



## Hybrid Class: Redeemer



Aaron Hollingsworth





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<b>Publisher</b>	<b>Purple Duck Games</b>

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# Hybrid Class: Redeemer

*He believed in redemption, the inchoate grace in every person he met. It was one of the few things he had to believe in, the possibility of beauty when faced with the reality of so much ugliness.*

- Cassandra Clare, The Bane Chronicles

Redemption has little to do with atonement or forgiveness. A true act of divine redemption is a deity's reclamation of what they consider their own. The gods lay claim to many things in the world; lands, people, objects of power or historical value. Due to myriad conflicts with enemy powers, deities sometimes lose these things. It falls to redeemers to get them back. Redeemers are divine agents whose sacred duty is to buy back--or take back--what rightfully belongs to their god and church. Redeeming a god's property can take many forms, whether it be restoring wayward worshipers to a church's influence, reclaiming holy lands stolen by infidels, or retrieving lost relics of the faith. Depending on the deity they follow, a redeemer's methods can range from diplomatic and beneficent to subversive and bloody.

The ways of redeemers differ little to those of thieves, bandits, or interloping scoundrels; yet such duties are sanctified by religious doctrine. The unfaithful often regard these agents as tithe collectors, temple thugs, or spies looking to spread their faith or to expand their cult.

**Role:** To recover and retrieve the lost members of the congregation and restore them to their rightful place, in death or in life. To rid the sacred land of enemies and to sweep away the filth they have gathered. To repossess the things that your deity holds dear, and to protect these precious objects from the wrong hands.

**Parent Classes:** Paladin/Antipaladin and Rogue

**Alignment:** A redeemer's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

**Hit Die:** d10

**Starting Wealth:** 4d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Table: Redeemer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per day			
1st	+1	+2	+2	+0	Aura, reckoning 1/day	-	-	-	-
2nd	+2	+3	+3	+0	Hand of redemption, redeemer talent	-	-	-	-
3rd	+3	+3	+3	+1	Aura of authority	-	-	-	-
4th	+4	+4	+4	+1	Reckoning 2/day, redeemer talent	0	-	-	-
5th	+5	+4	+4	+1	Divine benefactor	1	-	-	-
6th	+6/+1	+5	+5	+2	Redeemer talent	1	-	-	-
7th	+7/+2	+5	+5	+2	Bought with a price, reckoning 3/day	1	0	-	-
8th	+8/+3	+6	+6	+2	Redeemer talent	1	1	-	-
9th	+9/+4	+6	+6	+3	Aura of resolve	2	1	-	-
10th	+10/+5	+7	+7	+3	Empowered reckoning, reckoning 4/day, redeemer talent	2	1	0	-
11th	+11/+6/+1	+7	+7	+3	Aura of reckoning	2	1	1	-
12th	+12/+7/+2	+8	+8	+4	Redeemer talent	2	2	1	-
13th	+13/+8/+3	+8	+8	+4	Reckoning 5/day	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Redeemer talent	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	Aura of faith	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Reckoning 6/day, redeemer talent	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Aura of certainty	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Redeemer talent	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Reckoning 7/day wages of sin	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Eternal reckoning	4	4	3	3

## Class Skills

The redeemer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the redeemer.

**Weapon and Armor Proficiency:** Redeemers are proficient with all simple and martial weapons, plus the hand crossbow, as well as light armor, and with shields (except tower shields).

**Aura (Ex):** A redeemer of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* for details).

**Reckoning (Ex and Su):** In times of uncertainty, a redeemer can call upon the power of his god to make a reckoning, a divine form of observation and execution of action. Starting and dismissing a reckoning are swift actions. The effects of a reckoning last for 1 minute per class level, unless noted otherwise. These minutes must be consecutive. A reckoning takes one of three forms (see below). Once a form of reckoning is chosen, it cannot be changed without starting a new reckoning. Starting at 1st level, a redeemer can make one reckoning a day. At 4th level, and at every three levels thereafter, the redeemer may make a reckoning one additional time per day, as indicated on Table: Redeemer, to a maximum of seven times per day at 19th level.

The three forms of reckoning are:

*Reckoning of Foes:* The redeemer gains insight to his enemies' weak points. If his Wisdom score is at least 4 points higher than his target's Dexterity score, or his target is denied its Dex modifier, or he is flanking his target, the redeemer deals an additional 1d6 points of damage on successful melee attack rolls. This extra damage is precision damage and counts as the sneak attack class feature for the purpose of gaining feats, talents, and other abilities. This damage increases by 1d6 at 5th, 10th, 15th, and 20th level. In addition, the redeemer adds ½ his class level to Sense Motive checks (minimum 1).

