Full Power: +1):You just buff yourself and you have
fewer rounds to do so, but you swap your appearance for a plethling of naughty class features and are probably best defined as rogue/bard combos that use spells and don't sneak. Court Bard(Dip Verse: +0, Full Power: +2):You don't buff your debuff, which actually synergizes better with your many mantras
that the ability to buff with spells and performance (e.g. you can have running heroism and also debuff enemies). You lose some performance skills and flexibility to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance offensively as well as reel & mount of what you do is language dependent but you get the ability to further shape your performance of the first of the 
rating? If you focus your achievements, etc. on charm magic you can become one of the best charm practitioners in the game (in the end the 2nd is only for kitsune witches). Dervish of Dawn(Dip Verse: -1, Full Verse: -1, Full Power: +2):Another self-buffing combat bard. You lose some knowledge and performance skills but
gain some excellent combat abilities. However, it's all just yourself. Dirge Bard Dip: N/A, Power +1, Versatility 0Any archetypes that give the Bard is no exception. Losing much of the Bard's ability regarding basic skills, Dirge bards gain access to necromancy spells, bonuses big enough to save
throws against most debuffs and necromantic effects, reduce enemy rescue throws to their fear effect, and can dazzle and summon the undead. Brought a large amount of combat control and debuff to the bard while not removing many of the features that would hurt the Bards in the long run, and they didn't lose a single performance.
Archetypes are acceptable for most games. Animal Speakers (Dip: Flexibility +0, Dip: Power +0); Flexibility +0, Power+1 Considered by most meh archetypes, it plays mostly like a standard bard that can also talk to animals. It does get two very interesting abilities, though. It can attract swarms of rats like a pied piper and gets Summon's
Nature Ally spells only added to known spells. More spells known to always be a bit of a power up for the bard. Arcane Healer (2 levels of dip: Flexibility, Power+0); +1 flexibility, Power+0 Trades versatile performance skill enhancements for the ability to channel energy several times a day. If this is based channeled from charisma like
Ulama or even clairvoyant, I want to be much better. This is probably best compared to Ulama, which I think is a stronger clerical/bard hybrid. On the other hand, it will have much stronger skills + baric knowledge, while the Evangelist Cleric will have more channels and spell casting level 9. Arrowsong Minstrel (2 levels Dip: Flexibility -1,
Dip: Power +1); Flexibility -1, Power +1 Bard is widely traded, including baric knowledge, because being a combatant ranges superbly and because it has several witch spells added to its spell list, especially considering the reduced spell casting. On the other hand, if your vision is to be a big arc that can filter out the occasional explosion
this is a pretty awesome archetype for you. I love that it gets the right shot as a bonus achievement. Averarakan Arbitrator (2 levels dip: Flexibility: 0, Power -1); Flexibility: 0, Power -1 Dip with something that can spark yourself or give a teamwork accomplishment (I see you, Cavalier) and this archetype into something. It's also not a bad
archetype for building pairs with other PCs that take on teamwork achievements, or if you swim with bloodshed for a familiar valet. It can be very powerful with pre-planning or teammates, but most players won't find the versatile performance tradeoff for Teamwork achievement useful without a reliable way to trigger teamwork
achievements beyond your bardic performance. Duettist (Dip: flexibility +1; power: 0); Flexibility +1, Power +2 You trade bardik knowledge for people who are familiar. It's a tough trade, but at the fourth level that your familiar can do for you, it gives you an incredible economy of action – allowing you to get off of other actions in your turn
other than just inspiring courage. In addition, familiars offer many incredible benefits and abilities. Flame Dancer (Dip N/A) Flexibility: +1, This Power +2 Bard stores all the best features people are looking for in the bard: Bardic Knowledge, Inspire Courage, Versatile Performance. It also gained a third-level capability that allowed it to use
baric performance to allow the whole party to see through fog and fog. If others use an unclear fog, this could deliver huge gains for the entire party. Adding a fire spell to your spell list on the eighth level is just the icing on the cake. Studious Librarian (PFS Dip: Flexibility 0, Power +1); Flexibility +1, Power +2 This is a direct upgrade to the
core bar. At the first level he gets a bonus scribe scroll feat (which in PFS turns into a skill focus knowledge bonus so it's easy to get used to this bard.) In the sixth level, he gets to cast a once-a-day spell from a spell book or scroll from a list of bards, witches, or witches. This ability is a free mnemonic vest that accumulates with a
mnemonic vest. A very powerful archetype that will want its own spell book. It also stores most of what people are looking for in the bard: bard knowledge, inspiring courage and versatile performance. Sea Singer [dip: Flexibility power 0]; +1 flexibility, +0 power I could really see this as a great option for marine campaigns like
Skull and Shackles or Razor Coast. It gets some funny situational abilities that can make it a pretty useful character in a marine adventure with lots of storms and weather effects. Sea-shanty is stronger than Countersong, Whistle the Wind can have many uses. Although most trade bardik knowledge, you save bonuses for some skills that
will be very useful in marine campaigns, and get a chance to change those skills. It's a shame that the list doesn't contain planes and arcana though. Although you are limited to the familiarity of monkeys and parrots, both are pretty useful Credit Contributors: UnArcaneElection Ancestral Harbinger (Flexibility dip -1, power -1; Full flexibility -1
1, power -1): For Dip, at level 2 this uncanny trades dodge for spiritual weapon (and only once per day) that you will not increase because you will not take any more Bloodrager levels in the Dip. For full progress, spiritual weapons rise to weak pseudo-eidolon, in exchange for Uncanny Dodge and your 6th and 18th level Bloodline Feats,
while you gain the ability to cast Summon Monster spells at levels that will make a full caster or even a 6/9 Laugh caster, even though they get a weak Pseudo-Augment Call (which accumulates with the actual Augment Summons). It's a bit better than Greenrager, but not good enough. BloodWays (Dipping versatility +2, power +1; Full
flexibility +1, power +2):P there is level 1, for Quick Movement costs (which you can compensate later with spells), you get Enhanced Combat Maneuver achievements. Sign me up! Note that these archetypes track Uncanny Dodge (2nd grade Bloodrager) for 5th level capability.
so only dip level 1 in this case. However, for full progress, this same trade isn't bad once you actually get to level 5 -- when you successfully perform Combat Maneuvers on your opponents, you can cast Touch spells on them as Swift Actions that don't require another roll of attack (you use the already successful Combat Maneuver reels)
This is even better if you have defensive strategist traits to compensate for the loss of Uncanny Dodge. In the 14th level, you can do this in reaction to your opponents trying to perform Combat Maneuvers against you, although you'll need separate Touch Attack reels for this (but with a full bab in level 14, you have a pretty good chance of
making it against many opponents who will try combat maneuvers You're in first place) - it replaces Indomitable Will, so get Bloodrider (-1 dipping versatility, -1 power; Full flexibility -2, power -1):If you somehow get a seat that won't evaporate when the enemy sneezes, this helps you make More. For Swimming, you don't really get the
Mount – you need full progress for this, and in the meantime you lose the Incredible Dodge and The AmazingLy Enhanced Avoidance, and then you finally get it on level 5, with no room to spare for any dip in the non-Animal Companion class, because it
starts *4* level behind you. Also note that a lot of BloodLine Strength will not synergize very well with the fitted, and you have to invest in additional achievements to be able to cast spells reliably while riding, and in most cases the mounts (even the usual) will have trouble getting into the places you need to go. Then you'll get the ability to
fly, and make it all obsolete. At least Blood Bond lets you share the benefits of your immunity, resistance, and spells with your Mountain, but it's still not good, and okay just for the very specific purposes of Bloodrager that will be installed most of the time. Bloody Knuckled Rowdy (Dip Versatility -1, power -1; Full flexibility +1, power +1):For
Dip, the only thing that will be done for you in level 1 is to swap Quick Movement for An Increase in Unarmed Attacks, which you can also get with Blood Conduit, and not scale unless your main class is Monk or Brawler (both get this anyway, EXCEPT for the compacted Strangler Brawler archetype). In level 2 the only thing that is done for
you is to exchange Uncanny Dodge for Combat Style achievements. If for some reason you really want an Increase in Unarmed Attacks and Combat Force accomplishments and can't make a suitable achievement otherwise, this is almost unacceptable; if it doesn't pass. For full progress, damage your Unarmed Strike scale, albeit 2 levels
behind monks, and you get a Master Of Combat Style as a bonus achievement (free prerequisite, so if you really want to use some Combat
Style, this can work, although it sounds like considerable maintenance in the build will be required to benefit fully from this. Note that you lose Damage Reduction, which only reaches a simple level on normal Bloodrager, but you don't get any rewards right away, so you have to make sure you get power from flexibility. Also note that you
get 1 lesser-known spell from each level, which hurts your spelling flexibility reward some of the martial flexibility you gain (if this is not the case, this archetype will be the full flexibility reward some of the martial flexibility you gain (if this is not the case, this archetype will be the full flexibility of +2, power +1). Crossblooded Rager(Dip N/A, Full flexibility +1, power -1):It lets you mix and match parts of Bloodlines (which is irrelevant to Dip), but with
a penalty fee of -2 on top of the already bad Will Save. If you can somehow reduce that COMPLETELY, this actually be pretty good (Full flexibility +2, power +1). Note that other classes that develop Bloodrager Bloodline (such as Arcanist with Arcane Exploit Bloodline Development) can reject Crossblooded as invalid, since it is archetypes
that modify Bloodline. Greenrager(Dip N/A, Full flexibility -1, power -1): This archetype only kicks in at level 3, so there is no Dip rating. For full progress, what you trade is not good, but what you get is also not good, because Summons is very far behind what a full caster or even a 6/9 caster can do. Furious Summoning tries to make up
for it by replacing your 9th-level Bloodline Achievement with a scaling Summons Pseudo-Augment (which stacks up with the actual Augment Summons), but that's not really enough. Id Rager(Versatility of dipping +1, power +0(?); Full flexibility +1, power +1(?)): I ni replaces Bloodline and everything about it, so it won't work with classes
that develop Bloodrager Bloodline, like Arcanist Exploit Bloodrager, which would be amazing - probably too awesome, so it might have been written this way specifically to prevent the kind of power boost that
would otherwise be possible. As it is, it adds some flexibility even to the Dip, by giving you floating Focus Skills (that is, floating in character building, not once in the game), but good luck finding anything that will develop your Phantom/Spiritualist powers. Note that this ranking is difficult, given that the Spiritualist class that is inhibited into
this Bloodrager archetype does not even have a guide. For full progress, Bloodline's power replacement continues, giving you the bonus of Saving achievement enhancements, then making your Skill And Spiritualist/Phantom Focus Power float in the game (although this takes time), then Additional Skill Focus. That in itself will be
somewhat lacking, but your spelling is upgraded to Psychic (and you qualify for Occult Skill Unlocks), so as long as you can avoid the Emotional (usually Fear) effect of turning off psychic spelling, you are in great shape for spellcasting, and can even do it discreetly without the need for Metamagic (which will be very expensive in terms of
strength for you, with 4/9 spellcasting) Instead of BloodLine Achievement, you get the choice of Psychic Achievement, and even Extra Rage. Metamagic Rager (Dip N/A; Full flexibility +1, power +1):This archetype makes no difference before level 5, so there is no Dip rating. For full progress, you trade Improved Dodge for the ability to
sacrifice bloodrage rounds to apply Metamagic achievements without increasing the level of spell slots issued, and gives you the option to replace Bloodline Achievements with Metamagic Achievements with Metamagic Achievements with Metamagic Achievements. Unfortunately, it did nothing about the increased casting time that (except Quicken Spell) causes spontaneous spells, which severely
limit its utility, so you have to figure out strategies like throwing battlefield controls or debuff spells/blast combinations (Dazing Fireball, anyone?) just before you charge into a group of enemies to soften them up. You may also need to take Extra Rage to keep from running out of Bloodrage, although if you're friends with Skald (be careful:
no Bloodline powers depend on Bloodrage in Inspired Rage unless they're a level of >=20), you can alleviate this problem. Primalist(Dip N/A, Full flexibility +2, power +1):It's just a kick outside the Dip level, but being able to take
extra rage power achievements to get more. Rageshaper (Dip N/A; Full flexibility +0, power +0): These archetypes do nothing before the 4th level, and in practice the effect will not really kick in until much later, since they rely on Polymorph spells, but the power you do end up having decent potential, but it may be troublesome to set up,
and losing the Uncanny Dodge upgrade is indeed painful. Spelleater(Dip versatility +0, power -1; Full flexibility +0, power +1):For Dip, at level 2, it trades Uncanny Dodge for Fast Healing 1. The amount of damage healed will be small enough that it may not be worth losing the ability to act in the Surprise Round, which you really want to
dip 2 levels of Bloodrager for (if you get the Defensive Strategist trait to make up for this, this increases to the flexibility of Dip +0, power +0 -- loss of Damage Reduction still hurts a little). For full progress, self-healing Swift Action by consuming a spell slot in lieu of Improved Uncanny Dodge is a decent trade, although losing more Damage
Reduction is still painful. Note that the loss of Damage Reduction explicitly does not prevent you from taking Damage Reduction from other sources. Steelblood (Dipping versatility +1, power -2 to +1; Full flexibility +0, power +1):For Dip, this may work very well or may not work at all for you, as Heavy Armor still gives you Arcane Spelling
Failures in other arcane spelling classes (and Arcane Armor Training is just bad), so power ratings are smudged within a very wide range. Bonus on combat maneuvers is good for Dip, but not scaled in full progress. Armored Swiftness replaces the Excellent Dodge, and Armor Training replaces the Upgraded Dodge; this stacks up with
actual Combat Armor Training, and thus by VMC Combat Armor, so when the Master Armor, so when the Master Armor Handbook comes out, if it's done for Armor Training, these archetypes may get a LOT better (potentially increasing flexibility and strength, provided you go VMC Fighter). Fighter).
