Weekly Wonders Rebellious Archetypes Polume IP

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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.

Freemage (Arcanist)

Most arcanists set out to master magic, to control and harness it like a draft animal, making it a slave to their will. Some arcanists believe that magic is a force with a mind of its own, however, which should be given the respect and freedom that it deserves. These arcanists, known as freemages, are able to coax incredible power from magic by releasing some of their control over it.

Spell Surge (Su): Beginning at 3rd level, a freemage learns to give up some amount of control over spells that she casts, guiding the magic rather than commanding it. Sometimes, this causes her spells to be more powerful and effective, but other times the magic ebbs instead of flows, and is weakened as a result. Whenever a freemage casts a spell, she can choose to use this ability as a free action made as part of the action made to cast the spell. If she does, her caster level for that spell is adjusted by 1d6–3 (for example, if she rolled a 2, her caster level would be reduced by 1, as the result of 2–3 is –1; if she rolled a 6, her caster level would be increased by 3, as the result of 6–3 is 3).

This ability replaces the arcanist exploit gained at 3rd level.

Spell Meddle (Su): Beginning at 7th level, a freemage can direct magic wielded by others to rebel against them. Whenever a creature within 6o feet casts a spell, as an immediate action, a freemage can expend 2 points from her arcane pool in order to direct the magic channeled by that creature to lash out. If she does, the caster must succeed on a concentration check (DC 10 + the freemage's class level + the freemage's Charisma modifier) or partially lose control of the spell. If he fails, and the spell targets one or more creatures or objects, its targets are determined randomly, instead of by the caster. If he fails, and the spell has an area, the origin point of that area is moved 1010 x 5 feet in a random direction.

This ability replaces the arcanist exploit gained at 7th level.

Spell Release (Su): Beginning at 11th level, a freemage learns to allow the magic she wields to shape itself in whatever shape it desires, and she herself is merely a conduit for it. As a full-round action, by expending 1 point from her arcane pool, she can choose a single spell level for which she currently has at least one unused spell slot. Randomly determine a spell from among all of the spells that she currently has prepared for that spell level, for which she possesses all of the necessary components, and which has a casting time of 1 round or less. The freemage expends one spell slot of the chosen spell level, and casts the randomly determined spell. Once the spell has been determined, she can choose one of the following benefits to apply to the spell: increasing the caster level by +5 (this stacks with the spell surge class feature, if she chooses to use it), increasing the saving throw DC by +2, or applying a single metamagic feat she knows, which modifies the spell's effective spell slot by 2 or less, to the spell without increasing the level of spell slot that it takes up or the casting time. If the freemage selects a spell level for which she does not currently have at least 3 different eligible spells prepared (ones with a casting time of 1 round or less for which she has all the necessary components), this ability has no effect; the spell slot is not consumed, but the action is wasted.

This ability replaces the arcane exploit gained at 11th level.

Order of the Broken Tower (Cavalier)

There are many cavalier orders that place high value on protecting the innocent and the downtrodden, but the order of the broken tower is unusual in that it specifically shields the common folk from the threat that they are often the most helpless to fight against: that of the governments and organizations that have been placed in positions of authority over them, and who wield that very authority against those it was meant to help and protect. Cavaliers of the order of the broken tower fight corruption and abuse of authority in all its forms, overthrowing tyrants and casting down bloated bureaucracies wherever they go.

Edicts: The cavalier must always strive to protect the common folk from the depredations of oppressive regimes. He must not decline any duty or mission because he is outnumbered or out-equipped by his foes, or because of any legal or social consequences or dangers it may bring upon him.

Challenge: Whenever an order of the broken tower cavalier issues a challenge, the target of his challenge suffers a -1 penalty to attack and damage rolls. This penalty increases by 1 for every 5 levels the cavalier possesses.

Skills: An order of the broken tower cavalier adds Disguise and Knowledge (local) to his list of class skills. In addition, whenever he makes a Diplomacy check to gather information, he gains a bonus on the check equal to 1/2 his cavalier level, rounded down (minimum 1). Finally, he is always treated as trained in Knowledge (nobility) for the purposes of checks made to identify corrupt or oppressive nobles, and he gains a bonus equal to 1/2 his cavalier level (rounded down, minimum 1) on such checks.

Order Abilities: A cavalier belonging to the order of the broken tower gains the following abilities as he increases in level.

Guerilla Warrior (Ex): At 2nd level, the cavalier receives Improved Initiative as a bonus feat. Additionally, he gains a competence bonus equal to his Charisma modifier on attack and damage rolls made against opponents that have not acted yet in this combat (including opponents with uncanny dodge, or who otherwise cannot be caught flat-footed).

