Weekly Wonders Rebelltous Archetypes Dolume VII





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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 more so. 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.

Feral Rebel (Hunter)

Though they rarely interact with one another, feral rebels all have a common bond of forsaking the ways of civilization in order to oppose their hated enemies using the ferocity and savagery of nature. All feral rebels are the result of a pact made with the forces of nature, which grants the feral rebel a shapeshifting animal spirit as a companion, and grants the feral rebel the ability to change her shape, as well, in order to oppose the forces of tyranny.

Quick Combatant (Ex): Beginning at 2nd level, a feral rebel adds 1/2 her class level on all initiative checks she makes.

This ability replaces the track class feature.

Shifting Companion (Su): Beginning at 3rd level, a feral rebel's animal companion gains the ability to change its form, transforming into another type of animal. Each day, when the feral rebel regains her daily spells, she may choose to have her animal companion change its form to that of another animal that can serve as an animal companion. This change takes 10 minutes to complete, and when it is done, the animal companion has statistics as though it had always been an animal of that type.

At 9th level, the feral rebel can cause her animal companion to change its shape multiple times during the day. The process still takes 10 minutes, but she can initiate it at any time of day, up to 3 times per day.

At 15th level, once per day, the feral rebel can cause her animal companion to change its shape in this way almost instantaneously, over the course of a single round. This use of the ability counts against the 3 total times per day she can cause it to transform.

This ability replaces the hunter's tactics class feature, and the bonus teamwork feats gained at 3rd, 9th, and 15th levels.

Beastshape (Sp): Beginning at 6th level, a feral rebel gains the ability to take on animal form, much like her companion. She can cast *beast shape I*, targeting herself, once per day.

Beginning at 12th level, she can use this ability one additional time per day, and it functions as *beast shape II*, instead. Additionally, while transformed in this way, she gains the ability to speak with animals of a similar kind to the shape she takes (such as canines, birds, reptiles, and so on), as the spell *speak with animals*.

Beginning at 18th level, she can use this ability a total of 3 times per day, and it functions as *beast shape III*, instead. Additionally, if she takes the form of an animal that is similar to the form her animal companion currently is in, both she and her animal companion gain a +2 morale bonus on attack and damage rolls against creatures that they both threaten.

This ability replaces the bonus teamwork feats gained at 6th, 12th, and 18th levels.

Quick Escape (Sp): Beginning at 8th level, a feral rebel gains the ability to disappear like the wind. She can cast *expeditious retreat* as a spell-like ability once per day. When she does, the spell also affects her animal companion, regardless of how far away it is.

This ability replaces the swift tracker class feature.

Bloody Sickle (Medium)

Bloody sickle is a new spirit that can be channeled by mediums. Bloody sickle is a spirit born of the anger and frustration felt by the oppressed common folk, and of the terrible reckoning that comes when these downtrodden workers rise up against those who have kept them down, and reap their bloody vengeance.

Spirit Bonus: When you channel bloody sickle, add your spirit bonus on attack rolls made to confirm a critical threat, twice your spirit bonus on damage rolls, and 1/2 your spirit bonus (rounded down, minimum 1) to the critical multiplier of any weapon you wield.

Séance Boon: You gain a +2 bonus on Intimidate checks and on Survival checks made to follow tracks. Additionally, you gain a +4 bonus on Knowledge (nobility) checks made to identify whether someone is a member of a noble family or similar station, and are treated as trained in that skill for the purposes of such checks. **Favored Locations:** Assembly lines, crop fields, public execution sites, and anywhere that noble blood has been spilled by common folk.

Influence Penalty: The spirit's seething hatred of the privileged is unmistakable within you, and blinds you to the world around you. You suffer a penalty equal to your spirit bonus on Diplomacy checks and Sense Motive checks, and the starting attitude of any individual of privileged position (subject to GM discretion) towards you is decreased by one step. Additionally, your grim focus on righting wrongs deadens you inside, preventing you from benefitting from any morale bonuses that would otherwise affect you.

Taboos: Choose one: You are compelled to attack all those of noble blood or privileged position, should you identify them as such, and must do your best to slay them; you cannot willingly allow a foe to live, and whenever you slay an opponent, you must either succeed on a Heal check (DC 20) to confirm that they are dead, or you must perform a coup de grace action against them on your next turn, to be certain; you must spend at least 8 hours of the day performing unskilled manual labor (you are treated as having broken this taboo until all 8 hours have been performed for the day, after which there is no way for you to violate the taboo for the rest of the day).

