

Weekly Wonders

Archetypes of Sin



Pride

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

The seven deadly sins are inextricably tied with the official *Pathfinder* campaign setting, and, with it, to the very game itself. There is something potent about this particular group of vices that has drawn human fascination for centuries, however, and so it is no surprise that they would turn up here, yet again. But just as the enemies in certain iconic *Pathfinder Adventure Path* adventures gain their power from sin, so too can players draw their strength from the likes of envy, gluttony, greed, lust, pride, sloth, and wrath. Each installment of *Weekly Wonders: Archetypes of Sin* presents six new archetypes tied to one of the seven deadly sins.

This installment focuses on the sin of pride. Also known as hubris, pride has long been considered the most dangerous of the seven deadly sins, and the underlying cause of all the others. At its core, the sin of pride is the belief that one's self is more important than others, and placing one's own wants and needs above those of others. Often, this can also be expanded to a general belief in one's superiority over others. The archetypes in this book focus on themes such as vanity, superiority, standing alone, and refusing the help of others.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Glorious Hero Bloodline (Bloodrager)

You are descended from the greatest of the greatest, and the blood of heroes runs in your veins. You know that you are destined for great deeds yourself, and are all but invincible on the battlefield.

Bonus Feats: Dazzling Display, Diehard, Endurance, Intimidating Prowess, Leadership, Toughness, Weapon Focus.

Bonus Spells: *enlarge person* (7th), *eagle's splendor* (10th), *heroism* (13th), *fire shield* (16th).

Bloodline Powers: Your physical might and battle prowess are unparalleled, allowing you to dominate the battlefield and lead others to bask in (or flee before) your glory.

Victory Cry (Ex): At 1st level, whenever you deal the killing blow to an opponent, as a swift action, you can let out a victory cry or perform some other celebratory move. If you do, you gain a +1 morale bonus on attack and damage rolls until the end of your next turn.

Unassailable (Ex): Beginning at 4th level, you tower above your foes and refuse to fall, no matter how many of them come at you. You gain a +1 luck bonus to AC. For each opponent beyond the first that threatens you and is not threatened by any of your allies, this luck bonus increases by +1 (to a maximum bonus of +4 if you are threatened by four opponents who are not threatened by any of your allies).

Test of Mettle (Ex): Beginning at 8th level, you can attempt to block an opponent's attack with one of your own, pitting your might against theirs in a contest of strength and skill. Three times per day, while you are bloodraging, when a melee attack is made against you, as an immediate action, you can attempt to block the attack with one of your own. Make an attack roll at your full base attack bonus. If the result of your attack roll is greater than the result of the attacker's attack roll, the attack is blocked: you suffer no damage or other ill effects from the attack, and the attacker is demoralized by your prowess, suffering a -2 penalty on attack and damage rolls for 1 minute. If the result of your attack roll is less than the result of the attacker's attack roll, you fail to block the attack, which hits automatically, and you are demoralized, suffering a -2 penalty on attack and damage rolls for 1 minute. If the results of the two attack rolls are equal, you and the attacker make opposed Strength checks to determine whether the attack is blocked or not, rerolling as necessary until a winner is determined.

You cannot use this ability while flat-footed or if you are otherwise unaware of the attack or unable to act (such as if you are stunned or paralyzed). You must declare that you are using this ability before the attacker's attack roll is made. Opponents that are immune to mind-affecting, emotion, or fear effects are immune to the demoralization aspect of this ability, but you still suffer demoralization if you lose the test of mettle, even if you would otherwise be immune.

Invulnerable Bloodrage (Ex): Beginning at 12th level, you can make yourself practically invulnerable while bloodraging. As a swift action, while bloodraging, you can activate this ability to triple the amount of damage reduction granted by your damage reduction class feature. For each round that this ability is active, you consume 2 of your daily rounds of bloodrage, in addition to the normal expenditure for remaining in bloodrage. You can end the effect with another swift action. If you stop bloodraging for any reason, this ability ends immediately.

No one is truly invulnerable, however, and you have a specific weak spot on your body which, if attacked directly, is more vulnerable. You determine the nature of this weak spot when you gain this ability (such as your ankles, a blind spot on one side, etc.), but regardless of the nature of the weakness, an opponent who is aware of this weakness can target it specifically by taking a -4 penalty on their attack roll. If the attack hits, it ignores the additional damage reduction granted by this ability (it does not bypass any other damage reduction, including your normal damage reduction for being a bloodrager).

