Weekly Wonders Rebelltous Archetypes Polume II

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DATTRIFIDDER ROLEPLAYING GAME COMPATIBLE

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Introduction

All too often, might makes right, and those in power can get away with just about everything, abusing their position to shield them from the consequences of their actions. This is at least as true in fantasy media and roleplaying games as it is in real life, perhaps even moreso. But eventually, there comes a time when those in power take things one abuse too far, and the people, unwilling to bear it, are moved to action. To rebellion.

This book contains five archetypes for five different classes, all of which share a common theme of rebellion. Whether you're about to embark on Paizo's rebellion-themed Adventure Path (issues #97 - #102 in their official Adventure Path line), or you're just a rebel without a cause, these archetypes will help you to bring down the establishment, cast aside the old and corrupt, and make way for a glorious and bright new future.

Archetypes

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

Freedom Fighter (Fighter)

There are many reasons for someone to take up the sword, but there are few causes as noble as the cause of freedom, not just for yourself, but for your fellow man. Freedom fighters are rebels with a cause, and their intense dedication ensures that they will see that cause through to the end. As freedom fighters almost always face overwhelming odds, they learn to become masters of guerilla tactics, striking with daring ambushes and then fading away before reinforcements can arrive.

Class Skills: A freedom fighter adds Bluff, Sleight of Hand, Stealth, and Sense Motive to his list of class skills, but loses Handle Animal, Knowledge (dungeoneering), and Ride. The freedom fighter gains 1 additional skill rank per level, increasing his total to 3 + Int modifier.

Weapon and Armor Proficiency: A freedom fighter is not proficient with heavy armor, or with tower shields.

Conviction (Ex): Beginning at 2nd level, a freedom fighter gains a +1 bonus on Will saves made to resist compulsion effects. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces the bravery class feature.

Ambush Tactics (Ex): Beginning at 6th level, a freedom fighter becomes an expert at using surprise to his advantage. If he acts in the surprise round, he can take a full round's worth of actions. Additionally, he gains a +2 competence bonus on attack and damage rolls made in a surprise round. At 9th level, and every 3 levels thereafter, this bonus increases by +1 (to a maximum bonus of +6 at 18th level).

This ability replaces the bonus feat gained at 6th level.

Fighting Retreat (Ex): Beginning at 12th level, a freedom fighter can make a fighting retreat. This functions as the withdraw action, but allows the freedom fighter to make a single attack at his highest base attack bonus before his movement. At 16th level, he can make a second attack before his movement, and at 20th level, he can make a third attack before his movement. These additional attacks suffer a cumulative -5 penalty on the attack roll, just like iterative attacks made as part of a full-attack action.

This ability replaces the bonus feat gained at 12th level.

Great Conviction (Ex): Beginning at 18th level, a freedom fighter's mind is almost impossible to sway. He applies the bonus from his conviction class feature to all mind-affecting effects, and the bonus is doubled (to +10) for compulsion effects.

This ability replaces the bonus feat gained at 18th level.

Rebel Operative (Investigator)

Some investigators focus on the crimes committed by oppressive governments, rather than those committed by individuals. Those that determine that the government itself is corrupt and must be overthrown often work to undermine it through identifying its weak points, as rebel operatives.

Undercover (Ex): Rebel operatives learn to avoid traps and pitfalls of a social nature, rather than the more literal kind. A rebel operative gains a bonus equal to 1/2 his class level on all Diplomacy checks made to gather information, as well as on all Bluff checks.

This ability replaces the trapfinding class feature.

Mental Defenses (Ex): Due to extensive training and conditioning, a rebel operative is able to resist much greater mental assaults than other investigators. At 2nd level, he gains a +1 bonus on Will saves made to resist mindaffecting effects. At 5th level, and every 3 levels thereafter, this bonus increases by +1 (to a maximum of +7 at 2oth level).

This ability replaces the poison resistance and poison immunity class features.

Strike First (Ex): Beginning at 3rd level, a rebel operative is constantly alert for the signs of a fight, allowing him to more often make the crucial first move. He gains a +1 bonus on initiative checks, and a +1 bonus on damage rolls made against creatures that have not acted yet this round. At 6th level, and every 3 levels thereafter, these bonuses increase by +1 (to a maximum of +6 at 18th level).

This ability replaces the trap sense class feature.

Serene Objector (Monk)

Serene objectors are strongly devoted to their beliefs and ideals, perhaps more so even than other revolutionaries, but they do not allow themselves to be blinded by their passion. A serene objector constantly weighs the actions that he takes against the pain and suffering that his rebellious actions have on others, and is unwilling to allow his cause to be sullied by taking the low road, always holding himself to a higher standard than his foes.