Tools of Revolution (Lesser, Ex): You gain a +2 bonus on attack rolls made with simple weapons, and the critical threat range of any simple weapon you wield is doubled. This does not stack with Improved Critical or the *keen* weapon special ability.

Executioner (Intermediate, Ex): You know how to quickly and surely end a life. You can perform a coup de grace as a standard action, rather than a full-round action, and doing so does not provoke attacks of opportunity.

Implacable (Greater, Su): You gain immunity to fear effects, and a +4 bonus on Will saves made to resist other mind-affecting effects.

Terrible Blows (Supreme, Su): Whenever you confirm a critical hit, or slay a living creature, each opponent within 30 feet of you must succeed on a Will save (DC 10 + 1/2 your class level + your Charisma modifier) or become shaken for 1 minute. Creatures that fail by 5 or more are frightened for 1 minute, instead. If the triggering action was a critical hit, and the target survived, he suffers a -5 penalty on his saving throw.

Sidebar: New Medium Spirits

The playtest version of the medium presented a class that had access to dozens of potential spirits, each with exciting and flavorful names, backgrounds, and personalities. This would ultimately be replaced by the six spirits found in *Pathfinder Roleplaying Game: Occult Adventures*, presumably due to space restrictions, and we think that's a shame. The spirit presented here has the same format as the spirits that ultimately made their way into the book, but has its own unique flavor and mechanics.

Because this spirit (and others that we have created, such as the angry mountain, available for free at www.necromancers-online.com) is available to all mediums, and they do not need to give anything up to access it, some GMs may be opposed to including this spirit in their game. Ultimately, this is no different than including new spells that can be used by clerics or wizards for little to no expenditure of resources, but for GMs who feel this way, we suggest allowing players to choose a total of six spirits, from among those listed in Pathfinder Roleplaying Game: Occult Adventures and other sources, and to treat those as the spirits available to them throughout the game. Alternatively, the GM may allow the medium to exchange the hit point or skill point that would be gained as a favored class bonus at any given level for access to an additional spirit.

Guerilla Agent (Ranger)

Not all rangers choose to focus their hatred against particular races of creatures. Instead, some stand against particular organizations, and learn how best to combat their members and their tactics just as other rangers learn the most effective way to combat goblins or lizardfolk. These guerilla agents focus less on tracking down foes and more on avoiding being seen, until they can deliver a lethal blow against their hated enemies.

Ambush Expert (Ex): A guerilla agent gains a bonus on initiative checks equal to 1/2 his class level (minimum 1). Additionally, he gains a +2 morale bonus on weapon attack and damage rolls made against creatures that have not acted yet in a given combat. At 5th level, and every 5 levels thereafter, this morale bonus increases by +1 (to a maximum of +6 at 20th level).

Beginning at 5th level, the bonus applies to all weapon attack and damage rolls made during the first round of combat that the guerilla agent participates in, even if the target has already acted that combat. Beginning at 15th level, the bonus applies to all weapon attack and damage rolls made during the first two rounds of combat that the guerilla agent participates in, even if the target has already acted that combat.

This ability replaces the favored enemy class feature.



Stealthy (Ex): A guerilla agent adds 1/2 his level (minimum 1) to Stealth checks.

This ability replaces the track class feature.

Hard to Read (Ex): A guerilla agent is particularly skilled at keeping his allegiances a secret. The DC for Sense Motive checks made to get a hunch about the guerilla agent increases by an amount equal to 1/2 his class level (minimum increase of 1). Additionally, any attempts to magically discern his alignment, or his relation with any factions, automatically fail unless the caster succeeds on a caster level check (DC 11 + the guerilla agent's class level).

This ability replaces the wild empathy class feature.

Hated Organization (Ex): All guerilla agents are violently opposed to one or more organizations, and they eventually become particularly effective at combating those organizations. At 3rd level, the guerilla agent may select a single organization (such as a particular guild, the government of a particular city or kingdom, members of a particular faith, etc.). He gains a +2 morale bonus on attack and damage rolls made against members of that organization. Additionally, he gains a +2 bonus on all Bluff, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival checks made against members of the selected organization, as well as on Diplomacy checks made to gather information about them. At 8th level, and every five levels thereafter, the guerilla agent can either choose an additional organization as his favored organization, gaining these benefits against all members of that organization, or he may choose to increase his devotion to opposing an organization he selected previously, increasing the bonuses he gains against that organization by +2.

