

PROVOCATEUR (ROGUE ARCHETYPE)

The provocateur is an agent of the kingdom, he who exists to incite those the established authority see as a threat to illegal action in order to have them subject to the king's justice- most often, at the end of a sword.

Proficiencies: A provocateur adds one additional martial weapon of his choice to his list of proficient weapons. Otherwise, they are unchanged.

Rogue Talents: A provocateur cannot select a rogue talent that adds effects to sneak attack.

Cerebral Assassin (Ex): A provocateur specializes in manipulating his opponent into creating openings for him to exploit. Once per day as a swift action, the provocateur chooses one target within sight to subvert. The provocateur adds her INT bonus (if any) to her attack rolls and adds her provocateur level to all damage rolls made against the target.

In addition, while cerebral assassin is in effect, the provocateur gains a deflection bonus equal to her Intelligence modifier (if any) to her AC against attacks made by the target of her ability. If the provocateur targets a creature that is immune to mind effecting abilities, this ability is wasted with no effect. Creatures under the effect of a spell that grants a bonus on saving throws against mind-affecting spells and effects also add that bonus to their AC against cerebral assassin (E.g. *mind blank* would confer a +8 resistance bonus to their AC).

The cerebral assassin effect remains until the target of cerebral assassin is dead or the next time the provocateur rests and regains her uses of this ability. At 5th level, and at every five levels thereafter, the provocateur may use cerebral assassin one additional time per day, to a maximum of five times per day at 20th level.

At 6th level, the INT bonus to hit also applies to disarm, reposition, and dirty trick combat maneuvers. This ability replaces sneak attack.

Bardic Knowledge (Ex): A provocateur gains the bard ability of the same name. This replaces trapfinding.

Dissension Training (Ex): A provocateur adds ½ of his provocateur level to Bluff and Stealth checks. This replaces trap sense.

Outsmart (Ex): At 5th level, when an opponent misses a provocateur with a melee attack, the provocateur may make a Bluff check as an immediate action (DC 10 + opponent's base attack bonus + opponent's INT modifier). If successful, the opponent cannot flank or provide flanking bonuses for other enemies for a number of rounds equal to the provocateur's INT modifier. This replaces uncanny dodge.

Repartee (Ex): At 9th level, an opponent who triggers Outsmart also provokes an attack of opportunity from the provocateur. This replaces improved uncanny dodge.



Mastermind (Ex): At 10th level, opponents who are affected by cerebral assassin that take a 5 foot step or withdraw action near the provocateur provoke an attack of opportunity. If the provocateur hits, he may choose to lose his AC bonus gained from cerebral assassin for one round to halt that opponent's movement for the round. This replaces the rogue talent gained at this level.

Jack of all Trades (Ex): A provocateur may select the Jack of all Trades bard class feature as an advanced talent.

Subvert Will (Ex): At 20th level, a provocateur gains DR 10/- versus the target of her cerebral assassin ability. In addition, whenever a provocateur uses cerebral assassin and successfully strikes that opponent, the opponent must make a Will save (10 + 1/2 provocateur level + INT mod) or become subject to a *confusion* spell, using her provocateur level as the caster level. She also may choose to add her Intelligence modifier to the d% roll for the confusion effect. This ability replaces master strike.