

# PLAYER Paraphernalia



THE NOBLE BARBARIAN  
(HYBRID CLASS)

#56



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# PLAYER PARAPHERNALIA #56

By the Knotty-Works



Welcome to the fifty-sixth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the noble barbarian, a new hybrid class that grants rage powers of a divine nature.

## The Noble Barbarian

The desire to defend the helpless and protect the innocent can be found in the most primitive of societies and cultures. The call to rise up and face the untold and overreaching plans and machinations of evil can be answered by the most savage of hearts, and the noble barbarian eagerly jumps at the chance to stand in that gap between good and evil, with little need of the polite niceties of civilized society.

Born of the firmament that provides their necessities, the noble barbarian learns from an early age the skills of survival tempered with respect and even devotion to the powers that provide life and longing to the natural world. Those that possess the spark of true servitude combined with the inner resolve to face any challenge are trained to take up the mantle of nobility and ferocity that may only be found in the wilds of the world.

**Role:** The noble barbarian can handle herself in nearly any situation that may be resolved with martial skill and prowess. Her divine strength grants her an edge when taking on those that would seek to bully or threaten the weak or less fortunate. And her connection to the powers of the earth and air grant her supernatural powers to heal those harmed by others.

**Alignment:** The noble barbarian must be of a good alignment.

**Hit Die:** d10

**Parent Classes:** Barbarian and Paladin.

**Starting Wealth:** 4d6 x 10 gp (average 140 gp) and an outfit worth 10 gp or less.

## Class Skills

Climb, Craft, Diplomacy, Handle Animal, Intimidate, Knowledge (nature), Knowledge (religion), Perception, Ride, Sense Motive, Survival, and Swim

**Skills per Level:** 4 + Int modifier.

## Class Abilities

**Weapon and Armor Proficiencies:** The noble barbarian is proficient with all simple and martial weapons. She is also proficient with light and medium armor and shields (except tower shields).

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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### Noble Barbarian Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Aura of Good, Divine Strength
2	+2	+3	+0	+0	Noble Grace, Noble Power
3	+3	+3	+1	+1	Touch of Faith I, Uncanny Dodge
4	+4	+4	+1	+1	Aura of Will, Noble Power
5	+5	+4	+1	+1	Huntsman's Call
6	+6/+1	+5	+2	+2	Noble Endurance, Noble Power
7	+7/+2	+5	+2	+2	Improved Uncanny Dodge
8	+8/+3	+6	+2	+2	Aura of Fortitude, Noble Power
9	+9/+4	+6	+3	+3	Touch of Faith II
10	+10/+5	+7	+3	+3	Noble Mind, Noble Power
11	+11/+6/+1	+7	+3	+3	Greater Divine Strength
12	+12/+7/+2	+8	+4	+4	Aura of Reflex, Noble Power
13	+13/+8/+3	+8	+4	+4	Divine Call
14	+14/+9/+4	+9	+4	+4	Noble Blood, Noble Power
15	+15/+10/+5	+9	+5	+5	Touch of Faith III
16	+16/+11/+6/+1	+10	+5	+5	Aura of Strength, Noble Power
17	+17/+12/+7/+2	+10	+5	+5	Tireless Divine Strength
18	+18/+13/+8/+3	+11	+6	+6	Noble Power
19	+19/+14/+9/+4	+11	+6	+6	Calls True Bond
20	+20/+15/+10/+5	+12	+6	+6	Aura of Nobility, Noble Power


**Aura of Good (Ex):** The noble barbarian's connection to the light generates an aura of good equal to her class level.

**Divine Strength (Su):** Beginning at 1<sup>st</sup> level the noble barbarian may manifest or end the Divine Strength as a **free action**, though once she ends the effect she is **fatigued** for a number of rounds equal to twice the number of rounds manifesting this power. The noble barbarian may manifest the Divine Strength a total number of rounds at 1<sup>st</sup> level equal to 4 + her Wisdom modifier. She gains an additional 2 rounds per level thereafter. She need not use all her allotted time consecutively, but once ended she does suffer the effects of fatigue. The noble barbarian recovers her ability to manifest the Divine Strength after resting for 8 hours (these hours do not have to be consecutive) in a 24 hour period.