The GM is the final arbiter of what is and is not an acceptable organization for the purposes of this ability, and whether or not individual creatures are members of that organization (for example, a group of mercenaries hired by the organization would typically not count as members, although if they continue to be hired repeatedly by the organization, the GM may choose to count them as part of it). If a creature belongs to multiple hated organizations, these benefits do not stack; only the largest bonus applies. The morale bonus to attack and damage does not stack with the morale bonus granted by the ambush expert class feature.

This ability replaces the favored terrain class feature.

Fast Stealth (Ex): Beginning at 8th level, a guerilla agent can move at his full speed while using Stealth without suffering any penalty. This ability does not allow him to use stealth while attacking, running, or charging.

This ability replaces the swift tracker class feature.

Adaptive Camouflage (Ex): A guerilla agent of 12th level or higher can use the Stealth skill to hide even when he does not have cover or concealment. He suffers a -5 penalty on Stealth checks made to hide in this way. Unlike the camouflage class feature, this ability applies in all terrains.

This ability modifies the camouflage class feature.

Hide in Plain Sight (Ex): Beginning at 17th level, a guerilla agent can use the Stealth skill even while being observed, although he suffers a -5 penalty for doing so (if he also lacks cover or concealment, this stacks with the -5 penalty from adaptive camouflage). Unlike a normal ranger's hide in plain sight class feature, this ability applies in all terrains.

This ability modifies the hide in plain sight class feature.

Guerilla Master (Ex): A guerilla agent of 20th level becomes a master of insurrection. He can run or charge while using Stealth without penalty (in the case of charging, his Stealth still immediately ends after he makes the attack roll). Additionally, as a standard action, he can make a deadly strike against a creature that is not aware of his presence. To do so, he must make a single attack against that creature. If the attack hits, the target takes damage normally and must make a Fortitude save (DC 10 + 1/2 the guerilla agent's class level + the guerilla agent's Wisdom modifier) or die. The guerilla agent can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. This ability can be used up to 3 times per day.

This ability replaces the master hunter class feature.

Partisan (Skald)

For some skalds, knowledge is not as important as belief, and the truth in their hearts is more important than any number of facts which may happen to contradict that truth. Partisans are skalds that specialize in using their words to shape public opinion, and can whip up a mob just as easily as they can inspire their allies on the battlefield.

Demagogue (Ex): A partisan is particularly skilled at speaking his mind, and has a way for getting others to see his point of view, whether through twisting the truth, elegant explanations, or appealing to the fears of his listeners. At 1st level, a partisan must choose to specialize in Bluff, Diplomacy, or Intimidate, and he gains a bonus to the chosen skill equal to 1/2 his class level (minimum 1).

Additionally, he can use the chosen skill to lower a creature's attitude towards another individual. This functions as the influence attitude use of the Diplomacy skill, except that, if successful, the partisan decreases the target's attitude towards a particular person, instead of increasing the target's attitude towards the partisan. The DC of the check remains the same, and is based on the target's attitude towards the partisan, not the target's attitude towards the specified individual.

This ability replaces the bardic knowledge class feature.

Bonus Feat: At 1st level, a partisan gains his choice of Deceitful or Persuasive as a bonus feat.

This ability replaces the scribe scroll class feature.

Dogmatic (Ex): A partisan's mind is particularly difficult to change, as he buys into his own rhetoric. Beginning at 2nd level, a partisan gains a +2 bonus on Will saves made to resist mind-affecting effects. Additionally, the DC to affect him with Diplomacy and Intimidate increases by +4, and he gains a +4 bonus on Sense Motive checks made to oppose Bluff checks made to lie.

This ability replaces the well-versed class feature.

Master of Words (Ex): Beginning at 7th level, a partisan becomes particularly adept at his chosen form of persuasion. He gains one of the following abilities, based on which skill he chose to specialize in when he gained the demagogue class feature.

Fear Monger: If the partisan chose to specialize in Intimidate, then whenever he uses Intimidate to demoralize an opponent, he can choose to affect up to 1 additional opponent for every 2 ranks in Intimidate he possesses. He makes a single Intimidate check, and applies the result to each target to determine if they become shaken or not.

Parley: If the partisan chose to specialize in Diplomacy, he can make a special Diplomacy check as a full-round action in order to call for a parley in combat. The DC for this check is equal to 25 + the highest Charisma modifier among the opponents present + 1 for each creature to be affected beyond one. If the check is successful, the opponents agree to cease combat long enough to talk the situation over, allowing the partisan to make further Diplomacy checks or otherwise potentially resolve the situation without combat. If there is any sign that the partisan or his allies are using the delay to gain an advantage should combat resume, the parley ends immediately, and the affected creatures gain a + 2morale bonus to attack and damage rolls made against the partisan and his allies for 1 minute. This ability does not affect creatures of animal intelligence (Intelligence 2 or less), or those which have no Intelligence score. It can be used against creatures that the partisan does not share a language with, but the check suffers a -10 penalty, and subsequent Diplomacy checks may be impossible, at the GM's discretion.

