

PLAYER Paraphernalia



WARDENS OF NATURE
(CLASS ARCHETYPES)

#58

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PLAYER PARAPHERNALIA #58

By the Knotty-Works

Welcome to the fifty-eighth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue is more of a thought experiment and means to show how a class concept can be converted between a hybrid class and class archetypes. The Noble Barbarian and Merciless Warden classes from the last two issues are redone as an archetype for both classes used to construct the hybrid class.

The Merciless Warden (Barbarian Archetype)

While most choose depend on their own adrenaline to hulk up during the more stressful moments of battle, the merciless warden prefers to rely on his intuition and ability to focus on the weaknesses of his enemies. By becoming more aware of the situation and those he faces, the merciless warden gains an edge in combat to quickly dispatch his opponents, and those that choose to run normally do not get too far before he tracks them down and deals out his vengeance.

Class Abilities

Brutal Resolve (Ex): At 1st level the Merciless Warden gains the ability to focus on the matter at hand. As a result

he gains a +2 morale bonus to Bluff, Perception, Sense Motive, and Survival checks as well as a +2 morale bonus on all attack and damage rolls. He may maintain this focus for a number of rounds per day equal to 4 + his Wisdom modifier at 1st level, and gains an additional 2 rounds every level thereafter. He regains his daily uses of the Brutal Resolve after spending 8 hours of rest (they do not need to be consecutive) in a 24 hour period.

The merciless warden may initiate or end his brutal resolve as a free action. However, when his resolve ends, the merciless warden suffers a -2 penalty to any Wisdom based ability and skill checks and Will saving throws for a number of rounds equal to the time spent using his brutal resolve. The merciless warden may not re-initiate his brutal resolve while suffering the effects of a previous use of this class ability.

At 5th level and every five levels thereafter the merciless warden gains an additional +1 morale bonus that is added to the merciless warden's to hit and damage rolls and skills that benefit from his brutal resolve. In addition, each time the bonus increases, the merciless warden add a new skill to the list of skills that gain the morale bonus. The additional

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skills include: **Acrobatics**, **Climb**, **Handle Animal**, **Intimidate**, **Knowledge** (any field of study that the merciless warden has at least 1 rank), **Ride**, and **Swim**.

Note that this class ability grants no additional class skills for the merciless warden, just the **morale bonus**. If the skill cannot be used untrained, the merciless warden may only apply the **morale bonus** if he has at least 1 rank in that particular skill.

The merciless warden is not required to use his brutal resolve in consecutive rounds, but he does suffer the penalties immediately upon ending the effect. The merciless warden's brutal resolve immediately ends if he is **frightened**, **panicked**, **stunned**, or **unconscious**.

Brutal Resolve versus Rage: Brutal Resolve is not the same as the barbarian's Rage ability. As such the merciless warden has no restrictions to skills he may use while manifesting the Brutal Resolve and he has the ability to concentrate while manifesting this ability.

The bonuses granted by the Brutal Resolve do not stack with bonuses from other abilities or effects that specifically grant a **morale bonus** (such as **Bless**).

This ability replaces the barbarian's Rage and Greater Rage class abilities.

Track (Ex): At 1st level the merciless warden adds ½ his class level to all **Survival** skill checks made to follow the tracks of others.

This ability replaces the barbarian's Fast Movement class ability.

Brutal Powers: Beginning at 2nd level the merciless warden gains access to specialized abilities from his rigorous training. He may only choose a power once unless specified by its description and some powers will only function while the merciless warden is using his Brutal Resolve as listed in the power description.

Brutal powers replace the Rage Powers granted to the barbarian. However, in addition to the powers listed below he may select the following rage powers as long as he meets the requirements for the power. The effects of the rage power manifest while the merciless warden is using his Brutal Resolve.

