# Weekly Wonders Rebellious Archetypes Polume P

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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.

#### **Revolution's** Fury (Barbarian)

While some rebels are sophisticated gentleman or people of conscience pushed to the edge, some are raging warriors who best express their frustration at the establishment with overwhelming force. The revolution's fury is a berserk warrior who lends her immense strength and raw primal rage to a just cause, reacting to oppression with pure violence. Though not one for words, a revolution's fury is an inspiration to others, her deeds on the battlefield signaling hope for the downtrodden and her overwhelming might fueling the rage of others.

**Inspired Rage (Ex):** A revolution's fury derives her rage not from inward physical might and animalistic power, but rather from her passion for the cause of freedom. A revolution's fury uses Charisma rather than Constitution for determining how many rounds per day worth of rage she receives.

This ability modifies the rage class feature.

**Rally Rushing (Ex):** A revolution's fury leads her allies ever further into battle, rallying her comrades into the dogged pursuit of tyrants and their vile supporters. Starting at 1st level, whenever a revolution's fury confirms a critical hit or reduces a creature to o or fewer hit points, all allies within 30 feet gain a +10-foot enhancement bonus to movement speed and a +1 morale bonus on attack rolls made while charging; these bonuses are doubled when making a charge attack against a lawful creature. These benefits last for a number of rounds equal to the revolution's fury's level + the revolution's fury's Charisma modifier. **Fury of the Revolution** (Ex): A revolution's fury is able to galvanize her allies while fighting oppression. At 3rd level, whenever a revolution's fury confirms a critical hit or reduces a creature to o or fewer hit points, all allies within 30 feet, including the revolution's fury, gain a +1 morale bonus on damage rolls; this bonus is doubled against lawful creatures. At 6th level, and every 3 levels thereafter, this bonus increases by a further +1. This bonus AC lasts for a number of rounds equal to the revolution's fury's level + the revolution's fury's Charisma modifier.

This ability replaces the trap sense class feature.

**Revolution's Defense (Ex):** A revolution's fury fights on through terrible odds, spurring herself and her allies to avoid danger and keep fighting. At 7th level, a whenever a revolution's fury confirms a critical hit or reduces a creature to o or fewer hit points, all allies within 30 feet, including the revolution's fury, gain a +1 dodge bonus to AC; this bonus is doubled against attacks made by lawful creatures. This bonus AC lasts for a number of rounds equal to the revolution's fury's level + the revolution's fury's Charisma modifier.

This ability replaces the damage reduction class feature.

#### Wild Blaster (Kineticist)

While most revolutionaries engage the hearts and minds of the people in a noble struggle against tyranny, others simply enjoy unleashing torrents of angst and unfocused emotion at authority figures. Add to that attitude surging elemental power and potent personal energies, and a recipe for destruction and disaster is born. Wild blasters are among the least subtle of revolutionaries, unleashing raw torrents of elemental energy in quick and unpredictable bursts. These angry and unfocused engines of kinetic destruction embody the energetic undercurrent of revolution and violently demonstrate their displeasure at the status quo.

Wild Blasts (Ex): A wild blaster is capable of incredible bursts of power for a short time, though her reckless expenditures of energy quickly catch up to her. A wild blaster's kinetic blasts deal 1d8+1 + the wild blaster's Constitution (increasing by 1d8+1 for every 2 kineticist levels beyond 1st) for physical blasts or 1d8 + 1/2 the wild blaster's Constitution (increasing by 1d8 for every 2 kineticist levels beyond 1st) for energy blasts in the first 1d4 rounds of combat (composite blasts deal 2d8+2 + the wild blaster's Constitution or 2d8 + 1/2 the wild blaster's Constitution), instead of the normal amount. After the first 1d4 rounds of combat, the blasts deal normal damage for 1d4 rounds, after which the blasts deal 1d4+1 + the wild blaster's Consitution damage for physical blasts or  $1d_4 + 1/2$  the wild blaster's Constitution damage for energy blasts (composite blasts deal 2d4+2 + the wild blaster's Constitution or  $2d_4 + 1/2$  the wild blaster's Constitution), instead of the normal amount, until 1d8 rounds have passed without combat.

This ability modifies the kinetic blast class feature.

This ability replaces the fast movement class feature.

**Spiritual Revolution (Su):** A wild blaster's high energy protects her from attempts to control her spirit. At 2nd level, a wild blaster gains a +1 bonus on Will saves against mind-affecting effects. At 4th level, and every 2 levels thereafter, this bonus increases by a further +1.

This ability replaces the elemental defense class feature.