*Reckoning of Property:* The redeemer becomes divinely guided to a particular item, as per the *locate object* spell. At 5th level, a redeemer can instead have this ability function like *locate creature*. Doing so extends this reckoning's duration to 10 minutes per level. In addition, the redeemer adds his Wisdom modifier to Steal combat maneuver checks and provokes no attacks of opportunity when attempting this combat maneuver. Lastly, the redeemer adds ½ his level to Sleight of Hand checks.

*Reckoning of Surroundings:* The redeemer is better able to discern the risks of his surroundings. He adds his Wisdom modifier to Reflex saves and initiative checks (in addition to his Dexterity modifier). He also adds 1/2 his level on Perception checks to locate traps and on Disable Device checks (minimum +1), and can use Disable Device to disarm magic traps. Lastly, he gains a +1 dodge bonus to his Armor Class when wearing light or no armor. This bonus increases by 1 at 5th, 10th, 15th, and 20th level.

**Hand of Redemption (Su):** Redemption is always about give and take. Starting at 2nd level, a redeemer can give others what they deserve with merely a touch; healing them as a reward or wounding them as penance. Each day he can use this ability a number of times equal to 1/2 his level plus his Wisdom modifier. With one use of this ability, a redeemer can heal or inflict 1d6 hit points of damage for every two redeemer levels he possesses. Using this ability is a standard action, unless the redeemer targets himself, in which case it is a swift action. Using this ability to inflict damage requires a melee touch attack. A redeemer needs one free hand to use this ability.

This ability uses negative energy or positive energy, depending on which ever energy the redeemer decides to use; the choice is made when used, and a good redeemer can use negative energy to heal one round and negative energy to harm the next, and vice versa for evil redeemers. Any creature affected by this ability is allowed a Will saving throw (DC 10 + ½ redeemer's level + redeemer's Wisdom bonus) to halve the damage or healing, if they so desire.

Lastly, the redeemer qualifies for the Extra Cruelty and Extra Mercy feats, even if he does not meet the prerequisites, and treats his redeemer level as his paladin level or antipaladin level for the purpose qualifying for certain mercies and/or cruelties. The redeemer treats his hand of redemption ability as lay on hands or touch of corruption for the purpose of giving a target the effect of a mercy or cruelty.

**Redeemer Talents:** As a redeemer gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, a redeemer gains one redeemer talent. He gains an additional redeemer talent for every 2

levels of redeemer attained after 2nd level. A redeemer cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a reckoning of foes precision damage ability. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

*Channeler:* The redeemer gains the supernatural ability to channel energy like a cleric. The energy can be positive or negative (choose one). Once this choice is made, it cannot be changed. Using this ability consumes two uses of the redeemer's hand of redemption ability. Use the redeemer's level as his effective cleric level when channeling energy. This is a Wisdom-based ability. A redeemer must be at least 4th level to select this talent.

*Extra Cruelty or Mercy:* A redeemer can select the Extra Cruelty feat or Extra Mercy Feat in place of a redeemer talent. This effectively allows the redeemer to confer a mercy or a cruelty, depending on the type of energy chosen.

*Major Divine Magic (Sp):* A redeemer with this talent gains the ability to cast a 1st-level spell from the cleric/oracle spell list once per day as a spell-like ability for every 2 redeemer levels he possesses. The redeemer's caster level for this ability is equal to her redeemer level. The save DC for this spell is 11 + the redeemer's Wisdom modifier. A redeemer must have the minor divine magic redeemer talent and a Wisdom score of at least 11 to select this talent.

*Minor Divine Magic (Sp):* A redeemer with this talent gains the ability to cast a 0-level spell from the cleric/oracle spell list. This spell can be cast at will as a spell-like ability. The redeemer's caster level for this ability is equal to her redeemer level. The save DC for this spell is 10 + the redeemer's Wisdom modifier. A redeemer must have a Wisdom score of at least 10 to select this talent.

*Rogue Talent:* A redeemer can select one of the following rogue talents in place of a redeemer talent: bleeding attack\*, camouflage, combat trick, fast stealth, finesse rogue, firearm training, grit, hard to fool, lasting poison, poison use, powerful sneak, rogue crawl, slow reactions\*, snap shot, sniper's eye, surprise attack, swift poison, terrain mastery, trap spotter, unwitting ally, or weapon training. Any talent effects based on rogue level use the redeemer's class level. If the rogue talent has a prerequisite, the redeemer must meet the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time, it grants the redeemer a new rogue talent.

*Simultaneous Reckonings:* The redeemer can have up to two forms of reckoning active at once. The redeemer must be at least 6th level to select this talent.

*Wise Dodger:* The redeemer gains the Dodge feat. He can also select this feat a second time. Its effects stack.