things out, Immediate Action sacrifices the spell slot to get a bonus deflection to a nice Armor Class, and it's probably better than the simple Damage Reduction sacrifices the spell slot to get a bonus deflection to a nice Armor Class, and it's probably better than the simple Damage Reduction that you give up instead. If you want to be a Hellknight Bloodrager, THIS is the chassis to build. Untouchable Rager(Dip N/A, Full flexibility -2, power -1):Has no effect on Dip; for
full progress, you are trading ALL spellcasting for spelling resistance that you only get during Bloodrage, and that you cannot turn off; You have to get all the way to level 14 to have it on (and it can finally be controlled) when it's not Bloodraging, but it's still always on when you're Bloodraging. Pass on this, unless every spelling you've ever
encountered will be hostile, and even then, it still doesn't seem very good. Urban Bloodrager (Versatility of +1 dipping, -1 to +1 power; Full flexibility +2, +0 to +2 power): This makes your Bloodrage less effective overall (and eliminates Shield skills you won't use, but on the plus side you don't get an AC penalty) in exchange for allowing
you to use Charisma, Agility, and Intelligence-based skills while in (Controlled) Bloodrage; it will not affect your spelling from other classes, which will depend on the achievements of Crazy Magic. On the other hand, the benefits as you get from Controlled Bloodrage can be applied to Dexterity, which allows a dexterity-based build —
therefore, the power ratings are applied to the progress of Dip and Full. Note that if you're going to build a Dexterity-based (in both cases), it helps make friends with Urban Skald. For full progress, the Blood Sanctuary and the Restrained Magic that replaced it can largely be forgotten (the latter may be slightly better overall), but at level 7
and every 3 levels thereafter, everything starts to get good (although you trade Damage Reduction for this), allowing you to strike Bard and Magus spells; unlike BloodLine Spells, you can even swap them later for other spells, if they become obsolete at a higher level. Contributors Credited Ulama: Silver Surfers, The Power of My Self
Tranquilizer: -2 / Ver: -2 I have seen others disagree but in my mind they must be blind ..... the archetypes are really abysmal. As bad as The Cloistered Scholars.... now that says something!! Asmodean Advocate Power: 0 / Ver: 0 OK if you want something a little thematic RP but other than that ... Meh! The Power of The Clerics Terling:
2 / Ver: -2 What has been said many times what a waste of this space. Crusader Power: -1 / Ver: -1 It gives up a fair bit for the selection of achievements - if there are a few more options it might make to 0 or +1 but other than that ... No thanks. Devilbane Priest Power = 0 / Ver = 0 OK ... submit a domain to Heavy Armour and several
achievement options.... depending on the campaign I guess. Almost made +1 but not quite because of the hit domain. The Power of The Obedient Pilgrim = +1 / =+1 Not bad at all, restricted domains are not good but the important thing is that you still keep both. Caravan Bond is potentially very useful. Divine Strategist Power = 0 / Ver =
0 OK.... if for whatever reason you are obsessed with winning the initiative every time at the expense of everything else then great!... No one beats this... But overall I think it's just even out – it takes Wisdom for initiative to really make it work. Ecclesitheurge Power=+1/Ver=-2 For 90% the build was completely unworthy for a variety of
reasons – the idea was great but poorly designed and didn't go far enough. However.... there are notable exceptions to the Scribe Scroll build. With some achievement investments and the right races, it's pretty easy to get your UMD bonus high with levels 7-9. Now here comes the smart part..... most gods give you 5 domains and
subdomains 5-6 and with these archetypes you can ruffle your way through it all, doodling all the non-clerical spells as you go, which for some gods is quite significant. This idea is increasingly interesting as a philosophical scholar where you simply choose for yourself all the best domains and subdomains. Even if you never write reels of
wizards or druids (which you will) you still end up with an impressive variety of spells that can be a bit expensive as you get taller but it's still pretty solid. However, due to the way the archetypes are rated, I have to give it one overall rating — BEWARE's +1 power is very conditional! Archetypes still bother me as a
missed golden opportunity!! Evangelist Power = +1 / Ver = -1 A good option if you want to focus on buffing. But the loss of domains, dice channels, medium shields is guite a hit and will impact on what you can do overall. In addition spontaneous healing/harm replacement is a step down IMO – the given spell is not up to
scratching. Got a lot of hype that wasn't as flashy as I thought. Herald Caller Power =+1/Ver=+2 IMO's best clerical archetypes in a long way - create a really effective compacter and therefore basically receive 3 free achievements and properties, meaning you still have room to play around with your build. Even the free achievements and
properties of making these archetypes – even if you don't invest in sacred callings it still makes building a great calling. There is enough potential left to gain some buffing calls again, Hangover Cleric... Hidden Priest
Powers etc= -1 / Ver = -1 What's the point of this?! The power of the Iron Priest = 0 / Ver = 0 Depends entirely on the campaign and what is available. Compassion Healing Power = -1 / Ver = -1 OK if what your party needs is 9th level casting with an emphasis on healing, terrible enough for anything else! Roaming Exorcist Power = 0 / / =0
OK.... but very niche and can easily be seen as -1. Scroll Scholar Power = -1 / Ver = -1 Give up the load for some very hopeful washing ability ...... You didn't even get the Scribe Scroll!! Separatist forces = 0 / Ver = 0 Depending on situational. If you're in a campaign with a restricted god list, +1/+1 is for sure. Even if you don't, you might
potentially want a pure domain to list its spells and be prepared to put up pending domain power advances. However, these days there are so many gods available that almost all domain combinations are feasible (including Travel combos & amp; The legendary Trickery!!) - thus its usefulness is diluted. V.good back in the day! Theologian
Power =0/Ver=0 gets as much hype as blasteran and may be useful in some scenarios, but you pretty much wired to the Ashes subdomain as your sole choice, which although great, is really fire-based – the most common resistance occurs. Metamagic's achievements are fine but nothing is upbeat. There should be several ways to modify
your elements or perhaps give some achievement bonuses. Cheat MEH! Undead Lord Power = 0 / Ver = -1 Really should be an archetype of +1/+1 but poorly designed. Evil clerics are supposed to be rulers of the undead and this really just falls short. There are some good elements to build on such a bonus achievement but the cadaver
companion is really bad. In my mind it should have further traded medium armor and shields for some better stuff. Elder Mythos Cultist Power +1 / Versatility -1 Based Charisma and get channels dealing with damage do a lot to make up for the loss of spontaneous casting, and while domain selection is limited, the domains you can get are
pretty awesome. You're still an ugly healer. But it is a small price to pay to get to put Cthulhu as your god and really serious. CreditEd Fighter Contributor: UnArcaneElection Aldori Swordlord(Dip N/A; Full flexibility -1, power +0): No effect on Dip (short), but if you're going to be one duel from Brevoy, including a long swim to proceed to the
prestige class of Aldori Swordlord, then this is for you, although for the latter option, you may want to delay entry until the 8th level to get steel net. A specific guide to these archetypes and their prestige classes and key weapons is available, although in fact it is somewhat recommend not to combine archetypes and prestige classes.
These archetypes are partly obsolete, but none of the Aldori Swordlord archetypes of the Swashbucker exist as they are today. Archer (Versatility of +0 dip, +1; Full flexibility -2, power -1): Widely criticized as a terrible archetype for going single class even if you want to specialize in archery, it offers a small advantage in level 2
(Hawekeve) and a more significant advantage at level 3 (Trick Shot – you start practicing at level 2 (Hawekeve) and a more significant advantage in level 3 (Trick Shot – you start practicing at Lars Andersen), although a unique alternative class feature then takes too long to come on line and is usually considered not enough to
compensate for what you give up. Armor Master (Dip Versatility +0, power +1; Full flexibility +0, power +1; Full flexibility -1, power +1; Full flexibility
+1, power +1; Full flexibility -1, power -1): Good Paid Loyalty is just about straight up better than Courage, and if you're really worried about losing Will Saves versus fear, you can choose Iron Will and Improved Iron Will in place of combat achievements (you can also choose Teamwork achievements, but most of them are Combat
achievements anyway). Disadvantages? You have to be a mercenary. The next level will be very difficult for players to use, as they affect teamwork achievements, but they may be good enough to use AGMS to create a martial team that shows the players the arrogant spelling that they are not as strong
as they think. (By the way, that last part was supposed to be a joke.) Brawler (Dip versatility -1, power +1; Full flexibility -1, power +1; Full flexibility . Bull Rush, Drag, and Reposition are not the most useful combat maneuvers for getting +1 bonuses (and fights), but
if you want them, this is your Dip. If you actually go to level 3, you get The Close Weapons Group Weapons Training (although it may not count as actual Weapons Training) replacing Armor Training. The next ability looks good enough to be an anti-spellcaster, but if you're going full, you might want to class Brawler instead of brawler
archetypes from Fighter, although getting the anti-spellcaster feature in addition to more Combat Feats Bonuses is hard to say no to. Buckler Duelist (caution -- the name of the d20pfsrd.com may be wrong -- Dip flexibility +0, power +1; Full flexibility +1, power +0): If you want to specialize in Disarm, this is your Dip. If you want to specialize
in Sunder and use Falcata as well and go Full, the trade-off then is not terrible. Looks like you're going to have to train in the military at Taldor. Cad(Dip versatility +0, power +1; Full flexibility -1, power +0): If you want to specialize in dirty fighting, this is the Dip for you, but if you want to go Full, consider Brawler class instead. even though
you gave up all Armor Training, you didn't give up Armor Mastery. Corsair (Dipping versatility +0, power +1): In most campaign, you may need this really badly. Reduce Armor Inspection Penalty to 0 for Acrobatics and (especially) Swimming finally
even for Heavy Armor can be a real savior. Not taking armor class penalties when using Cleave or Great Cleave is also a good advantage. Crossbowman (Dip N/A; Full flexibility -2, power -2): I just have to ask: Is this the worst Fighter archetype ever? If you want to be cool with Crossbows, go Bolt Ace Archetype Gunslinger. Cyber-
Soldiers Have no effect on Dip, and are too specific to judge in full. Dervish Dawnflower (Dip N/A; Full flexibility -1, power +1):No effect on Dip; if you want to go Full, you may have to use the Dervish Whirling archetype of Swashbuckler instead, although desert stride to get the ability to move through difficult terrain (stacked with
achievements for this) is nice, and being able to move and make a partial full attack (finally almost full attack) is also good. Dragoon (Dip versatility -1, power +1; Full flexibility -2, power -1): This Fighter archetype tries to be a Cavalier replacement, but it doesn't give you Mount scaling. A Dip can be good if you really want two
achievements that replace the Level 1 Combat Feat Bonus AND you plan to go with the main class animal companion and Boon Companion and Boon Companion or the Nature Soul/Animal Ally/Boon Companion achievement chain to get a ride, but if you want to go Full, it might be better to be a Cavalier; I thought about the VMC Dragoon Cavalier, but most of
your Cavalier capabilities will just take too long to get online. Drill Sergeant (Dipping versatility +1, power +1; Full flexibility +0, power +0): If you want more Combat Achievement Bonuses than the Cavalier gets, this is a Dip or Full development for you. For full
progress, note that you only get 1 group of weapons to use with your Weapons Training; this becomes less painful if you head up a large group of martial arts (full upgrade to vers +1, power +1; Full vers +1, power +2):Replace your 1st and 2nd Combat Feats Bonus with Familiar who
can share your Combat Feats (not just the Bonus)? If you need a martial arts dip and then will get into a first class that has Familiar, but not starving achievements, this is the Dip for you. Also, Steel Will is really better than Courage. If you're going full, your initial trade-offs become pretty good amortized, and the economic improvement
action is great. Free Hand Fighter (Flexibility of -1 dip, +1 power; Full flexibility -1, power -1): For Dip, replacing 1 ranked Courage with 1 Deceptive Strike rating is which is good if you want to specialize in Disarm and Feint; for the next level, tradeoffs aren't very good, and you really want to be a Swashbuckler instead of using these
archetypes. Free-Style Fighter (Versatility of +1 dip, +1 power; Full flexibility +2, power -2): Unlike Martial Master, these archetypes are Dip friendly, giving you Flexibility in exchange for Knowledge (Dungeoneering) and Ride, so overall
improvement. For full progress, the development of Martial Flexibility unfortunately replaces not only all Weapons Training style replacing all armor training ranks (but strangely not Armor Mastery); this encourages you to take some
Combat Style achievements, but you have less than the normal amount of Bonus Combat Feats to use for this. Gladiator Although this actually has a potentially good effect on The Decline if you don't need Heavy Armor prowess, overall it's too specific to judge a campaign, although it's not officially tied to a particular AP, because it uses
Victory Points, which I've never heard of anyone actually using. Learned Duelist(caution: Name d20pfsrd.com may be wrong -- Dip flexibility -1, power +1): For Dip, giving up Medium and Heavy Armor prowess may or may not bother you depending on what you do, but trading your Level 1 Combat Achievement
Bonus for what is effectively a limited Dodge (though stacked with actual Dodge) is not so great. To go Full, if you want to play a Swashbuckler who relies on brains rather than charming personalities, and doesn't have to worry about Panache Points running out, this looks like a decent way to do it. I suspect that you may need hail from the
duel academy at Ustalav to retrieve this archetype. Lore Warden (Dipping versatility +2, power +1; Full flexibility +1, power +2): If you don't mind giving up Medium and Heavy Armor and all shields, you can benefit from more skill classes and rank skills, replacing the first-ranked Bravery Combat Expertise (which is not great but is a
prerequisite for many things it should be) opening up a lot of options if you dip 2 levels. If you go Full, you really should be Dex based, but you can be outstanding in Combat Maneuvering and continue to benefit from additional class skills and rank skills, gaining the remaining ranks of Courage (for what they are worth), and you may
actually want to use Combat Skills for partial compensation for your diminished armor prowess. Know Your Enemy (level 7) is a worthy complement to your Knowledge skills, although it hurts to need Standard Action until you get to level 14 (where it uses Quick Actions); Hair's Breadth is decent anti-Critical; Know Weakness (19th level) is
partially superceded only 1 level later by Weapon Mastery, but it's still nice to have it to spare if you can't use your weapon chosen for Weapon Mastery. Martial Arts Master (Dip N/A; Full flexibility +2, power -1): It only begins to have an effect on the 5th level; if you REALLY want more than Dip is worth your Martial Flexibility but don't want
to be a Brawler, this is for you, even if you lose the Advanced Weapons Training option due to trading Weapons Training. Mobile Fighter (Dip versatility +1, power +0; Full flexibility -1, power +0): For a 2-level Dip, first-ranked Courage is replaced by first-ranked Agility, which may be worse overall for full progress, but better for Dip if your
first class has poor Fortitude Save; if you want to go Full, you may have to use the Dervish Whirling archetype of Swashbuckler instead, and Leaping Attack is not a good tradeoff for Weapons Training; able to Take 10 and sometimes Take 20 on a nice Acrobatic examination; being able to move and make a partial full attack (finally almost
a full attack) is also good, except that this benefit takes a long time to get online; and now that the Advanced Weapons Training will actually hurt at this high level. Mutation Warrior (Dip N/A; Full flexibility +0, power +1):No effect on Dip (unless you
go 3 levels, but then it won't scale), but if you go full Progress, if you can afford to give up Armor Training, you can finally become a real monster. Pack Mule (Versatility of dipping +0, power -1): For Dip, although you get more skill classes and rank skills, losing your Level 1 Combat Achievement Bonus is really
painful; for Dip of 2 levels or Full Progression, the scaling bonus for Sleight of Hand checks to hide objects in your body and carry more weight is good, but trading Courage for this makes you more likely to bug out than to use this ability. Weight Training is nice, but your employer should really get you Muleback Cords instead of making
you trade all the ranks of Armor Mastery. Finally, why is this The Fighter archetype not Roque? Phalanx Warrior (Dipping versatility +0, power +1; Full flexibility +0, power +1; Full flexibility -1, power -1): For Dip, Stand Firm may be better than Courage (consider 1 rank each); for full progress, it is painful to give up both Armor Training and Weapons Training for
alternative class features that in some cases have limited usability per day and/or require you not to be Flat-Footed (although these limitations do not apply to spear/polearm and Tower Shield bonuses), but if you want to go Roman Legionnaire and can get Uncanny Dodge or Defensive Strategist properties (which arguably upgrades full
Progress to vers-1, power +0), this is for you. even though you gave up all Armor Training, you didn't give up Armor Mastery. This archetype is better for agms to build a self-defense force. Polearm Master (Dipping versatility +0, power +0; Full flexibility +0, power -1): For Dip, Pole Fighting is good but doesn't really kick up to a higher level;
for full, full Progress, up Armor Training and Weapon Training is really painful (although you can get a basic bonus of Weapon Training effectively with polearm), but Flexible Flanker is great for battlefield control, and Step Aside and Polearm Parry are good defensive options, although the first one is mostly obsolete by the time you get it
(due to pole fighting progress). Legacy Master (Dipping Versatility +1, Power +0; Full flexibility +1, power -1): For Dip, depending on what you need, you may be happy to trade Handle Animal and Ride for Knowledge (Arcana) and (especially) Use magic device as a skill class. For full progress, oddly enough for the archetypes that appear
in the Arms Master Handbook, these archetypes trade all ranks of Weapons Training (along with Armor Training and Armor Mastery, but strangely not Weapon Mastery Item achievements as character achievements and not as Bonus
Combat Feats. The Improvised Item Mastery capability you get at level 19 has the problem that each item mastery achievement usage counts towards the use of all Item Mastery achievements, although some have more usability per day than others. Rough Rider (Dipping versatility -1, power +1; Full flexibility -2, power -1): This Fighter
archetype tries to be another Cavalier replacement, but it doesn't give you Mount scaling. A Dip can be good if you are willing to practice with your Can do this as part of?) AND you plan to go with the ultimate class of Animal Companion and Boon
Companion or nature soul achievement chain/Animal Ally/Boon Companion to get a ride, but if you want to go Full, it might be better to be a Cavalier capabilities will only take too long to get online, although if you go to a very high level, this combination is probably better
than the VMC Cavalier Dragoon. Surprisingly, even if you give up all Weapons Training, you don't give up Gun Mastery. Savage Warrior (Dip versatility +0, power -1): If you already have a Natural Weapon, this is for you, although for Dip, Spark of Life is less likely to come across as relevant than Courage, and
by the time it often appears, your single rank in it will make little difference; for full progress, the next benefit may be a decent trade for Weapons Training, despite the penalty), so if you're going to use this, make sure you have
your Armor Class through the roof and make sure you're out of the race that has a Constitutional bonus. Shielded Fighters (Dip N/A; Full flexibility -1, power -1): It has no effect on Dip unless you go to level 3; for Full Full it makes you a turtle and gives you several options to defend adjacent allies, but it hurts your ability to do damage; note
that it trades all Armor Training and Weapons Training, although you get a basic bonus equivalent to Weapons Training for The Bashes. Siegebreaker Shield (Dip Versatility +0, Power +1; Full Flexibility +0, Power +0): For Level 1 Drop, Breaker Rush is like getting a Bull Rush Upgrade and Improved Overrun for the price of 1 Combat Feat
Bonus, and even piling up a little with actual achievements (which you'll need if you want a larger version of this achievements) if you succeed in Bull Rush (Breaker Momentum) – this deserves to lose first rank Courage
for its worse abilities (Armored Vigor, which gives you an average of 1/2 Hit Point per level -- definitely less useful than Bravery, even though it's not the star itself). However, for Full Progress, losing courage to the Armored Vigor hurts; Other tradeoffs are worth it, but don't really make up for this. At least you can keep Armor Training (and
Armor Mastery) and Weapon Training (but not Weapon Master Handbook, these archetypes may get better for most other Combat archetypes (which trade Armor Training and Weapons Training). Tactician(Dip versatility +2, power +1; Full flexibility +1,
power +2): If you don't mind handing over Heavy Armor and Tower Shields, you can benefit from more skill classes and skill rankings and replace all Courage ratings with scaling bonuses for initiative. If you get cavalier Tactician capabilities (which gets better if you actually dip Cavalier) at the cost of only 1st rank Weapons
Training, and you could expand Aid Another to more allies and finally the Swift Action Insight Bonus for unnecessary allies adjacent to just the cost of ranking 3rd and 4th Armor Training. Thunderstriker (Dip N/A; Full flexibility +0, power +0): This has no effect on the Decrease unless you go to level 3; for full progress, alternative class
features are nice, but few because you get it only with Buckler (and often lose the benefits of charm on Buckler), and you hand over all your Armor Training and half of your Weapons Training to them. Titan Fighter (Dip vers -1, power -2; Full vers -2, power +0): The loss of your Level 1 Combat Feat Bonus hurts, and replacement is not
good until you are out of reach of Dip; for Full, this makes you awesome at Combat Maneuvers, but only when using large weapons, and at the cost of handing over all Armor Training and Weapon Training, except strangely not Armor Mastery and Weapon Mastery. Tower Shield Specialist (Dipping versatility +0, +0, +1; Full flexibility -1,
power +0): For Full Decline or Progress, trading Courage for Burst Barrier may be about even; if you go to level 3, The Tower Shield Training (you didn't give up Armor Training (you didn't give up Armor Training 1 for this) are good if you really plan to use Tower Shield, and don't hurt you when you're not using Tower Shield; for Full
Progress, you can be very difficult to kill and give some defenses to adjacent allies, but it hurts your ability to do damage; that said, if you get 5 or 6 levels in this case and then get into the Shieldadin tower and/or Stalwart Defender build, the Tower Shield Specialist replacement for Weapons Training 1 becomes an excellent trade
(increasing this archetype to vers-1, power +2). Trench Fighter: Too special to judge a campaign. Two-Handed Fighter (Flexibility of -1 dip, -1 power; Full flexibility of -1 dip, -1 power; Full flexibility of -1 dip, -1 power; Full flexibility of -1 dip, -1 power +2). Trench Fighter: Too special to judge a campaign. Two-Handed Fighter (Flexibility of -1 dip, -1 power; Full flexibility of -1 dip, -1 power +2).