Aura of Glory (Ex): Beginning at 16th level, you radiate an aura of glory that emboldens your allies and weakens your foes. As long as you are in a bloodrage, all allies within 60 feet that can see you gain a +1 morale bonus on attack rolls and on saving throws against fear effects, and all enemies within 60 feet that can see you suffer a -1 penalty on attack rolls and saving throws against fear effects. This is a mind-affecting emotion effect.

Greater Invulnerable Bloodrage (Su): At 20th level, you are all but unassailable. When you activate your invulnerable bloodrage, you can choose to activate a greater version. This version renders you immune to all damage that would normally be subject to your damage reduction, except for damage sources that are treated as “epic” for the purposes of bypassing damage reduction (typically any weapon with an enhancement bonus and/or special abilities totaling +6 or greater), which is halved. While this ability is active, you also halve all acid, cold, electricity, fire, force, and sonic damage that you would suffer. This greater invulnerable bloodrage expends 4 rounds of bloodrage per round, rather than 2. You still have the weak spot outlined in the invulnerable bloodrage class feature, and attacks made against that weak spot bypass this protection, as normal.

Trick Shooter (Gunslinger)

All gunslingers are skilled firearm combatants, but trick shooters are performers as well, preferring to do combat with needlessly complex and showy trick shots, just to demonstrate just how much better they are than their opponents.

Deeds: The trick shooter swaps the following deeds.

Dead Center (Ex): Beginning at 1st level, as long as the trick shooter has at least 1 grit point, whenever she successfully hits a creature with a firearm attack, if the result of the attack roll exceeded the target’s AC by 5 or more, she gains a +1 morale bonus on the next attack roll she makes with a firearm before the end of her next turn, and if that attack hits, she gains a +1 morale bonus on the damage roll, as well.

This ability replaces the quick clear deed.

Lone Gunman (Ex): Beginning at 3rd level, a trick shooter is particularly fast on the draw when alone and outnumbered. She gains a +4 bonus on initiative checks as long as she has no allies present in that combat. For each opponent involved in the combat beyond the first, this bonus increases by +2. Additionally, if she begins the fight alone against at least five opponents, she automatically acts during the surprise round (even if there would not otherwise be a surprise round), and is able to take a full round’s worth of actions during the surprise round.

This ability replaces the gunslinger initiative deed.

Trick Shot (Ex): At 3rd level, as long as the trick shooter has at least 1 grit point, she can perform all of the following trick shots. Each trick shot can be applied to any single attack with a firearm, but the trick shooter must declare the trick shot she is using before firing the shot. A trick shooter must wait at least one minute after using any given trick shot before she can make that type of trick shot again.

- **Behind the Back**: The trick shooter makes a sudden and unexpected shot in a direction she isn’t looking. The target of this shot is considered flat-footed for the purposes of this attack, but also has total concealment (50% miss chance) for that attack.
- **Counterbullet**: The trick shooter fires a shot with such precision that she knocks another projectile out of the air. In order to use this trick shot, the trick shooter must ready an action to use it when a ranged attack is made with a projectile weapon. The trick shooter makes a firearm attack, and compares the result to the result of the projectile’s attack roll. If the trick shooter’s result is equal to or greater than the attacker’s, she shoots the projectile harmlessly out of the air. Otherwise, the attack proceeds as normal.
- **Two in the Hole**: The trick shooter fires a bullet directly into a hole made by another firearm attack. She suffers a –5 penalty on her attack roll, but the attack ignores any damage reduction or hardness that the target may possess. The trick shooter can only use this attack against a creature or object that has been damaged by a firearm attack (or, at the GM’s discretion, by another type of ranged attack) in the last hour.

This ability replaces the utility shot deed.

Explosive Shot (Ex): Beginning at 11th level, a trick shooter is so skilled with a firearm that she can actually turn a broken gun to her advantage. Whenever she rolls a misfire with a firearm that has the broken condition, she can choose to expend 1 grit point to attempt to use the explosive force of the gun to her advantage, rather than have the firearm explode normally. The next time she makes an attack with that firearm, if the attack hits, it deals an extra 2d6 points of damage. If it misses, the firearm explodes as normal. She must make an attack with the firearm within 1 minute of using this ability, or the firearm explodes as normal.