Class Skills: A serene objector adds Diplomacy, Knowledge (local), and Sleight of Hand to his list of class skills. Additionally, he gains 2 additional skill ranks per level, increasing his total to 6 + Int modifier.

Non-Lethal Vow (Su): A serene objector is sworn not to use his abilities to end the lives of others. While this vow is more relaxed than, for example, a paladin's code of conduct, serene objectors who ignore their vows nonetheless find their abilities diminished.

Whenever a serene objector kills a living creature, he suffers a -1 penalty to attack and damage rolls for 24 hours, as he questions whether or not he should continue to fight in the face of the loss of life that he causes, and if the cause that he is fighting for is really worth the life of another living being, even an evil and corrupt one. Multiple instances of this penalty stack, with no maximum. Beginning at 4th level, whenever the serene objector kills a living creature, he also loses 1 point from his ki pool, until the next time that he rests and regains his ki.

Further, the serene objector is responsible for what happens to those that he disables with nonlethal damage or other means, and if he renders any creature dazed, helpless, paralyzed, stunned, or unconscious, and that creature is slain for any reason while in that state, the serene objector suffers the penalties above, as though he had killed the creature himself. Unlike penalties accrued from directly killing creatures, a serene objector can suffer penalties for no more than 5 indirect deaths at any given time.

Strength Through Weakness (Su): Beginning at 4th level, a serene objector can abstain from food and drink in order to increase his spiritual and mystical power. In order to benefit from this ability, the serene objector must suffer nonlethal damage due to hunger or thirst. Each day, when he rests and replenishes his ki pool, he gains 1 additional ki point for every 10 points of nonlethal damage he is currently suffering as a result of hunger or thirst (this allows him to have more ki points in his pool than his maximum would normally allow). If the serene objector consumes food or drink at any point during the day, he loses a number of ki points equal to the number of ki points that he gained in this way at the beginning of the day. If he has fewer ki points remaining than that amount, then whatever remainder is left is subtracted from his ki points the next time he rests and replenishes his ki. Bonus ki points gained in this way cannot be carried from one day to the next, and are lost when the serene objector rests and regains ki.

At 9th level, whenever the serene objector is successfully hit by a melee or ranged attack, he can expend 2 ki points to treat the damage roll for that attack as though it were the minimum possible result (a roll of 1 for all damage dice). This does not apply to attacks made for spells.

At 14th level, as an immediate action, a serene objector can spend any number of ki points from his ki pool in order to increase his spell resistance by an amount equal to 1/2 the number of ki points expended in this way (rounded down). This benefit lasts until the beginning of the serene objector's next turn.

This ability replaces the slow fall class feature.

Great Peacemaker (Ex): A serene objector focuses more on his social poise and grace than on his ability to leap and fly through the air. At 5th level, he adds 1/2 his class level on all Diplomacy checks made to influence a creature's attitude or make a request. By spending 1 point from his ki pool, the serene objector can make a special Diplomacy check as a full-round action to make a single creature hesitate in combat. The DC for this check is 25 + the creature's Charisma modifier. If the check succeeds, the target suffers a -5 penalty on attack rolls for 1 minute, or until any creature makes a hostile action against the target or one of his allies. This is a mind-affecting effect.

This ability replaces the high jump class feature.

Conversion (Su): At 15th level, a serene objector can open his opponents' mind to other viewpoints. Once per day, as a standard action, the serene objector can make a melee touch attack against another living creature. If the attack hits, the target must succeed on a Will save (DC 10 + 1/2 the serene objector's level + the serene objector's Wisdom modifier) or have a revelatory experience. This causes the target's alignment to move one step closer to the serene objector's alignment on each alignment axis (so if a lawful good serene objector used this ability on a chaotic evil creature, the target would become neutral). Additionally, the target suffers a strong compulsion of nonviolence, and is unable to take hostile actions against other creatures for a number of days equal to the serene objector's monk level. If another creature makes a hostile action against the target, the target is able to take hostile actions against that creature for 1 minute thereafter.

This ability replaces the quivering palm class feature.

Liberator (Paladin)

Chivalry and knightly values are great ideals, but when it comes to truly helping the innocent in the face of oppression and tyranny, sometimes the strict ideals of most paladins are more likely to get innocent people killed than to truly help them. Liberators are paladins who are dedicated to fighting the good fight to give aid and succor to those who are firmly ground under the heel of oppressive, evil regimes, who settle in to fight the long fight, and care about the fallout on average citizens, instead of simply showing up in a blaze of shining glory and hoping everything works out for the best. They still follow a strict code, and are devoted to goodness and honor, but they do so in a way that grants them a little bit more leeway for the cunning tactics and subterfuge that are required when one faces the bleak odds of fighting a fledgling rebellion.



Class Skills: A liberator adds Knowledge (local) and Stealth to her list of class skills. Additionally, she gains 2 additional skill ranks per level, increasing her total to 4 + Intelligence modifier.