Available rage powers include: **boasting taunt**, **clear mind**, **energy resistance**, **fearless rage**, **greater energy resistance**, **greater hurling**, **guarded life**, **guarded stance**, **hurling**, **hurling charge**, **internal fortitude**, **intimidating glare**, **knockback**, **knockdown**, **lesser hurling**, **low-light vision**, **mighty swing**, **night vision**, **no escape**, **powerful blow**, **quick reflexes**, **renewed vigor**, **strength surge**, **swift foot**, **terrifying howl**, and **unexpected strike**.

Combat Style (Ex): The merciless warden may choose one of the combat styles granted to a ranger at 2nd level. When he first takes this brutal power he gains the bonus feat granted to the ranger at 2nd level.

The merciless warden may take this brutal multiple times, gaining another bonus feat from the same combat style at the next consecutive level available (6th or 10th). The merciless warden must have the same class level as required for the ranger to gain the bonus feat and the merciless warden may not take more than one type of combat style.

Empathic Blessing (Ex): The merciless warden may attempt to improve the initial attitude of a non-domesticated animal by making a in a fashion of a **Diplomacy** skill check as if improving the attitude of a person using the merciless warden class level and Charisma bonus to the d20 roll to determine the success of the empathic attempt. The animal must be no further than 30 feet away and able to see the merciless warden. Any actions taken to threaten or hurt the beast will cause this power to automatically fail. It

typically takes about a minute or so to influence the animal (just as people), though conditions may change this amount of time as deemed appropriate by the GM.

Wild animals are treated as unfriendly and the merciless warden may also attempt to use this power on magical beasts whose Intelligence is 1 or 2, though they are treated as hostile. This ability grants no method of actual communication with the animal.

Environmental Cover (Ex): The merciless warden may use this power to hide in the environment chosen for the merciless warden's Environmental Gait power using the **Stealth** skill, even if the terrain grants no natural **cover** or **concealment**. The merciless warden must have the Environmental Gait brutal power and be at least 12th level before he may take this power.

Environmental Gait (Ex): The merciless warden may move through any type of undergrowth or difficult terrain at his normal speed without suffering damage or other impairment for one type of terrain, selected when this power is chosen [Select one of the terrains available for the Ranger's Favored Terrain class ability]. This power does not protect from magically enchanted environments, energy based effects (such as acid, cold, electricity, or fire) or conditions that hinder the merciless warden's ability to survive (such as breathing). This power grants no additional bonuses to environmental conditions that are impassible without special means or specific skill checks (such as **Climb** or **Swim**). The merciless warden must be at least 6th level before he may choose this brutal power.

Environmental Resolve (Su): The merciless warden is considered to be under the effects of the **Endure Elements** spell while manifesting his Brutal Resolve as long as he is in the environment chosen for his

Environmental Gait brutal power. He may expend a number of rounds equal to his class level to grant himself the benefits of the **Endure Elements** spell for a period of 24 hours. The merciless warden must be at least 8th level and have taken the Environmental Gait brutal power before he may choose this power.

Improved Quarry (Ex): The merciless warden's ability to focus on his quarry improves, allowing him to select his quarry as a **free action** and may take 20 while tracking the target and his **insight bonus** to attack increases to +4. If his quarry is captured, dismissed, or dispatched he may select another target as his quarry after 10 minutes. The merciless warden must have the Quarry brutal power and be at least 18th level.

Merciless Trapper (Ex): The merciless warden gains the **Learn Ranger Trap** as a bonus feat when this power is first taken and does not need to meet the prerequisite for the feat. He is considered a ranger in regards to the traps the merciless warden may choose to learn and make The merciless warden may take this brutal power multiple times, taking the **Extra Ranger Trap** feat or the **Advanced Ranger Trap** feat. The **Advanced Ranger Trap** feat may only be taken once and the merciless warden must be at least 8th level before he may take that bonus feat, but does not have to meet the prerequisite of having 8 ranks of **Survival**.