This ability replaces the expert loading deed.

Slinger’s Skill (Ex): At 15th level, the trick shooter can spend grit to ensure success with cool and measured skill, rather than relying on luck. By expending 2 grit points, rather than making a saving throw, she can choose to treat the saving throw as though she had rolled a 13, adding the appropriate modifier to determine her result. Similarly, by expending 1 grit point, she can “take 13” on a skill check. The deed’s cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs. She must declare that she is using this ability before making the saving throw or skill check in question.

This ability replaces the slinger’s luck deed.

Sport Hunter (Hunter)

While most hunters develop a close bond with a wild animal to serve as their hunting partner, others prefer their hunting hounds in human form. Sport hunters consider themselves such masters of the hunt that only a humanoid steward is fit to serve them on their adventures.

Steward (Ex): Instead of forming a bond with a wild animal, a sport hunter instead can count on the faithful and unswerving support of a loyal steward, who aids her in her adventures. At 1st level, the steward is an NPC with one level of either expert or warrior (the sport hunter's choice). The sport hunter's steward is typically the same race as the sport hunter, but at the GM's discretion, may be another humanoid race appropriate for player characters, instead. The steward's ability scores at 1st level are chosen from the following array, arranged as the sport hunter desires: 13, 12, 11, 10, 9, 8 (these scores are then adjusted by the steward's race).

The steward gains levels in the chosen NPC class as the sport hunter increases in level, as outlined on the table below. Further, in addition to the normal ability score increases gained every four Hit Dice the steward possesses, the steward also gains a permanent increase of +1 to a single ability score when the sport hunter reaches 8th, 13th, and 18th levels. The steward also gains several bonus feats at the levels indicated on the table, and the evasion and improved evasion abilities.

Table: Stewards

Hunter Level	Steward's Level	Special
1st	1st	
2nd	1st	Endurance
3rd	2nd	Evasion
4th	3rd	
5th	4th	Ability score increase
6th	4th	Toughness
7th	5th	
8th	6th	Ability score increase
9th	7th	
10th	8th	Ability score increase
11th	8th	Diehard
12th	9th	
13th	10th	Ability score increase
14th	11th	
15th	12th	Ability score increase
16th	12th	Improved evasion
17th	13th	
18th	14th	Ability score increase
19th	15th	
20th	16th	Ability score increase

If the sport hunter releases her steward from her service or the steward perishes, she may gain a new one by spending 24 hours in a civilized area conducting interviews.

The sport hunter's steward is treated as an animal companion for the purposes of the following hunter class features: animal focus, precise companion, hunter tactics, second animal focus, and one with nature.

This ability replaces the animal companion class feature.

Mark Target (Su): At 4th level, as a standard action, a sport hunter can point out a single creature within 60 feet and designate it as a target. If she does, she and her steward both gain a +2 morale bonus on attack and damage rolls made against that creature. This bonus lasts for 1 minute, or until the sport hunter marks another target, whichever comes first.

This ability replaces the improved empathic link class feature.

Butler (Su): At 7th level, a sport hunter gains the services of a loyal butler. This butler is a 2nd-level expert that serves the sport hunter unflinchingly, but is a dedicated non-combatant, and will not take any action requiring an attack roll or a combat maneuver check. If the butler is killed, dismissed, or otherwise lost, the sport hunter can replace him by spending 8 hours in a civilized area conducting interviews.

This ability replaces the bonus tricks class feature.

Fast Hiring (Ex): Beginning at 10th level, a sport hunter halves the amount of time required to find a replacement steward or butler. Additionally, once per month, by luck and happenstance, she can find a replacement steward or butler in an area that is not particularly civilized.

This ability replaces the raise animal companion class feature.

Skilled Butler (Ex): At 11th level, a sport hunter's butler becomes more skilled. The sport hunter must choose three Intelligence, Wisdom, or Charisma-based skills. The butler gains a bonus equal to the sport hunter's hunter level on skill checks made for the chosen skills. For all other skill and ability checks, the butler gains a bonus equal to 1/2 the sport hunter's hunter level.