Weapon and Armor Proficiency: Liberators are not proficient with heavy armor.

Altered Code: A liberator does not live by quite the same code as most other paladins, because her role in aiding and fostering righteous rebellions means that she often faces overwhelming odds, and strict adherence to the paladin's code could lead to the deaths of numerous innocents. A liberator is not required to respect any authority that is routinely cruel and oppressive to its people, regardless of its legitimacy. A liberator is permitted to lie, but only in the service of her cause and to protect innocent lives, never for her own benefit. She is also only permitted to lie to her enemies, and cannot tell lies that will cause harm to her allies or innocent bystanders. Finally, the liberator must prioritize the protection of innocent lives over all else.

This ability alters the paladin's code of conduct.

Curse Ward (Su): A liberator's role combatting the forces of oppression and tyranny make death from things like disease secondary concerns to more directed and malevolent ailments. At 3rd level, the liberator is immune to all curses, including spells with the curse descriptor.

This ability replaces the divine health class feature.

Mobile Combatant (Ex): A liberator's constant battle against overwhelming foes make it important that she be able to move swiftly, either to get into position or to retreat. Beginning at 3rd level, she suffers half the normal armor check penalty for light and medium armor that she wears (rounded up), and her movement speed is not reduced when wearing medium armor.

This ability replaces the aura of courage class feature.

Aura of Free Will (Su): Liberators are more susceptible to charm and guile than other paladins, but their hearts and minds can never be outright commanded by evil. At 8th level, a liberator gains a +4 bonus on saving throws made to resist compulsion effects, and extends this benefit to all allies within 10 feet of her. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

This ability replaces the aura of resolve class feature.

Arcane Insurgent (Witch)

Many witches live on the fringes of society, and many of them have problems with authority, but few are as ardently and militaristically independent as the arcane insurgent. These rebellious witches rankle at every imposition, and so strong is their belief in personal freedoms that even their magic is affected.

Alignment: An arcane insurgent cannot be of lawful alignment.

Class Skills: An arcane insurgent adds Bluff, Sleight of Hand, and Stealth to her list of class skills.

Rebellious Magic (Su): An arcane insurgent is better able to resist compulsions than other witches, but the conviction of her own compulsions is weaker. She gains a +4 bonus on saving throws made to resist compulsion effects, but the saving throw DCs of her own compulsion spells and effects are reduced by 2.

Surprising Spell (Su): Beginning at 4th level, an arcane insurgent's spells are more effective if they are cast upon those who are unsuspecting. Whenever the arcane insurgent casts a spell that targets a single creature, if that creature is not aware of the arcane insurgent's presence, or if he has not acted yet this combat, the spell's saving throw DC is increased by 1. Additionally, the arcane insurgent adds her Intelligence modifier to her initiative checks, in addition to her Dexterity modifier.

This ability replaces the hex gained at 4th level.

Vexing Escape (Sp): Beginning at 12th level, an arcane insurgent becomes a master of escaping undetected when things get difficult. As a standard action, she can vanish, leaving an image of herself behind to fool her foes. This functions as *mislead*, except that if any creature would successfully hit the image (it has AC equal to 10 + the arcane insurgent's Dexterity modifier + any size bonus or penalty to AC that the arcane insurgent possesses), the image delivers a nasty shock, inflicting 5d6 points of electricity damage to the attacker as the image is instantly dispelled. The arcane insurgent can use this ability a number of times per day equal to her Intelligence modifier.

This ability replaces the hex gained at 12th level.

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Be a Rebel With A Cause

Not every evil lurks in deep, dark dungcons far away from innocent townsfolk, waiting patiently for adventurers to kick down their doors and start fighting. Some monsters don't just prey on society from without, but have burrowed and wormed their way into the very heart of the civilized world, and twist and corrupt the very laws that are supposed to protect the innocent, using them to oppress and exploit them, instead. These evils are no less a threat than the ones that most adventurers face, but many PCs are ill= equipped to deal with them. This is a job for rebels.

> This book presents five new rebellious archetypes for five different classes. Included are the freedom fighter, a fighter archetype specializing in hit=and=run tactics, the rebel operative, an investigator archetype that specializes in working undercover, the serene objector, a monk archetype devoted to peaceful resistance and converting one's focs to one's own way of thinking, the liberator, a paladin

archetype that grants paladins some limited freedom for deception and subterfuge in dealing with tyrants and oppressors with overwhelming power, and the arcane insurgent, a witch archetype that resists all forms of control, and is a master of escape.

Whether you're about to embark on a politically-themed campaign (such as the official Paizo adventure path focusing on revolution), or you just want a selection of exciting new abilities for passionate and freedom-loving PCs, this book has lots of tantalizing options to offer.