While manifesting this ability, the noble barbarian gains a +4 sacred blessing to her Strength and Constitution, but suffers a -2 to her Dexterity and Wisdom. Hit points gained from her Constitution bonus are not treated as temporary hit points, and are deducted from the noble barbarian's hit points once she stops manifesting her Divine Strength. The noble barbarian may not manifest the Divine Strength while suffering from and of the following conditions and if she suffers the effect of any of these conditions while manifesting the power, the Divine Strength manifestation automatically ends: **confused, dazed, exhausted, fatigued, frightened, helpless, nauseated, panicked, stunned, or unconscious.**

**Divine Strength versus Rage:** Divine Strength is not the same as the barbarian's Rage ability. As such the noble barbarian has no restrictions to





skills she may use while manifesting the Divine Strength and she has the ability to concentrate while manifesting this ability. However, she may not manifest this ability if under the effects of another condition that grants her additional Strength or Constitution, including **Rage** as a class ability or spell. Spells such as **Bull's Strength** or **Bear's Endurance** do not stack with the effects of Divine Strength.

**Noble Grace (Su):** At 2<sup>nd</sup> level the noble barbarian adds her Strength modifier (if any) to all saving throws.

**Noble Power:** Beginning at 2<sup>nd</sup> level and every even level thereafter (through 20<sup>th</sup> level), the noble barbarian may choose a noble power, a representation of the faith and reward granted for the noble barbarian's service. No noble power may be taken more than once unless specified by the noble power description. Some noble powers may have other requirements before the noble barbarian may take the power as listed in the power description. Unless otherwise specified, a initiating a noble power is a **swift action**. If a saving throw is granted for the noble power, the DC is equal to 10 + ½ the noble barbarian's class level + her Wisdom modifier.

Noble Powers are linked with the noble barbarian's Divine Strength manifestation, and she must be using the manifested Divine Strength to initiate a noble power.

**Aligned Strike (Su):** The noble barbarian chooses either good or the lawful or chaotic aspect of their alignment (neutral good noble barbarians may only choose good) when she initiates her Divine Strength. All melee, natural, and unarmed attacks made by the noble barbarian while manifesting her Divine Strength are treated as aligned for that aspect for purposes of overcoming **damage reduction**.

**Beast Totem (Su):** The noble barbarian may choose one or more of the **beast**

**totem** or **animal fury** rage powers. She must meet any requirements for the rage power, treating her class levels in noble barbarian as her effective barbarian class level. This power may be taken more than once, selecting a different totem power each time.

**Burst of Health (Su):** When the noble barbarian ends her manifestation of Divine Strength, she generates a burst of positive energy that heals living creatures within 30 feet of her. The amount of damage healed is equal to 1d6 points per four class levels possessed by the noble barbarian. The noble barbarian may take feats that have Channel Positive Energy as a prerequisite other than ones that focus on undead.

The noble barbarian is **exhausted** for a number of rounds equal to the number of rounds she was manifesting her Divine Strength, and then **fatigued** for the same number of rounds. Once the noble barbarian reaches 17<sup>th</sup> level she is only **fatigued** for a number of rounds equal to the number of rounds she spent manifesting her Divine Strength.

**Invulnerable Stance (Ex):** The noble barbarian automatically gains a hardened personal aura while manifesting her Divine Strength, gaining a **DR 1/—**. This **damage reduction** increases by +1 at 11<sup>th</sup> level and every three levels thereafter (maximum of **DR 5/—** at 20<sup>th</sup> level). The noble barbarian must be at least 6<sup>th</sup> level before she may take this power.