Revolutionary Spirit (Ex): At 8th level, the cavalier's revolutionary spirit cannot be overcome. He becomes immune to fear effects, and gains a +4 bonus on Will saves made to resist compulsion effects. Additionally, he gains a +1 bonus on attack and damage rolls against creatures that are both lawful and evil. At 16th level, this bonus increases to +2.

Symbol of the Revolution (Ex): Beginning at 15th level, the cavalier becomes a symbol of rebellion, inspiring the good and just to cast down their oppressors wherever he goes. The bonuses on saving throws granted by his banner and improved banner class features increase to +4, and the morale bonuses on attack rolls are doubled if the attack is made against a creature that is both lawful and evil. Additionally, once per day, when the cavalier slays a creature that is both lawful and evil, he can choose to make a display of the act, heralding the execution as the dawn of a new order. If he does, all allies within 60 feet who can see and hear him are granted all of his teamwork feats, as though they had been granted them with the tactician class feature.

Green Wilds Rebel (Druid)

Not all druids seek to find a balance between civilization and nature. Some see civilization as a blight that must be conquered and defeated, erased with no trace left, as pure pristine nature covers the earth. These druids, known as green wilds rebels, fight for their beliefs, violently opposing human settlement and civilization wherever they go.

Alignment: A green wilds rebel must be chaotic. This replaces the standard alignment restriction of the druid.

Incite Animal (Su): A green wilds rebel can whip a nearby animal into a feral frenzy, causing it to attack other nearby creatures. Doing so is a full-round action and requires that the green wilds rebel speak to and gesture to the animal from within 30 feet. The animal in question must succeed on a Will save (DC 10 + 1/2 the green wilds rebel's class level + the green wilds rebel's Wisdom modifier) or become feral for 1 minute. A creature made feral in this way gains a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC. Further, each round it must attack a living creature, if able. It can choose what creatures to attack, but only attacks the green wilds rebel if there are no other creatures within range that it can attack. If the animal succeeds on its saving throw, it is immune to this effect for 24 hours.

The green wilds rebel can also use this ability on a magical beast with an Intelligence score of 1 or 2, but such creatures gain a +4 bonus on their Will saving throw.

The green wilds rebel can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces the wild empathy class feature.

Wild Summons (Su): Whenever a green wilds rebel uses her spontaneous casting class feature to cast a *summon nature's ally* spell, she may choose to apply one of the following templates to a single creature summoned by that spell: advanced, entropic, or giant.

Wild Vow (Ex): A green wilds rebel must vow to live a life suitable for a creature of the wilds. She cannot sleep in man-made structures, nor can she consume food that she has not harvested or killed herself. She cannot wield weapons made primarily of metal. A green wilds rebel who violates any of these proscriptions is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Overgrowth (Su): Beginning at 2nd level, a green wilds rebel can encourage vegetation to explosive and potentially disruptive growth. As a standard action, she can affect normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within 6o feet, causing them to become thick and overgrown.

In an area that is already affected by a spell or effect that creates or alters plants in such a way as to make them obstacles, such as entangle or wall of thorns, this effect increases the DC of any saving throw involved with those effects by +4. In an area where such plants are relatively prevalent (such as most forests, plains, and other natural areas), this reduces movement speeds of all creatures in the affected area to 5 feet, or 10 feet for Large or larger creatures. In an area where such plants are sparse (such as most urban environments), this spell can be used to cause minor weeds and grasses to break through cobblestones and damage the firmament and foundation of buildings, inflicting 1d6 points of damage per 2 druid levels to a single wall, door, or similar object, which ignores hardness. Alternatively, it can be used to reduce the break DC of a door or wall by 4, or, at the GM's discretion, to accomplish other effects that are appropriate for the rapid growth of weeds and which are in line with the effects listed here.

This ability replaces the woodland stride class feature.

Resist Civilization (Ex): Beginning at 4th level, a green wilds rebel gains a +2 bonus on saving throws made to resist spells with the law descriptor, as well as spell-like and supernatural abilities of constructs and creatures with the law subtype. Additionally, she gains a +2 competence bonus to AC against attacks made by constructs and creatures with the law subtype.

This ability replaces the resist nature's lure class feature.

Revolutionary Bloodline (Sorcerer)

The spirit of rebellion is in your blood. You may be descended from a famous revolutionary leader or folk hero who stood up for the common man against oppressive and evil regimes, you may have been born under a sign of freedom and virtue, or on the night of a fateful revolution, or you may have an ancestor among the azatas or other chaotic good outsiders. Whatever its source, your blood burns with a fiery passion to protect the downtrodden against corrupt and evil institutions.