Quarry (Ex): This brutal power grants the merciless warden the ability to select one individual within his line of sight as his quarry using a **standard action**. The merciless warden may track his quarry while moving at his normal rate using his **Survival** skill with no penalty and may take 10 for this check if desired. He also gains a +2 **insight bonus** on attack rolls made against his quarry and critical hits are automatically confirmed. The merciless warden must be at least 10th level before

he may choose this brutal power and he may only have a single quarry at a time. The merciless warden may release his connection to the quarry as a **free action**, but may not initiate this power again in a 24 hour period unless he confirms that his previous quarry is captured or dead, though he must wait for a period of at least an hour after releasing the connection.

Trapmaster (Ex): The merciless warden gains **Disable Device** as a class skill and may add ½ his class level on **Perception** checks to locate a trap and any **Disable Device** checks as long as he has at least 1 rank in the **Disable Device** skill. If the merciless warden has at least 10 ranks in **Disable Device** he may use that skill in an attempt to disarm magic traps. The merciless warden must have the Merciless Trapper brutal power and be at least 8th level.

Brutal Ease (EX): The merciless warden no longer suffers any penalties to and Wisdom based skill or ability checks or his **Will** save after ending his brutal resolve at 17th level.

This ability replaces the Tireless Rage class ability the barbarian achieves at 17th level.

Merciless Mastery (Ex): At 20th level the merciless warden may choose a number of non-class skills he gains **morale bonuses** while using his Brutal Resolve equal to his Wisdom modifier (minimum of 1) and treat them as class skills, gaining the +3 bonus granted class skills. While manifesting his Brutal Resolve, the merciless warden gains a +4 **dodge bonus** to his AC and he adds the **morale bonus** granted by the Brutal Resolve to his saving throws.

This ability replaces the Mighty Rage class ability granted to the barbarian at 20th level.

The Noble Barbarian (Barbarian Archetype)

Though savagery is a natural part of life in the natural world, there are those that take stock in the sanctity of life and the desire to provide aid to those that fall prey to the evil machinations of others. Preferring to inspire rather than intimidate, the noble barbarian uses her natural graces along with the blessings of the spiritual world to protect those that cannot defend themselves, especially the **helpless** and innocent.

Striving to live up to the expectations set by the virtues of nature, the noble barbarian is free to live by her own values as long as the tenets of respect and righteousness granted by the spirits of the natural world and the essence of life granted by the spark of divinity.

Alignment: The noble barbarian must be chaotic or neutral good in alignment.

Aura of Good (Ex): The noble barbarian's connection to the light generates an aura of good equal to her class level.

Divine Strength (Su): Beginning at 1st level the noble barbarian may manifest or end the Divine Strength as a **free action**, though once she ends the effect she is **fatigued** for a number of rounds equal to twice the number of rounds manifesting this power. The noble barbarian may manifest the Divine Strength a total number of rounds at 1st level equal to 4 + her Wisdom modifier. She gains an additional 2 rounds per level thereafter. She need not use all her allotted time consecutively, but once ended she does suffer the effects of fatigue. The noble barbarian recovers her ability to manifest the Divine Strength after resting for 8 hours (these hours do not have to be consecutive) in a 24 hour period.



While manifesting this ability, the noble barbarian gains a +4 sacred blessing to her Strength and Constitution, but suffers a -2 to her Dexterity and Wisdom. Hit points gained from her Constitution bonus are not treated as temporary hit points, and are deducted from the noble barbarian's hit points once she stops manifesting her Divine Strength. The noble barbarian may not manifest the Divine Strength while suffering from and of the following conditions and if she suffers the effect of any of these conditions while manifesting the power, the Divine Strength manifestation automatically ends: *confused, dazed, exhausted, fatigued, frightened, helpless, nauseated, panicked, stunned, or unconscious.*

Divine Strength versus Rage: Divine Strength is not the same as the barbarian's Rage ability. As such the noble barbarian has no restrictions to skills she may use while manifesting the Divine Strength and she has the ability

to concentrate while manifesting this ability. However, she may not manifest this ability if under the effects of another condition that grants her additional Strength or Constitution, including *Rage* as a class ability or spell. Spells such as *Bull's Strength* or *Bear's Endurance* do not stack with the effects of Divine Strength.