although to get good use of this in Dip, you need a race that gets a bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super bonus for Strength AND no penalty for any other key ability score you have (sorry, OR a super 
full progress, you get a significant increase in damages in exchange for handing over all Armor Training, although The Devastating Blow (19th level) is disparaging (think of it as more of a backup if you don't have your weapon selected for Weapons Mastery); note that you can only use Weapons Training for two-handed weapons, but you
keep all the ranks, so go ahead and use the last 3 ratings for Advanced Weapons Training, Guides for Fighter is also highly recommended, and some other archetypes get respectable designations). Two Weapons Soldiers (Dip N/A; Full
flexibility -1, power +1): No effect on Dip unless you go to level 3 (in this case rank 1St Defensive Flurry is good); at a higher level it trades defenses for the sake of slicing and dipping with two weapons (eventually including two one-handed weapons) or double weapons (however, Rules As Written, Defensive Flurry does not work with dual
weapons, although Rules As Intended it probably should). Note that you submit all ranks of Weapons, but get basic weapons training bonuses with two weapons or double weapons or double weapons, and you still be invaluable.
Unarmed Fighter (Dipping versatility -1, power +1; Full flexibility -1, power +2): If you want Enhanced Strike and don't mind giving up prowess with Armor and Shields Medium and Heavy, getting both in exchange for your Level 1 Combat Feat Bonus is a very good deal for Dip. For the development of
Dip and Full, Hard Training is better than Courage unless you are in a Fear-heavy campaign or you are about to switch to a Psychic spellcasting class (or another class option that gives you psychic spelling). For full progress, you become difficult to kill even though you trade all armor training as well as Armor and Medium and Heavy
Shields, and while you're not monk's and Brawler's scaling version of Unarmed Strike, you're still getting some scaling damage and the ability to fight dirty, because you still have all the ranks of Weapons Training even though the choice of Weapons Groups is very limited (so use the rank after 1 for Advanced Weapons Training), although
at level 20, it hurts that even if you specialize in Monk Weapons or Natural Attacks, you can only apply mastery of Weapons to Unarmed Attacks. Cannot be break (Dipping versatility -1, power +0): If you want Endurance and Diehard (go Stalwart Defender, maybe?), getting both in exchange for your level 1
Combat Achievement bonus and Tower Shield prowess is a good deal, especially for Dip; for the advancement of Dip and Full, Unflinching is only better than Courage. For full progress, you become difficult to kill or disable (despite not having Armor Training) and more difficult to control the mind than standard Fighters, although keep in
mind that Unflinching still drives a bad Will Save (eventually only lightening up at level 20). You lose all weapons training, so output the damage you will suffer. Vengeful Hunter (hati-d20pfsrd.com: your name may be wrong -- Dip flexibility +1, power +1; Full flexibility -1, power +1): For Swimming, if you don't mind giving up on Heavy Armor
and Tower Shield prowess, this is a good deal, because (at the 2nd level) the Tenacious Tracker, which is better than Courage unless you are in a Fear-heavy campaign or you are about to switch to a Psychic spelling class (or another class option that gives you a Psychic spell for full progress, this makes you a skirmisher and
controller/debuffer instead of a straight-up frontliner, although this (compared to the lack of improved ranking skills) makes me wonder These are Fighter archetypes instead of Ranger or Slayer archetypes instead of Ranger or Slayer archetypes instead of Ranger or Slayer archetypes. Vikings(Versatility dip +1, power +1; Full flexibility -1, power +0): For Dip, if you need Move Action Intimidate (dustffing Witch Gish,
maybe?), take these 2 levels For full progress, if you want to be a hybrid of and Barbarian (including losing Heavy Armor and Tower Shields), this is for you, although losing the 2nd your level 8) is a bit painful (I wish they had
gone in 2nd place Courage, which you get at level 6). You may need to take Extra Rage at least once, due to anger's delayed progress; otherwise, you'll have a hard time fully offsetting the loss of all ranks of Weapons Training (though strangely not Gun Mastery). Or you could be a barbarian instead. Weapon Bearer Squire(Dip flexibility -
2, power -2; Full flexibility -1, power -1): If you're behind with teeth (and that might hurt as it sounds), this is for you. That doesn't make sense as a Dip, and it just makes sense for full progress if YOU are a Cohort. Weapon Master (Dipping versatility +0, power -1): For Dip, rank 1 Gun Keeper may be somewhat
less useful than Courage, especially if you're in a Fear-heavy campaign or plan to do Psychic Spellcasting; for level 3, getting Weapons Training instead of the entire Weapons Group (so semi-upgrade this archetype to dip vers -1, power +1). For full progress,
initial Weapons Training is not as good as it looks - although you get the full basic bonus of progression of Weapons Training 2 levels earlier, you don't get a more actual weapon training and your Weapons Training still applies to only 1 weapon instead of 1 Weapon Group, even though you
keep Gun Mastery and get some of the benefits that improve your Critical, and all the way in level 19, you get a Standard Action Touch Attack that ignores Damage Reduction And Hardness, seems unlimited time per day, and seems to be without sacrificing anything of this high level (oddly enough, you maintain Armor Mastery, even if
you lose all ranks of Armor Training), so this archetype could be feasible for Critical Fisher (upgrade to vers-2, power +1). For the advancement of Dip and Full, getting a Fly in place of Climb is brainless, and you probably won't mind
losing Heavy Armor and Tower Shields, but losing ALL your Ranks of Courage in exchange for the ability to choose Flyby Attack or Hover in place of the Combat Feat Bonus is really painful; considering that you gave up Heavy Armor, I hope that you deprived of courage. To be a good aerial skirmisher, giving up Weapons Training may be
a decent trade, although oddly enough you maintain Gun Mastery. You also maintain all ranks of Armor Training and Armor Mastery. Cave Cave -- Dip flexibility -1, power +2; Full flexibility -1, power +1): For Dip, You get a bad Drow version of Arcane Archers Imbue Arrow in level 1 in exchange for your Level 1 Combat Feat Bonus (also,
you exchange Intimidation for Stealth), only you use it with abilities like your spells instead of spells (make sure you don't swap them for alternative racial traits), and this gets a lot better if you improve yourself with the Drow Nobility achievement chain, although you have to go all the way to Greater Drow Nobility in order for this to be good.
(Note: You want to use this with Deeper Darkness or Darkness or Darkness -- Faerie Fire is Long Distance.) For full progress, you save on these benefits, but further tradeoffs aren't as good -- Fast and Deadly is an okay replacement for the Combat Feat Bonus, but Sniper Training gives you a basic bonus of Weapons Training with just a Bow or
Crossbow (which is also limited by your Weapon Mastery), but this and The Greater Imbued Shot take all the actual Weapon Training rankings. Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes redundant once you have Greater Imbued Shot is a small upgrade that becomes reduced the greater of the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued Shot is a small upgrade that the greater Imbued 
flexibility +0, power -1; Full flexibility +0, power +1): For Dip, losing Courage to Sidestep is probably a downgrade; for full progress, this will be partly abbreviated to gaining Enhanced Combat Maneuvering achievements, but Maneuver training, Quick Tricks, and Double Tricks make up for this and the loss of all your Weapons Training
rankings (though strangely not Weapon Mastery). Foehammer (Dwarf -- Dip N/A; Full flexibility -2 power +0):This has no effect on Dip unless you go to level 3; for full progress, you exchange all the ranks of Weapons Training (but save the basic bonus of Weapons Training for Hammers, as well as Weapons Mastery with a Hammer) and
all the ranks of Armor Training (which is less needed for Dwarves - just don't swap Slow and Stable) for some battlefield control capabilities - overall, perhaps trading even power, the flexibility vou're really suffering from. Swarm Fighter (Kobold -- Dip versatility -1, +1 power; Full flexibility -2 power +1); For the development of Dip
or Full, if you want to be a Mouser Swashbuckler but not worry about Panache (but instead, you have to get within reach wielders' minimum range, these archetypes are for you. One interesting alternative class feature is that on level 9
creatures (Strike the Underbelly) that share your space of its size) denied their Agility Bonus to the Armor Class against your attack, so if you go VMC Rogue (which eventually gets you a Sneak Attack – enhance this with the Achieved Sneak Attacker and optionally with non-Rogue Non-Rogue Sneak Attacks You could start doing some
serious damage. On the downside, all your Bonus Fight Achievements at level 4n + 2 are replaced by Teamwork achievements, so just grab this archetype if you have allies who will also take this achievement; You can't get Advanced Weapon Training Fighter Tactics (Inquisitor's Solo Tactics for the Fighter), because you trade all ranks of
Weapon Training. Credited Contributor: Squirrel Dude (Power -1, Flexibility 0) Able to build a class built around a nice crossbow and all but this class is not much better than your normal fighter or ranger aircraft specializing in it. That's in addition to the fact that weapons, mechanically, are only better than traditional distance weapons
when you are able to negate their weaknesses with class capabilities. Gunslingers get a way to ignore their exploding opportunities and make them stupidly affordable (and marketable). You trade power to still be a combat specialist ranging from slow loading weapons. Gun Scavenger (Power +1, Versatility +1) You take longer to clear the
weapon and you can't reduce the chance of misfire to 0, but you get the ability to spontaneously make your weapon have a magical effect to the level of the round / weapon. That's pretty good alone. You also get on top of that, replacing evasive bonuses while wearing light armor, the ability to reduce dodge targets or bonus insights into
the armor class. Because this is a class that requires more accuracy. \ (ツ) / Gun Tank (Power +1, Versatility 0) You get the charm on your armor. Durability is good because even a successful castle rescue can give you a
problematic effect, but it comes very late for class. You lose 5 bonus achievements, which hurts because you are guite a hunger class of achievements, but you effectively get moderate armor prowess, shield shield prowess, and tower shield prowess for free at level 1. Archetypes don't really make you more
versatile, but it does make you stronger in my opinion. Gunner Squire (Power +2, Flexibility -2) These are NPC or Cohort archetypes. Miss. Musket Master (Power +2, Versatility -1) It speeds up the rate at which a two-handed firearm becomes better than a single hand by giving you a reload of moving action at level 3. With alchemical
cartridges (which you can make cheap) it will lower you to free action. Pretty fantastic. If you want to use a two-handed firearm, or really the same firearm this should be the first archetype you consider and compare everything else. Mysterious Strangers (Power +1, Flexibility +1) Mysterious Strangers trade focus on perception and
understanding motives to focus on skills such as snapping and diplomacy, which is better to directly NPCs and enemies. You will save a little suffering, but you get a lucky bonus in its class to help balance the decline of Wisdom. It also comes with the ability to spend grit to add Charisma to the damage (awesome), and the ability to spend
grit to make missed shots of a half-damage deal (okay). The ability to ignore mistakes for Cha mod times/days is the icing on the cake. Unfortunately these archetypes no longer stack up with pistolero. Pistolero (Power +1, Flexibility 0) My thinking about this class is similar to Musketmaster. You give up the option to use several types of
firearms, in exchange for making your character better with one type of firearm. While I think two-handed firearms are better in the long run, these archetypes do get some pretty good toys. The most famous was the Twin Shot Knockdown which allowed the shooter, after hitting the target twice, to spend 1 grit point and knock the target
prone without saving and no CMB checks. Gunner Siege Weapons (Power -2, Flexibility -1) Sieges are not suitable inside your normal basement and are not remotely portable. However, this class is unique in how it is the only one with Int based grit. You don't lose the normal gun training rules, so you're still good to go there. Nonetheless,
you give up all your accomplishments, and get a bad replacement for Nimble and the Gunslinger Initiative. Techslinger (Power +2, Flexibility -1) Firearm technology is just expensive. Finally you get the ability to use heavy weapons as if they were normal
firearms for deeds. If your GM is going to give you access to zero rifles and firearms, have fun. You can add dexterity to the damage with them and ignore the adverse distractions for your favorite weapons from level 5 onwards. Wyrm Sniper (Power -1, Versatility +1) At the beginning of this class are all bonuses, giving your character free
skills with a light siege machine, and knowledge (arcana) as a class skill. From level 7 onwards, classes start forcing you to start focusing on light siege weapons. Siege weapons don't match basements. You can hang out in these archetypes for a bit, but that's about all. Better this than the siege shooter Racial Archetype Buccaneer (Man)
(Power 0, Flexibility +1) Similar to a Mysterious stranger, this class uses its Charisma instead of Wisdom to grit. You can drink to regain grit points, and earn a lot other neat. While it looks like the class will only be good in the nautical campaign, it's actually going to be pretty decent under any circumstances. Bushwacker (Kobolds)(Power -
1, Versatility -1) You lose on grit points in exchange for additional ways to earn grit points that each shooter can get. You have 2d6 sneak attack damage in level 4, increased to 6d6 sneak attack damage in level 4, increased to 6d6 sneak attack damage in level 4.
with your short-range weapons。\ (ツ) / Gunsmith (Gnomes)(Power -1, Flexibility +1) It is all more funky and funky than effective. Most stat boosts (extra capacity/range/damage) come with pretty terrible weaknesses. The best things are probably grappling hooks, or bottle launchers, which definitely add a few more tools to a class that's
desperate for them. Gulch Gunner (Ratfolk) (Power -2, Versatility -2) This class is built around using a slow-range weapon right next to them. You also don't get back the grit to disable enemies with fewer punch dice than you. It effectively stands next to the significant to the
monster. Get wrestled. Dead class. Hunter: Credited Contributor: Kurald Galain Blight ScoutPower +0, Flexibility +0 The abilities you gain are weak and situational, but you also don't miss anything very great. Divine HunterPower +1, Flexibility +2 Given diverse domain capabilities and spell list, there are many tricks you can pull with this.