This ability replaces the speak with master class feature.

Improved Mark Target (Su): Beginning at 14th level, whenever the sport hunter uses her mark target class feature, all of her allies gain a +2 bonus on attack and damage rolls made against the marked target, instead of just her and her steward.

This ability replaces the greater empathic link class feature.

Egoist (Mesmerist)

Given their incredible powers over the mind, and their ability to influence and manipulate those around them, it is no surprise that most mesmerists develop a strong sense of superiority over their fellow man. Some mesmerists take this to the next step, however, actively reveling in their control over others, sure in their supremacy.

Hypnotic Presence (Su): Beginning at 3rd level, an egoist's very presence is enough to hypnotize others, even without making eye contact. The egoist can begin projecting his hypnotic presence as a move action. If he does, each creature within 10 feet is affected as though by the egoist's hypnotic stare. The egoist must spend a swift action each round to maintain his hypnotic presence, and creatures that move outside this range are no longer affected. The egoist can choose to exempt any number of creatures within this area from the effects of his hypnotic presence.

At 7th level, and every four levels thereafter, the range to which the egoist's hypnotic presence extends increases by 5 feet (15 feet at 7th level, 20 feet at 11th level, 25 feet at 15th level, and 30 feet at 19th level).

This ability replaces the bold stare class feature.

Mental Ecstasy (Su): Beginning at 3rd level, whenever an egoist exerts mental control over another creature, he is able to revel in his mastery of their mind. Whenever a creature fails a saving throw to resist a mind-affecting spell cast by the egoist, the egoist heals a number of hit points equal to the spell's level. If this would cause healing in excess of the egoist's maximum hit points, he gains the remainder as temporary hit points that last for 1 minute. The egoist can only gain this benefit once per spell that he casts, regardless of how many creatures fail their saving throws.

At 6th level, instead of being healed in this way, the egoist can choose to gain a +2 morale bonus on the next skill or ability check he makes within the next minute. At 10th level, he can instead choose to gain a +1 morale bonus on the next attack roll he makes within the next minute. At 14th level, he can instead choose to increase the saving throw DC of the next mind-affecting spell he casts within the next minute by 1.

This ability replaces the touch treatment class feature.

Unassailable Confidence (Ex): At 11th level, an egoist's self-confidence is so great that nothing can cause him to doubt himself or his abilities. He is immune to any penalties imposed by effects with the emotion descriptor, as well as to all fear effects.

This ability replaces the glib lie class feature.

Vanity Discipline (Psychic)

Your own certainty in yourself and your own superiority is the source of your psychic potential, literally willing your powers into existence as you impose your version of reality on the world around you.

Phrenic Pool Ability: Charisma.

Bonus Spells: *lock gaze*^{UC} (1st), *demand offering*^{OA} (4th), *demanding message*^{UI} (6th), *charm monster* (8th), *smug narcissism*^{UM} (10th), *age resistance*^{UM} (12th), *project image* (14th), *sympathy* (16th), *overwhelming presence*^{UM} (18th).



Discipline Powers: Your own self-absorption and vanity allows you to be empowered by the approval of others, and to impose your own self-image upon them.

Flattery Magnet (Ex): Whenever you receive a compliment from another creature, you regain 1 point in your phrenic pool, and the creature that complimented you gains a single validation point, which it can expend at any time in order to reroll a failed attack roll, ability check, skill check, or saving throw. The maximum number of compliments you can receive in this way per day is equal to your Charisma modifier, and you cannot receive more than one compliment per day in this fashion from any given creature. Any unspent validation points are lost the next time the creature rests.

Lash Out (Su): Your vanity and insecurities give you greater strength to lash out at those who would threaten your self-worship. Whenever you deal damage to a creature that has insulted you in the last 24 hours, you deal 1 additional point of damage per damage die. For the purposes of this ability, insulting you includes direct insults, as well as taunts or openly questioning your abilities or competency.

Staggering Ego (Su): Beginning at 5th level, you gain a bonus equal to your Charisma modifier on saving throws made to resist mind-affecting effects. Additionally, once per day, when you succeed on a saving throw to resist a mind-affecting effect, you may force the source of that effect to succeed on a Will save (DC 10 + 1/2 your psychic level + your Charisma modifier) or be staggered for 1d4 rounds by the sheer force of your ego.