This ability replaces the barbarian's Rage class ability gained at 1st level.

Noble Grace (Su): At 1st level the noble barbarian adds her Strength modifier (if any) to all saving throws.

This ability replaces the Fast Movement class ability the barbarian gains at 1st level.

Noble Power: Beginning at 2nd level and every even level thereafter (through 20th level), the noble barbarian may choose a noble power, a representation of the faith and reward granted for the noble barbarian's service. No noble power may be taken more than once unless

specified by the noble power description. Some noble powers may have other requirements before the noble barbarian may take the power as listed in the power description. Unless otherwise specified, initiating a noble power is a **swift action**. If a saving throw is granted for the noble power, the DC is equal to 10 + $\frac{1}{2}$ the noble barbarian's class level + her Wisdom modifier.

Noble Powers are linked with the noble barbarian's Divine Strength manifestation, and she must be using the manifested Divine Strength to initiate a noble power.

This class ability replaces the barbarian's Rage Power class ability gained at 2nd level and every even level thereafter. The noble barbarian may also choose from the following rage powers while manifesting her Divine Strength as long as she meets the requirements for the rage power. Available rage powers include: **boasting taunt**, **clear mind**, **energy resistance**, **fearless rage**, **greater energy resistance**, **greater hurling**, **guarded life**, **guarded stance**, **hurling**, **hurling charge**, **internal fortitude**, **intimidating glare**, **knockback**, **knockdown**, **lesser hurling**, **low-light vision**, **mighty swing**, **night vision**, **no escape**, **powerful blow**, **quick reflexes**, **renewed vigor**, **strength surge**, **swift foot**, **terrifying howl**, and **unexpected strike**.

Aligned Strike (Su): The noble barbarian chooses either good or the lawful or chaotic aspect of their alignment (neutral good noble barbarians may only choose good) when she initiates her Divine Strength. All melee, natural, and unarmed attacks made by the noble barbarian while manifesting her Divine Strength are treated as aligned for that aspect for purposes of overcoming **damage reduction**.

Beast Totem (Su): The noble barbarian may choose one or more of the **beast totem** or **animal fury** rage powers. She must meet any requirements for the rage

power, treating her class levels in noble barbarian as her effective barbarian class level. This power may be taken more than once, selecting a different totem power each time.

Burst of Health (Su): When the noble barbarian ends her manifestation of Divine Strength, she generates a burst of positive energy that heals living creatures within 30 feet of her. The amount of damage healed is equal to 1d6 points per four class levels possessed by the noble barbarian. The noble barbarian may take feats that have Channel Positive Energy as a prerequisite other than ones that focus on undead.

The noble barbarian is **exhausted** for a number of rounds equal to the number of rounds she was manifesting her Divine Strength, and then **fatigued** for the same number of rounds. Once the noble barbarian reaches 17th level she is only **fatigued** for a number of rounds equal to the number of rounds she spent manifesting her Divine Strength.

Smite Evil (Su): The noble barbarian gains the ability to **Detect Evil** as the spell while manifesting her Divine Strength.

In addition, she may make a single smiting attack each time she manifests her Divine Strength, causing additional damage to the noble barbarian's opponent equal to her wisdom modifier (doubled if the opponent is undead or an evil outsider) and automatically bypassing the target's **damage reduction** if any as long as the opponent is evil. This damage also multiplied for critical hits when appropriate.

The noble barbarian must declare the attack as a smiting attack prior to determining the success or failure of the attack. The noble barbarian may only make a maximum number of smite attacks equal to $\frac{1}{3}$ her class level.

Touch of Faith (Su): Beginning at 3rd level the noble barbarian gains the ability

to infuse positive energy through her hands to heal damage caused to living creatures or cause damage to undead creatures. She may use this ability a number of times per day equal to $\frac{1}{2}$ her class level + her Wisdom modifier. The damage healed or caused is equal to 1d4 points, plus an additional 1d4 points at 6th level and every three levels thereafter (maximum of 6d4 points at 18th level).

