

הַאֲרָגָה לְיָמֵי הַאֲרָגָה לְיָמֵי הַאֲרָגָה לְיָמֵי הַאֲרָגָה

SHATTERED SKIES

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CAMPAIGN SETTING



REVANCHIST

HYBRID CLASS

BY ROBERT GRESHAM

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE



PUBLISHING

REVANCHIST

HYBRID CLASS

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REVANCHIST

When an innocent's life is forever changed by a violent act, be it witnessing cruel torture, the murder of a loved one, or sadistic harm done to their own body, sometimes the only thing that can soothe their damaged soul, is revenge. But all too often, when that revenge is finally dealt, it brings no peace to the person seeking it. Vengeance and punishment becomes their sole purpose, and they spend the rest of their days dealing out justice. They become revanchists.

Role: The revanchist is a remorseless frontline killer, bent on revenge, and the pursuit of murderers and perpetrators of vile acts. She most often works alone and can be a foil for adventuring parties who are searching for similar targets. When working in a group, the revanchist often plays the central martial role, assaulting the larger or more powerful looking foes the party might face.

Parent Classes: Cavalier and Inquisitor

Alignment: Any non-evil

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140gp.) In addition, a revanchist begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The revanchist's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency:

A revanchist is proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and whip.

She is also proficient with light armor, medium armor, and shields (except tower shields).

Oath of Vengeance (Su): Starting at 1st level the revanchist declares an oath of vengeance against evil doers as a swift action. At 1st level, the revanchist may use this ability once per day. At 4th level, and every three levels thereafter she may use this ability one additional time per day, to a maximum of 7 times per day



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TABLE: REVANCHIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Oath of Vengeance 1/day, step-up
2nd	+1	+3	+0	+3	Improved Initiative
3rd	+2	+3	+1	+3	Fearless, sense murderer
4th	+3	+4	+1	+4	Ghost Mount, oath of vengeance 2/day
5th	+3	+4	+1	+4	Damage Reduction 1/-, roar of revenge
6th	+4	+5	+2	+5	Spirited Mount
7th	+5	+5	+2	+5	Oath of Hatred, oath of vengeance 3/day
8th	+6/+1	+6	+2	+6	Bonus Feat
9th	+6/+1	+6	+3	+6	Spell Resistance 5
10th	+7/+2	+7	+3	+7	Damage Reduction 2/-, oath of vengeance 4/day
11th	+8/+3	+7	+3	+7	Ghost Wind, stalwart
12th	+9/+4	+8	+4	+8	Bonus Feat
13th	+9/+4	+8	+4	+8	Oath of Punishment, oath of vengeance 5/day
14th	+10/+5	+9	+4	+9	Exploit Weakness, spell resistance 10
15th	+11/+6/+1	+9	+5	+9	Damage Reduction 3/-
16th	+12/+7/+2	+10	+5	+10	Beyond the Grave, oath of vengeance 6/day
17th	+12/+7/+2	+10	+5	+10	Retribution
18th	+13/+8/+3	+11	+6	+11	Bonus Feat
19th	+14/+9/+4	+11	+6	+11	Oath of Vengeance 7/day, spell resistance 15
20th	+15/+10/+5	+12	+6	+12	Damage Reduction 4/-, Vengeance is Mine

at 19th level. Once activated, this ability lasts until combat ends, at which point all bonuses immediately end.

As a swift action, declare an oath of vengeance against a single target, designated as an 'evil-doer'. The target need not be of evil alignment to earn this designation. You gain a bonus to damage equal to your level that applies against your selected foe. In addition your weapons count as magic for the purposes of overcoming damage reduction, and you gain a +1 bonus on all saving

throws against effects and conditions created by your foe.

Beginning at 6th level, the revanchist's weapons count as lawful and good for the purposes of overcoming damage reduction against her selected foe, and the bonus to saving throws increases to +2. At 10th level the revanchist's weapons count as adamantite for the purposes of overcoming damage reduction (but not for reducing hardness), and her saves increase to +3.