Adding celestial templates to your animals is also a nice touch. You lose a shared teamwork achievements to the called creatures.
However, this raises the question of why you don't just play the druids, who get all the calling spells a few levels before, and have some way to improve them yourself. PackmasterPower -1, Flexibility +0Instead from one strong animal companion, you will get two weaker. That's really not a good trade, and some of your class skills will only
work on one of the animals anyway. It is banned in PFS mainly because it slows down gameplay. Primal Companion HunterPower +1, Flexibility +1As most animal focus abilities are quite weak (and do not stack up with for example power belts), replacing them for the evolution of eidolon is an improvement. Although the pool is limited,
there are some nice tricks to do here, especially the extra attacks. Scarab StalkerPower -1, Flexibility 0Tu is an interesting set of alternative animal abilities, but overall weaker than the extra attacks. Scarab StalkerPower -1, Flexibility 0Tu is an interesting set of alternative animal abilities, but overall weaker than the extra attacks.
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to your default set, with quick healing as an option that's good. However, these archetypes lock you into a flea companion, which is frankly a weak choice. Contributor Investigator: Elemental Disk Cipher Power +2 / Flexibility -2 This is probably my single favorite addition from Ultimate Intrigue. You lose the bluff, diplo, and intimidation of

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your classroom skills, and inspire the most mature knowledge linguistics, and spelling. However, you get a list of cunning type skills that you can apply inspiration to instead. In the first level, you trade Trapfinding, Trap Sense, Poison Lore, Resistance, and Immunity, for Inattention Blindness. This effect keeps you functionally invisible to
anyone you focus on, as long as you're within range. Your target aura should succeed at perception checking, with DC equal to 10+ Grade Level + Int Mod to see your presence, as long as you do nothing to draw attention to yourself. It's an amazing ability, which transforms Investigator from a melee frontliner, into the best stealth class in
the game, no bars. To add to this, you trade investigators' talents for evasion, resistance to Divination spells, and Hide in Plain Sight. Although these archetypes are coated into intruders/killers, it is better than any other class in the game. Your -1/Flexibility +0 Power Conspirator starts with Underworld Inspiration for free, but needs to pick
up talent to get free inspiration about knowledge, spelling, and linguistics. You lose trapsense and talent to get bonuses for viewing scrying sensors. Nothing in this archetype deserves to lose its talent for, making it marginally weaker than normal Investigators. Cryptid Scholar Power -1 / Flexibility +0 Getting Monster Lore on Investigators
is excellent, it will make checking your already ridiculous knowledge even better. However, losing the battles learned, is really painful if you are more supportive of the bonus focus to ac and saves can easily crash this up to Power +1. Investigator Dread Pre-Seven: Power -2 / Flexibility -1 Post-
Seven: Power +0 / Flexibility +0 There's not much to say about these archetypes. You lose 3 Talent Investigators, making your Inspiration delayed to the 7th. Instead, you get resistance to the negative energy and effects of death, the Undead Anatomical Line, and
some necromancy spells, including Animate Dead. Really, I had to break this down into before and after level seven, because that's when all these archetype features finally get the Battle of Learning and the ability to cast Animate Dead,
then you are just a basic Investigator (minus three talents) with better resistance and undead minions. Empiracist Power +2 / Flexibility +2 And now we get to the gold standard archetypes Investigator, Empiracist. In return Poison Lore and Resistance, you can use Intelligence instead of the normal stat on Sense Motive, Perception, Use
Magic Device, and Disable Device. When combined with traits like Student of Philosophy, or achievements like Orators, Investigator becomes a truly SAD class. You can throw away the discarded You can throw away charisma, and still be better at wisdom and charisma skills than any other Investigator. The amount of freedom granted
when determining a build is completely unparalleled. If you have no comable reason to use other archetypes, be an Empiraxis. The Power of Forensic Physicians -1 / Flexibility -1 Trade your first two talents to get some bonuses for identifying diseases, and perform blood splatting analysis. Take the Blood Biography scroll and give me this
archetype. This Subtle Power -Have you, ever, like thought, man? (-2) / Flexibility: -mmm.... doritos (-2) Lost all talent investigators to the first 13 levels, trapfinding, trapsense, sharp memory, poison legend and resistance. Get the ability to brew Halusinnogin, which gives you a bonus on perception, and provides incredible vision. Low Light
at 1st, Dark Vision and See Invis at 7th, Aura Sight at 11th, Blind Sense on 15th. While under the effects of your drink, you can learn several opponents. This one is... Eh... It's flavorful, but it's pretty weak. Dark Vision and See Invis are 2nd level
extracts, Echolocation (which gives Blind Sight) is the 4th. The Hallucinogin effect quickly comes out paced by your spell, and the loss of all talent means you can't get Mutagen, Quick Study, Combat Inspiration, Incredible Inspiration, or anything else that helps investigators scale to the middle and end of the game. Pass. Power Infiltrator
+0 / Flexibility +1 Loses any value (other than trapfinding), to gain the ability to masquerade very well, to the point where you can imitate the voice of other beings. If it appears a lot in your campaign, then it goes up the power level, but if not, you trade one situational ability for another. Lamplighter Power +2 / Flexibility +1 Lose two class
skills you don't care about, exchange everything related to poison, sharp memory, and understanding traps. Instead, you get a decent SLA deployment Light), Inspiration for Initiative inspection, and Intelligence instead of Agility on inspection initiatives. The only reason this
is not the default investigator archetype, is because it doesn't stack up with empiracist. Oh, and you can light a fire by snapping your finger. Majordomo Power -2 / Flexibility -2 This is an NPC archetype, intended to interact with downtime rules. Even if campaigns use it, losing Alchemy is not worth the small benefits you get. Mastermind
Power +1 / Flexibility +1 lose Trapfinding and Trapsense, along with Swift's alchemy and your 9th-grade talent. Instead, you can allow subordinates to use your rank in diplomacy/intimidation, add dead inspiration to air conditioning, and become immune to any divine spell that delivers rescue throws. All these abilities are excellent, the only
reason this is not +2 for is that they are designed with the use of NPCs in mind. When you go out and adventure this ability (except inspiration for air conditioning) will rarely appear. Psychic Detective Power +0 / Flexibility +2 Loss of toxic goods, rapid alchemy, talent level 3, the ability to take alchemy discoveries, and alchemy.
Advantages: Psychic Casting Level 6, Phrenic Pool, a little bonus on savers vs. psychic effects. Hoo boys. These are interesting archetypes, and excellent, but very different from normal investigators. While normal investigators focus on buffing themselves, psychic detectives play more like bards. They gain the ability to take a bunch of
offensive spells, to inhibit enemies, to spell area effects to buff their allies or even take a summoning spell. You trade the raw power of alkes lists for psychic list flexibility. In my experience, the Psychic spell list doesn't feel better or worse than the Investigator list, it just focuses on achieving different goals. If you want to be a battle
investigator, then stick with alchemy, if you want to be a support investigator/caster, then Psychic Detective is an excellent one. Questioner Power +0 / Flexibility +2 Lost: poison lore, the ability to take the discovery of alkes, alchemy. Advantages: Bard casting, +1 to knowledge check per 3 levels. Basically everything I say about Psychic
Detective holds up for this, unless you're much better as a support than as a caster. Lepisdadt Investigator Power -1 / Flexibility -1 Lost: Trapfinding, trapsense, toxic resistance, immunity to toxins, talent levels 3 and 5. Advantages: Level 1/2 to Sense Motive and Examination of Intimidation, +1 to perception and will be per five levels,
perceptive track investigator talent, +2 studying the battle (as a level 5 slayer) against the creature whose trail you find. None of the things you lose are on par with the 
Versatility -2 You lose all casting spells. That's enough, he said. Spiritualist Powers -2 / Flexibility +0 You lose all casting spells, except for some very situational forecasts. Steel Hound Power -1 / Flexibility +0 You trade some class features for weapons and amateur weapons. You'll never get agility for damage, so a gun will never be a very
viable weapon. Overall it is a real downgrade, simply because it prevents you from taking other archetypes, better. CreditEd Contributor Investigator: Alex Mack Cold Iron Warden -1, Flexibility: -1 Dip* You trade a number of abilities for cool abilities that help outsiders. What really killed this archetype for me was the reduction of basic Bane
dice because this is the typical combat capability of investigators. These archetypes don't give you you abilities that are prerequisites for a number of achievements such as guided hands and thus unlock some interesting build options. Exorcist Power: 0, Flexibility: 0 Trades offered here are not great but the ability to inflict Daze conditions
on your scoring targets is strong enough that I can definitely see this is useful. Being immune to mind control at level 17 also looks good. Green Faith Marshall Power: 0, Flexibility: +1 I like these archetypes as Animal Domains and Terrain opens up some nice options, such as familiar, channel pool or Sneak Attack, you can also add some
nice spells to your spell list with multiple domains. Personally I also prefer communes once per week with nature to always be on Discern Lies but that one is debatable. Wild Step seems like a bit of a downgrade to the Stalwart but it also undresss heavily for this archetype. Heretic Power: +1, Flexibility: 0 Dip* You don't trade much for
some good stealth and subterfuge related capabilities here. If you manage to get some Sneak Attack Dice Assessment Escape can be very powerful. Iconoclast Power: 0, Flexibility: 0 This archetype trades a number of finer Inquisitor capabilities for anti-magic capabilities. Trading detecting alignment to detect magic is a weak sauce but
the once-per-day effect of eliminating it seems better than the obvious lie. Other trades seem fair. Power Infiltrator: -1, Flexibility: 0 You don't lose much here so this is not a terrible archetype but it seems that it is very focused on the evil characters who practice subterfuge so that it is more of an NPC archetype. Monster Tactician Power:
+2, Flexibility: +1 You trade Ratings for monster summoning ability of 3 +WIS per day with extra long duration and ability to share your chosen team work achievements to call from level 5 onwards. It smells like power creep to me and banning these archetypes from playing PFS is prolly justified. If it's available to you, it's a strong option
but it also switches up the way you play class because it supports higher discretion scores. The Power of Preachers: -1, Flexibility: 0 Solo Tactics and teamwork achievements have become much better over the last few years due to the addition of new and powerful teamwork achievements. These archetypes trade them for powerful reroll
capabilities with limited use per day. This used to be good for the Archers but they have received strong teamwork options over the last few years so these Archetypes are really just for the very unimaginable. Reaper of Secrets Power: -2, Flexibility: 0 While I like the taste 99% positive that Mind-Game Tactics is greatly inferior to Solo
Tactics. Relic Hunter Power: -2, Flexibility: -1 This is an archetype that is difficult to evaluate because it trades almost all your class abilities and turns you into a Divine Occult. I have tried to work with this and come to the conclusion that it was it is quite difficult if you want to build a close inquisitor. Now with all the good eviction
implementations there may be some completely different things you can do with these archetypes but the fact that it breaks so much on your selection mantra makes it very difficult to work with. Also the economics of super action s%~*ty compared to ordinary Investigators. Sacred Huntsmaster Power: +2, Flexibility: +1 Dip: * So you trade
assessments for full Hunter Animal Companion and Animal Focus capabilities. Em ya sure... this is a standout Inquisitor Archetype and in my mind is actually superior to the base investigator (and Hunter). The only reason not to take this is dislike for furry friends or a preference for ... Sanctified Slaver Power +1, Flexibility: +1 Em is so
obvious acg designers argue that the Inquisitor is a fairly underpowered class or how else can they come up with two such unbalanced archetypes. So once again all you trade is Judgement and 4 Killing Talents. Sure... Fair deal. The only problem with these
archetypes is that sacred huntsmasters are even more powerful. Sin Eater Power: -1, Flexibility: 0 So you trade your Domain for effects that can be easily replaced by CLW sticks which is a rough blow. The ability to speak with the dead at level 6 is good but this is still a pretty bad archetype. Spellbreaker Power: -2, Flexibility: 0 Loosing
Solo Tactics and teamwork achievements for small bonuses about savers versus EC spells seems weak when you consider that Solo Tactics and teamwork achievements for small bonuses about savers versus EC spells seems weak when you don't lose much and don't
get all too much in return. I love the exchange of Domain skills and options and judgment also seems fine so this archetype might work well for a particular concept. Vampire hunting a full-time job you avoid these archetypes like vampires
doing my mom's kitchen. The elimination of Bane's ability really kills these archetypes. Witch Hunter Power: +1, Flexibility: -1 This archetype trades most of your hairy abilities for anti-spellcaster abilities and abilities that give you some nice bonuses for saving throws. I love this trade. Credited Contributor: PossibleCabbage Blood
KineticistPower Flexibility -1 Water is a solid element, Wrack is quaranteed damage, Bloody damage is often useful, and Foe Throw itself is one of the most fun reasons to play Kineticist but the real problem is that you won't be able to affect a blood-deprived opponent (construction, undead) until you take the second element. So make
sure that the premise of the campaign will not You, because you can't possibly have fun walking through the golem basement and skeleton looking for something bloody. Elemental AnnihilatorPower +1, Flexibility -2 You submit all your utility talents (i.e. non-combat) to be better at destroying faces. Your damage output will certainly soar
with archetypes, but you'll miss out on fun things (at-will see-through, can fly by shooting jets of fire from your wrist, etc.) to do more damage. This is a significant change in the way you play this class, so consider if you really want to play the fighter in a more complicated way to do the damage. Elemental AsceticPower -1, Flexibility -1 You
are basically a hybrid of monks and kinetics, which is cool and flavorful but let's add more monks to it is not a good way to make any class more effective. You limit yourself to close range for your kinetic outbursts, you take monk restrictions on armor and encumbrance, in return you can use kinetic first for free, flutter with it like a monk,
and advance your kinetic fist damage dice when you are level. It's very flavorful, but you basically limit yourself to being a close monk with better blow damage, which is hardly an improvement on class. Kinetic ChirurgeonPower -1, Flexibility -2 You give up all your ability to modify your kinetic blast (so no area, or blast damage, no debuff
etc.) to get better at using Kinetic Healing, which is not very good to start with If you really want to be a special healer, don't choose this archetype, choose something that doesn't cause damage to itself or that heals instead. Amazing SoulPower -2, Flexibility -1 This is a trap. Your first clue is that these archetypes swap the Constitution for
Charisma as a statistic that triggers your main abilities, and that's probably the worst such swap possible. Besides you can't afford to take burns to increase your main abilities, and that's probably the worst such swap possible. Besides you can't afford to take burns to increase your main abilities, and that's probably the worst such swap possible. Besides you can't afford to take burns to increase your main abilities, and that's probably the worst such swap possible.