Web of Lies: If the partisan chose to specialize in Bluff, once per day, when he fails a Bluff check made

to deceive someone, he may immediately try again, suffering only a -5 penalty on the check, instead of the normal -10. He may always retry a Bluff check when using this ability, even if it would normally be impossible to do so. At 14th level, he can use this ability one additional time per day.

Divine Liberator (Warpriest)

For some warpriests, the calling of freedom is greater than any other, and they devote themselves first and foremost to the cause of liberty, and second to their specific deity. These divine liberators follow a mandate of freedom and justice for all.

Divine Mandate: When selecting blessings, the divine liberator must include at least one of the following in the blessings he chooses: chaos, community, destruction, good, liberation, or war. He cannot choose the law or nobility blessings.

Tear Down (Su): Beginning at 3rd level, a divine liberator becomes an expert at destroying the impediments of revolution. He gains Improved Sunder as a bonus feat, even if he doesn't meet the prerequisites. If he already has Improved Sunder, he may choose another feat for which he qualifies, instead. Additionally, the divine liberator may choose one of the following abilities to gain.

Chainbreaker: Whenever the divine liberator successfully sunders any sort of bindings (including ropes, chains, and cages), or a whip or chain used as a weapon, he gains a +4 morale bonus to attack and damage for the next attack he makes, provided he makes it within the next hour. This benefit does not apply if the sundered object belongs to the divine liberator himself, or one of his allies.

Doorsmasher: Whenever the divine liberator successfully reduces a door to o hit points, or succeeds on a Strength check to force a door open, he gains a +10 bonus the next initiative check he makes within 1 minute, and a +4 morale bonus to Strength for 1 minute.

This ability replaces the bonus feat gained at 3rd level.

Flame of the Revolution (Su): Beginning at 9th level, whenever the divine liberator uses his sacred weapon class feature to grant the *flaming* weapon special ability to a weapon, that weapon deals 1d8 points of additional fire damage, instead of 1d6. At 14th level, this increases to 1d12 points of fire damage, and at 19th level it increases to 1d12 points of fire damage. Additionally, the divine liberator may choose one of the following abilities to gain.

Firestarter: Whenever the divine liberator successfully causes an object to catch on fire, she gains a +4 morale bonus to Dexterity for 1 minute. Fires that she starts do not have their damaged halved before applying hardness.

Light of the Revolution: Weapons granted the flaming weapon special ability by the divine liberator's sacred weapon class feature shed light like a torch. Within the area of this light, the divine liberator and her allies gain a +4 bonus on Perception and Sense Motive checks.

This ability replaces the bonus feat gained at 9th level.

Channel Revolution (Su): Beginning at 15th level, whenever the divine liberator uses his channel energy class feature, the amount of damage healed or inflicted increases by 1d6. Additionally, the divine liberator may choose one of the following abilities to gain.

Invigorating Energy: By expending one additional use of his fervor ability whenever he uses his channel energy class feature, the divine liberator can grant all creatures healed by the channeled energy a +2 morale bonus to attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 minute.

Revolution's Wrath: Instead of channeling energy to harm living creatures or harm undead creatures, the divine liberator can choose to channel energy that harms only oppressors. This functions as channeling energy to harm living creatures, except that it affects creatures of all types, but only if they are lawful or evil. Creatures that are lawful but not evil, or vice versa, suffer only half damage, while creatures that are both lawful and evil suffer full damage (both types of creatures can make a saving throw to further halve the damage, as normal).

This ability replaces the bonus feat gained at 15th 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 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 feral rebel, a hunter archetype whose animal companion can change shape, and who specializes in infiltration and sabotage, the bloody sickle, a medium spirit devoted to revolution and casting down the aristocracy, the guerilla agent, a ranger archetype that specializes in hit=and=run tactics and develops a

taste for fighting certain organizations, the partisan, a skald archetype that focuses in winning over the hearts and minds of the public, by any means necessary, and finally the divine liberator, a warpriest archetype devoted to freedom in all its forms, who tears down symbols of oppression, lights the way of freedom, and inspires her allies to great deeds.