This class ability replaces the barbarian's Trap Sense class ability gained at 3rd level and every three levels thereafter.

Greater Divine Strength (Su): At 11th level the noble barbarian's **sacred bonus** to her Strength and Constitution increase to +6.

This class ability replaces the barbarian's Greater Rage ability gained at 11th level.

Tireless Divine Strength (Su): The noble barbarian is no longer **fatigued** from manifesting her Divine Strength at 17th level. Any additional conditions applied for specific noble powers are applied as listed in the noble power description.

This class ability replaces the barbarian's Tireless Rage class ability gained at 17th level.

Aura of Nobility (Su): At 20th level the noble barbarian projects an aura with a 10 foot radius while she is manifesting Divine Strength, granting both the noble barbarian and her allies within range of the aura the effects of the **Protection from Evil** spell. In addition, both the noble barbarian and her allies within range of the aura are immune to fear-based spells and **spell-like abilities**. Treat the noble barbarian's class level as her effective caster level in regards to **spell resistance** to overcome the protection of this aura.

This class ability replaces the barbarian's 20th level class ability, Mighty Rage.

Noble Virtues

The noble barbarian has certain virtues she seeks to follow including the need to respect the powers and principalities of the natural world, acting with honor at all times, defending those that are **helpless** on their own accord while punishing those that would seek to threaten or extort the innocent. While the noble barbarian is not bound or necessarily agree with the laws of civilized society, she will respect those that are obviously good and meant to protect society as a whole.

If the noble barbarian willingly and consciously deviates or breaks any of these virtues or consciously commits an evil act, she loses her divine connection and all but her basic class abilities (martial and class skills).

The noble barbarian has no qualms with associating with those of questionable morales, she will not willingly join in the activities that are evil or those that pursue such activities. The noble barbarian may only accept henchmen, followers, or cohorts that are good in alignment.

Ex-Noble Barbarians

A noble barbarian who violates her self imposed virtues or consciously commits an evil act loses her class abilities (including Divine Strength, Noble Powers, Touch of Faith, etc.) other than weapon, armor, and class skills. In addition, the noble barbarian may not gain any additional class levels as a noble barbarian. If the noble barbarian seeks and is granted pardon for her transgressions (such as the **Atonement** spell), she may be reinstated with her abilities as appropriate.

The Merciless Warden (Ranger Archetype)



More than a simple tree-hugging nature lover or simpleton with more of an axe

to grind than actually wield, there are those that can focus their hatred for all things civilized to be proactive in the fight for the right to keep nature natural. With the ability to focus on the task at hand, the merciless warden has a truly wild connection to the lands he travels and will do anything to protect it from those that would seek to defile or change it for their own selfish ends.

Class Abilities

Brutal Resolve (Ex): At 1st level the Merciless Warden gains the ability to focus on the matter at hand. As a result he gains a +2 **morale bonus** to **Bluff**, **Perception**, **Sense Motive**, and **Survival** checks as well as a +2 **morale bonus** on all attack and damage rolls. He may maintain this focus for a number of rounds per day equal to 4 + his Wisdom modifier at 1st level, and gains an additional 2 rounds every level thereafter. He regains his daily uses of the Brutal Resolve after spending 8 hours of rest (they do not need to be consecutive) in a 24 hour period.

The merciless warden may initiate or end his brutal resolve as a **free action**. However, when his resolve ends, the merciless warden suffers a -2 penalty to any Wisdom based ability and skill checks and **Will** saving throws for a number of rounds equal to the time spent using his brutal resolve. The merciless warden may not re-initiate his brutal resolve while suffering the effects of a previous use of this class ability.

At 5th level and every five levels thereafter the merciless warden gains an additional +1 **morale bonus** that is added to the merciless warden's to hit and damage rolls and skills that benefit from his brutal resolve. In addition, each time the bonus increases, the merciless warden add a new skill to the list of skills that gain the **morale bonus**. The additional skills include: **Acrobatics**, **Climb**, **Handle**

Animal, **Intimidate**, **Knowledge** (any field of study that the merciless warden has at least 1 rank), **Ride**, and **Swim**.