**Aura of Authority (Su):** At 3rd level, a redeemer gains an authoritative aura which grants herself and each ally within 10 ft. a +4 bonus to saving throws against all alignment-based spells and effects. This ability functions only while the redeemer is conscious, not if he is unconscious or dead.

**Spells:** Beginning at 4th level, a redeemer gains the ability to cast a small number of divine spells which are drawn from the paladin or antipaladin spell list (choose one). Once this choice is made, it cannot be changed. A redeemer must choose and prepare his spells in advance.

To prepare or cast a spell, a redeemer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a redeemer's spell is 10 + the spell level + the redeemer's Wisdom modifier.

Like other spellcasters, a redeemer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Redeemer. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Redeemer indicates that the redeemer gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A redeemer must spend 1 hour each day in quiet prayer and meditation to regain his daily allotment of spells. A redeemer may prepare and cast any spell on the redeemer spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during her daily meditation.

Through 3rd level, a redeemer has no caster level. At 4th level and higher, her caster level is equal to her paladin level – 3.

**Chaotic, Evil, Good, and Lawful Spells:** A redeemer can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

**Divine Benefactor (Ex):** The redeemer gains a benefactor to help him cover expenses on his quests and adventures. This benefactor can come in the form of his church, a business guild of devotees, or even the discreet patronage of his god.

Starting at 5th level, and once per level thereafter, the redeemer can purchase a single item, magic or otherwise, at the cost of the item instead of full price. If the redeemer ever decides to sell this item, it must be for the same price he had paid for it.



**Bought with a Price (Su):** At 7th level, the redeemer irrevocably sells his soul to his deity. He can no longer enter any contract or deal that involves his soul as part of the exchange. He becomes immune to any effect, magical or otherwise, that would change his alignment. The redeemer can still change his alignment voluntarily, but must remain with one alignment step as his deity in order to keep his class spells and supernatural abilities. Even though his deity retains ownership of the soul, the soul can still be destroyed or consumed, as normal.

**Aura of Resolve (Su):** At 9th level, a redeemer is immune to charm spells and spell-like abilities. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the redeemer is conscious, not if he is unconscious or dead.

**Empowered Reckoning (Su):** Starting at 10th level, the redeemer selects one form of reckoning to become empowered (see below). Once this choice is made, it cannot be changed.

*Reckoning of Foes:* Add 1d6 to the redeemer's precision damage while this reckoning is active.

*Reckoning of Property:* The redeemer gains a +2 bonus to Sleight of Hand checks and a +2 bonus to Steal Combat Maneuver checks while this reckoning is active.

*Reckoning of Surroundings:* The redeemer gains a +2 bonus to Reflex saves while this reckoning is active.

**Aura of Reckoning (Su):** At 11th level, a redeemer can expend two uses of his reckoning ability to grant the reckoning ability to all allies within 10 feet, using his bonuses. Only one form of reckoning can be selected when using this ability. The bonuses last for 1 minute. Using this ability is a free action.

**Aura of Faith (Su):** At 15th level, a redeemer's weapons are treated as chaotic, evil, good, or lawful-aligned for the purposes of overcoming Damage Reduction (choose one). Once this choice is made, it cannot be changed unless the redeemer changes alignment, but still remains within one alignment step of his deity. Any attack made against an enemy within 10 feet of her is also treated as chaotic, evil, good, or lawful-aligned for the purposes of overcoming Damage Reduction.

This ability functions only while the redeemer is conscious, not if he is unconscious or dead.

**Aura of Certainty (Su):** At 17th level, a redeemer gains immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the redeemer is conscious, not if he is unconscious or dead.

**Wages of Sin (Ex):** Starting at 19th level, the redeemer can use one of the daily uses of his reckoning ability to cast *finger of death* or *breath of life*, as a spell-like ability, using his redeemer level as his caster level. This ability is Wisdom-based.

**Eternal Reckoning (Su):** At 20th level, the redeemer reaches the pinnacle of his power. Choose one form of reckoning. This ability remains constant for the redeemer, and he need not expend a daily use of his reckoning ability to maintain it.

## Alternate Reckonings

The following reckonings can be chosen upon character creation in place of certain standard reckonings of the redeemer hybrid class. The Empowered Reckoning bonuses gained at 10th level are included.

**Reckoning of Arms and Armor:** The redeemer becomes a combat savant. He takes no attack penalties for using a weapon he is not proficient with, including all exotic weapons and firearms. He becomes proficient with medium and heavy armor. Once per round as a free action, he can negate a single attack of opportunity that he has provoked. Lastly, at 6th level, he adds his Wisdom bonus to all secondary attack rolls when making a full attack action.

*Empowered:* The redeemer adds his Wisdom bonus to all tertiary attacks (3rd attacks) when making a full attack action.

