

The Genius Guide to: MARTIAL ARCHETYPES



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The “fighting man” is the anchor of a huge collection of myth, legend, and fantasy fiction. While it is wizards and dragons that make fantasy ... well ... fantastic, most often the heroes of those tales are loyal knights, dashing swashbucklers, royal guards, kung fu masters, grim gladiators, and duelists armed with quick wits and quicker blades. The image of the brave warrior is universal, an icon of fantasy adventure from gritty swords-and-sorcery stories to the highest of high fantasy literature. And often these fighting heroes have techniques, styles, tools and talents that go far beyond what can be reasonably represented by Combat Expertise and Weapon Finesse.

Of course, there is a limit to the number of options that can be presented in a single core rulebook, and players quickly crave more flexibility. Fantasy fiction is filled of daring whip-wielders in search of adventure, sage swordsmen who can run across water, prodigious paragons of physical power, and even wizards who use magic to augment their swords more often than they fling fireballs. Some of these characters can be built using the multiclassing rules and prestige classes, but such efforts often feel awkward and the patchwork of prerequisites and additional abilities may blatantly clash with the character’s intended back-story.

The Genius Guide to Martial Archetypes provides material designed to give fighting classes new techniques for running their foes through, or at least flashier things to do while making the effort. It does this through the use of archetype packages—a way to replace some of a base class’s standard abilities with new powers (in this case, powers tied to martial skill). An archetype package can present new kinds of combat options a character may learn (such as the Youxia), allow him to excel in the mastery of a single weapon (such as the Blacksnake), or just give him an extra edge in any fighting situation (such as the Physical Exemplar).

WHAT ARE ARCHETYPE PACKAGES?

Archetype packages are sets of class abilities characters may select in place of some of the normal abilities gained from a class. Super Genius Games has explored the concept in other products, beginning with the *Genius Guide to Archer Archetypes*, and the archetypes presented in the product are fully compatible with those in the other archetype books (though you don't need any of those volumes to use the material in this product). While we go into a fair amount of detail on how and why we developed archetype packages in *Archer Archetypes*, and don't want to repeat ourselves too much here, it's important we cover the basics for people who are first encountering the concept here.

This book was written with the assumption that every class has at least one archetype package built into it which represents a standard set of powers all members of that class receive (see below for details). It is designed with the premise that one can remove some of the standard abilities of a class and replace them with new options that, while different from what the core rulebook says, have no detrimental effect on the class's mechanical balance or ability to contribute to an adventuring team.

An obvious example of an existing archetype package can be seen in the cleric, who gets to pick two domains. These are in addition to the cleric's core abilities (and clerics have a broad range of options even without domains). Even if a player neglected to ever select those domains, the character would be able to perform the cleric's core function and maintain the same

role in a well-built team. However, over 20 levels these domains give the cleric access to nine spell slots, eighteen spells known, four special abilities, and in some cases up to two additional class skills or bonus feats.

In the context of this product, the cleric's two domains represent a single archetype package—the Domain Servant. That package becomes just one option a cleric can take, with the new archetypes in this volume representing some alternative options. A player who wants to play a cleric that also has an increased level of battle expertise (perhaps as a priest serving a deity of war) gives up the Domain Servant archetype package and selects one of the new martial archetypes described in the following pages.

USING MARTIAL ARCHETYPES

The most basic way to use archetype packages is to allow a character, when taking his first level of a new class, to simply replace an archetype package that is normally part of that class with one of the new packages from this volume. In other words, characters gain these new abilities by foregoing access to some of their class's traditional abilities. This is limiting, but no more so than most of the other decisions made when creating a character. (A cleric, after all, doesn't have any way to change domains after they've been selected, so why would one be allowed to pick a new archetype package?)

Whenever new options are added to a campaign, though, it's a good idea to consider ways to allow existing characters to access them. In this case, that would

mean finding a way to let characters swap out some of their long-time abilities in favor of a new archetype package.

If you consider archetypes as being similar to occupations, it's easy to justify learning new ones occasionally. As an optional rule, you may allow characters to change one archetype package whenever they gain an even-numbered character level. The GM may require a character to have a source of instruction in order to do this—a character with the desired archetype to act as teacher, a manual of instruction, or even divine inspiration. Upon taking a new archetype package, all abilities, feats, and skill points associated with the old archetype package are lost. (The skill points can be taken from whatever skills the player prefers when an old archetype is abandoned, and may add them in any configuration that falls within the standard rules for skill points when they are gained from a new package.)

While a character losing abilities and skills he once possessed may seem unrealistic, there's no other mechanically balanced option. For magic powers, it's no great stretch to say that whatever energy was once used to fuel them is now channeled into the new abilities. As for feats and skills, they can be explained as activities that require constant practice. They may not be technically "lost" when the character begins studying new areas of expertise, but the character becomes unable to perform them sufficiently well, and so they can no longer be used.

These answers may not cover every situation, but for most campaigns they should suffice to explain why a character suddenly has different abilities. (If the campaign, GM, or players do not find these answers satisfactory, this optional rule should probably not be used. While this restricts archetype packages to being options that must be taken when a character first takes a level of a base class, it remains a balanced and viable way to handle these new alternative powers.)

EXISTING ARCHETYPE PACKAGES

Below we define the archetype packages already included as part of the heroic base classes presented in the *Pathfinder Roleplaying Game*. To gain a new archetype, a character must forgo one of the archetypes normally granted to his class. While most classes have only one archetype, a few (alchemist, bard, cavalier, inquisitor, paladin, and ranger) have two. Classes with multiple archetypes only need to give up one in order to take a new archetype package. The following archetypes cover all the base classes found in the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Player's Guide*.

