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ABANDONED ARTS<sup>®</sup> PRESENTS:

# CLASS ACTS: BARBARIAN ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER<sup>®</sup> ROLEPLAYING GAME

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## ARCHETYPES

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As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

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### THE MADMAN (BARBARIAN ARCHETYPE)

Some barbarians are inspired not by bloodlust or simple savagery, but by madness or dire occult powers. Such madmen are less martially inclined, but no less dangerous for their insane and unpredictable rage and their strange, supernatural powers.

A madman has the following class features.

**Alignment:** any evil, non-lawful

**Weapon Proficiency:** A madman who worships an evil, non-lawful deity gains proficiency with that deity's favored weapon.

**Domain Powers (Su):** At 2nd level and every even-numbered level thereafter, a madman may choose a single domain power which is usable a limited number of times per day and which is granted by a domain associated with any evil, non-lawful deity in place of a rage power. The barbarian gains the ability to use that domain power once per rage.

**Reduced Rage (Ex):** At 2nd level and every level thereafter, a madman gains only 1 additional round of rage per day instead of the normal 2 additional rounds of rage per day.

**Raving Rage (Su):** At 11th level, the madman can spout such insane and dire tirades while raging that those who hear him find their own sanities challenged. Raving is a free action which prohibits the barbarian from participating in or even responding sanely to any sort of coherent dialogue for 1 round. Creatures within 30 feet of the barbarian who can hear him must succeed on a Will save with a DC equal to 10 + the barbarian's class level + his Charisma modifier or take 1d4 points of Wisdom damage. The amount of Wisdom damage dealt by this effect is reduced by 1 each time a creature succumbs to this effect more than once in a 24-hour period, to a minimum of 1 point of Wisdom damage. This is a mind-affecting, language-dependent effect.

This ability replaces greater rage.

**The End is Near (Su):** At 20th level, dire extradimensional powers do at last hear the madman's ravings from across the expanse of the planes. Whenever the madman rages, he gains the ability to use *summon monster I* as a swift-action spell-like ability. On the second consecutive round of his rage, he gains the ability to use *summon monster II*, on the third round *summon monster III*, and so on, until the madman gains the ability to use *summon monster IX* as a swift action on the ninth consecutive round. On the tenth round of rage, the madman may use *gate* as a swift-action spell-like ability as long as he successfully used each of his *summon monster I* through *IX* spell-like abilities during the first nine rounds. At the end of the tenth consecutive round of rage, the madman is rendered unconscious if he used any of the above spell-like abilities during his rage. All creatures called or summoned with the above spell-like abilities must have the fiendish template, an evil alignment, or the evil subtype. The caster level for each of the above spell-like abilities is equal to the madman's class level.

This ability replaces mighty rage.

**Ex-Barbarians:** A madman who becomes lawful or non-evil loses the ability to rage and cannot gain more levels as a barbarian. He retains all other benefits of the class.

## THE REAVER (BARBARIAN ARCHETYPE)

The reaver is a death-obsessed berserker with a keen understanding of both death and fear. Favoring intimidating weapons and guerilla-style tactics, these terrible barbarians spread terror wherever they tread.

A reaver has the following class features.

**Intimidating Glare (Ex):** At 2nd level, the reaver must choose the intimidating glare rage power. The reaver gains a +2 bonus on Intimidate skill checks when using this rage power to demoralize an opponent in combat.

This ability alters the rage power gained at 2nd level.

**Reduced Rage (Ex):** At 2nd level and every level thereafter, a reaver gains only 1 additional round of rage per day instead of the normal 2 additional rounds of rage per day.

**Sneak Attack (Ex):** At 7th level, the reaver gains the ability to perform sneak attacks. This ability works like the rogue ability of the same name, except that the additional damage dealt is +1d6. At 10th level, the barbarian gains two dice of sneak attack damage, and his sneak attack dice increase to d8s. At 13th level, the barbarian gains three dice of sneak attack damage, and his sneak attack dice increase to d10s. Finally, at 16th level, the barbarian gains four dice of sneak attack damage, and his sneak attack dice increase to d12s. If the reaver gains a sneak attack bonus from another source, the bonuses on damage stack, and the sneak attack dice granted by that source increase to match the die size granted by this ability.

This ability replaces damage reduction 1, 2, 3, and 4.

**Deadly Reaver (Ex):** At 19th level, the reaver may choose to have his melee attacks deal sneak attack damage to any creature suffering from the shaken, frightened, or panicked conditions.

This ability replaces damage reduction 5.

## THE VIKING MARAUDER (BARBARIAN ARCHETYPE)

In harsh northern climes, clans of seafaring marauders often band together to form raiding parties in order to survive. Though fearsome and sometimes barbarous, these brothers-in-arms are not without a sense of honor.

A Viking marauder has the following class features.

**Seafaring Scourge (Ex):** A Viking marauder gains a bonus on Profession (sailor), Survival, and Swim checks equal to half his class level. Furthermore, a seafaring vehicle piloted by a Viking marauder and staffed by the barbarian's allies and cohorts moves at +10 feet per round. This bonus applies to all waterborne modes of vehicular movement (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for rules regarding vehicular combat and vehicular movement).

This ability replaces fast movement.

**Raiding Party (Ex):** At 2nd level, a Viking marauder gains one teamwork feat as a bonus feat (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* sourcebook for rules regarding teamwork feats). He must meet the prerequisites for this feat. Any time the barbarian is within 5 feet of an ally with the same teamwork feat, he may extend the benefits of the feat to all allies within 10 feet who can see and hear him as a free action. Allies retain the use of this bonus feat for as long as they remain within 10 feet of the Viking marauder.

At 5th level, the Viking marauder gains a second teamwork feat for which he meets the prerequisites. He may share the benefits of this feat in the same way, though the barbarian may extend the benefits of only one feat at a time in this manner.

This ability replaces uncanny dodge and improved uncanny dodge.

**Marauder's Sails (Ex):** At 3rd level, a Viking marauder has gained such a dread reputation that creatures who recognize his sails tremble with fear. The Viking marauder gains the ability to demoralize opponents that recognize and can see his sails or his ship with an Intimidate skill check, regardless of the distance between himself and the target. Size bonuses do not factor into the skill check, and no communication or interaction is required on the barbarian's part (although his ship must be seaworthy, staffed, and waterborne, and both the Viking marauder and his vessel must be visible to the enemy to be affected). Generally, any creature with at least 1 rank in either the Profession (sailor) or Knowledge (local) skills recognizes the significance of the barbarian's sails or ship. At 6th level, the Viking marauder gains a +1 bonus on Intimidate skill checks performed in this manner. At 9th level and every three class levels thereafter, this bonus increases by an additional +1.

This ability replaces trap sense.

**Fearless Berserker (Ex):** At 14th level, the Viking marauder gains a +4 morale bonus on Will saves to resist fear effects. This bonus stacks with other modifiers, including the morale bonus on Will saves he also receives during his rage.

This ability replaces indomitable will.

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