**Rage Powers:** The noble barbarian does have access to many rage powers normally available to the barbarian. She may choose any of the following rage powers as long as she meets the requirements for the power, treating her effective barbarian level equal to her noble barbarian class level. Rage powers limited to while the barbarian is raging can only be used while the



noble barbarian is manifesting her Divine Strength. This noble power may be taken more than once, selecting a different rage power each time (unless the rage power itself allows the barbarian to choose it more than once, in which case the rage power may be taken a number of times as allowed by the rage power). Available rage powers include: **boasting taunt**, **clear mind**, **energy resistance**, **fearless rage**, **greater energy resistance**, **greater hurling**, **guarded life**, **guarded stance**, **hurling**, **hurling charge**, **internal fortitude**, **intimidating glare**, **knockback**, **knockdown**, **lesser hurling**, **low-light vision**, **mighty swing**, **night vision**, **no escape**, **powerful blow**, **quick reflexes**, **renewed vigor**, **strength surge**, **swift foot**, **terrifying howl**, and **unexpected strike**.

**Smite Evil (Su):** The noble barbarian gains the ability to **Detect Evil** as the spell while manifesting her Divine Strength.

In addition, she may make a single smiting attack each time she manifests her Divine Strength, causing additional damage to the noble barbarian's opponent equal to her wisdom modifier (doubled if the opponent is undead or an evil outsider) and automatically bypassing the target's **damage reduction** if any as long as the opponent is evil. This damage also multiplied for critical hits when appropriate.

The noble barbarian must declare the attack as a smiting attack prior to determining the success or failure of the attack. The noble barbarian may only make a maximum number of smite attacks equal to  $\frac{1}{3}$  her class level.

**Touch of Faith (Su):** Beginning at 2<sup>nd</sup> level the noble barbarian gains the ability to infuse positive energy through her hands to heal damage caused to living creatures or cause damage to undead creatures. She may use this ability a number of times per day equal to  $\frac{1}{2}$  her class level + her Wisdom modifier. The





damage healed or caused is equal to 1d6 points, plus an additional 1d6 points at 4<sup>th</sup> level and every two levels thereafter.

The noble barbarian may use her touch of faith to remove certain conditions while applying the healing effects as she gains levels. She may apply this effect to herself, though she may never use her touch of faith to remove any condition she receives from manifesting her Divine Strength. These effects are cumulative, so a 15<sup>th</sup> level noble barbarian's touch of faith would heal 7d6 points of damage and remove the **shaken** condition and neutralize any poisons.

At 9<sup>th</sup> level the noble barbarian may remove the **dazed**, **fatigued**, **shaken**, or **sickened** conditions. In addition, her touch grants anyone suffering from the effects of disease or poison a new saving throw as a **free action**, granting the recipient a bonus to the **Fortitude** saving throw equal to the noble barbarian's **Fortitude** bonus.

At 15<sup>th</sup> level the noble barbarian may remove the **blinded**, **deafened**, **exhausted**, **frightened**, **nauseated**, **paralyzed**, or **stunned** conditions. In addition, her touch of faith now removes





diseases and poisons automatically as either the *Neutralize Poison* or *Remove Disease*, using the noble barbarian's class level as the effective caster level.

Use of this ability is a *standard action* and the noble barbarian may only use it once per round at most. The noble barbarian may not use this ability if she is *exhausted*, *helpless*, *paralyzed*, *stunned*, or *unconscious*.

**Uncanny Dodge (Ex):** At 3<sup>rd</sup> level the noble barbarian gains a divine sense of danger and cannot be caught flat-footed. She also does not lose her Dexterity bonus when facing an invisible opponent, though this ability is lost for any condition that robs her of her ability to move or if she is successfully *feinted* by an opponent. If the noble barbarian already possesses Uncanny Dodge from another class, she gains Improved Uncanny Dodge at 3<sup>rd</sup> level rather than 7<sup>th</sup> level (see below).

**Aura of Will (Su):** At 4<sup>th</sup> level while the noble barbarian's Divine Strength is active, all allies within 10 feet gains a +2 *morale bonus* on all *Will* based saving throws. This bonus also applies to any DC calculations when the Demoralize Opponent effect of *Intimidate* is attempted against the noble barbarian or one of her allies within the aura.

**Huntsman's Call (Sp):** At 5<sup>th</sup> level the noble barbarian gains a divine connection with either a medium sized *animal companion* or a large sized *animal mounted companion*. The connection functions as the druid's animal companion, treating the noble barbarian's effective druid level equal to her class level -4 for a large sized animal. Regardless of the animal type chosen, the beast's Intelligence is 3.