ALCHEMIST (ADVANCED PLAYER'S GUIDE)

The alchemist has two archetype packages: Grenadier and Mad Chymist.

Grenadier: The Grenadier package includes all the alchemist's bomb abilities, throw anything, and the advancement of bomb damage. It also includes the discoveries normally gained at 8th and 14th

levels. Without this archetype package, an alchemist never gains or advances the bomb ability.

Mad Chymist: The Mad Chymist package includes the mutagen and persistent mutagen abilities, and the discoveries normally gained at 2nd, 6th, 10th, and 18th levels. Without this archetype package, an alchemist never gains or advances the mutagen ability, and is treated as not being an alchemist if a mutagen is consumed.

BARBARIAN

The barbarian has one archetype package: Berserker.

Berserker: The Berserker archetype includes a barbarian's rage class ability and all rage powers, including greater rage, indomitable will, tireless rage, and mighty rage. A barbarian that gives up this package never receives any of these abilities.

BARD

The bard has two archetype packages: Performer and Spellsinger.

Performer: The Performer archetype grants a bard all the bardic performance class abilities plus the versatile performance and well-versed class abilities. A bard that gives up this package never receives any of these abilities.

Spellsinger: The Spellsinger archetype grants a bard all his spellcasting ability. A bard that gives up this package gains no caster level, has no spells known or spells/day, and has no access to the bardic spell list.



CAVALIER (ADVANCED PLAYER'S GUIDE)

The cavalier has two archetype packages: Knight and Horseman.

Knight: The Knight archetype package includes 1 use/day of the challenge ability gained at 1st level, 1 use/day gained at 16th level, and the cavalier's order. A cavalier without this archetype package gains the challenge ability at 4th level, but has 1 fewer uses/day (and beginning at 16th level, 2 fewer uses/day).

Horseman: The Horseman archetype includes the mount, cavalier's charge, expert trainer, mighty charge, and supreme charge abilities.

CLERIC

The cleric has one archetype package: Domain Servant.

Domain Servant: The Domain Servant archetype grants a cleric two domains, and one spell slot/level for domain spells. A cleric that gives up this package does not receive one additional spell slot per spell level for domain spells, and gives up all domain granted powers and domain spells.

DRUID

The druid has one archetype package: Beastlord.

Beastlord: The Beastlord archetype grants the druid the spontaneous casting, wild empathy, and wildshape class abilities (including all improvements to wildshape). A druid that gives up this archetype never receives any of these abilities.

FIGHTER

The fighter has one archetype package: Battle Master.

Battle Master: The Battle Master archetype grants a fighter the bonus feats gained at 1st, 6th, 12th, and 18th levels, bravery, and weapon training. Additionally, without this archetype package the character cannot take feats whose prerequisites include levels in the fighter class (such as Weapon Specialization).

INQUISITOR (ADVANCED PLAYER'S GUIDE)

The inquisitor has two archetype packages: Executioner and Magister.

Executioner: The Executioner package includes the judgment, second judgment, third judgment, and true judgment abilities. Without this archetype, the inquisitor never gains any judgment powers.

Magister: The Magister archetype package includes the spells and orisons abilities. An inquisitor without this archetype is not a spellcaster. The inquisitor retains the domain ability, and if a caster level is required for a class ability it is considered to be equal to the inquisitor's level.

MONK

The monk has one archetype package: Ki Master.

Ki Master: The Ki Master archetype grants a monk the flurry of blows, bonus feat gained at 2nd level, ki pool, wholeness of body, abundant step, and empty body class abilities. A monk that gives up this package never receives any of these abilities, has no ki pool, and cannot spend ki points as part of the high jump ability.

ORACLE (ADVANCED PLAYER'S GUIDE)

The oracle has one archetype package: Mystic.

Mystic: The Mystic archetype package includes the oracle's mystery plus all the class skills, bonus spells, and revelations it includes. An oracle without this archetype package may choose to have an oracle's curse or not, as the player prefers. This decision is made at first level, and once made it cannot be changed.

PALADIN

The paladin has two archetype packages: Avenger and Divine Guardian.

Avenger: The Avenger archetype grants a paladin the smite evil, lay on hands, mercy, channel positive energy, and divine bond class abilities. A paladin that gives up this package never receives any of these abilities.

Divine Guardian: The Divine Guardian archetype grants a paladin the detect evil and aura of courage class abilities, plus all of the paladin's spellcasting ability. A paladin that gives up this package never receives any of those abilities, gains no caster level, has no spells/day, and has no access to the paladin spell list.

RANGER

The ranger has two archetype packages: Scout and Woodland Spellcaster.

Scout: The Scout archetype grants a ranger the favored enemy, combat style feat, favored terrain, and hunter's bond class abilities. A ranger that gives up this package never receives any of these abilities.

Woodland Spellcaster: The Woodlander Spellcaster archetype grants a ranger Spellcraft as a class skill, 2 of the ranger's 6 skill points per level, the ranger's wild empathy ability, and all the ranger's spellcasting ability. A ranger that gives up this package never receives any of those abilities, gets only 4 skill points (plus Int bonus) per level, gains no caster level, has no spells/day, and has no access to the ranger spell list.

ROGUE

The rogue has one archetype package: Sneak.