Starting at 15th level the oath further protects the revanchist and harms her foes. The bonuses to saving throws increases to +4, and then the revanchist becomes resistant (10) to one type of energy (acid, cold, electricity, fire, sonic). Once chosen the resistance remains until revanchist makes an additional use of her oath, at which time it may change the type chosen.

Step-up : The revanchist gains Step-up as a bonus feat.

Improved Initiative. At 2nd level, the revanchist gains Improved Initiative as a bonus feat.

Sense Murderer (Su): A revanchist can sense the direction, but not the distance, to murderers and perpetrators of vile acts—this sense can be blocked by any effect that blocks scrying. Whenever a revanchist is within 30 feet of such a criminal, that target is affected by a form of faerie fire, only visible to the revanchist. Furthermore, the target becomes effected by discern lies as long as they remain within 30 feet of the revanchist. The CL of these effects is equal to the revanchist's class level.

Fearless (Su): At 3rd level the revanchist becomes immune to fear. Each ally within 10 feet of the revanchist gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the revanchist is conscious, not if she is unconscious or dead.

Roar of Revenge (Su): Once every 1d4 rounds, a revanchist can shriek as a standard action. All creatures within a 60-foot spread must make a Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is equal to 10 +1/2 the revanchists level + the revanchists Charisma modifier.

Ghost Mount (Su): At 5th level, a revanchist gains the ability to manifest a special mount of conjured ectoplasm rather than one of flesh and bone. This spectral companion functions like a spiritualist's phantom companion, using the revanchist's level as her effective spiritualist level. The phantom takes the form of a ghostly creature for her size and class level, such as a Large horse for a Medium revanchist or a wolf for a Small revanchist. A revanchist must choose a mount that is capable of bearing her weight, that has four or more legs, and that lacks a fly speed (although the GM may allow mounts with a swim speed in certain environments). The GM might approve other animals as suitable mounts.

The revanchist can manifest her ghost mount only in ectoplasmic form, and she gains the spiritualist's etheric tether class feature, applied to her ghost mount.

The mount shares the revanchist's alignment. Though the mount cannot speak, it understands its master's verbal commands and gains the phantom's link ability. The ghost mount has good Fortitude and Reflex saves, and can have

SIDEBAR: ETHERIC TETHER

Etheric Tether (Su): At 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the spiritualist. The spiritualist can stretch the limited tether, but only when the phantom is in ectoplasmic form.

When a spiritualist starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity or the ectoplasmic phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours. This concentration can be interrupted as if it were a spell. Treat this effect's spell level as equal to 1 + 1 per 10 feet farther than 50 feet that the phantom is from the spiritualist (maximum spell level 6th). If the tether is interrupted or the check fails, the phantom immediately snaps back into the consciousness of its spiritualist master.

If the ectoplasmic phantom is ever more than 100 feet away from its spiritualist, or the incorporeal phantom is ever 50 feet away from the spiritualist or outside of line of effect from the spiritualist for more than 1 round per spiritualist level the spiritualist possesses, the tether is automatically broken; the phantom immediately returns to the Ethereal Plane and can't be summoned from that plane for 24 hours.



ranks in any of the following skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

The revanchist's ghost mount does not gain the share spells, deliver touch spells, or incorporeal flight abilities. Ghost mounts do not gain emotional focus abilities.

The revanchist does not take an armor check penalty on Ride checks while riding her mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat.

Ghost Mount Starting Statistics: **Type:** animal (phantom); **Size** one size category larger than the revanchist; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves (1d6; this is a secondary natural attack); **Ability Scores** **Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6.

Damage Reduction (Ex): the revanchist is especially hardy, gaining a measure of damage reduction that increases as she rises in level. At 5th level she gains DR 1/-. This reduction increases by 1 every 5 levels thereafter, to DR 2/- at 10th level, DR 3/- at 15th level, and finally DR 4/- at 20th level.

Spirited Mount (Su): At 6th level, the revanchist's mount ignores difficult terrain. At 9th level, it gains the ability to use water walk at will.