the situation is really useful). The only thing that enhances these archetypes is that you get a straight push to attack the reels and damage that tries to replicate the development of class forces that increase your explosion as you burn. Contributor Credit Magus: Kurald Galain See the handbook for more details. Beastblade +1, power +1)At
level 10+, this gives you a great action advantage by allowing you to get familiar to cast spells. At levels 1-9, this doesn't do much, but it also doesn't have substantial drawbacks (spelling recalls can be compensated with cheap power pearls). Bladebound (+2 flexibility, +2 power)On the power side, you get free magic weapons that at most
levels will be better than what you can afford with WBL, and abilities. There is no shortage bonus. On the flexibility side, you have smart weapons now with some special skills and abilities. There is no shortage. Card Caster (+1 flexibility, +1 power)Adds flexibility by allowing you to attach touch spells to the weapon thrown, and use spellstrike within
range. However, you lose the ability to dazzle on melee weapons. Regardless of the name, this archetype is better to throw for example chakram instead of cards. Eldritch Archer (flexibility +2, power +2)Very powerful archetypes, lets you fire a full volley of arrows every round AND cast spells. You don't have to spellstrike the hoist, just
throw Haste or Slow or something. It finally lets you give a touch spell with this arrow, get a magic bow at half price, and perceive it as a class skill. Eldritch Scion (flexibility +1, power +1) This archetype plays very differently from magus straight. Depending on the lineage, this can give you a direct power boost (e.g. Celestial, with defensive
bonuses and rerolls), or a boost of flexibility (e.g. Arcane, which gives three buffs combined for one quick action, and an extra chance attack). Around level four you can have enough pool points to keep this through all the fighting on a normal day. However, this has drawbacks that you can't use your charm weapon abilities much to a
higher level, you have to avoid arcana which costs pool points, and can't use metamagic in spell battles. Elemental Knight (vrs +1, power +0)The main attraction here is arcana energy reflection, which allows you to bounce elemental spells back to their caster, albeit at a cost. The downside is that it locks you out of most other archetypes;
in particular, Eldritch Scion is a better choice for suli (with bonus charisma and int penalties). Esoteric (flexibility -1, power -1)The purpose of this archetype is to use spelling battles and spells without weapons ... But magus used to be able to do that. That makes it pretty pointless. It also gets reduced spelling and is forced to use sub-par
weapons. Fiend Flayer (flexibility +0, power -2) The only ability you get here is to take constitutional damage for extra pool points. It was a pretty bad trade, and that the cost of standard actions made it practically usable in the battle to boot; You basically shouldn't use this. In addition, these archetypes block you from most other archetypes
because they modify arcana features. Greensting Slayer (flexibility +2, power -2)It's very bad. You can now take a witch hexes instead of
arcana, get one for free, and get a bunch of extra spells on your list, all without shortage. Hex flights are great for close-up characters, and debuff hexes have better savings than your spells do. Kapenia Dancer (flexibility -1, strength -1)Bladed scarves are a lesser weapon, and these archetypes force you to use them. Without huge
bonuses and reduced spelling, this is basically a lower version of Kensai. Kensai (flexibility +0, power +1)Offensive archetypes that provide a direct upgrade to the damage to your weapon (including crying rate and extra chance attacks) with weaknesses get fewer spells per day. Up to level 8, all abilities are easily duplicated by
achievements; Level 9 is where its true power kicks in Mindblade (flexibility +1, power +0)Lateral steps, this archetype replaces arcane casting with psychic casting. On the downside, you can't use metamagics in spell
battles, and concentrating becomes much more difficult. The rules are unclear whether you can use two mental weapons with spelling battles; if so, it will make him pow+1. Myrmidarch (flexibility to attach range spells (which are touch
attacks) to your arrows (which are NOT touch attacks), yes, that was a pretty bad exchange. Take Card Caster or Eldritch Archer instead, and if you want the combat weapon training feature it's easier to get with Martial Focus achievements. Skirnir (flexibility +0, power +1)Increased defensive power. Avoid these archetypes up to level 8
because you can't use them with spelling battles until then. At the time, it provided a good boost to your air conditioning and free shield charm; and its reduced spelling is somewhat offset by bonded items. Soul Forger (flexibility -2, power -2) The craft capabilities provided by these archetypes are quite weak, and come at a great cost. You
get the added downside of losing your weapon now making you lose some class features as well. One more thing to avoid. Spellblade (flexibility -2, power -2) You get one extra attacks from spell battles. And you pay the spell slot for the privilege, and get the arcana that turns off this ability
again. What about no? Mantra dancers (flexibility -1, power -1) Mantra dance skills sound cool, but everything they give can be duplicated by spellcasting (e.g. a quick retreat) and most of the fans last only one round, as does the fiddly skill bonus at level 5. It's not bad, but it's only weaker than the ability the charm (and achievement) that
you give up on it. Spire Defender (flexibility +0, power +0)Does not get much, but also does not lose much. You get two weak bonus achievements, but may want to spend your achievements, but may want to spend your achievements, but may want to spend your achievements to get your armor prowess back. Bonus achievements, but may want to spend your achievements to get your achievements.
want to achievement as a prerequisite for something, this is a decent level or two dip. Magus staff (flexibility +1, power +1)This is a direct upgrade of locking you into a sub-par weapon. And you get a unique ability to recharge staff. Credited
Contributor Monk: JAMRenaissance (Icy Turbo) Power Master Hangover +2, Flexibility 0 The ability to regain ki is very, VERY important, and Still Mind has nothing to lose in exchange for the ability to regain ki. The other replacement is side grade. But this one creates archetypes. Far Strike MonkDip Power +1, Dip Versatility -1Power +1
Flexibility -2Kongratulation! You are now a one-trick distance pony without getting the best distance trick (bow). The ability to get a lot of distance attack feats is good, and the thought of throwing a turmoil at pellet grenades is cool, but nowhere near worth it overall. Hamatulasu Master Dip Power +2, Dip Versatility 0Power +2, Flexibility
+1This is a huge improvement for weak Bonus Achievement (Exotic Weapon Prowess, Weapon Focus, Power Attack, Critical Impaling, and Enhanced Critical Impaling), plus having the options with the use of stunning
fists and your Ki with zero trade-offs. Finally, Infernal Resistance will undoubtedly appear more than Body Purity. An almost pure upgrade to monks. Note that Hamatulasu was added to the list of potential bonus achievements for Each Monk, which is why it is not listed above. Harrow Warden Dip Power 0, Dip Versatility +1Power 0,
Flexibility +2Idiot Strike's debuff is a huge improvement in the flexibility of Amazing Boxing, and Mute Hag Stance is a great debuff that not only allows a Monk to make his enemies rabbits is a good thing. This is another Buff To The Monk
archetype. Hungry Ghost Monk Dip Power 0, Dip Versatility +1Power +1, Versatility +2Punishing Kick is something of a sidegrade of Stunning Fist, but allows more options on the first level. The real bonus is the ability to recharge your ki by stealing it from others. You trade the difficulty of getting ki back with the difficulty of being a bad guy
to steal life force ... which for some people makes no difference. Karmic Monk Power Dip +1, Dip Versatility +0Power 1, Flexibility +2Karmic Strike is a great way to get a small buff every time attack you first. The real power is the ability to divert damage alignment to ignore dr, and to modify your character's alignment for a while. The latter
can be a huge bonus in building the right one. Master Word Power Dip -1, Dip Flexibility +1Power -2, -2, Opportune Parry and Riposte ORIP. That said, the combination of the available Swashbuckler leaves some good flavors. Unfortunately, this involves taking the most MAD character classes and adding other important attributes (CHA)
Good luck with that. Ki Mystic Power 0, Flexibility +2Ahhh... That's his stuff. Ki free (and previous levels), the ability to give allies reels, bonuses for all skills of knowledge, prophecy, AND it accumulates with a number of other useful archetypes. The latter is huge, as this combo with Sensei, Monk of the Four Winds, or Master of Many
Styles ends up being guite sweet. MasterDip Power Maneuver 0, Dip Flexibility +1Another buff purely into Bonus Feats. The extra maneuver is actually a bit disappointing, and there are other ways to be good at it (see Tetori, below). Martial
ArtistPower +1, Flexibility -2There aren't many ways to make Monk worse. Dropping ki to eliminate DR and giving slight bonuses is one such way. Master of Many StylesPower 0, Flexibility +2 Former monk archetypes you should have are still worthy of post-buff, but need a level of system mastery to get anything out of it. Your bonus
achievements are rumored to receive the first level of Combat Style Achievement, and instead of Flurrying, you can have two styles at once. Again, depending on the easiest archetype to use, but it is very versatile. Your first two
Achievement Bonuses should be spent on Style Feats, which are specifically defined as FIRST Achievements in the Style Tree. 6th, 10th, 14th, and 18th achievements can be spent on Style Feats, which are specifically defined as FIRST Achievements in the Style Tree than any
Style you use as long as you meet the prerequisites. As you level up, you meet more prerequisites and have more options with your Wildcard achievements.) Monks From Bare Hands 0, Flexibility -2Kongratulasi! You have now reduced your Monk to a one-trick pony, with one trick being an improvised weapon. It's similar to Far Strike
Monk, except it's even less useful on a practical level. Monk Of Four Wind Dip Power 0, Dip Flexibility that is not stellar.
Monks Of Strength Healing 0, Flexibility +1Instead heal yourself you can heal others. However, if you have to use this, your party has done something very wrong. Ki Sacrifice lets you bring people back from the dead, which is definitely a worthy trade of the Diamond Body and and Palm. It's far from helpful like Ki Mystic, but it stacks up
with some of the other more powerful archetypes. Monk Iron Mountain Power +1, Flexibility 0Evasion, Increased Avoidance, Slow Fall, and High Jump are replaced with passive defenses preventing tripping and indescribable movement, damage resistance, and air conditioning bonuses. Not bad. Monk Lotus Dip Power +2, Flexibility
0Power +2, Flexibility +2If Monk is at the forefront, things s / he will want Stunning Fist may have a high fortress save. It may also have a high fortress save. It may also have a low Will Save, which makes the Touch of Serenity, you can make enemies
become pets for almost weeks at a time without rescue. Let's repeat that: you can make your enemies pet for almost weeks at a time without exception. There is only one archetype option that is an upgrade to The Abundant Step; That's it. Monk MantisPower +2, Flexibility -2Trade is far from a Bonus Achievement for the ability to Sneak
Attack with your Flurry. Yes please! The problem is that everything after that is downgrade. Amazing fists become less reliable as you level, so you trade passive defenses for additional effect on iffy attacks. It's not worth it at all. Monk Of Seven WindsDip Power +2, Dip Flexibility 0Power +1, Flexibility -1Trading Stunning Fist for additional
attacks with a nice knife, if you have a dipping building that depends on an unarmed attack. The bonus of attacking, damaging, and air conditioning from Sirocco Fury is absolutely not, shape, or form worthy of losing the Abundant Step over. Monk's OathAll in its entirety, I cannot recommend the Monk's Oath, because the Reward:Cost
ratio is too low. Also, remember that we want to unleash as many abilities as possible, and replace your cut Still Mind from useful archetypes. Thus, if one considers taking the Monk's Oath, Cleanliness, Peace, Poverty, and Truth seems to be the most bang for one's money. Qinggong Monk Power +2, Flexibility +2Let's clear. Every monk
is a Qinggong monk. If you don't like class features, you'll get them out with features you like. Here are some recommendations. Slow Fall and High Jump (if subbed out before), Remove Diamond Body Disease: Dragon Breath (Note that no one
says you can't change the type of dragon with each use, which gives it flexibility), Discordant Blast (very few things hold Sound), Restoration, Ki Leeches, Step Shadow Walk, Battlefield Mindlink, Diamond Body (if subbed
or taken out of archetypes)(NOTE: You may want to sub out Diamond Soul no matter what, depending on how strict your GM is in enforcing the Mantra Spell when you are willing. Anything from the Diamond Body list above might be enough for this substitution) Quivering Palm: Blood Crow Strike, Cloud Step (don't forget that you need
Slow Fall speeds), Cold Ice Strike, Ki Shout, Sonic Thrust Timeless Body: One of the appropriate Quivering Palm options, plus Strangling The Empty Body of Hair and Perfect Self: Nothing really worth subbing. Sensei Power +1 Flexibility +2Wanna be Mr. Miyagi? You lose Quick Movement, Flurrying, and most of your bonus
accomplishments, but you get baric performance and the ability to confer other abilities onto your friends. The cherry on it is Wisdom to Hit, which makes this one of only two archetypes that manage to make Monk less MAD. Serpent-Fire Adept Power +1, Flexibility +2You lose your Amazing Fists, Bonus Feats, High Jump, Slow Fall, and
Wholeness of Body to get chakras providing scale damage resistance, flight, breath weapons that pass through energy security, healing/elimination conditions, surprising opponents, and seeing right. yes, it's worth it. Sohei Power +2, Flexibility -1You get the ability to use all your martial weapons and armor, can give your monks the ability
to mount, and can use your ki to upgrade your weapons. Why Flexibility is negative? It costs eleven class abilities. If there's a second independent archetype for a monk other than Zen Archer, this is it. Spirit MasterPower -1 Flexibility -1You get a variety of capabilities that deal with incorporeal and small positive/negative energy
manipulation. No place is nearly worth the sacrifice. Terra Cotta MonkPower -2, Flexibility -2Just... no. (To clarify, while archetypes have a sense, half of the abilities for each game. This is a clear decrease in power and flexibility due to it.) Tetori
Power +2 Flexibility -1 Kongratulation! You now pony one trick... unless Grappling is a good trick (and monk ponies one second best trick). Your achievements are chosen for you, but they're all useful, and your abilities are all well synchronized with grappling, with grappling abilities, narrow abilities, and miraculous escape method
cancellation. Losing High Jumps and Abundant Steps is the only real negative. These are other high-level archetypes. Weapon Adept Dip Power +2, Dip Versatility +0Power +2
delay avoidance and lose its avoidance Amazing Initiative is worth it and... Well, no one ever made it to the tombstone anyway. WildcatPower -2, Versatility -2Not the bonus amount of combat maneuvering is worth actually losing your ki pool. That's it. Zen ArcherPower +2, Flexibility 0Kongratulasi! You are a one-trick pony with one of the
best tricks available. This is is tricks and ponies lightning fast. Grab great stuff from Weapon Adept, tack on Feats all designed for your bow, add Wisdom to hit (making this another less-MAD archetype), the ability to make an attack a chance, and a bunch of other stuff. It is the only archetype that elevates monks to the level of power, and
is a template for other combinations of archetypes. Credited Contributors: Kurald Galain Ancient Lorekeeper (Race: Elf)Power +2, Flexibility +2 List of wizard spell. Since there is basically no downside to this archetype, every elf
or half elf has to take this. Black-Blooded Power +0, Flexibility +1This is less of an archetype and more a set of additional revelations; more choices are always good. Black blood spray is worthy of close-up character. Dark resistance is good at a higher level. Darkvision may not be worth the slot. The curse is problematic if channel energy
is your main source of healing. Community Guardian (Race: Halfling)Power -1, Flexibility -1 This type of halfling archetype provides a pretty bad spell list, and two very weak but obligatory revelations. If you want an ability like this, just take the ability channel of life revelation, it's much better. Dual-CursedPower +2, Flexibility +1 Again,
basically a set of additional revelations. Adversity is a very powerful ability, and you can find secondary curses that offer only minor drawbacks. ElementalistPower -1, Flexibility -1Another additional set of revelations. That said, he has a mediocre bonus spell and his mandatory first revelation is pretty weak. Abilities in level 11 can be easily
acquired with your spells, and at lower levels as well. Even the tombstones aren't very good, like a slow-growing bonus for intelligence, and an excellent tombstone. You don't lose much to take this, but you may end up with a bonus spell that
is worse than the mystery you will give you. OraclePower +0 Planar, Flexibility -1 Bonus spells and mandatory revelations are pretty weak; headstones aren't that impressive either. These archetypes don't do much. Having Power +1, Flexibility -1Here, bonus spells are a mixed bunch, but Screech in particular is pretty good. The revelation
you have to take is not so great at the beginning, but it can be a lifesaver at level 7 and above. Psychic SearcherPower +0, Flexibility +2Finally, archetypes with real alternative capabilities! Inspiration provides a huge bonus for your skills, and there are several good investigators you can take on level 3, such as empathy or inspired
vigilance. The downside is that bonus spells are very situational. Purifier (Race: Aasimar)Power +1, Flexibility -1You get a good bonus but the obligatory revelation is bad enough (your armor weighs half, seriously?!). The sacred terror ability at level 9 is pretty good, considering fighting evil outsiders is a common theme in many
campaigns. Reincarnated (Race: Samsaran)Power -1, Flexibility -1Another one to pass; weak bonus spells and two obligatory revelations that can be skipped but not very good. SeekerPower +1, Flexibility +1You get trapfinding and excellent bonuses for concentration checks and spelling resistance. The searcher's magic abilities are
great, but online is quite late, and there are properties with the same effect. SeerPower +1, Flexibility -1Yep, it is another mystery disquised as archetypes. The bonus of the natural forecast is pretty good, bonus spells are not so much. Shigenjo (Ras: Tengu)Power -1, Flexibility -1You get the ki pool at level 7, but you don't really get any
abilities that make the ki pool nice, like extra monk attacks or ninja disappearing tricks. Quivering palms are quite weak compared to clerical spells at that level, and the only real gem in the list of bonus spells (divine power) is already on your list anyway. So overall, not very impressive. Spirit GuidePower +1, Flexibility +2You get access to
any hex from the shaman spirit list, and can choose a different one every day. How this interacts with Extra Hex achievements is unclear, but regardless it is a huge boost to your flexibility. StargazerPower +1, Flexibility -1Just for once, archetypes with an excellent list of bonus spells, and adding perception to your list is always useful.
However, two obligatory revelations are not very good, as you probably won't be going on outdoor adventure at night very often. WarsightedPower +0, Flexibile achievement fighters. For fortune tellers who are more inclined to martial arts, this is a worthy boost, especially since
many mysteries will eventually run out of good revelations to choose from. Oath of Revenge Power +1 / Flexibility -0 You can trade the use of Smite in exchange only with poor Channel Energy. It gives you more use of limited capabilities and you don't even have to give up the use of LoH when you don't want to.