Sneak: The Sneak archetype grants a rogue the sneak attack dice gained at 1st, 5th, 9th, 13th, and 17th levels, as well as the trap sense class ability. A rogue that gives up this package still receives sneak attack dice at 3rd, 7th, 11th, 15th and 19th levels, but never receives the trap sense abilities.

SORCERER

The sorcerer has one archetype package: Heritage.

Heritage: The Heritage archetype grants a sorcerer one bloodline—including the bloodline class skill, bonus spells, bonus feats, bloodline arcane, and bloodline powers. A sorcerer that gives up this package never receives any of these abilities or bonus items.

SUMMONER (ADVANCED PLAYER'S GUIDE)

The summoner has one archetype template: Augmenter.

Augmenter: The Augmenter template includes the summoner's 1st-level and

higher spells (but not his access to orisons or his special summon monster spell-like ability). A summoner that gives up this package never gains spells of 1st-level and above.

WITCH (ADVANCED PLAYER'S GUIDE)

The witch has one archetype package: Hexen.

Hexen: The Hexen template includes the witch's hex, major hex and grand hex abilities. Without this template, the witch never gains any hex abilities.

WIZARD

The wizard has one archetype package: Arcane Master

Arcane Master: The Arcane Master archetype grants a wizard the arcane bond and arcane school class abilities. The wizard does not choose a school (not even the universalist school) to specialize in, and never gains any of the abilities granted for specializing in a school. The wizard also does not need to choose two opposing schools.

MARTIAL ARCHETYPE PACKAGES

Now that we know what an archetype package is and how to get one (and at what cost), we can present new archetype options for characters. While the archetypes were often designed with a specific class or set of classes in mind, they are all designed to be as generic as possible. Though only specific types of characters benefit from taking most of these martial archetypes,

none are forbidden from doing so. A few archetype packages even have abilities that aid in spellcasting. It is worth noting that the Spellhammer is *only* of use to characters with at least a modicum of spellcasting ability.

While some of these archetype packages work quite well with characters that primarily use ranged weapons, there is a slight bias in favor of melee weapons in these packages. Players looking for packages designed to cater specifically to characters using bows or other ranged options would do well to look at *The Genius Guide to Archer Archetypes*, which has 5 ranged-weapon-specific archetype packages.

BLACKSNAKE

Blacksnakes are masters of the whip, focusing on the possibilities inherent in using a length of leather or cord to accomplish things less flexible (but more easily mastered) weapons can't. Their name comes from their appearance in combat—fast-moving, nimble combatants with long, twisting, and striking shapes that strike and recoil in the way a snake does.

Blacksnakes are most common among the lower castes and are usually found working as enforcers, assassins, thief-takers or thieves. In many cases, they operate in regions where carrying a greatsword or pike would draw attention, but little thought is given to someone with a rope belt or loop of tanned hide hanging from her belt. Of course, it takes more than a need for stealth to drive someone to train in the ways of the whip—daggers and saps can be concealed and mastered far more easily than going through the training required to become a blacksnake. Only a natural talent for the knacks required, and a fascination with

the movement of a whip, can drive someone to put in the months of training it takes to go from mere proficiency with a whip to having the blacksnake's ability to make her lash dance so precisely.

Blacksnakes are often perceived as thugs and bullies, and the archetype package is often taken by characters that are slavers and enforcers. But some adventurers and tomb delvers also favor the flexibility and reach of the whip, and have more interest in it as a tool than an instrument of cruelty. Of course, the difference between these two types of blacksnakes is solely in their attitudes, and so can be difficult to determine at a glance. Many good-hearted adventurers who become blacksnakes will find locals are mistrustful of anyone carrying a long braid of steel-tipped leather.

Improved Whip Proficiency (Ex): All blacksnakes are proficient with the whip. Additionally, a blacksnake's natural comfort with the movement of her whip and the effort required to attack with it allows her to not provoke attacks of opportunity when making an attack with the whip.

Crack and Chink (Ex): The blacksnake's specialty is her ability to make a whip crack in the chinks of a target's armor to achieve maximum effect. While a more armored foe is still harder to hit, through extensive practice the blacksnake can hit exposed flesh or transmit shock through even hide and chain defenses. The blacksnake can deal lethal or nonlethal damage with a whip, as she prefers. She can also deal damage to targets with her whip even if they have an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

Lash Talents: As a blacksnake gains experience, she learns a number of talents that grant her new ways to use a whip to aid herself and confound her enemies. At 2nd level, a blacksnake gains one lash talent. She gains an additional lash talent for every 2 levels attained after 2nd level. Unless otherwise specified, a blacksnake cannot select an individual talent more than once.

Churn (Ex): By keeping her whip constantly in motion, even when not attacking, the blacksnake makes it very difficult for foes to disarm or sunder her whip. She adds half her class level to her CMD against disarm and sunder maneuvers made against her whip.

Fine Control (Ex): As a full-round action, the blacksnake may use her whip to manipulate an unattended object up to 15 feet away as if she were adjacent to it. The blacksnake is limited to manipulations she could accomplish in a single move action using only one hand. For example, the blacksnake can pick the object up, bringing it to her space (and even grabbing it with a free hand, if she has one).

Flay (Ex): This talent allows the blacksnake to actually lift skin off her targets with well-struck attacks. When the blacksnake scores a critical hit on a target, it also suffers a bleed effect. This causes the target to take 1 additional point of damage each round for every 2 class levels of the blacksnake (for example, an 8th-level rogue that has taken the blacksnake archetype package causes 4 points of bleed).