This replaces reckoning of foes.

**Reckoning of Beasts:** The redeemer becomes attuned to the ways of animals and other bestial creatures. He adds ½ his redeemer level to all Handle Animal and Intimidate checks. Additionally, the redeemer is under the constant effect of *speak with animals*. Lastly, the redeemer adds his Wisdom modifier to his CMD against the combat maneuvers made by animals and magical beasts.

*Empowered:* The redeemer adds his Wisdom bonus to all Handle Animal and Intimidate checks.

This replaces reckoning of property.

**Reckoning of Intrigue:** The redeemer gains the benefits of *disguise self* and adds ½ his redeemer level to Bluff, Sense Motive, and Stealth checks, as well as to Diplomacy checks made to gather information.

*Empowered:* Once per use of this reckoning, the redeemer can cast *suggestion*, as a spell-like ability, using your redeemer level as his caster level. The save is Charisma-based.

This replaces reckoning of property.

**Reckoning of Magic:** The redeemer becomes adept at sensing and using magic. He gains the constant benefits of *detect magic*, and adds ½ his redeemer level to his Use Magic Device and Spellcraft checks. At 5th level, the *detect magic* benefits are replaced by *arcane sight*, and later again by *greater arcane sight* at 15th level. Lastly, the redeemer gains a +1 bonus to saving throws against spell effects. This bonus increases by 1 at 5th, 10th, 15th, and 20th level.

*Empowered:* The redeemer adds his level to Use Magic Device checks, instead of ½ his level.

This replaces reckoning of surroundings.

**Reckoning of Nature:** The redeemer adds ½ his redeemer level to Knowledge (nature) and Survival checks. He always succeeds at discerning north, even in unnatural surroundings. Lastly, the redeemer gains a bonus equal his Wisdom modifier to melee attack and damage rolls against plant creatures and elementals.

*Empowered:* The redeemer can speak with plants and elementals, as per the *tongues* spell.

This replaces reckoning of surroundings.

**Reckoning of Maneuvers:** The redeemer can attempt any form of combat maneuver without provoking attacks of opportunity. In addition, he adds his Wisdom modifier to his CMD and ½ his Wisdom modifier to his CMB.

*Empowered:* Choose one form of combat maneuver. The redeemer becomes immune to this combat maneuver. This choice is made at the beginning of each new reckoning.

This replaces reckoning of foes.

## Alternate Favored Class Bonuses

Instead of adding a hit point or a skill point when increasing in the favored class of redeemer, a redeemer may instead choose the alternate class bonus, based on their race.

**Avoodim:** Add 3 rounds to the duration of your reckoning of surroundings.

**Dhampir:** Add 3 rounds to the duration of your reckoning of foes.

**Dhosari:** Add 1/6th a redeemer talent.

**Drow:** Add 3 rounds to the duration of your reckoning of foes.

**Dwarf:** Add 3 rounds to the duration of your reckoning of property.

**Elf:** Add 3 rounds to the duration of your reckoning of surroundings.

**Erkuna:** Add 3 rounds to the duration of your reckoning of property.

**Eventual:** Add 1/6th a redeemer talent.

**Goblin:** Add 3 rounds to the duration of your reckoning of foes.

**Gnome:** Add 3 rounds to the duration of your reckoning of property.

**Gripli:** Add 1/6th a redeemer talent.

**Half-Elf:** Add 3 rounds to the duration of your reckoning of surroundings.

**Half-Orc:** Add 1/6th a redeemer talent.

**Halfling:** Add 3 rounds to the duration of your reckoning of surroundings.

**Hobgoblin:** Add 1/6th a redeemer talent.

**Human:** Add 3 rounds to the duration of your reckoning of foes.

**Ifrit:** Add 3 rounds to the duration of your reckoning of property.

**Ith'n ya'roo:** Add 1/6th a redeemer talent.

**Kobold:** Add 3 rounds to the duration of your reckoning of surroundings.

**Kripar:** Add 3 rounds to the duration of your reckoning of property.

**Nagaji:** Add 3 rounds to the duration of your reckoning of foes.

**Orc:** Add 3 rounds to the duration of your reckoning of foes.

**Polkan:** Add 3 rounds to the duration of your reckoning of surroundings.

**Qit'ar:** Add 1/6th a redeemer talent.

**Ratfolk:** Add 3 rounds to the duration of your reckoning of property.

**Tiefling:** Add 3 rounds to the duration of your reckoning of foes.

**Urisk:** Add 1/6th a redeemer talent.

**Xesa:** Add 3 rounds to the duration of your reckoning of property.

**Zendiqi:** Add 3 rounds to the duration of your reckoning of surroundings.

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