Class Skill: Knowledge (local)

Bonus Spells: protection from law (3rd), misdirection (5th), nondetection (7th), fire trap (9th), break enchantment (11th), greater heroism (13th), delayed blast fireball (15th), mind blank (17th), freedom (19th).

Bonus Feats: Deceitful, Improved Initiative, Iron Will, Leadership, Merciful Spell, Quicken Spell, Toughness, Weapon Focus.

Bloodline Arcana: Your magic cuts through spells used to control others. Whenever you cast a spell that targets one or more creatures that are currently affected by a compulsion effect, you may choose to grant each of those creatures a new saving throw to resist that effect. If they succeed, the effect immediately ends, as though the target had succeeded on their initial saving throw. If a creature is suffering from multiple compulsion effects, they choose one of those effects to make a new saving throw against.

Bloodline Powers: Your devotion to the ideals of freedom, democracy, and liberty empowers your magic, which serves as a shining beacon of hope against the blackest of oppressors.

Ignition Spark (Sp): At 1st level, you can shoot a bolt of golden flame from your fingertips. Treat this as a ranged touch attack with a maximum range of 30 feet. If the attack hits, it deals an amount of fire damage equal to 1d4 + 1/2 your class level. This damage ignores hardness of 10 or less, and is not halved before applying the hardness of objects. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spirit of Revolution (Su): At 3rd level, your convictions and revolutionary spirit make you difficult to control. You gain a +4 bonus on saving throws made to resist compulsion effects and paralysis, as well as any spell or effect that would hamper your ability to move (such as *web* or *slow*), imprison you (such as *binding* or *forcecage*), or render you unable to speak (such as *silence* or *steal voice*^{UM}). These benefits only apply to spells that directly impede, imprison, or silence you: they do not apply to spells that do so indirectly (such as by reducing you to o hit points, summoning a creature that can grapple you, etc.).

Rallying Cry (Su): At 9th level, you can issue a rallying call filled with your defiant spirit in the face of oppression. Doing so is a standard action, and each ally



within 60 feet gains a +2 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to your Charisma modifier. At 13th level, and again at 17th level, this bonus increases by 1 (to a maximum of +4 at 17th level). You can use this ability 3 times per day.

Explosive Escape (Sp): By 15th level, no prison can hold you, and your magic punishes those who would dare to try. As a full-round action, you can disappear from your current location as though with the spell dimension door, leaving a deadly explosion behind in your previous space. You can choose to have the explosion occur immediately (in which case it appears to a casual observer that you were destroyed in the blast, and a successful DC 20 Perception check is required to notice your departure moments before the explosion), or to have it be delayed by up to 10 minutes. If it is delayed, the explosion remains floating in the air in that space, in the form of a golden bead identical to that produced by a *fireball* spell. Regardless of whether the blast is delayed or not, it deals 12d6 points of fire damage to each creature and unattended object in a 20-ft.-radius blast. A successful Reflex save (DC 10 + 1/2 your class level + your Charisma modifier) halves this damage. You can use this ability once per day. At 20th level, you can use it a second time per day.

Scourge of Tyrants (Su): At 20th level, you become a living embodiment of rebellion, and a danger to tyrants everywhere. You are constantly affected by *freedom of movement*. Additionally, your mere touch can destroy chains and similar implements of bondage. As a move action, you can touch an adjacent length of chain, rope,

manacles, cage or cell door, or similar object, and inflict 10d6 points of damage to it, which bypasses hardness. Magic items, constructs, and haunts that are subject to this ability are entitled to a Fortitude save to negate this damage (DC 10 + 1/2 your class level + your Charisma modifier). Success renders them immune to this ability for 24 hours. Finally, you exude an aura of rebellion that grants a +4 morale bonus on attack and damage rolls against creatures that are both lawful and evil to all creatures within 30 feet. These bonuses stack with the morale bonuses from your rallying cry class feature, but not with other morale bonuses.

Martyrbond Revolutionary (Spiritualist)

Many spiritualists turn their attention to the spirit world, but others are less concerned with interacting with the world of spirits, and more concerned with finishing their phantom's unfinished business in the mortal realm. One such group of spiritualists are martyrbond revolutionaries, whose phantoms were once important rebel leaders or dedicated martyrs, and who choose to take up their phantom's mantle and continue the fight beyond death.

Revolutionary Spirit: A martyrbond revolutionary's phantom was once a famous martyr or rebel leader who fought and died for his beliefs, against exceptional odds. The martyrbond revolutionary's phantom must have one of the following for its emotional focus: anger, dedication, or zeal.