ALTERNATE ARCHETYPES: CLOAKFIGHTER

With just a few changes, the blacksnake archetype can be modified from a lash-mistress into a mysterious master of cloak fighting. Replace the blacksnake's Improved Whip proficiency with Improved Cloak Proficiency, below, and have Crack and Chink only apply to a cloak used as a whip. Then give the archetype access to lash talents, but call them cloak talents. For the whip mastery talent (renamed cloak mastery), remove Dazzling Display and Shatter Defenses as options, and add Lightning Stance and Wind Stance.

Improved Cloak Proficiency (Ex): A cloakfighter can use a cloak as if it was a whip, but with a maximum reach of only 10 feet. Additionally, a cloakfighter's natural comfort with the movement of his cloak and the effort required to attack with it allows him to not provoke attacks of opportunity when making an attack with the cloak.

Bleeding creatures take this damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Snap (Ex): The blacksnake becomes increasingly familiar with the full reach and capabilities of her whip, becoming a more

potent threat to those around her. When armed with a whip, the blacksnake threatens spaces within 5 feet of her. If she is 6th level or higher, when armed with a whip she threatens spaces with 10 feet of her. If 12th level or higher, when armed with a whip she threatens spaces within 15 feet of her.

Snatch (Ex): The blacksnake gains a bonus to disarm maneuvers made with a whip equal to 1/3 her level. Additionally, if she successfully disarms a foe with her whip, she can pull the disarmed object into her space. If she has a free hand she can grab the item, otherwise it falls at her feet.

Sting (Ex): With this talent a blacksnake can use her whip to cause painful welts that distract her foes. As a standard action the blacksnake may attempt to sting a single target within range of her whip. She must make a melee touch attack against the target. If the attack is successful, the target must make a Fortitude save (DC 10 + the blacksnake's Dexterity modifier + 1/2 the Blacksnake's level + any enhancement bonus to attack of the whip). The target may add his armor or natural armor bonus (whichever is higher) as a bonus to this Fortitude save. On a failed save, the target drops any object he is holding, and provokes attacks of opportunity from anyone threatening him (including the blacksnake, if she threatens him with a weapon other than a whip).

Swing Line (Ex): The blacksnake has mastered the art of using her whip as a swing line, allowing her to cross chasms and rapidly climb the length of her whip. As a standard action, the blacksnake can lash the end of her whip to any appropriate anchor point within range. As part of a move

action, she can then move up to fifteen feet from her starting point as part of her normal movement without requiring Acrobatics or Climb checks that might normally be needed, moving at her full speed even up a wall, over a chasm, or across difficult terrain. She can even attach the whip to a point next to her, wrap the remaining length around herself, and jump down, unrolling the whip from her body as she goes. The blacksnake can detach the whip from its anchor point as a free action.

Whip Mastery: The blacksnake gains one of the following feats: Agile Maneuvers, Combat Expertise, Combat Reflexes, Dazzling Display, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Improved Trip, Intimidating Prowess, Shatter Defenses, Weapon Finesse, Weapon Focus (whip), or Whirlwind Attack. The blacksnake may select this talent multiple times. Each time it is selected, a different feat is gained.

HARRIER

Harriers are hit-and-run combatants, moving swiftly through enemy formations and sowing confusion in the ranks of their foes. A harrier focuses on swift attacks that catch foes unprepared, wound or incapacitate enemies, and move away before a foe can launch a successful counterattack. Harriers are particularly fond of small ranged weapons (short bows, slings, and thrown weapons) that can easily be used on the move, and curved melee weapons with a high threat range. Harrier must be fast on their feet and quick-witted,

able to assess a situation and take advantage of it quickly, before foes can adjust to the sudden onslaught. Most often they fight with a single 1-handed weapon, leaving their other hand free to set fire to tents, pick up anything of value that happens to be lying around, and generally cause as much mischief as possible. Many harriers carry alchemical items to help create confusion and disrupt foes' plans.



RAID TOKENS

Many of a harrier's abilities require the expenditure of raid tokens.

Raid tokens represent the advantage a harrier builds from engaging in fast, effective, movement-controlling combat. From the in-character point of view, as the fight progresses the harrier sees opportunities created through his fighting style, then exploits them. From the player's perspective, raid tokens are earned by using the harrier to set up specific mechanical and tactical situations, and then spent to take full advantage of those situations.

A harrier may earn and lose raid tokens in the manners described below. A harrier can never have a number of raid tokens higher than his class level.

- If the harrier charges a foe, he gains a raid token after the attack is resolved.
- If the harrier strikes a foe that is flat-footed, he gains a raid token.
- If the harrier deals damage that causes a foe to become unconscious or dead, he gains a raid token.
- The first time each round a harrier moves through a space threatened by a foe, he immediately gains a raid token.
- If the harrier takes a move action and a single standard action to make one attack, he gains a raid token.
- If the harrier takes a full move action to run, or two move actions in the same round (in each action the harrier must move at least 15 feet), he gains a raid token.
- If the harrier successfully performs a bull rush, dirty trick*, overrun, reposition*, or trip maneuver on a foe or successfully

makes an attack that includes a bleed effect, he gains a raid token. (*This maneuver can be found in the *Advanced Player's Guide*.)

- For each minute that passes without the harrier making or being the target of an attack, he loses one raid token. (If the GM determines that the harrier is not truly in a combat situation, he cannot gain any raid tokens and loses one token per minute regardless of his circumstance.)

Hurry (Ex): At 1st level, as a swift action a harrier may spend raid tokens to increase his move rate. Each raid token spent increases one form of movement by +5 ft.. The effect lasts for 1 round per 2 harrier levels (minimum 1). A harrier may not add raid tokens to forms of movement he does not possess. The harrier can't increase his total move rate by more than +50%.