Stunning Beauty (Su): Beginning at 13th level, as a standard action, you can focus all your glorious beauty at a single creature within 60 feet, forcing it to succeed on a Fortitude save (DC 10 + 1/2 your psychic level + your Charisma modifier) or be stunned for 1d4 rounds by your supernatural good looks. You can use this ability a number of times per day equal to your Charisma modifier.

Pride Subschool (Wizard)

Some wizards study the school of illusion less because of an interest in deceptive magic, and more because of the school's metaphysical connection with the sin of pride.

Associated School: Illusion.

Replacement Powers: The following school powers replace all of the normal powers of the illusion school.

Fascinating Gaze (Su): As a standard action, you can lock gazes with a creature within 30 feet, forcing that creature to succeed on a Will save (DC 10 + 1/2 your wizard level + your Intelligence modifier) or become fascinated with you for as long as you continue to maintain the effect (a standard action each round). You can use this ability for a total number of minutes per day equal to 3 + your Intelligence modifier, which must be spent in 1-minute increments.

Delusions of Grandeur (Su): As a swift action, you can grant yourself a morale bonus equal to 1/2 your wizard level to a single skill, or on all ability checks made with a particular ability score. This bonus lasts until you use this ability again and choose a new skill or ability score, or until you fail a skill check or ability check with the chosen skill or ability score by 5 or more. If you fail a check in this way, you instead suffer a penalty equal to 1/2 your wizard level on that type of check for 1 hour. You can use this ability three times per day, but cannot activate it while suffering a penalty due to failing a skill or ability check by 5 or more. At 20th level, you can use this ability at will, but still cannot activate it while suffering a penalty.

Idealized Appearance (Sp): At 8th level, you can make yourself look and sound like your idealized self. This functions as *disguise self*, except that it also alters tactile and audible properties. Additionally, the effect lasts until it is dismissed, dispelled, or you use the ability again to alter your appearance in a different way. Your caster level for this effect is equal to your wizard level, and the saving throw DC to disbelieve the effect is equal to 10 + 1/2 your wizard level + your Intelligence modifier.



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Brand new archetypes second to none!

Envy, gluttony, greed, lust, pride, sloth, and wrath. The temptation and allure of the seven deadly sins is undeniable. They have fascinated and tantalized audiences for centuries, and the idea of the seven deadly sins appears frequently in movies, books, games, and other media. They even have a role at the very heart of the *Pathfinder Campaign Setting*, and feature centrally in its most iconic Adventure Path. While sin magic is a famous part of the Pathfinder setting, and due to be revisited in an upcoming Adventure Path, there are other ways to gain power from the seven deadly sins. Each installment of *Weekly Wonders: Archetypes of Sin* presents several new archetypes tied to one of the seven deadly sins, allowing characters of various classes to tap into the power of sin.

For this book, we focus on the sin of pride. Also known as hubris, pride has long been considered the most dangerous of the seven deadly sins, and the underlying cause of all the others. At its core, the sin of pride is the belief that one's self is more important than others, and placing one's own wants and needs above those of others. Often, this can also be expanded to a general belief in one's superiority over others. This book includes the following archetypes:

- The glorious hero bloodline, a bloodrager bloodline that becomes all but invulnerable on the battlefield, and specializes in fighting against impossible odds.
- The trick shooter, a gunslinger archetype with a number of deeds that allow them to show off their superior skills with tricky and showy special shots.
- The sport hunter, a hunter archetype whose companion is not an animal, but a trusty servant.
- The egoist, a mesmerist archetype that delights in subverting the will of others.
- The vanity discipline, for psychics, which draws power from receiving compliments.
- The pride subschool, for enchantment-focused wizards who wish to harness the power of sin.

Whether you're about to embark on a campaign with ties to the ancient arts of sin magic (such as one of multiple official Paizo adventure paths), or you just want to play a character steeped in sin, this book has lots of tantalizing options to offer. Even GMs can get in on the fun, as several of the archetypes here are perfect for sinful NPCs as well, and can make for exciting and memorable encounters.



*Necromancers
of the Northwest*

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