Rebellious Persona (Su): Beginning at 5th level, as long as the martyrbond revolutionary's phantom is currently housed within her consciousness with the shared consciousness class feature, she can allow her personality to blend with that of the phantom, forming a distinct entity. Doing so requires 1 minute of meditation. While adopting her rebellious persona, any attempts to scry or otherwise locate the martyrbond revolutionary work only if the creature attempting to find the martyrbond revolutionary is familiar with her rebellious persona. Attempts to locate either the martyrbond revolutionary or her phantom separately fail, as though the target was invalid or did not exist. Additionally, any attempts to read the martyrbond revolutionary's aura while she is in her rebellious persona reveal the results for both the martyrbond revolutionary and her phantom.

This ability replaces the detect undead class feature.

Impassioned Leader (Ex): Beginning at 7th level, the martyrbond revolutionary begins to attract a following of supporters loyal to her cause, many of whom are attracted by the presence of her phantom, and eager to fight alongside one who they perceive as the heir of such a grand martyr or rebel leader. The martyrbond revolutionary gains Leadership as a bonus feat. Additionally, when calculating her Leadership score for the purposes of attracting a cohort, she adds a +2 modifier for her phantom, rather than suffering a -2 penalty as a result of it.

This ability replaces the calm spirit class feature.

Heroic Speech (Sp): Beginning at 9th level, the martyrbond revolutionary learns how to deliver a speech that rallies and unifies her allies, inspiring them to great heights. By giving an impassioned speech for 1 minute, she can affect up to 8 creatures as though with the spell *heroism*. The caster level for this effect is equal to her class level, but the duration is only 10 minutes.

This ability replaces the see invisibility class feature.

Martyr's Rise (Su): Beginning at 16th level, if the martyrbond revolutionary dies, her spirit lives on for a short time, and she takes the form of a sort of pseudo-phantom. At the beginning of the martyrbond revolutionary's next turn, her phantom rises from her corpse. She retains her own ability scores, level, class, base attack bonus, base save bonuses, hit points, alignment, feats, and skills. She gains the armor bonus, Dex/Cha bonus, and natural attacks of her own phantom (including the damage dice and what types of damage reduction they overcome). Finally, she gains the ability to manifest in either ectoplasmic or incorporeal form, just like a phantom (she may choose which form to be in when she exits her body).

In ectoplasmic form, she gains the same damage reduction that her own phantom possessed, as well as the phantom's phase lurch ability. In incorporeal form, she gains all the benefits and drawbacks of her phantom's incorporeal form. She must remain fully manifested at all times, and cannot enter another creature's consciousness or enter the Ethereal Plane in the way that her own phantom can. As long as she is a phantom, she cannot summon her own phantom (which will have been returned to the Ethereal Plane when she died).

Each hour, the martyrbond revolutionary must succeed on a Fortitude save (DC 10 + 1/2 her class level + her Wisdom modifier) or her spirit slowly begins to fade, imposing 1 point of Constitution drain which cannot be undone by any means as long as she remains a phantom. This Constitution drain is immediately cured if she is ever restored to life. Existing as a phantom does not prevent the martyrbond revolutionary from returning to life, but if she is returned to life, her spirit is immediately returned to her body and she ceases to exist as a phantom. As long as she remains a phantom, the martyrbond revolutionary cannot touch or interact with her own body, or any objects she was holding or wearing when she died, nor can she target her corpse with any spells or abilities. If the martyrbond revolutionary is slain while in phantom form, her soul is destroyed, and she cannot be resurrected by any means until a wish or miracle is used to restore her soul.

This ability replaces the call spirit class feature.

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Be a Rebel With A Cause

Not every evil lurks in deep, dark dungeons 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 freemage, an arcanist archetype for those who believe that magic should not serve the caster, but rather be allowed to act freely and anarchically, and who can gamble their magical power when casting spells, or turn their enemies' magic against them, the order of the broken tower, a cavalier order devoted

to protecting the common folk against oppressive tyrants, who specializes in guerilla tactics and serves as an inspiration for rebellions, the green wilds rebel, a druid archetype for those who believe that nature should rise up and throw off the yoke of civilization, which can turn plants and animals against mankind, and is resistant to the lures of civilization, the revolutionary bloodline, for sorcerers born from revolution, which has a mix of powers allowing them to inspire others, and cause great damage with fires, and finally the martyrbond revolutionary, a spiritualist archetype for spiritualists whose phantoms were martyred in life, and who fight alongside their phantom to continue that rebellion.

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