Once chosen, the type of animal cannot be changed, even if the animal is lost or killed. If the noble barbarian loses her

animal companion, she may not summon another for at least 30 days or she gains an additional class level as a noble barbarian.

**Noble Endurance (Ex):** At 6<sup>th</sup> level the noble barbarian becomes immune to all diseases, both natural and supernatural or magical in origin.

**Improved Uncanny Dodge (Ex):** At 7<sup>th</sup> level, the noble barbarian may no longer be *flanked*. This ability denies any precision based effect normally granted by *flanking* (such as sneak attack) unless the attacker is at least four levels higher of the appropriate class than the noble barbarian. If the noble barbarian has levels in another class that grants Uncanny Dodge and Improved Uncanny Dodge, these levels stack with her noble barbarian class levels to determine her effective level to protect against any precision based attacks while she is being *flanked*.



**Aura of Fortitude (Su):** At 8<sup>th</sup> level while the noble barbarian's Divine Strength is active, all allies within 10 feet gains a +2 *morale bonus* on all *Fortitude* based saving throws.

**Noble Mind (Su):** At 10<sup>th</sup> level the noble barbarian cannot succumb to enchantment [charm] spells or *spell-like abilities* while conscious. In addition, she gains a +4 *morale bonus* against any enchantment [compulsion] or fear-based spell, *spell-like ability*, or *supernatural ability*.

**Greater Divine Strength (Su):** At 11<sup>th</sup> level the noble barbarian's *sacred bonus* to her Strength and Constitution increase to +6.

**Aura of Reflex (Su):** At 12<sup>th</sup> level while the noble barbarian's Divine Strength is active, all allies within 10 feet gains a +2 *morale bonus* on all *Reflex* based saving throws. This bonus is also applied to the DC for any *feint* attempts used against





the noble barbarian or any of her allies under the effect of this aura.

**Divine Call (Sp):** At 13<sup>th</sup> level the noble barbarian's animal companion gains the Celestial creature simple template and its type changes to magical beast. The animal companion's effective CR when determining the **spell resistance** granted by the template is equal to its hit dice -1.

**Noble Blood (Su):** The noble barbarian is immune to all poisons (both natural and magical) at 14<sup>th</sup> level.

**Aura of Strength (Su):** At 16<sup>th</sup> level the noble barbarian may share her Divine Strength with all allies within 10 feet when she manifests that class ability. Allies within range of the aura when initiated gain the entire effects of the Divine Strength including the +4 bonus to Strength and Constitution and -2 penalty to Dexterity and Wisdom and become **fatigued** once the effect ends.

This is a voluntary effect and any ally within range may choose to ignore the aura when initiated. The effect automatically ends when the noble barbarian ends her manifestation or the ally moves farther than 10 feet from the noble barbarian.

If the noble barbarian initiates this aura when manifesting her Divine Strength, she burns through the Divine Strength twice as fast, expending 2 rounds worth of use each round.

**Tireless Divine Strength (Su):** The noble barbarian is no longer **fatigued** from manifesting her Divine Strength at 17<sup>th</sup> level. Any additional conditions applied for specific noble powers are applied as listed in the noble power description.

**Calls True Bond (Su):** At 19<sup>th</sup> level the connection between the noble barbarian and her bonded animal becomes so ingrained that the noble barbarian may communicate with her animal regardless of the distance as long as they are

both on the same plane of existence. The communication must be simple, being able to share basic thoughts and descriptions, though the communication is telepathic in nature and allows the noble barbarian command the animal without any verbal queues.

In addition, the noble barbarian may sacrifice three rounds of Divine Strength as an **immediate action** to magically summon her animal to her side. There is no distance requirement for this but they must both be on the same plane of existence and there should be sufficient area adjacent to the noble barbarian that may be occupied by her animal companion. This effect is treated as a **spell-like ability**, treating the effective spell level equal to  $\frac{1}{3}$  the noble barbarian's class level while her effective casting level is equal to her class level.