Oath of Hatred (Su): The revanchist is fueled by her hatred for murderers and those who commit vile acts against innocents. As a swift action she declares an oath of hatred against a single target. She gains all the benefits of her oath of vengeance, plus the effect of *haste* (CL 20th). In addition she gains a +4 to her attack rolls and grapple checks.

A revanchist may declare an oath of hatred by expending two uses of her oath of vengeance ability.

Spell Resistance (Ex): The revanchist becomes resistant to the magic of her foes. Starting at 9th level, she gains SR 5. This resistance increases by 5 every 5 levels thereafter, to a maximum of SR 15 at 19th level.

Ghost Wind (Su): At 11th level, the revanchist's ghost mount can use air walk (as the spell, no action required) at will for up to 1 round at a time, after which it falls to the ground. At 14th level, the mount can fly at its speed with a bonus on Fly skill checks equal to the revanchist's class level.

Stalwart (Ex): At 11th level, a revanchist can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the revanchist is wearing light armor, medium armor, or no armor. A helpless revanchist does not gain the benefit of the stalwart ability.

Oath of Punishment (Su): At 13th level the revanchist can declare an oath of punishment against a foe as a swift action. In addition to gaining the benefits of her oath of vengeance ability the revanchist gains +4 to her Strength and Constitution, gains +2 to her natural armor, and gains +10 feet to her base speed for the duration of the oath. In addition she gains DR 10/evil and can emit a charge of destructive energy once per oath. As a standard action, the revanchist charges a subject with negative energy that deals 10 points of damage per revanchist level (to a maximum of 150 points at 15th level). If the target successfully saves they instead take half of the damage dealt. In either instance, if the damage would reduce the target to negative hit points, it instead reduces them to 1 hp.

A revanchist may declare an oath of punishment by expending three uses of her oath of vengeance ability.

Exploit Weakness (Ex): At 14th level, the revanchist learns to take advantage of any opportunity that presents itself. Whenever the revanchist scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the revanchist deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Beyond the Grave (Su): Once the revanchist reaches 16th level, she has truly proven herself to be an instrument of justice. If the revanchist is killed by a non-outsider, non-dragon creature, either alive or undead, she will return from the grave as a Revenant with the undying drive to bring her murderer(s) to justice. If destroyed before she can fulfill this goal, her soul seeks out and inhabits the nearest corpse, and 24 hours later she resumes her vengeful quest. Unless otherwise allowed by the GM, the character becomes an NPC under the GM's control.



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Retribution (Ex): At 17th level, the revanchist can take retribution on those who dare to strike a friend. Whenever an enemy makes a successful melee attack against the revanchist or an adjacent ally, the enemy provokes an attack of opportunity from the revanchist. The revanchist receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy is a critical hit, the revanchist receives a +5 morale bonus on all saving throws as long as she is threatened by that enemy. The revanchist may use this ability once per round.

Bonus Feat: The revanchist receives a bonus combat feat of her choice as long as she meets the prerequisites for taking the feat.

Vengeance is Mine (Su): At 20th level, a revanchist brings forth true judgment upon a foe during combat. Whenever a revanchist uses her oath of judgment ability, the revanchist can invoke true judgment on a foe as a swift action. Once declared, the revanchist can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the revanchist's level + the revanchist's Wisdom modifier. Regardless of whether or not the save is made, the target creature is immune to the revanchist's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

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REVANCHIST

HYBRID CLASS

WHEN AN INNOCENT IS WRONGED,
AND THE GUILTY GO UNPUNISHED,
THE REVANCHIST STEPS FORTH TO
MAKE SURE THAT JUSTICE IS SERVED.
CARING NOTHING FOR REDEMPTION,
SHE RIDES INTO BATTLE, VENGEANCE
IN HER HEART, FOCUSED ON MAKING
EVIL DOERS PAY.

A HYBRID CAVALIER AND INQUISITOR
CLASS.

WRITTEN BY ROBERT GRESHAM

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