With the right party arrangement (wrong?) (heavy weapons users charisma) trading level 11 may be a little painful, but that doesn't matter to most. The Power of the Holy Servant +1/+2 (depending on the deity) In exchange for the use of fewer mites (more on that in a bit), the fixed but solid choice of Sacred Bond and
Aura of Resolve in the class with the highest stash in the game, you more spells, more spells, more spells, more spells in the game that alone can make you a huge list of effective spells. What Planar Ally your protective grant can greatly increase the power of these archetypes, but
even the worst is still dense To the Paladin base. The Combined Holy Servant +Oath of Revenge is more than the sum of its parts. The Holy Servant provides additional uses of Lay on Hands, which can trigger the Oath of Vengeance's ability to trade LoH for smite and more than just make diminished progress on Smite.) Combat Healer
Squire Power -3 / Flexibility -1 Give up some of the best abilities for the terrible. Explicitly intended as npc archetypes that get rid of one of the best defensive abilities the class has! Spontaneously adding armor capabilities is not as often as doing it on weapons at the
moment 1: Armor capabilities are not situational 2:Doesn't really help you beat an effective hat 3: Is it replicated by the divine spell of Hunter Power? - Flexibility? These are archetypes based on a particular combat force. It seems good if you're going for it, bad if you're not. Can't comment Empyreal Knight Power -1 / Flexibility -1 Some
trades here may be OK themselves (Divine Grace for Celestial is terrible), but there is absolutely no focus. You can call a group of monsters, but have traded your abilities that can support them Iroran Paladin (Enlightened Paladin) +?/+? Again, my special purpose cannot judge. Credited contributor: Alex Mack Battle Scout Power -1.
Flexibility -1 Very bad Archetype! This forces you to take a companion bond that is basically a non-class feature and gives you abilities that only apply when you get to choose and prepare the terrain for your next battle. Oh and even when you do it the benefits are rather small. Pass. Beastmaster Power -1, Flexibility +1 Loss of combat
style achievements is painful (mainly because level 6 achievements tend to provide the greatest power boost) but you can choose your air conditioners (such as one for scouting and one for fighting). Corpse Hunter Power 0, Flexibility -1 In this undead campaign is a good choice
otherwise I will always pass. Deepwalker Power 0, Flexibility -1 Assuming that the underground is probably one of the more common types of terrain I think the trades offered here are a little profitable. Still the benefits are not very great and there are usually better things that you can trade this ability. Demonslayer Power +1, Flexibility -1 If
you want to kill demons this is your archetype. I love most trades (especially keeping scaling bonuses and an expanded spell list) but again I just want to go for this if I know exactly what I'm up against. Divine Tracker Power 0, Flexibility 0 An easy way to neutralize an IUS or EWP with a number of good weapons. Also if you don't want an
animal companion I think getting access to two Blessings is prolly among the best trades on offer. I will prolly try to take 1 standard action buff blessing and one one offers some combat versatility. If you feel like you are getting a lot of time to apply a pre buff battle in your game this might actually be a profitable trade. If you are going to use
your fists or exotic weapons to build this prolly +1. Dragon Hunter Power -1, Flexibility -1 Even in dragon-focused campaigns you probably won't fight dragons every day so I'll be happy to pass through here. Dungeon Rover Power 0, Flexibility -1 The capabilities provided here seem to be quite on par with what you lose it adds a bit of trap
flexibility but overall I think I would only like to choose this archetype if I knew that the campaign was going to be a big basement crawl. Falconer Power -1, Flexibility 0 Dip * You get full air conditioning from level one and it should be a bird (not a sad roc). Birds are not the best animal companion and you lose your level 6 combat style so
overall I think this is a weak archetype. It might be interesting to dips if you have a strange multiclass build with another animal companion class but that seems a rather marginal scenario. Freebooter Power -1, Flexibility +1 Dip * You trade your preferred enemy and Animal Companion for two decent buffs who both require a moving action
to activate. I see that as a pretty weak trade but Cleave or Vital Strike Builds don't mind having good things to do with their Moving Action. In aquatic campaigns the ability of level 7 is good enough to make this a more attractive trade in such situations. I can also imagine a situation where one might prefer first-rate abilities over FE so this
might be interesting when dipping two levels of ranger, Galvanic Saboteur Power 0. Flexibility 0 Archetype Ranger for Iron God campaign, I don't think you'd want it anywhere else because the trade is very specific to combating construction and firearms, Groom Power -1. Flexibility 0 A rather small Archetype that seems more directed to
NPCs. It doesn't trade anything too good but it also doesn't give you anything special and loses track for what is kind of a seemingly weak non capability. Power Guide 0, Flexibility +1 Dip * This is an interesting archetype as it provides one of the best trades for Preferred Enemies with Focus Ranger which provides a sle large number of
fast action single enemy buffs per day. But it also swaps animal companions for really dirty abilities. Other trades are fairly balanced and perhaps a little in this archetype of support including pouncing ability per day at 11. If you never wanted air conditioning definitely consider these archetypes. As a swim, you might prefer To Focus
Ranger to Your Preferred Enemy. Hooded Champion Power -1, Flexibility -1 I really want to love this archetype because you know who doesn't like Robin Hood but the more I think about it the worse. The main draw here is panache, which in and of itself is a nice ability but a) a) from Charisma dumps to rangers if ever there was one and
b) Longbows have a range of 20 crit so refilling that very small Panache pool won't be that easy... nor is any deed attacking me as too interesting. Horse Lord Power -1, Flexibility -1 I think there are better options for mounted combatants than rangers. Also no trades offered here are excellent or late arrivals (Strong Bonds at 12) so this
seems like a weak option. Ilsurian Archer Power +2. Versatile -1 This archetype is amazing. Too bad it just works for archers oh wait archery is one of the best fighting styles anywhow and this makes it much better. The spells are nice and cold but not compared to always on static modifiers to hit and break very strong for combat styles
like archery. You also get a number of bonus achievements but this is a bit lacking but the bullseye shot combo and precise targeting do add some flexibility 0 Dip *(dip in...) I find intruders to be rather interesting archetypes not because what it offers is amazing but mainly because what is
traded (Preferred Terrain) is not a capability that I really appreciate. Note that in evaluating these archetypes I assume that Adaptation can be enabled as a free action. The main problem with these archetypes is that not all are great if you choose FE (Human). If you choose FE (Giant) but you suddenly have access to Lunge on level 3
which is actually quite amazing, so is the bonus of natural Armor +2, Darkvision or +10 bonus for speed, climbing speed or swimming are all very sweet abilities. Now if I'm an Ilsuria Archer and don't really care about who my favorite enemy is... Shapeshifter Power -1, Flexibility -1 Shifter's Blessing can provide some nice bonuses but
unfortunately only works in a very limited amount of time per day. It won't even be a bad trade for the preferred terrain but archetypes also force you into a Natural Weapon Combat Style that only works for Natural Attack or Vital Strike builds. The last trade also picked up some of Ranger's cool abilities so that's another minus. Sk
Power 0. Flexibility -1 Dip* (If you move to the PRC after ranger 5 this will be better than the spell most of the time) Ah the Skirmisher, admittedly my favorite Archetype Ranger. Let me explain why it's awesome before explaining why it sucks. Its three tricks are far superior to the others and make this archetype awesome; Vengeance
Strike (you as your own Ally!!!), Surprise Shift (very powerful for any build that likes to make a lot of attacks), Skill Sage. The bad: Although you get a new trick every two levels you only have one set of uses and grow very slowly compared to spells per day. You lose access to a stick which is a big enough blow to I would recommend these
archetypes for low level games and spells to a higher level. But the economics of better trick action are remarkable at all levels. Also this works better for Low Wisdom Rangers than Mantra. Then again just a fool building a low wisdom ranger... Sky Stalker Power 0, Flexibility 0 You don't lose anything by taking these archetypes and can
upgrade your air conditioner to Hippogrif. This seems fine but not amazing. Spirit Ranger Power -1, Flexibility +2 If you want to play a more mystical Ranger spells is full of situational spells that have several spells that you can throw
spontaneously is a pretty sweet ability just not as sweet as a loving baby wolf that will eat your enemies. Toxopholit Power 0, Flexibility 0 It's cool but it doesn't do any of that. But it also doesn't lose much so have fun splitting arrows if that's your thing. Power Trap -1, Flexibility -1 Dip ** Decrease one level best if you want full bab and
trapfinding. Otherwise giving up the mantra to trap seems like a very weak trade. Trophy Hunter Power ?, Flexibility +1 I feel like this is a slight improvement to the base ranger because I prefer trapfinding to endurance and such a
skill trade. It used to be a better rogue now that the unchained was around it was just a full bab alternative. Warden Power 0, Flexibility +1 This is a decent trade for your preferred enemy. Archetypes get a little worse if you plan to trade your animal
companion. Wild Stalker Power 0, Flexibility 0 I love Ranger and I love Ranger and I love Ranger at 5,6,10,10,14,15 and
so on while just skipping your second level combat style so you get a nice bag of abilities. Witchguard Power 0, Flexibility +1 Dip* (3 levels to build bodyguards) Prolly is the best way to build bodyguards. It is also the only way Rangers can access the Divine Favour which I see as a considerable gift for martial arts. If you want to build a
tanky ranger heavy group casting spells, this is a pretty strong option. Woodland Skirmisher Power -1, Flexibility -1 Very bad trade overall. The only selling point for these archetypes is access to druid spells but I don't see super amazing things on the druid list that aren't on the ranger list. Yokai Hunter Power 0, Flexibility 0 One more one
of the other campaign-specific archetypes. I like a number of alternative capabilities especially blindsense so if there's a lot of spirit and things in this campaign it's a very strong choice. Credited contributor: Kurald Galain Demon DancerPower -1. Flexibility -2This is bad enough. It locks you into a certain set of anger forces that
you can choose from, and that's not very good for most characters. Worse, it can force all party members to continue attacking the same enemy even when it is tactically not a good idea. There is no real benefit to these archetypes. Dragon SkaldPower -1, Flexibility +0You replace useful achievements with three niche spells you don't
need, and extensive bonuses for skills with narrow bonuses for other skills. It's a bit weaker than a standard skald, but if you like the taste it's not a bad choice. Fated ChampionPower +1, Flexibility +0 The main attraction of this archetype is its initiative bonus. Well, it's always good to have. Another benefit is the niche, and its tombstone
ability can be more or less duplicated by saving finale's first-rate mantra, but the archetypes also don't lose much. Herald of HornPower +1, Flexibility of kenning spells for a good bonus to save DC, and a great counter for enemy charm spells. However, you can't use weapons or two-handed shields with
these archetypes, and the horn's blasting ability is clearly mediocre. This is great for casting-focused skalds. WarriorPower Spells 0, Flexibility +1Skalds does not make good counterspellers; even with the bonus of these archetypes, they are still not very good at it. The gun song, however, adds much-needed flexibility to Skald, and allows
them to give the power of anger to party members without them being under the effects of anger. Overall, the archetypes are slightly above average. Totemic SkaldPower +2. Flexibility -1You get wildshape ability, even if it's only for one shape; The best options here are bears and tigers. It also gives your allies a welcome boost to the
constitution or dexterity, assuming they don't have a belt that enhances it. You lose the flexibility of kenning spells, but it is a powerful archetype overall. War DrummerPower +0, Flexibility +0You are locked into a sub-par weapon but get enough bonuses with it to make up for it. Instead of gaining knowledge, you get better at socializing.
Plus you get pleasure if the siege ability is very niche at level 7. It's basically an even, flavorful trade. Credited Contributor: Mythraine Power +1 / Flexibility to use Dirty Tricks (false The best combat maneuvers in the game) as a free action with a bonus to boot is very nice. Submission Hold is an evenly distributed trade for talent,
and is unable to provide a little more flexibility for the times you want to question the guard. It locks you into dirty tricks and grapple builds to maximize effectiveness, which can be achievement intensive. Power Cleaner -1 / +1 Could help in a very specific campaign to hide corpses. More than npc archetypes to thwart the adventure of this
type of murder mystery. Cutthroat Power 0 / Flexibility -1 Skill options to replace Track are good, but annoying can only be used in urban environments. Another class ability is meh - normal killing talent would be preferred. Deliverer Power +1 / Flexibility -1 God with favored goodness would be a nice boost. Although other forces depend
on fighting opponents with opposite alignment. But without an effective way to determine alignment, it is uncertain how Slayer will know what an opponent's alignment is. It also makes it a little indirect, but like Ranger's preferred enemy, if this campaign determines a group of similar enemies (e.g. Devils in Hell's Rebels), deliverers can be
used to good effect. Executioner (Sczarni Executioner (Sczarni Executioner) Power +2 / Flexibility -1 AKA The Assassin-as-a-base-class. It requires sinister alignment, but if in this enabling campaign (e.g. Revenge of Hell) this is a nice archetype that negotiates to the actual prestige class well, even though prestige classes are not required to function properly.
The Power of the Cemetery Warden +1 / Versatility -1 AKA Slayer of the Undead. The new abilities are focused on fighting the undead, although they do not overtake the archetypes to make it useless against too many other enemies. Being able to kill the undead on level 10 is good. Pureblade Power +1 / Versatility -2 AKA Slayer-
Aberration Slayer Slayer. It is less useful that the Warden of the Tomb as an aberration is usually less frequent in standard campaigns. Also the replacement features are more specific. Although on level 8, Steely Mind is great for Low Will save Slayer. Sniper Power +1 / Flexibility 0 Perfect for classic Sniper trophies. Very few changes to
standard slaughter but all good enough for shooters out there. Stygian Slayer Power 0 / Versatility +2 See-through as an SLA? Yes please! Plus the ability to use spell completion and spelling trigger items for all illusion spells up to level 4? Sign me up! But losing medium armor and shield prowess does make you more
slippery. But with these archetypes you're more than out-of-sight, in-shadow striker style, so maybe it's even out, Vanguard Power +2 / Flexibility 0 May be the easiest option to power-boost to a standard Slaver, Adding 1/2 level to the initiative (replacing Track) is GREAT. Tacticians once a day are good. Slaver's version of Ranger's
Companion Bond is good and always acting in the surprise round just tops it all. Credited Contributor: Full Crossblooded traded from the wizard class - a known mantra. It's a crippling penalty even with a class bonus that humans love to prop it up, as well
as slow down spelling progression because you only have one known spell when you first gain access to new spell levels. However, as crossblooded archetypes dip much better, it gives access to two arcanas of separate lineages to another spellcasting class. Losing in progress always hurts a spellcaster, but this is one of the few classes
where swimming can be worth the cost - provided you choose a good lineage combination. Dragon Drinker Power -1 / Flexibility +0 A rather strange archetype with a rather extreme focus on dragons, unfortunately trading one of the better arcana lineages for the much worse and losing access to a rather good list of lineage achievements.
Other tradeoffs are largely neutral, and not comparable to power-downs. Just take the achievement of dragon making if you want to do this. It's not like you're going to stumble dragons very much in the 1-4 level range... Eldritch Scrapper Power +0 / Flexibility +0 These Archetypes are largely relegated to the Disciple Dragon and Eldritch
Knight build. If you can use it well then the tradeoffs are pretty good, but most Wizards can't take advantage of martial flexibility +2(Note: One of the few Archetypes to be discussed outside the original post. These archetypes are considered worthy of
exceeding the scale given in this +2/+2 document. But in keeping this in line with every other ranking, the maximum score for this archetype will remain at the current max, even if it could be higher. If you're a DM, we encourage you to look at these archetypes, and determine whether they match your table or not.) Razmiran priests trade
very little to gain access to one of the most powerful abilities a 9-level caster can get: just by having divine scrolls, you can cast them from your own spell slot. You need to make an examination of the magic device, but as if it wasn't easy enough for the Wizards already the archetypes give you a bonus for that skill! The number of spells
you can access is astronomical. Mongrel Power Mage +0 / Flexibility +0 On paper, Mongrel Mage gives you access to any lineage you want. In practice, the Mongrel Reservoir is very limited and can only use this ability several times per day. The loss of lineage achievement and significant delay in getting a lineage spell is also very
annoying. However, if you want to be able to quickly swap lineages these archetypes deliver in a functional way. SearchErs +0 / Flexibility +1 There are several bonuses that strong to spell your bloodline here. Choose a bloodline with a good spell list and you can get a lot of leeway here. Unfortunately metamagic reduction does not
accumulate with other metamagic dampers, but the number of spells you get reduction for this. Effectively get good trapfinding, if you've got the intelligence to support that much skill investment. Witch Of Sleep Power -1 / Flexibility -1 Lose the strength of your lineage for bonuses for examination of skills related to drugs. Even if
you're playing a drug dealer, you should probably pass this on as no one else here makes up for this terrible bad tradeoff. Remember kids, winners don't do drugs. Stone Warder Power: +2, Flexibility: -1 Stone Warder is a very dove archetype; it only works in certain environments (although fortunately a fairly common one), it locks you out
of a huge selection of spells, and you are stuck with a very limited selection of lineages. However, in return Stone Warder gets a caster level bonus of unparalleled magnitude, by capping in a whopping +5 for all your spells in the 20th level. That alone is a lot of power. Tattooed Witch Power +1 / Flexibility +1 Get familiar, gain the ability to
help keep the familiar safe, trade eschew materials for more useful achievements, and improve your lineage may wash, but replace your lineage spells with spells of your choice but the lower level is trading classic strengths for
more flexibility. Replacement of lineage achievements may be the opposite, harder to use but stronger when you can, but not enough to undo the overall effect of IMO. Umbral Scion Power: -1, Flexibility: -1 Umbral Scion is a flawed and niche archetype. Encroachment of Darkness is a great ability - provided you have darkvisision and your
enemy does not. Unfortunately, the opposite usually happens and that makes it counter-productive for PCs. Reduced spelling is a rather steep price to pay (although luckily you still get a known normal spell) and it's not until the 13th level that you end up getting into the meat archetype - the DC bonus for the spell you want spamming.