Momentum (Ex): At 2nd level, a harrier may spend a raid token as a swift action to add damage to a successful attack. The harrier adds one die of damage, which adds directly to the damage of the weapon used for the attack and represents damage of the same type the weapon normally does. (For example, damage added to an adamantite warhammer would count as additional bludgeoning adamantite damage.) The additional damage is +1d4 if the harrier moved 10 feet or less in the round prior to the attack, +1d6 if the harrier moved more than ten feet (up to his movement rate), and +1d8 if the harrier moved further than his movement rate. At 8th level, the additional damage increases to two dice.

Harass: A harrier's training grants him a bonus feat at 4th level. He gains an additional bonus feat every 4 levels thereafter. The harrier must meet all the feat's requirements, and it must be from the following list: Acrobatic, Acrobatic Steps, Bull Rush Strike*, Charge Through*, Combat Patrol*, Disarming Strike*, Dodge, Fleet, Following Step*, Improved Initiative, Improved Sidestep*, Light Step*, Lightning Stance, Lunge, Mobility, Nimble Moves, Quick Draw, Run, Shot on the Run, Sidestep*, Spring Attack, Step Up and Strike*, Strike Back, Vital Strike, and Wind Stance. (*This feat is presented in the *Advanced Player's Guide*.)

Leap In (Ex): At 6th level, a harrier gains a +4 bonus to his initiative checks and to perception rolls made to act in the surprise round.

Acute Strike (Ex): At 9th level, a harrier can spend raid tokens to turn a normal weapon hit into a critical threat. When the harrier makes an attack roll that results in a successful hit, but not a critical threat, the harrier may (as a swift action) spend a number of raid tokens equal to the difference between the attack's natural die roll and the minimum result for a critical threat with that weapon. The attack becomes a critical threat. The harrier must make a confirmation attack roll as normal to see if it becomes a critical hit.

Backstroke (Ex): At 12th level, when taking a standard action to make an attack, a harrier may spend a raid token to make

an additional attack. The additional attack is made immediately after the normal attack, and is at the harrier's highest attack bonus.

Shift (Ex): At 16th level, once per round a harrier may spend a raid token to move up to 15 feet without provoking attacks of opportunity for taking that movement. A harrier may not take a 5-foot step in a round he uses the shift ability, though taking a shift does not exclude the harrier taking other movement by performing a move action.

Hasted (Su): At 20th level, a harrier may spend a raid token as a swift action to give himself the benefits of the *haste* spell. The haste effect lasts 1d4+1 rounds.

PHYSICAL EXEMPLAR

Some people are just more fit than their kindred and allies. For whatever reason, some physical exemplars are able to perform feats of muscle, speed, and endurance at the outer edge of mortal capability. Some physical exemplars focus all their development on a single aspect of their physique while others work to be better in all areas. Some families produce natural physical exemplars every few generations, but most are products of relentless regimens of self-improvement. This archetype package is most commonly taken by barbarians and monks, though certainly any fighting character can benefit from it.

Physical exemplars are almost always local legends—the barmaid renowned for drinking even hardened veterans under the table, the sprinter who is rumored to race

gods through the fields near her home, and the strong-woman who can lift a bench with four men sitting on it.

Though they often are born to humble families, physical exemplars are almost always drawn at a young age into lives of adventure and danger.

Many feel they must use their great potential to improve the lives of those less fortunate, while others feel their tangible superiority is a sign that they should rule over lesser beings. Even a physical exemplar who tries to live a normal, unremarkable life soon finds travelers spread tales about her and that competitors consistently arrive to put her legendary natural gifts to the test.

Prowess (Ex): At 1st level, the physical exemplar gains a +1 bonus to Fortitude and Reflex saves. Additionally, the physical exemplar gains 1 extra hit point at every level.

Exercise: At 2nd level, the physical exemplar increases her Strength, Dexterity, or Constitution by +1. The physical exemplar gains an additional ability score increase (which in all cases must be to Strength, Dexterity, or Constitution) at 6th level and every 4 levels thereafter. This is in addition to (but otherwise treated exactly the same as) the ability score increases all characters receive at 4th level and every 4 levels after that.

Practice: At 5th level, the physical exemplar gains a bonus feat. This feat cannot grant the physical exemplar any benefit to spellcasting, spell-like or supernatural

abilities, or Int-, Wis-, or Cha-based skills or ability checks. The physical exemplar gains an additional bonus feat of this type at 10th, 15th, and 20th levels.

SPELLHAMMER

A spellhammer has learned to convert spell energy directly into combat effects. Most spellhammers are already combatants (often clerics, druids, paladins, or rangers) who have some access to spellcasting and a desire to focus their mystic talents directly on harming their foes.

Spelldrive (Su): As a swift action, when the spellhammer hits a target with his weapon, he may expend a spell slot to deal additional damage to the target. The additional damage is equal to one die per level of the spell expended. Beginning at 1st level, the damage dice are d4s. When the Spellhammer reaches 6th level, the damage dice are d6s. At 12th level, the damage dice are d8s. At 16th level, the damage dice are d10s. At 20th level, the damage dice are d12s. The additional damage is added directly to the weapon's damage and is of the same type that the weapon normally does. For example, a cold iron longsword delivering a spelldrive deals additional dice of slashing cold iron damage.