Note that this class ability grants no additional class skills for the merciless warden, just the **morale bonus**. If the skill cannot be used untrained, the merciless warden may only apply the **morale bonus** if he has at least 1 rank in that particular skill.

The merciless warden is not required to use his brutal resolve in consecutive rounds, but he does suffer the penalties immediately upon ending the effect. The merciless warden's brutal resolve immediately ends if he is **frightened**, **panicked**, **stunned**, or **unconscious**.

Brutal Resolve versus Favored Enemy: Brutal Resolve is not the same as the ranger's Favored Enemy ability. If the merciless warden has the Favored Enemy class ability (or other similar ability such as the Slayer's Studied Target), the bonuses to the skills, attack rolls, and damage rolls do stack with the **morale bonuses** of the Brutal Resolve with the caveat that the maximum bonus granted when stacking with the Brutal Resolve is +10). The bonuses granted by the Brutal Resolve do not stack with bonuses from other abilities or effects that specifically grant a **morale bonus** (such as Bless).

This ability replaces the Ranger's Favored Enemy class ability gained at 1st, 5th, 10th, 15th, and 20th level.

Nature's Bond (Ex): At 4th level the merciless warden gains an **animal companion** as a Druid at an effective level equal to his own class level -4. The **animal companion** must be of the animal type and available at his effective druid level and normally found in his current environment.

The **animal companion** will travel with the merciless warden as desired, though he may release the animal at any time. Once released the animal is not

obligated to return, but the merciless warden may spend 24 hours to actively search out and find another **animal companion**.

Once the animal has spent 24 hours with the merciless warden, it gains all of the benefits of the **animal companion** based on the effective druid level of the merciless warden. The **animal companion** also gains the benefits of the merciless warden's Brutal Resolve as long as the animal is adjacent to the merciless warden.

If the merciless warden gains an **animal companion** from another class, he does not gain an additional **animal companion**, but he may add his effective druid level to his overall class level to determine the abilities of the **animal companion**.

This ability replaces the Hunter's Bond class ability the ranger gains at 4th level.

Brutal Ease (EX): The merciless warden no longer suffers any penalties to and Wisdom based skill or ability checks or his **Will** save after ending his brutal resolve at 17th level.

This ability replaces the ranger's Hide in Plain Sight class ability.

Merciless Mastery (Ex): At 20th level the merciless warden may choose a number of non-class skills he gains **morale bonuses** while using his Brutal Resolve equal to his Wisdom modifier (minimum of 1) and treat them as class skills, gaining the +3 bonus granted class skills. While manifesting his Brutal Resolve, the merciless warden gains a +4 **dodge bonus** to his AC and he adds the **morale bonus** granted by the Brutal Resolve to his saving throws.

This ability replaces the ranger's Master Hunter class ability gained at 20th level.

The Noble Barbarian (Paladin Archetype)



The desire to defend the **helpless** and protect the innocent can be found in the most primitive of societies and cultures. The call to rise up and face the untold and overreaching plans and machinations of evil can be answered by the most savage of hearts, and the noble barbarian eagerly jumps at the chance to stand in that gap between good and evil, with little need of the polite niceties of civilized society.

Born of the firmament that provides their necessities, the noble barbarian learns from an early age the skills of survival tempered with respect and even devotion to the powers that provide life and longing to the natural world. Those that possess the spark of true servitude combined with the inner resolve to face any challenge are trained to take up the



Artwork by Allen Morris (allenmorrisart.com)

mantle of nobility and ferocity that may only be found in the wilds of the world.

Class Abilities

Weapon and Armor Proficiencies: The noble barbarian is proficient with all simple and martial weapons. She is also proficient with light and medium armor and shields (except tower shields).

This ability replaces the weapon and armor proficiencies of the Paladin.