**Aura of Nobility (Su):** At 20<sup>th</sup> level the noble barbarian projects an aura with a 10 foot radius while she is manifesting Divine Strength, granting both the noble barbarian and her allies within range of the aura the effects of the **Protection from Evil** spell. In addition, both the noble barbarian and her allies within range of the aura are immune to fear-based spells and **spell-like abilities**. Treat the noble barbarian's class level as her effective caster level in regards to **spell resistance** to overcome the protection of this aura.

## Noble Virtues

The noble barbarian has certain virtues she seeks to follow including the need to respect the powers and principalities of the natural world, acting with honor at all times, defending those that are helpless on their own accord while punishing those that would seek to threaten or extort the innocent. While the noble barbarian is not bound or necessarily agree with the laws of civilized society, she will respect those that are obviously



good and meant to protect society as a whole.

If the noble barbarian willingly and consciously deviates or breaks any of these virtues or consciously commits an evil act, she loses her divine connection and all but her basic class abilities (martial and class skills).

The noble barbarian has no qualms with associating with those of questionable morales, she will not willingly join in the activities that are evil or those that pursue such activities. The noble barbarian may only accept henchmen, followers, or cohorts that are good in alignment.

### Ex-Noble Barbarians

A noble barbarian who violates her self imposed virtues or consciously commits an evil act loses her class abilities (including Divine Strength, Noble Powers, Touch of Faith, etc.) other than weapon, armor, and class skills. In addition, the noble barbarian may not gain any additional class levels as a noble barbarian. If the noble barbarian seeks and is granted pardon for her transgressions (such as the [Atonement](#) spell), she may be reinstated with her abilities as appropriate.

### New Feats

The noble barbarian may choose the following feats as desired as part of her normal progression.

#### Extra Divine Strength

You have learned to draw upon the strength of the powers of the earth and air a little longer.

**Prerequisites:** Divine Strength class ability.

**Benefit:** You can manifest your Divine Strength for 6 additional rounds per day.

**Special:** You may take this feat multiple times, gaining 6 additional rounds each time it is taken.

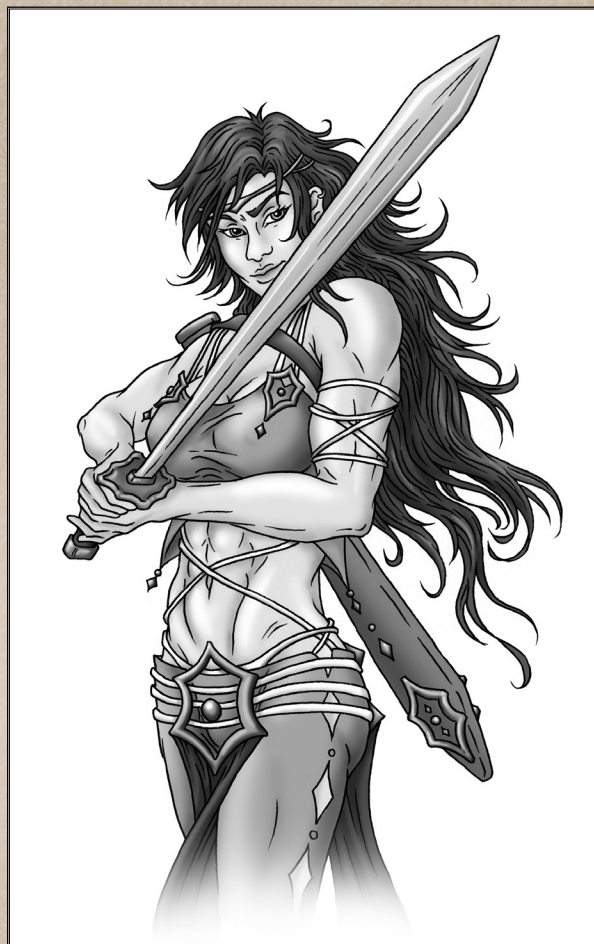
#### Extra Noble Power

You unlock another secret of empowering your Divine Strength.

**Prerequisites:** Noble Power class ability.

**Benefit:** You gain an additional noble power.

**Special:** You may take this feat more than once, selecting a different noble power each time you select this feat.



Female Human Barbarian by Kristen Collins



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