The spellhammer also gains a luck bonus to AC and saving throws against attacks, spells, and abilities from the victim of spelldrive damage. The bonus is equal to the level of the spell expended for the spelldrive and lasts for 2 rounds.

WEAPON CHAMPION

The weapon champion is a combatant who focuses all her skill and determination on being the absolute best with a weapon in hand. Though she may prefer a single, specific weapon, every weapon champion has trained extensively enough to be more than merely proficient with all weapons similar in use or training to her preferred instrument of death. Weapon champions often arise from the ranks of professional warriors and are most common among knights, gladiators, mercenaries, and duelists, though anyone with the dedication and resources to spend time and effort on long hours of training can join their number. Some monastic sects encourage their members to become weapon champions as a form of self-improvement, and some gods of battle have weapon champions among their clerics.

Favored Weapons (Ex): At first level the weapon champion selects a group of weapons (from the fighter's list of weapon groups for the weapon training ability) to act as her favored weapons. She is proficient with all these weapons. If the weapon champion has a feat that applies to one of these weapons (such as Weapon Focus), it applies to all the weapons in the group.

Weapon Advantage (Ex): At 2nd level and every even level afterward, the weapon champion can select one of the following advantages. An advantage may be selected more than once. Their effects stack.

- Add one weapon to the weapon champion's list of favored weapons.
- +1 to confirm critical threats with favored weapons.

- +1 to CMB for disarm, sunder, and trip attacks made with favored weapons.
- +1 to CMD against disarm, steal*, and sunder maneuvers against favored weapons. (*This maneuver is described in the *Advanced Player's Guide*.)
- +1 to Intimidate checks made while armed with a favored weapon.

Weapon Dominance (Ex): At 3rd, 7th, 11th, 15th and 19th levels, the weapon champion may select one weapon dominance. Each dominance may be selected multiple times. The effects stack.

- +1 to attacks and damage with favored weapons.
- +1 shield bonus to AC when armed with a favored weapon.
- Increase the damage the weapon deals on a critical hit. Weapons with a x2 critical multiple deal an additional +1d4 damage. Weapons with a x3 multiple deal an additional +1d6 damage. Weapons with a x4 or greater critical multiple deal an additional +1d8 damage. This additional damage is added *after* the weapon's critical multiple is applied to its base damage. The damage is of the same type that the weapon that deals normally.
- +1 to Will saves made while armed with a favored weapon.

YOUXIA

The meaning of "youxia" is generally accepted to be "wandering force," referring to an independent and skilled fighter who moves from place to place and uses his martial ability to promote his philosophy and move the world closer to what he considers to be its ideal state. The youxia is often thought to be similar to a knight-errant who patrols the land and seeks out threats to his lord but, unlike the knight-errant, a youxia may be of any social rank (and may promote philosophies few ruling lords would support). While many youxia *are* knights and lords, they also come from the ranks of peasants, priests, criminals, and scholars.

What unites youxia is their study of and dedication to ancient arts of martial combat, and a belief that such arts are the most powerful tool available to change the world. Youxia are often the products of secret schools of martial study, believing the knowledge and skills they gain come with a responsibility to expand the awareness and influence of the school's beliefs. Less often, youxia gain their extraordinary powers of focus and inner strength from training passed down through a family line—a single mentor who takes but one student in a lifetime—or even from manuals that illustrate the secrets of ki and concentration.

While the youxia obviously draws heavily from eastern mythology and fiction, there's no reason this archetype package needs to be restricted to campaign settings with strong eastern influences. Any game that has monks has room for youxia. What's

more, the basic idea of a secret, scholarly method of fighting that grants supernatural powers fits in completely with the tropes of classic western fantasy. The term youxia can easily be switched out for sword saints (taught their fighting techniques by martial angels), black knights (carrying the trappings of chivalry without restricting themselves by it), or sword-mages (who occupy the same social niche as wizards, but intently study the art of combat rather than magic).

Combat Focus (Ex): At 1st level, the youxia selects one weapon with which he is proficient to be his wushu weapon. The youxia adds 1/2 his youxia level to his CMD when armed with his wushu weapon. Additionally, the youxia is considered to have Improved Unarmed Strike for purpose of qualifying for feats, and may make wushu weapon attacks rather than unarmed attacks when using Gorgon's Fist, Medusa's Wrath, Scorpion Style, or Stunning Fist.

Ki Pool: At 2nd level, a youxia gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a youxia's ki pool is equal to 1/2 his youxia level + his Wisdom modifier. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. A youxia who has a ki pool from some other source (such as the monk ki master archetype package) adds his total number of ki points together, and can spend them on any ki abilities he has access to from any source.

Ki Talents: As a youxia gains experience, he learns a number of talents that grant him new ways to spend his ki pool. At 2nd level, a youxia gains one ki talent. He gains an additional youxia talent for every 2 levels attained after 2nd level. A youxia cannot select an individual talent more than once.

Arcane Arts (Su): As a swift action, the youxia can spend one ki point while casting a spell. The youxia's caster level is treated as 4 higher when determining the effects of the spell.