Divine Strength (Su): Beginning at 1st level the noble barbarian may manifest or end the Divine Strength as a **free action**, though once she ends the effect she is **fatigued** for a number of rounds equal to twice the number of rounds manifesting this power. The noble barbarian may manifest the Divine Strength a total number of rounds at 1st level equal to 4 + her Wisdom modifier. She gains an additional 2 rounds per level thereafter. She need not use all her allotted time consecutively, but once ended she does suffer the effects of fatigue. The noble barbarian recovers her ability to manifest the Divine Strength after resting for 8 hours (these hours do not have to be consecutive) in a 24 hour period.

While manifesting this ability, the noble barbarian gains a +4 sacred blessing to her Strength and Constitution, but suffers a -2 to her Dexterity and Wisdom. Hit points gained from her Constitution bonus are not treated as temporary hit points, and are deducted from the noble barbarian's hit points once she stops manifesting her Divine Strength. The noble barbarian may not manifest the Divine Strength while suffering from any of the following conditions and if she suffers the effect of any of these conditions while manifesting the power, the Divine Strength manifestation automatically ends: **confused, dazed, exhausted, fatigued, frightened, helpless, nauseated, panicked, stunned, or unconscious.**

This class ability replaces the Paladin's Smite Evil class ability gained at 1st level.

Noble Grace (Su): At 2nd level the noble barbarian adds her Strength modifier (if any) to all saving throws.

Noble Power: Beginning at 4th level and every three levels thereafter (through 19th level), the noble barbarian may choose a noble power, a representation of the faith and reward granted for the noble barbarian's service. No noble power may be taken more than once unless specified by the noble power description. Some noble powers may have other requirements before the noble barbarian may take the power as listed in the power description. Unless otherwise specified, a initiating a noble power is a **swift action**. If a saving throw is granted for the noble power, the DC is equal to 10 + ½ the noble barbarian's class level + her Wisdom modifier.

Noble Powers are linked with the noble barbarian's Divine Strength manifestation, and she must be using the manifested Divine Strength to initiate a noble power.

Noble Powers replace the paladin's additional Smite Evil abilities granted at 4th, 7th, 10th, 13th, 16th, and 19th level.

Aligned Strike (Su): The noble barbarian chooses either good or the lawful or chaotic aspect of their alignment (neutral good noble barbarians may only choose good) when she initiates her Divine Strength. All melee, natural, and unarmed attacks made by the noble barbarian while manifesting her Divine Strength are treated as aligned for that aspect for purposes of overcoming **damage reduction**.

Beast Totem (Su): The noble barbarian may choose one or more of the **beast totem** or **animal fury** rage powers. She must meet any requirements for the rage power, treating her class levels in noble barbarian as her effective barbarian class level. This power may be taken more

than once, selecting a different totem power each time.

Burst of Health (Su): When the noble barbarian ends her manifestation of Divine Strength, she generates a burst of positive energy that heals living creatures within 30 feet of her. The amount of damage healed is equal to 1d6 points per four class levels possessed by the noble barbarian. The noble barbarian may take feats that have Channel Positive Energy as a prerequisite other than ones that focus on undead.

The noble barbarian is **exhausted** for a number of rounds equal to the number of rounds she was manifesting her Divine Strength, and then **fatigued** for the same number of rounds. Once the noble barbarian reaches 17th level she is only **fatigued** for a number of rounds equal to the number of rounds she spent manifesting her Divine Strength.

Invulnerable Stance (Ex): The noble barbarian automatically gains a hardened personal aura while manifesting her Divine Strength, gaining a DR 1/—. This **damage reduction** increases by +1 at 10th level and every three levels thereafter (maximum of DR 5/— at 19th level). The noble barbarian must be at least 7th level before she may take this power.

