

# Player Paraphernalia



THE GOBLIN RAGER  
NEW BARBARIAN ARCHETYPE

#115



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# PLAYER PARAPHERNALIA #115

## BY THE KNOTTY-WORKS



Welcome to issue one hundred and fifteen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces a new archetype built upon the barbarian class, but designed around the goblin.

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### THE GOBLIN RAGER

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**Class** Barbarian

**Race** Goblin

While those of savage temperament generally gain a boost in physical strength and endurance, but goblins can channel their savagery in a more duplicitous manner. Goblin ragers rely on their agility and senses to a greater degree while focusing their energies and can harness its size and speed to overcome the largest of opponents.

#### Devious Rage (Ex)

Goblins may call upon their inner nefarious energies to take down the largest of foes. At 1<sup>st</sup> level, the goblin rager may use its devious rage a total of 4 + its Constitution modifier rounds per day, gaining 2 additional rounds each level thereafter. Any temporary increase in the goblin rager's Constitution (from a spell, spell-like ability, or temporary magical effect) does not increase the number of rounds per day the goblin rager may use this class ability. The goblin rager regains its devious rage once per day after gaining 8 hours of rest, though these hours do not need to be consecutive.

The goblin rager may start and end the devious rage as a free action, though once the devious rage ends, the goblin

rager is fatigued for a number of rounds equal to 2 times the rounds spent raging. The goblin rager may not enter a devious rage while fatigued or exhausted, nor while it is unconscious. The devious rage immediately ends when the goblin rager becomes unconscious or dead.

While in a devious rage, the goblin rager gains a +4 morale bonus to its Dexterity and Wisdom while suffering a -2 penalty to Fortitude saves. It cannot use any Charisma and Intelligence based skills (other than Intimidate) while the devious rage is in effect. At 11<sup>th</sup> level, the morale bonus increases to +6 and at 20<sup>th</sup> level, the morale bonus increases to +8. At 17<sup>th</sup> level, the goblin rager no longer becomes fatigued after its devious rage has ended.

The devious rage is treated as the barbarian's normal rage in regards to feat and rage power requisites. The devious rage replaces the barbarian's rage, greater rage, tireless rage, and mighty rage class features.

#### Devious Rage Powers

The following rage powers are available to the goblin rager, in addition to the barbarian's normal rage powers. The following rage powers work well with the goblin rager: animal fury, Beast Totem (including lesser and greater), boasting taunt, come and get me, ferocious mount (including greater), ferocious trample (including greater), increased damage reduction, internal fortitude, knockdown, quick reflexes, raging leaper, reflexive dodge, rolling dodge, scent, superstition, and swift foot.

### **Evasion (Ex)**

The goblin rager learns to avoid damage from area based attacks while it is using the devious rage. If an area based attack grants a **Reflex** save to reduce the damage by half, if the goblin rager makes its saving throw, it takes no damage.

### **Improved Evasion (Ex)**

The goblin rager must have the Evasion rage power and be at least 10th level before it may take this rage power. If the goblin rager is damaged from an area based attack that grants a **Reflex** save to reduce the damage by half, it only takes half damage if he fails the saving throw and no damage if it makes the saving throw.

### **Nasty Bite (Ex)**

The goblin rager must have the Animal Fury rage power before it may take this rage power. While most goblins have very poor oral hygiene, the goblin rager's saliva is particularly nasty. Any foe that it successfully bites must make a **Fortitude** save (DC 10 +  $\frac{1}{2}$  the goblin rager's class level + its Constitution modifier) or become **sickened** for a rounds equal to  $\frac{1}{4}$  the goblin rager's class level (minimum of 1). Those affected or successfully make their saving throw cannot be affected by this rage power for 24 hours.

### **One of the Pack (Ex)**

The goblin rager gains a teamwork feat as a bonus feat. It treats any adjacent goblin ally as having the same teamwork feat while the goblin rager is raging to gain the benefits of the feat. The goblin rager must specify the goblin ally to be treated as having the feat as a **swift action** and it lasts until the beginning of the goblin rager's next turn or until the ally is no longer adjacent to the goblin rager (whichever comes first).

The goblin rager may take this rage power more than once, gaining an additional bonus teamwork feat and treating one additional ally adjacent to the goblin rager as if it had the teamwork feat.

### **Pack Master (Ex)**

The goblin rager must have the One of the Pack rage power before it may choose this one. The goblin rager grants one adjacent ally the benefits of a teamwork feat gained from the One of the Pack rage powers for a number of rounds equal to the goblin rager's Charisma modifier (minimum of 1). This rage power may only be used once per rage.

### **Pile On (Ex)**

The goblin rager may enter the space of another goblin or other small humanoid ally and attack the same opponent while using the devious rage. The goblin rager and other ally both suffer a -2 penalty on attack rolls and **CMB** checks while occupying the same space.

### **Sneaky Biter (Ex)**

The goblin rager may make a **Stealth** check as a **swift action** when hidden from view of an opponent. Any opponent that is unaware of the goblin rager's exact position is denied its Dexterity modifier when attacked by the goblin rager until the goblin rager attacks or the beginning of its next turn. In addition, the first attack made against an unaware opponent by the goblin rager suffers additional damage equal to  $\frac{1}{2}$  the goblin rager's class level. This damage is precision damage and is not increased by a critical strike, and creatures immune to sneak attacks or critical damage do not suffer the additional damage.

### **Longshanks Aversion (Ex)**

Beginning at 3<sup>rd</sup> level, the goblin rager learns to avoid attacks from medium sized or larger humanoid creatures. It gains a +1 **dodge bonus** versus attacks made by "longshanks", those of medium size or greater of the humanoid type. This bonus increases by +1 at 6<sup>th</sup> level and every three levels thereafter.

This ability replaces the barbarian's trapsense ability.

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