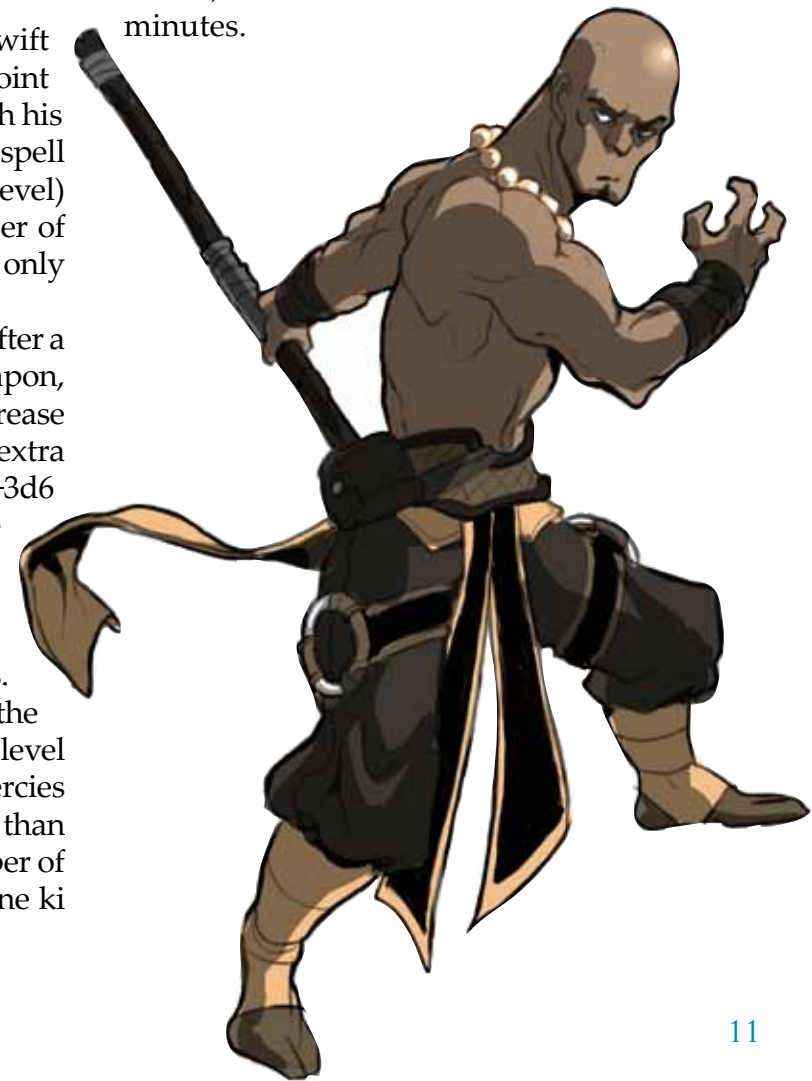
Dance of Sixteen Fists (Su): As a swift action, the youxia may spend one ki point to create illusory duplicates that match his movements. This acts as the *mirror image* spell (using the youxia's level as his wizard level) except that it creates a maximum number of images equal to 1/2 his youxia level and only lasts for 1 round/level.

Hammer Blow (Ex): As a swift action, after a successful attack roll with his wushu weapon, the youxia may spend one ki point to increase the damage of his attack by +1d6. The extra damage increases to +2d6 at 6th level, +3d6 at 11th level, and +4d6 at 16th level. The youxia may use this ability only once per round.

Healing Chi (Su): The youxia can use his ki power to heal himself or others. He gains the lay on hands ability as if the youxia were a paladin, using his youxia level as his paladin level. The youxia gains mercies as a paladin of the same level. Rather than having access to lay on hands a set number of times per day, the youxia must spend one ki point each time he uses the ability.

Inner Focus (Su): As a swift action, the youxia can spend one ki point to add a +4 bonus to any single skill check the youxia makes. This may be done after the check is made, but the youxia must make this decision before the success of the check is determined.

Iron Shirt (Su): As a swift action, the youxia can spend one point of ki to gain an armor bonus to AC. This bonus is equal to 1/2 the youxia's level +2 and lasts for one minute. If the youxia is 6th level the bonus lasts for two minutes, and if 16th level it lasts for three minutes.



Ki Blast (Su): The youxia has learned to focus his ki through his wushu weapon to fire a blast of harmful energy. As a standard action, the youxia may spend one ki point to make a single melee attack with his wushu weapon at range. The attack is treated in all ways as a melee attack, except the attack has a range increment of 30 feet.

Ki Stance (Su): As long as the youxia has at least 1 point in his ki pool, he can take a ki stance as a swift action. He may maintain the ki stance as a free action each round. While in a ki stance, the youxia takes no penalties to his speed when using Acrobatics to move on narrow surfaces or Climb to advance up, down, or across a slope, wall, or steep incline.

If the youxia is 8th level or higher, he gains the ability to fly while in a ki stance, as long as he is adjacent to a solid surface that could support his weight. His fly speed is equal to his movement rate, and he must end each turn standing on a surface that supports him, or he falls. If the youxia is 16th level, he can fly as long as he is adjacent to a flat surface (including sheets of paper and the surface of water) or some object that touches the ground (such as the tops of grass stalks) and no longer needs to end his turn standing on a surface.

Ki Strike (Su): As long as the youxia has at least 1 point in his ki pool, his attacks with his wushu weapon may count as ki strikes, allowing the weapon to be treated as magic for the purpose of overcoming damage reduction. If the youxia is 10th level or higher, his ki strike also takes on one element of his alignment (chaotic, evil, good, lawful) for the purpose of overcoming damage reduction. (If the youxia's

alignment is true neutral, his ki strikes count as silver for purposes of overcoming damage reduction.) At 16th level, the youxia's ki strike is treated as adamantine for the purpose of overcoming damage reduction and bypassing hardness.

Kip Up (Ex): The youxia may spend one ki point as a free action to instantly stand from a prone position without provoking an attack of opportunity.