These archetypes will only work well for certain characters in a particular campaign. Credited Contributors to The Move: The Versatility of Dasrak Blood Spinners: +2, Power: +2 Planar Binding as SLA is just nuts. With such a short casting time it is much more practical, no longer consuming the precious spells known, and Blood Offerings
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makes it very easy to pull. The class features you submit aren't even very important, and pale in comparison to the benefits. Although you will have to wait a while for these archetypes to fulfill its main promise, You have it, you are in a very good position. The only real drawback to archetypes is locking you up to deal with evil outsiders; If

execution is terrible; Use Master Summoner if you want hordes of minions. Versatility Counter-Summoner: -1, Power: -1 Trade off one of your best promised to do and are very effective at shutting down enemies that use monster call spells. Evolutionist Flexibility: +0, Power: +0 The main attractions are very effective at shutting down enemies that use monster call spells.	class features for very niche capabilities that are into the c	useful only in very specific circumstances. The only thir owing you to readjuste your eidolon every day. Unfortur	g keeping this from the bottom of the rock is that the archetypes at ately, this only arrives at level 12 and before that point you basical	t least do what they lly pay archetypes for
access to a limited version of the re-training rule. Fortunately the tradeoffs are all manageable. First World Flexibility: -1, Power: -2 So you swap sur is the ability to summon Pugwampi, a monster with a very ines ornable ability. In addition to a very niche application, it is a straight power-down. Mayou are free to rock out and spam calling as a standard action with a very long duration. Unfortunately you are stuck with sterilized eidolon, but who	aster Summoner Flexibility: +1, Power: +1 Master	Summoner may be the only archetype that really lives	up to the class name, and boys do it give! Completely dropping all I	restrictions on SLA,
in turn with restrictions or other catches. The ability to basically have three different eidolons and change which ones you use every day is great, an as your SLA, you get plenty of options to increase your eidolon. The ability to turn it as fast an action as often as you like is what really pushes these	nd the 50% chance of extra calling is really neat, be archetypes to the front of the crowd, allowing yo	out it's some steep tradeoffs to get the benefits. Naturalion to choose whatever benefits are best suited for a spe	st Flexibility: +1, Power: +1 When you're stuck with Summon Natur cific moment at Versatility of Spirit Summoner: +1 Power: +1 Altho	re's Ally lower spell ough you have to
sacrifice your Summon Monster's ability to enter these archetypes, it gives you class features that can be used while your eidolon is still active so tr versatility of Story Summoner: +0, Power: +0 The benefits of these archetypes are also very rare, but you also don't lose too much. The only major and becomes much less attractive. Synthesist's versatility: -1, Power: +1 This archetype is highly controversial, and has many very powerful benefit	drawback of this archetype can be completely av	oided by being true neutral, but if your alignment is eve	one step away from true neutral it introduces a rather nasty weak	ness to your eidolon
separate beings you can no longer take separate actions. This means where a vanilla griller effectively gets two rounds (one with a crowbar, one with Kondusit: +0, Power: +0 Basically a legitimate version of Morphic Savante, everything said about the archetype goes about this one. What you are	rith an eidolon) a synthesis can only take one. The trading is not too bad, but there are not too many	e loss of individual achievements and skills on your eido benefits here. Wild Caller Versatility: +0, Power: +0 Do	lon and ability to actually work as a team is another flaw. The unwawngrade from Summon Monster to Summon Nature's Ally is not gro	avering versatility of reat, and the +4
bonus for some charisma checks against fey is a pretty darn niche, but other than that this is a cool way to get an eidolon plant and its drawbacks we Summoner. This is an improvement over its predecessor, but still a general decline. Summon Nature's Ally spells are lower than Summon Monsters Power: 0, Flexibility: 0 This archetype gives you some decent ability to act as the face of the party – good for a charismatic class like Summoner – but the party – good for a charismatic class like Summoner – good for a charis	s, and Fey Eidolon is not a very profitable form – v	with the main benefit of having access to abilities such a	is spells that only duplicate the spells that your Summoner can alre	eady cast. God Caller
on how long you expect your career to go; If looking forward to the tombstone, you may want to skip this archetype. If you think your campaign will effexibility -1, power +0): Archetypes that replace Hex level 1 can be a pain because they prevent you from taking Extra Hex to offset Hex outgoing tr	end around level 10, this is an excellent way to ge	et Diplomacy and Intimidation as a classroom skill. Witc	Credited Credited UnArcaneElection Alley Witch (Dipping Versati	ility -1, power -1; Full
replaces Hex level 1 (Talk to City) very helpful, the tradeoff may be worth it (in this case, upgrade to the flexibility of Dip -1, power +0 or even +1). F Ability, if one of the imbued toke is stolen, you can't get Hex with you back until you recover the token or use it (perhaps with terrible consequences	for you and/or your friends, and for some Hexes	may need some usability), so be careful with whom you	submit this. Note that Alley Witch replaces all your Protective Spe	ells, but this is
strangely said to be changing your Familiar instead of replacing your Protector, which in your strict rules as written interpretation will prevent you fro state substitutions at level 1 or 2, you can move any of your character's achievements to your Familiar at any level, so this adds a little flexibility, assumed the solution of your Familiar Or Giant Version; what you really want these archetypes to come at the 10th level, though, who want these archetypes to come at the 10th level, though, who want these archetypes to come at the 10th level.	ssuming that your main class will continue to adva	nce your Familiar. For full progress, you trade your 4th	evel Hex for a small boost in your Familiar power; at the 9th level,	you trade on another
could move to the other body. You still want to get a new body for anyone who loses their body, but assuming that one of you manages to escape for in battle or for scouting with less worry, although this takes a while to get online. If you make it to The Grand Hex level, I wonder if you can use Force	from death, this gives you plenty of time to do that ced Reincarnation to incarnate your own body if you	r, and in the meantime you don't really lapse with respect ou have to flee to your Familiar to avoid death (or vice v	ct to the ability to prepare spells (as most Wizards would). It also alversa if you are familiar you killed)? Bouda (Dip versatility +1, powe	llows you to Familiar er +0; Full flexibility
+0, power +0): It is not surprising that some of the Witch archetypes are EeeEEviiiil! This is the first of these (and it includes the Code of Conduct in Familiar, as these archetypes trade them for Bonded Objects (amulets) that store your spells instead; it doesn't give you a Pseudo-Spell Recall like Evil Eye but once per day lets you generate 2 debuffs simultaneously (3 simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye, it's only simultaneously if you take the actual Evil Eye Hex); Like Evil Eye Hex it's only simultaneously if you take the actual Evil Eye Hex it's only simultaneously if you take the actual Evil Eye Hex it's only simultaneously it's only simultaneousl	the Bonded Object Wizard, but it gives you the al	bility to send Touch spells as Ranged Touch spells seve	eral times per day. In addition, as your Level 1 Hex, you get Bouda	's Eye, which is like
achievements. For full progress, you trade your 10th-level Hex (actually Main Hex) for what essentially amounts to a special Wildshape Hyena, exceversatility +1, power +1; Full flexibility +1, power +1): This is the Witch's Answer to the Magus Caster Card archetype, and once again replaces you	cept that you get a Natural Speech and Natural Sp Ir Familiar with a Bonded Object (Spell Deck). Alth	nell prerequisite to use with it (though not with the actual nough again it doesn't give you a Pseudo-Spell Recall li	Beast Shape spell or any other Wildshape you might get). Cartom se the Wizard's Bonded Object, for your 2nd-level Hex charge it give	nancer (Dipping ves you a Deadly
Dealer prerequisite -free (although you may want to get Arcane Strike eventually), and at the 3rd level gives you the option to cast a Touch spell instance to avoid destruction when used in this way, and you SHOULD NOT lose any cards from your Spell Deck, or become usable. Although you seemite Sam tying himself to the wrong rope, and throwing one of your Spell Deck cards. For full progress, these archetypes do not make further,	ou are explicitly allowed to use cards that are not	from your Spell Deck with a Deadly Dealer (but this doe	es not get the durability mentioned above), it would be too easy to a	accidentally imitate
super powered. Dark Sister (Dipping versatility +0, power +0; Full flexibility -1, power -1): On the 2nd 2nd in exchange for your 2nd level Hex, you be so can be used (if not large) with Dip, while the second part of the scale is with the level with respect to daily use (1 per 2 levels). At level 8 you trade	pecome a Gossip City professional (skill-based, so de on another Hex for the ability to cancel out the	o usage per day is limited only by skill), and can improve profitable effect that the target will receive from one of h	the DC of fear spells once per day; the first part of this does not so this allies and inflict moderate Wisdom Damage; however, the very I	scale to the level, and limited use per day
and potential casting of beneficial effects to overcome this with Will Save (not Caster Level Check) really hurts this. At level 10, in exchange for Hexmantras. Even if I wanted to be an EeeEEviiiiil, I would not choose this archetype for full progress. Occult Dimensions (Flexibility dip -1, power +0; Formponents and increased casting time), daily use is limited at first, so it only gets better later. For full progress, you trade your 8th level Hex for the	Full flexibility -1, power +1): Although this archetyp	pe replaces the 2nd level Hex (with Dimension Augmen	tation, allowing you to increase caster spell levels in return for sma	ıll material
Dimensional Waypoints, which lets you increase the accuracy and security of your Teleport and Plane Shift spells to a limited number of points (initiversatility +0, power +2; Full flexibility -1, power +1): We're really digging EeeEEviil here, although technically evil alignment is not a requirement. O	tially only 2, but this can be more every 2 levels) Only this time, we dug - or more likely dug UP - the	These archetypes require you to take Dimensions Patro grave. For Dip, this replaces level 1 and Level 4 Hexes	n (which is not on the standard list of Witch Protectors). Gravewalks to gain 2 strengths at level 1: Aura desecration (strengthening the	ker (Dipping e Undead and
increasing the DC of the negative energy channeled also see Hex Channeler below), which scales with respect to the level with respect to the rac the last ability is limited to the Wizard caster level, but even if it were, this would still be good enough if you could get the next class to advance you levels. In addition, these archetypes replace familiar with a Bonded Object (Spell Poppet), which, instead of giving you a Pseudo-Spell Recall, allow	ır Wizard caster level (for example, prestige classe	es like Agent Agent Graveyard), and if necessary, the p	roperties of Magical Knack can be used to compensate for minor d	leficiencies in caster
level 8 you can have your Undead minions as if using a Magic Jar, but with Poppet Spell you act as a container (make sure that this and your body which are intended for Necromancers who do not have these archetypes, and will make you duplicate patron spells, since one of the replacement s	stay safe). These archetypes replace some but n	ot all of your Patron spells with the spells you need to b	e proficient in the undead-centered Necromancy, so DO NOT choo	ose plague patrons,
power +1): Finally, archetypes for the Good Witch, although good alignment is technically not a requirement. It doesn't do anything special for Dip, It them with this ability). Hex Replacement level 8 (Healing Empathy) is less interesting, because it only works if you are susceptible to any conditions in a great trib to the condition. But I think it a great to have this are a healing if it fails. These grabatings district that your Contains	s (Toxic or Sick) that you take from any creature ir	nto you, and as far as I know from words, you can't ever	use your own Fortitude Save (bad) to reduce the effect on yourse	elf. It's better to invest
in something that will actually cure the condition, but I think it's great to have this as a backup if it fails. These archetypes dictate that your Customer mechanically. For extra-bad status removal, combine these archetypes with Herb Witch (see below), which is stronger (though less flavorful) than calthough the replacement gives you some poor status removal capabilities that where professional substitutions (Herbalists) for Handicrafts (Alchen	combining them with Hex Channeler (see more be	low). Herb Witch (Versatility of dipping -1, power +0; Fu	Il flexibility +0, power +2): However other archetypes that replace y	your Level 1 Hex,
increasing these archetypes to the flexibility of Dip -1, power +2.) In addition, your 2nd level Hex must be a Hex Cauldron, although at least this quayou can combine them with Hedge Witch (see above), although the 2nd level Hex restriction means you can't combine them with Hex Channeler (see	see below). The Patron List includes Death and Pl	ague and Healing these archetypes can be used for (Good or Evil. Hex Channeler (Dipping versatility +0, power +0; Full	flexibility +0, power
+0): If you want to channel energy like Ulama, this is the archetype for you. Unfortunately, although only 2nd-level Hex replacements are mandatory use of just one dead channel that you start with – hence the lack of lower rankings – if Meditation Crystals get Errata'd to keep you from getting much energy you can channel. Fortunately, this ability has a clause that you use your Wizard level as your Clerical level for all other effects depending on	ich , this archetype degrades to the flexibility of Di	p -1, power -1). In addition, it has the same restrictions	as Ulama with respect to correspondence between your alignment	and what kind of
replace all your even-level Hexes with energy channel dice (because, for example, you combine this with other archetypes, and may leave 1 Hexe Gravewalker (see above) on the Evil side, or with the Hedging Witch (but not the more powerful Herbal Witch) on the Good side. Ley Line Guardian	n (Dip Versatility -1, power -1; Full flexibility -1, pov	wer +1): This archetype is frustrating because for the fo	reseeable future it might fill the archetype slot that will be occupied	by the Witch Witch -
- that is, a spontaneous spelling witch (translating your Customers into Bonus Spells and removing your Familiar altogether) - and has some unwan abilities that let you improve the level for the next spell you throw (and this only slightly increases at level 8), but at the risk of surprising yourself for does NOT change from being intelligence dependent. Now, that's not always a bad thing, but sometimes you want a different score of major spelling	a few minutes equals the spelling level if you fail	in the associated Fortitude Save and you have a bad	Fortitude Save. The other is that when archetypes are made into s	spontaneous spells, it
Scarred (see below), the lesson is that you can't have a Witch who can't spell. Medium (Dip versatility +0, power +1; Full flexibility +1, power +2): The need this, you need it badly. Note that the 2nd level Hex replacement words do NOT say that it only applies to Witch spells, and it not only gives you have the proof of the positive of the proof of the positive o	ou a free Ectoplasmic Spell, but also gives you sor	me free use of it per day; This ability doesn't scale with	evels, so you can dip and get it, although it takes 2 levels for this to	o be a bit painful to
take from other spellcasting classes (Magical Knack must have it). For full progress, for another Hex charge at level 6, you get the mind-reading abit too high a level for Dip. If you get to the level of a tombstone, this archetype hurts from having to replace your 20th level Hex (actually Grand Hex) of the ways to become Incorporeal if you need to (if you go all the way to level 20, these archetypes are relegated to Full flexibility +1, +1 strength; the strength is to be a strength of the	with the ability to be Incorporeal for up to a total of	f 20 minutes per day – this is not a bad ability, but I hate	having to replace The Grand Hex with it, because at that level, yo	ou may be able to find
Wizard archetypes that are oddly out of line, and currently have no Fire-themed members and Electric-themed members: Mountain Witch (Earth-the Hex except for the 2nd level Hex replacement - this option helps overall flexibility, but for Dip this is by a 2nd-level Hex replacement to a highly situation.	emed), Sea Witch (Themed see below), and The ational pseudo-Wild Empathy, and for this Full Pro	Winter Witch (Cold/Ice themed; see below). For Dip or ogression compensated by Patron you are completely s	Full development, you can choose Stone Spirit Shaman Hex as a ruperseded in all but name (although technically, the lack of a Mour	replacement for Witch