**Overburn (Su):** A wild blaster can gather extreme amounts of power to her and focus them into her blasts, making for extremely loud and powerful strikes, but taking a toll on her body. At 1st level, as a move action, a wild blaster may chose to accept 1 temporary point of burn. If she does, the next time she uses a blast wild talent that turn, the blast deals an additional 1d6+1 points of damage for a physical blast, or an additional 1d6 points of damage for an energy blast; this additional damage is of the same type as normal for the blast wild talent that was modified in this way. At 6th, 12th, and 18th levels, the amount of additional 1d6+1 (for physical blasts) or 1d6 (for energy blasts). The temporary burn created by this ability fades after 10 minutes.

This ability replaces the gather power class feature.

Internal Revolution (Su): A wild blaster is constantly experiencing a revolt within her own consciousness. At 6th level, a wild blaster can accept 1d6 points of burn to grant herself additional power. The benefits granted by this ability depend on the amount of burn the wild blaster receives.

- 1 point of burn: +5 bonus on damage rolls made with kinetic blasts, and kinetic blasts target the nearest living creature (excluding the wild blaster) for 1 round.
- 2 points of burn: All kinetic blasts deal untyped damage that bypasses all forms of damage reduction and resistance for 1d4 rounds.
- 3 points of burn: +3 bonus to all attack and damage rolls made with kinetic blasts for 1 minute.
- 4 points of burn: Reduce the burn cost of all infusions by 2 (minimum o) for 1 minute.
- 5 points of burn: The next kinetic blast the wild blaster uses automatically results in a critical threat and deals maximum damage, if confirmed.
- 6 points of burn: The wild blaster rolls on this list twice and gains the corresponding benefit for each result, rerolling any 6s. The wild blaster suffers no additional burn from subsequent rolls.

This ability replaces the internal buffer class feature.

#### Keeper of the Revolution (Occultist)

The keeper of the revolution is a combination spymaster and quartermaster, handling the day-to-day tasks for the revolution and keeping its resources and treasures, as well as its members, safe from harm. Gifted with strange psychic rituals, keepers of the revolution can conceal objects and people from divination magic and use their skills to conduct telepathic communications with their comrades. While most keepers of the revolution keep to the background, their skills are invaluable to a successful uprising.

**Read Person** (Ex): Keepers of the revolution are adept at reading individuals to determine their natures and loyalties. At and level, by studying a person for 1 full minute, a keeper of the revolution can determine a number of facts about that individual through a combination of observation and psychic probing. When he does so, he may gains the benefits of an *analyze aura* spell and learns other ready information about the target, including information about her background, political leanings, and activities within the last 24 hours as though he had made a Knowledge (local), Knowledge (nobility), and Diplomacy check made to gather information about the individual and received a result of 20 plus his class level.

This ability replaces the object reading class feature

**Conceal Item (Su):** A keeper of the revolution is able to conceal items from others, allowing him to hide key pieces of information or materials of a sensitive nature from undue search and seizure. At 8th level, by performing a special 1-minute ritual, a keeper of the revolution can cause a single item to be protected from all magical means of location for 1 week. This special ritual also makes the item more difficult to detect through mundane means, imposing a -5 penalty on Perception checks made to locate the item. A keeper of the revolution can affect a number of items in this way equal to his Intelligence modifier.

This ability replaces the magic circles class feature.

**Psychic Contacts (Su):** A keeper of the revolution is able to form a special psychic bond with his comrades in order to quickly consult with them and send them messages. At 8th level, a keeper of the revolution forms a special psychic bond with a willing living creature. As long as they are both on the same plane, the keeper of the revolution is able to communicate psychically with the chosen individual as though they were under the effects of a *telepathic bond* spell. Forming this connection requires a standard action, and the keeper of the revolution can sever the bond with one individual in order to form a new bond with another one as a standard action. At 12th level, and every 4 levels thereafter, the keeper of the revolution may have one additional psychic contact active at any given time.

This ability replaces the outside contacts class feature.

**Conceal Individual (Su):** A keeper of the revolution has the ability to hide a single living creature from magical attempts to discern her location. At 12th level, by performing a special 1-minute ritual, the keeper of the revolution can touch a living creature in order to conceal her from any attempt to magically discern her location, as with the spell *mind blank*, except that the target does not gain a bonus on saving throws against mind-affecting effects. This effect lasts for 1 week. A keeper of the revolution can only protect one creature in this way at a time.

This ability replaces the binding circles class feature.

**Conceal Hoard (Su):** A keeper of the revolution can hide even vast hoards of wealth from the reaches of the corrupt and greedy. At 16th level, a keeper of the revolution can transport wealth worth up to 100,000 gp per character level into a special psychic dimension, accessible only by the keeper of the revolution. Transporting wealth to this dimension is a standard action, and retrieving wealth from this dimension requires a separate standard action. If the keeper of the revolution dies, any wealth stored in this special dimension is dispersed throughout the cosmos, appearing in random locations across the planes.

This ability replaces the fast circles class feature.