Meta-Ki (Su): As a swift action, a youxia may spend ki points to apply metamagic feats to a spell as it is being cast. If the youxia is adding a metamagic feat to a spell that another character is casting, he must use a readied action to do so. For every ki point spent, the youxia may add one level of metamagic to the spell without increasing the spell's effective level. The spell's effective level prior to spending ki points cannot exceed half the youxia's level. Casters who prepare spells ahead of time may use this to add metamagic feats to a spell prepared without them. Spontaneous casters may use this ability to add metamagic feats to a spell without increasing its casting time.

No-Shadow Step (Su): As an immediate action, the youxia may spend one ki point whenever he fails a saving throw. The youxia then rerolls the saving throw with the same bonus and must use the second result, even if it is worse than the first.

Strong Wushu (Ex): As long as the youxia has at least one ki point in his ki pool, he may treat any weapon he is proficient with as his wushu weapon.

ARCHETYPE PACKAGES AND SUPER GENIUS BASE CLASSES

Super Genius Games has produced a number of base classes for the *Pathfinder Roleplaying Game*. Available to date are the Archon, Armiger Death Mage, Dragonrider, four types of Godling, Magus, Shadow Assassin, Shaman, Time Thief, Vanguard, War Master, and Witch Hunter. For those who have bought one or more of those classes, we present their archetype packages below. This material is absolutely not necessary to use the *Genius Guide to Martial Archetypes* with the core *Pathfinder Roleplaying Game* rules. We provide it simply as a courtesy for gamers who have already decided to use our material in their campaigns, so they can get maximum benefit.

Below is a list of the archetype packages built into each class, and an abbreviated list of what's included in each. As with the archetype packages for the base classes from the *Pathfinder Roleplaying Game Core Rules*, a character can give up one of his archetype packages (losing access to everything from that package) to take a new archetype package.

ADEPT GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of Magic

Included Abilities: Lineage domains, divine traits.

ARCHON (GENIUS GUIDE TO THE ARCHON)

Archetype Package: Riven Lord

Included Abilities: Rivenspell, favored spell, arcane surge.

ARMIGER (GENIUS GUIDE TO THE ARMIGER)

Archetype Package: Rampart

Included Abilities: An armiger without this archetype package grants only partial soft cover to adjacent allies with the bulwark class ability. He also does not gain an armiger talent at 2nd level, or an advanced armiger talent at 20th level. Without this package the armiger does not gain armored DR at 5th level, and his armored DR is reduced by 1 at all other levels.

CLEVER GODLING (GENIUS GUIDE TO THE GODLING)

Archetype Package: Like My Father

Included Abilities: Lineage domains, scion talents.

DEATH MAGE (GENIUS GUIDE TO THE DEATH MAGE)

Archetype Package: Death Master

Included Abilities: Pale road, death bond.

DRAGONRIDER (GENIUS GUIDE TO THE DRAGONRIDER)

Archetype Package: Dragon Kith

Included Abilities: One good saving throw advancement rate*, low-light vision, spells, darkvision.

*A dragonrider without the Dragon Kith base archetype package has only two good saving throw advancements, chosen when the package is selected. The other saving throw advances at the same rate as a barbarian's Reflex save.

ELDRITCH GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of Magic

Included Abilities: Lineage domains, divine traits.

MAGUS (GENIUS GUIDE TO THE MAGUS)

Archetype Package: Master of Mysticism

Included Abilities: Mystic bond, mystic talents, advanced mystic talents.

MIGHTY GODLING (GENIUS GUIDE TO THE GODLING)

Archetype Package: Like My Father

Included Abilities: Lineage domains, scion talents

SHADOW ASSASSIN (GENIUS GUIDE TO THE SHADOW ASSASSIN)

Archetype Package: Shadow Cunning

Included Abilities: 2 of the shadow assassin's skill points/level and 4 class skills*, shadow style.

*A shadow assassin built without this archetype package has only 4 skill points/level and must choose 4 of the shadow assassin's normal class skill to not be class skills for the character.

SHAMAN (GENIUS GUIDE TO THE SHAMAN)

Archetype Package: Spirit Talker

Included Abilities: 2 of the shaman's skill points/level* and Craft (focus) as a class skill*, spirit companion.

*A shaman built without this archetype package has only 2 skill points/level and does not have Craft (focus) on its class skill list.

TIME THIEF (GENIUS GUIDE TO THE TIME THIEF)

Archetype Package: Temporal Rogue

Included Abilities: Half of all motes*, temporal talents.

*A time thief without this package receives half as many motes after all calculations have been made (rounding any fractions down).

VANGUARD (GENIUS GUIDE TO THE VANGUARD)

Archetype Package: Battle Mage

Included Abilities: Arcane Strike, Combat Casting, bonus feats gained at 4th, 19th and 16th levels, Spell Block, Spell Sunder, and Spell Grapple.

WAR MASTER (GENIUS GUIDE TO THE WAR MASTER)

Archetype Package: Student of Battle

Included Abilities: 2 of the war master's skill points/level*, war master talents, advanced talents.

*A war master built without this archetype package has only 2 skill points/level.

WITCH HUNTER (GENIUS GUIDE TO THE WITCH HUNTER)

Archetype Package: Devoted

Included Abilities: Devoted strike, devotee talents.

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CREDITS

Designer:
Owen K.C. Stephens

Editor:
Stan!

Proofreader:
Jeremy Miller

Cover Art:
Peter Szabo Gabor

Interior Art:
Shaman Stockart

Graphic Design and Typesetting:
Anthony Kenniston

Produced By:
Super Genius Games
www.supergeniusgames.com

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