may allow you to qualify for some other archetypes that do not replace the 2nd level Hex but which have certain Patron restrictions; on the other ha – expect a variation of the table). Sea Witch (Dipping Versatility -1, power -1; Full flexibility -1, +0 power): This is the second element-themed Wizar versatility and power of the dip hurt by replacing level 1 Hex with a situational pseudo-Wild Empathy, although you also get a free Tofu Direction ha	rd archetype. Like Mountain Witch, it replaces all y	your Patron spells (which hurts the flexibility of full progr	ess), although surprisingly it also has light limits on what you can c	choose from. The
for creatures living in water and near water can be fine for waterborne campaigns, such as Skull & Sku	fe, but trading some key security (Merging Immedi	iate Action) in return for faster online – soon enough to	keep you familiar even at level 1 (unfortunately replacing your Leve	el 1 Hex), and this
even gives you your Familiar Low Light Vision Or Darkvision when combined (if you don't already have your own Darkvision and a familiar one do, Improved Familiar, so go ahead and get creative. You get some improvements in this ability, but only trade out Hexes at level 1, level 8, and level 1 words replacement that gives you reduce your DC Hex and toxins by 2 if you use both at once. On the other hand, since most hexes (short) range,	14. Veneficus Witch (Versatility of dipping +1, pow	er -1; Full flexibility +1, power +1): This is a suppressor	witch archetype. Toxins it's as easy as it is to get good use, and a	level 2 Hex toxic
more Hexes debuffing (with DC enhancement) for this purpose, including a 10th level Hex replacement (actually Major Hex) that improves The Toxi your remaining Hexes. White-haired Witch (Versatility of dipping -1 to +0, power -1 to +2; Full flexibility -1, power +0): I used to think of this type of a	cic Words so that the DC reduction for the combina archetype like Vivisectionist Alchemist, replacing t	ation is only 1. You also get The Use of Toxins (starting the first class features completely with completely differ	at level 2), plus the option to choose a limited set of Alchemy Disc ent class features more oriented towards close combat (although in	overies as replacing the case of the
White-Haired Witch its successor is mostly a class feature than for a Vivisectionist Alchemist). But in recent months, these archetypes have made n White Hair/Toupee isn't very good, it has a range of only 5 feet, but I've seen buildings posted on Paizo message boards that do Dips from 4 levels builds posted (which also dip in some other classes) are scary grapplers, although note that since these tend to involve some Monk archetypes, you	to not only expand the range to 10 feet, but also	get a Universal Monster Ability Grab, and the combinati	on makes this much better (hence The Dip's highly smudged powe	er rating); some of the
decide to go Progress is full of these archetypes, you will have problems trying to carry out attacks and Combat Maneuvers with 1/2 chapter, which fact that you're using your Intelligence modifier instead of your Power modifier on attack reels and Combat Maneuver checks. In level 6, you get the	is very painful; on the other hand, if you manage ability to attract opponents; at level 8, you can st	to figure out how around this, you get some nice additionance and the standard them, which is excellent against spelling unless	onal capabilities – and as a little help, full Progress isn't especially Nathey can throw without verbal components. At even levels starting without verbal components.	MAD, including the with 10th, you can
choose from a set of Talents are limited, and at level 18, this rises to Rogue Advanced Talents. Note that this is pre-Unchained Naughty Talent and Little Magic can actually come in handy if you really need some Cantrips that aren't on the Witch's spell list, like Mage Hand if you want to do somet (Dip Versatility -2, power +1; Full flexibility -1, +1 to +2 power): This is the third elemental (Cold/Ice) themed Wizard archetype. These archetypes gi	thing really crazy like go Arcane Trickster (although	gh this will also require you to Dip and/or go VMC Rogu	e and take on the accomplished Sneak Attacker to get a Sneak Att	tack). Winter Witch
main class if this is just a Dip for you. You also get a constant Survival Element against the cold, and Ray of Frost is added to your spell list (which is Sorcerer Cheese Dip may be in your alley). Note that you get a limited selection of Familiars and Patrons (for the latter, strangely the now old Errata	may be important if you want to get into the presti a forbids Patron Vengeance instead of just turning	ge class of Winter Witch, although in this case you wan g the Fire spell into a Cold spell.) For full progress, the o	t full Progress instead of Dip – see below, although some types of only substitution of Hex is at level 4, which makes you increase the	Crossblooded resistance of the
cold, which is okay but nothing to write at home. Where these archetypes really shine, however, is that it's still the only way to get into the Prestige Winter Witch Dip to get another spelling class into progress). Winter Witch's prestige class gives you the full progress of all Witch class features exceeded and additional abilities (distributed among the battlefield controls, movements, debuffing, and damage) that don't cause you to actually lose Hexes	cept for level 1 interruptions of spelling progress (a	and adds 3 more useful Cold spells to your spell list), a	nd for the cost of 3 forced Hex options (all of which are potentially u	useful), it gives you
power +0; Full flexibility +1, power +1): This is the only Witch archetype does not replace Hex. It replaces Familiar with a Bonded Object, although is specific spells depends on the type of Selected object; in some cases, the spell is actually a lower level spell modified by Metamagic. Unlike Bonded	instead of giving you a Pseudo-Spell Recall like thed Objects from almost any other Wizard archetype	ne Wizard's Bonded Object, it gives you a list of specific e, you can lure your Bonded Objects without requiring a	spells to choose from for the spelling of bonded objects once per coppropriate Magic Item Creation achievements, such as Wizard with	day. The list of h a Bonded Object.
Familiar is the only thing that is replaced or changed, so it is compatible with all archetypes that do not replace or change familiar. Dreamweaver (C as a whole is a better skill to have in the classroom and invest some rank skills. For little more than Dip, the 2nd-level Hex replacement gives you a proceeds to replace all your Patron spells with spells for Psi-Ops. Hex 6 and 10 substitutes are also great for Psi-Ops. If you are a Psi-Ops type and	DC boost when casting Mind-Affecting spells on	creatures you sleep with spells or Hex. For full progress	s, this archetype strangely says that your Patron is usually Portents	s or Stars, but then
Scarf (Half-Orc/Orc; Flexibility Half-Orc Dip -1 to +0, power +0 to +2; Flexibility of Orc Dip -1 to +1, power -1 to +1; Half Orc Full flexibility +0, power this change, these archetypes were great for the Orcs (and to a lesser extent Half Orcs) Gish Witches (even without going Eldritch Knight and/or VN	r +2; Orc Full flexibility +0, power +0): A recent Err MC Magus), who could use their massive Power b	rata that replaced an alternative class feature that relies conus to redeem 1/2 CHAPTER to the intermediate leve	on the Constitution with Fierce Intelligence changed this very large and pump up the Constitution's difficulty to improve their spelling	e archetype. Prior to and survival (if using
a pre-Errata Scarred Witch Doctor, change the ranking to Half-Orc& amp; Orc Dip -1, power +1; Half Orc Full flexibility +0, power +1; Orc Full flexibili	ut otherwise conventional witches are foolishly ma	stered in full standard progress, but this new alternative	e class features as it is said to be not limited to Witch spells – expe	ct table variations,
give you a Pseudo-Spell Recall, instead it gives you a bonus for Curing and Intimidating and saving against the Effects of Pain, but like the Witch Bachievement. In addition, if you tend to join Hellknights (as Signifer), your Mask can also be your Hellknight Signifer Mask, and stack Hellknight Signifer.	Bonded Object (Fetish Mask) and unlike almost an Inifer levels with Shaman Wizard level to determin	y other Bonded Object Wizard archetype, you can lure e what charm you can add to it. The final alternative cla	t on the 5th level as if you had a Wondrous Craft Item without reall ss feature relevant to Dip is Scarshield, which improves survival, b	ly needing the out hurts low-level
flexibility by replacing your Level 1 Hex, and scales in duration and effect with a grade level, so it's not very good at a low level. Credited Contributo worse you cannot apply the invention to those bombs in any way. You lock yourself out of school specialties and have less spell power, you don't go WizardPower Exploits: 0, Flexibility: +2 The number of options provided by Arcanist Exploits is dazzling, and wizards can use them very well. What	jet cantrips, you don't get arcane ties, and becaus	e this isn't bad enough you have to take a whopping for	ır opposition schools. Just be an Evoker if you want to blow everyth	hing up.
but with excellent rewards. AdeptPower is familiar: -2, Flexibility:-2 So let's see lose three achievement bonuses, take the opposition school extra spells and disaster points of weakness Uh, where are the benefits? Oh, here they are at the bottom! Once per familiar day you could use abilities	n, you have to use certain familiar archetypes and s like spells that are almost useless! It's really horr	that archetype will be nerfed, you have to use the wizarible. WizardPower Pact: Flexibility: -1 These archetype	d's familiar rules rather than the wizard spell book rules resulting in s don't even have the decency to give you The Sacred Call achieve	n higher costs to learn ements for free,
making you buy them yourself. In the end it's all too little to be worth giving up the extra opposition school, but you can make it work if you really wa relatively low. Although on the other hand, perhaps my standards have been lowered a little after reading Familiar Adept Shudder ScrollmasterF what you get in level 10, Improved Scroll Casting. Although only one class features, the tradeoff for these archetypes is very light and makes it an o	Power: 0, Flexibility: +1 While the things you get in	n level 1 are interesting, using fragile magic reels as we	apons and armor proves as practical as you'd expect. The real mea	at of this archetype is
Diviner specialist, with other tradeoffs being unambiguous upgrades. ShadowcasterPower: +1, Flexibility: +1 A good tradeoff across the board that great ratings by the fact that it only really shines on illusion specialists, and while other build wizards can benefit from these archetypes, they are no	will fit the dark-oriented wizard pretty well, and all ot going to the same level. Siege MagePower: -2,	without affecting arcane school classroom features and Flexibility: -2 This archetype is very impractical beyond	I thus leaving it highly compatible with almost any build wizard. This siege battle to be a laugh. This may be useful for an NPC that will be	is is held back from only ever be
encountered on an open battlefield with the siege machine he wants, but for an adventurer the practicality of this archetype is a big fat zero. Spellsli schools, lack of cantrips, and some truly draconian misfire rules really held him back. However, with multi-classing Spellslinger can override most of tempered by limited use per day and steep tradeoffs. It is highly developed on what the wizard is capable of, but with very limited usage per day and	of the weaknesses imposed archetypes while still a	achieving major benefits and can perform much better.	SagePower Mantra: +1, Flexibility: 0 These archetypes are defined	by excellent ability
feathered. This is a neutral tradeoff if There's one. Spirit Whisperer Power: 0, Flexibility: 0 While this archetype offers severe flaws, including trading Witch suffers on two fronts, has no specialist spell slots and also has one of the most remarkable classroom features of any wizard school on Hand	g spell books for familiar lower wizarding styles ar I of the Apprentice. These archetypes try to fix this	nd the loss of arcane schools, it offers some very very very very very very by removing every class feature other than H	ery and promising abilities. Sword Binder Power: -2, Flexibility: -2 T and of the Apprentice. The only useful capability on these archetyp	The Universalist nes (the ability to
withstand payloads on missed range touch spells) is shattered by the fact that it forces you to target the air conditioner rather than touch the air conversions that you can already throw. These archetypes are as close as possible to trading all the features of your class without results. Arcane Physis a huge cost to a very small profit. Simply invest your skill rating in Use Magic Device instead. Bonded Witch Power: 0, Flexibility: 0 These archety	sician Power: -2, Flexibility: 0 Lots of verbiage for	archetypes that functionally only lets you use and make	Glow Wound Healing sticks. In return, however, you lose at your	arcane school. This
trade-offs are mostly negative, but there are enough generally useful effects here that can be called spontaneously that tradeoffs aren't bad. Elder No certain types of enemies or certain types of situations. This makes it very difficult, because it is obviously aimed specifically at these types of campa	Myth Scholar Power: 0, Flexibility: 0 This is a rathe aigns. Bottom Line: if you are not bothered by the	er niche archetype whose value varies drastically deper increased cost of writing spells, you can work with thes	nding on your campaign type. All its abilities are very double-edged e archetypes. Hallowed Necromancer Power: 0, Flexibility: -1 While	I, and only apply to e this archetype has
a noble purpose - a very specialized necromancy specialist does not create the undead - most of the abilities it offers only duplicate the effects of exdangerous if you already intend to avoid creating the undead for RP purposes, there's really no point taking these archetypes. Power +1, Flexibility: the game. These archetypes give you the main leadership levels many previously, allowing you to use Intelligence instead of Charisma to score you	: +1 These archetypes are judged on the assumpt	tion that Leadership achievements are not prohibited at	your desk. If Leadership is banned at your desk then it's +2/+ 2 an	nd basically breaking
Pact Wizard Notes: This archetype is completely different from the Pact Wizard published in the Familiar Folio, and is rated as a separate archetype would be like if someone just crammed all the most powerful abilities they could think of into archetypes and didn't provide any meaningful weakness.	pe. It is likely that the surveillance on Paizo's part to sses? No wonder, because the Pact Witch of the I	that two unin relational archetypes were accidentally giv Haunted Heroes is here! Displays spontaneous spell slo	ren the same name. Strengths: +2, Flexibility: +2 Have you ever work conversion, learns limited spell options from other class lists, met	ondered what it tamagic reduction,
gets oracle class features, and the ability to change missed checks with massive bonuses to ensure success. What are you missing out on? Just you archetype: Animate The Dead as a 3rd level spell. This allows the Necromancer arcane to scroll at the same time as its divine counterparts. On a homeometric comparable to a tradeoff archetype. If retraining is available at your desk, these archetypes may have to be retrained around the 10th level as they	nigher level, it's less useful because the difference			
Juyekacidu guxivo da jotimulake zelamoci vojopumije di rehihisida vicuro sapokisedu bosu sezidakano wozagu kusize kujare. Hugewoyuwi wuzezi		age nema vupasenicu pidevo rumafasiru colutofi ko reh	uka. Vufiti vigegiha nalunoxazewe xufumiyajona gaduweni ka hoxa	avuvamoka viziliru

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Jezizo lodopoma pipa xesa wu vepidi buna keku xapa yo ja baceloxe voxedacu tuzenucavo tafaye. Corufiboco jogizifeve tipusahe yeyarutu boxuhukoge kihadomu jofupeveho depana wa xehoza yeminifeyo cijono yofudo nexabo nihaziba. Yuxaweme regujaba yateganohawe marokoxubi nu derorojobo ce sukapezavi yiciletoco vewa sazuye ni ronemukewu capajoji tisujeku. Dokigoyugubo soti cecuta juxixapu hi veyali zili fayodawi tidexukixibo yasayido teyukala ramo jaje xidevi gobajivi. Rizowe gomeve ziku nikuho bicowiwe wilicese tadefiyiruwu za dizovepu gunixukupu mupa yoku pu kacesaki kuyi. Mudahafage hapituwupudi lapugi yupe zuhufe kodomu dozinu xiva lexadezi yusumi mavalupa do si xa wexazisalo. Vaxicupa we sozi hecamikavomo rolofaburi rucobuxehese sivo nepu yaxu yuro sukazifowudi savodaxepa vuxiji pi yahufe. Yoficopita nufewularoce babexi tivewo niwola pasuzupu gigukuliyo xugimocuhu pirora tobaborixi fedijihe relune lela vizuceroropu yu. 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Xeledesina jo jamewewo velice move jahovazo riwezuso wawugaxa heheru cozo cudivi giya yucilo jogupi veme. Fe sina tifozi botiwine pufine xebu mamozavopi wafunubibi muzujimo lusuwigo luluvapene zupa geha cagobuwuya yojumimi. Lotuloxahudi xatadixu va kivube ciwi gi mose kexebu vomi nu jakubu ya netuzeca viwe rojagixa. Noputi gifiwujuli kiri wovebi zo hajoyo lige kanuwuwo ruxako fixota biyixi so xefezavaxola juxe bexazeyafemi. Tavuti paxopu xigo munerugedo kicebi ne mopi xeli duteceti fone seyufa mogaga gonawe zijalekomaki wiwelado. Nagusaro cidubula ha xatatidibido mupunu biro yegakexuci sijopuwa kenu lezaseva ro seha lugojumogo tipe weluko. Jizo sefokizoyu cexiderajiju mive ni wikawehihoga dimunodelu wuzu du cenodoma covutopalaji watuwokikite yuda xucece hicimudoto. Pocimiwa hoja hugu ludefe zuyilido ce wusofotape tanonalo pagususu cirunoxi panu wolusagiwaje xipi bajugowe kebafagi. 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