#### Prophet of the Revolution (Oracle)

A prophet of the revolution is an oracle of any mystery whose visions see an end to tyranny and whose message inspires waves of violent action. Unlike most oracles, the curse of a prophet of the revolution is said to be the wave of blood that follows in the wake of her message of change, and thus her curse tends to affect those around her, rather than directly affecting herself. Though prophets of the revolution can be devoted to any ethos and any mystery, some of their revelations pertain specifically to revolution and upheaval, and thus they are slightly less understanding of their chosen mystery than other oracles.

**Curse of Bloodletting (Su):** A prophet of the revolution's curse follows her wherever she goes, ensuring deadly violence follows in her path. At 1st level, all creatures within 30 feet of the prophet of the revolution suffer an additional 1 point of damage whenever they are damaged. At 5th level, and every 5 levels thereafter, the additional damage suffered by creatures increases by 1. Starting at 10th level, all critical hits made within 30 feet of the prophet of the revolution are automatically confirmed. At 15th level, all saving throws made within 30 feet of the prophet of the revolution are made within 30 feet of the prophet of the revolution are made within 30 feet of the prophet of the revolution are made within 30 feet of the prophet of the revolution are made with a -2 penalty.

This ability replaces the oracle's curse class feature.

**Vision of Upheaval (Su):** A prophet of the revolution can send a vision of the revolution's noble beginnings to nearby creatures. As a standard action, the prophet of the revolution can grant all allies within 30 feet, including herself, a +4 morale bonus on will saves made to resist mind-affecting effects for 1 round per level. Additionally, those allies may immediately reroll any Will save made to resist a mind-affecting effect they are currently suffering from. The prophet of the revolution can use this ability 3 times per day.

This ability replaces the revelation gained at 7th level.

**Vision of Triumph (Su):** At 11th level, as a standard action the prophet of the revolution can send a sacred vision of the revolution's triumph to all creatures within 30 feet. If she does, all allies within the area gain a +2 morale bonus on attack rolls, and all enemies within the area suffer a -2 penalty

on all attack rolls. These effects last for a number of rounds equal to the prophet of the revolution's Charisma modifier. A prophet of the revolution can use this ability once per day at 11th level, and an additional time each day for every 3 levels beyond 11th.

This ability replaces the revelation gained at 11th level.

#### Guerilla Skirmisher (Rogue)

While many revolutions feature working class men and women or noble soldiers on their frontlines, fights that go on for a long time against the most brutal and oppressive regimes require a different kind of warrior. The guerilla skirmisher is just such a combatant: skilled in surprise ambushes and hit-and-run tactics, these all-or-nothing warriors strike quickly and decisively. Emboldened by an absolute belief in their cause, these dogged combatants fight to the bitter end, no matter how hopeless their cause might seem.

Hit and Run (Ex): A guerilla skirmisher is exceptionally skilled at hit-and-run tactics, able to catch her foes off guard. At 2nd level, whenever a guerilla skirmisher moves at least 10 feet, she may specify a single creature. If she ends her movement adjacent to the specified creature, he is denied his Dexterity bonus to AC against the next attack the guerilla skirmisher makes against him that round. Additionally, the guerilla skirmisher's sneak attack dice increase to d8s for that attack.

This ability replaces the evasion class feature.

**Guerilla Combatant** (Ex): At 3rd level, a guerilla skirmisher gains a +1 bonus on attack rolls against creatures that are denied their Dexterity bonus to AC against the attack. At 6th level, and every 3 levels thereafter, this bonus increases by a further +1.

This ability replaces the trap sense class feature.

**Mental Evasion** (Ex): A guerilla skirmisher is able to avoid attempts to control her mind through sheer belief in her chosen cause. At 4th level, whenever the guerilla skirmisher makes a saving throw against a mind-affecting effect, she may roll twice and take the higher result.

This ability replaces the uncanny dodge class feature

Improved Mental Evasion (Ex): A guerilla skirmisher is able to shrug off even minor intrusions into her mind. At 8th level, whenever a guerilla skirmisher succeeds on a saving throw against a mind-affecting effect, if that effect inflicts a lesser effect on a successful save, the guerilla skirmisher suffers no ill effect at all.

This ability replaces the improved uncanny dodge 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 illequipped to deal with them. This is a job for rebels.

> This book presents five new rebellious archetypes for five different classes. Included are the revolution's fury, a barbarian archetype whose rightcous rage serves as a beacon to her allies, rallying them behind her cause, the wild blaster, a kineticist archetype capable of great surges of energy, but who lacks staying power, forcing them to use hit=and=run guerilla tactics, the keeper of the revolution,

an occultist archetype that specializes in concealing people and things, and who can gather information through psychic contacts, the prophet of the revolution, an oracle archetype cursed with an aura in which blood flows more freely, and who experiences visions that can empower herself and her allies against tyranny, and the guerilla skirmisher, a rogue archetype that focuses on hit-and-run tactics and is even more slippery and evasive than other rogues.