Rage Powers: The noble barbarian does have access to many rage powers normally available to the barbarian. She may choose any of the following rage powers as long as she meets the requirements for the power, treating her effective barbarian level equal to her noble barbarian class level. Rage powers limited to while the barbarian is raging can only be used while the noble barbarian is manifesting her Divine Strength. This noble power may be taken more than once, selecting a different rage power each time (unless the rage power itself allows the barbarian to

choose it more than once, in which case the rage power may be taken a number of times as allowed by the rage power). Available rage powers include: **clear mind**, **energy resistance**, **greater energy resistance**, **greater guarded life**, **guarded life**, **guarded stance**, **internal fortitude**, **knockback**, **knockdown**, **mighty swing**, **no escape**, **powerful blow**, **quick reflexes**, **renewed vigor**, **strength surge**, **swift foot**, and **unexpected strike**.

Smite Evil (Su): The noble barbarian may make a single smiting attack each time she manifests her Divine Strength, causing additional damage to the noble barbarian's opponent equal to her wisdom modifier (doubled if the opponent is undead or an evil outsider) and automatically bypassing the target's **damage reduction** if any as long as the opponent is evil. This damage also multiplied for critical hits when appropriate.

The noble barbarian must declare the attack as a smiting attack prior to determining the success or failure of the attack. The noble barbarian may only make a maximum number of smite attacks equal to $\frac{1}{3}$ her class level.

Huntsman's Call (Sp): At 5th level the noble barbarian gains a divine connection with either a medium sized **animal companion** or a large sized **animal mounted companion**. The connection functions as the druid's **animal companion**, treating the noble barbarian's effective druid level equal to her class level if the animal is medium sized or as her class level -4 for a large sized animal. Regardless of the animal type chosen, the beast's Intelligence is 3.

Once chosen, the type of animal cannot be changed, even if the animal is lost or killed. If the noble barbarian loses her **animal companion**, she may not summon another for at least 30 days or she gains

an additional class level as a noble barbarian.

This class ability replaces the Divine Bond class ability the paladin gains at 5th level.

Greater Divine Strength (Su): At 11th level the noble barbarian's *sacred bonus* to her Strength and Constitution increase to +6.

This class ability replaces the paladin's Aura of Justice class ability gained at 11th level.

Divine Call (Sp): At 14th level the noble barbarian's *animal companion* gains the Celestial creature simple template and its type changes to magical beast. The *animal companion's* effective CR when determining the *spell resistance* granted by the template is equal to its hit dice -1.

This class ability replaces the paladin's Aura of Faith class ability gained at 14th level.

Aura of Nobility (Su): At 20th level the noble barbarian projects an aura with a 10 foot radius while she is manifesting Divine Strength, granting both the noble barbarian and her allies within range of the aura the effects of the *Protection from Evil* spell. In addition, both the noble barbarian and her allies within range of the aura are immune to fear-based spells and *spell-like abilities*. Treat the noble barbarian's class level as her effective caster level in regards to *spell resistance* to overcome the protection of this aura.

This class ability replaces the paladin's Holy Champion class ability gained at 20th level.

New Feats

The merciless warden may choose the following feats as desired as part of her normal progression.

Extra Brute Resolve

You have learned to maintain your focus of determination just a little longer than most.

Prerequisites: Brute Resolve class ability.

Benefit: You can manifest your Brute Resolve for 6 additional rounds per day.

Special: You may take this feat multiple times, gaining 6 additional rounds each time it is taken.

Extra Brute Power

You unlock another secret of empowering your Brute Strength.

Prerequisites: Brute Power class ability.

Benefit: You gain an additional brute power.

Special: You may take this feat more than once, selecting a different brute power each time you select this feat.

Extra Divine Strength

You have learned to draw upon the strength of the powers of the earth and air a little longer.

Prerequisites: Divine Strength class ability.

Benefit: You can manifest your Divine Strength for 6 additional rounds per day.

Special: You may take this feat multiple times, gaining 6 additional rounds each time it is taken.

Extra Noble Power

You unlock another secret of empowering your Divine Strength.

Prerequisites: Noble Power class ability.

Benefit: You gain an additional noble power.

Special: You may take this feat more than once, selecting a different noble power each time you select this feat.

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