

AVENGER (BASE)

Some guardians of the faith work from the shadows, putting a sliver of icy fear in the hearts of those who think themselves above reprisal as they oppress the faithful.

Depending on your campaign, an Avenger could be...

- A holy slayer, safeguarding good folk against the creatures of the night
- The latest in a long line assassins, eternal enemies of tyrants and manipulators
- A ninja master from a forgotten and mystical sect
- An adherent of the Rascal, laying snares before the plans of the Crone
- A child of Raven, touched by spirits with no patience for fools

Party Role: Combatant/Wildcard. The Avenger specializes in destroying especially tough foes one at a time.

CLASS FEATURES

Requirements: Alignment, Miracles Campaign Quality

Favored Attributes: Dexterity, Strength, Wisdom

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Acrobatics, Blend, Intimidate, Medicine, Notice, Resolve, Ride, Sneak

Skill Points: 4 + Int modifier per level (×4 at Career Level 1)

Vitality: 12 + Con modifier per level

Starting Proficiencies: 5

CORE ABILITY

Stand Not in my Way: Before spending your skill points from Career level 1, you gain 2 ranks in each of your Alignment skills. You may spend an action die to turn characters that share a type with you (e.g. beast, construct, folk, etc.). This turning does **NOT** affect the object of your wrath (*see below*).

CLASS ABILITIES

Judgment is Coming: At Level 1, you gain the Adamant Oath feat. You also gain a +2 gear bonus to defense.

An Unforgiving Path: At Level 2 you take 1 Step each along two of your Alignment's Paths.

At Levels 11, and 19 you may advance a total of 2 Steps along any combination of your Alignment's Paths.

Bonus Feat: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain an additional Covert or Wrath feat.

Prowler I: At Level 4, you gain 1 Edge at the beginning of each scene and take 1 less die of damage from falling for each Edge you have.

Prowler II: At Level 8, you gain an additional die of sneak attack damage.

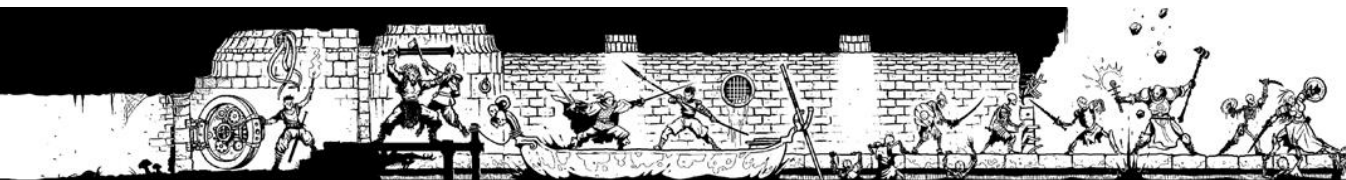
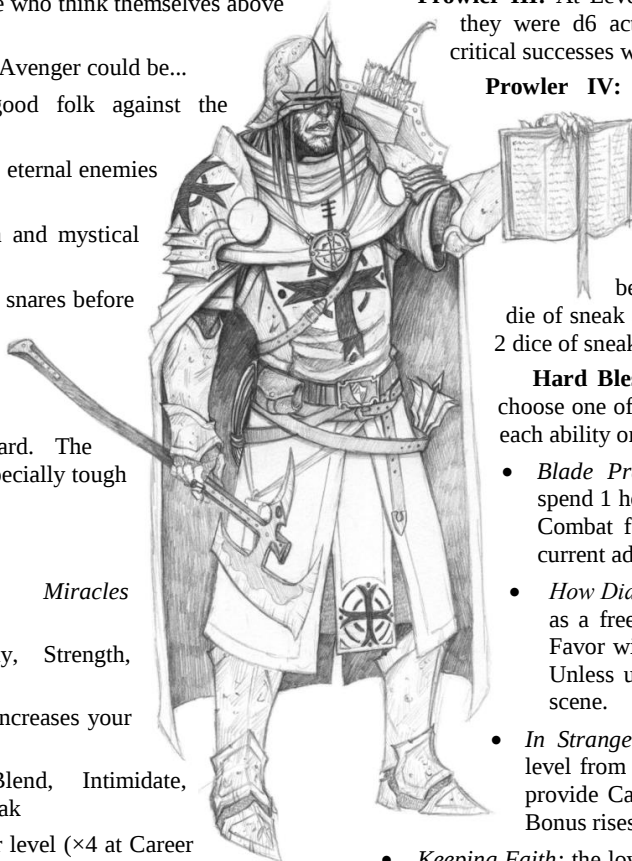
Prowler III: At Level 12, you may spend Edge points as if they were d6 action dice to boost checks and confirm critical successes with the Intimidate and Notice skills.

Prowler IV: At Level 16, any opponent whose Dexterity is less than yours may not confirm ranged critical hits on you. You lose this benefit if you are *held, helpless, pinned, sprawled, or unconscious*.

Prowler V: You gain 1 Edge at the beginning of each scene and an additional die of sneak attack damage (for a total of 2 Edge and 2 dice of sneak attack).

Hard Blessings: At Levels 6, 9, 12, 15, and 18, choose one of the following abilities. You may choose each ability only once.

- **Blade Practice:** Once per adventure, you may spend 1 hour practicing to gain 1 temporary Melee Combat feat of your choice until the end of the current adventure.
- **How Did You Get In Here?":** Once per adventure as a free action, you may gain a free Invitation Favor with a cost equal to your Class Level + 5. Unless used, this Favor is lost at the end of the scene.
- **In Strange Ways:** You gain 1 Casting Level per level from all classes, even if they do not normally provide Casting Levels. Further, your Base Attack Bonus rises by +1.
- **Keeping Faith:** the lowest of your Dexterity or Wisdom scores rises by 1.
- **Pursuit of the Doomed (wrath stance):** At the beginning of your initiative count if you can see the object of your wrath but are not adjacent to them, you may move up to half your speed rounded down as a free action. You must end this movement closer to the object of your wrath than you started. If the object of your wrath moves away from you, you gain a morale bonus to your next damage roll against them equal to the number of Wrath feats you have (maximum +10).
- **Retribution is Mine (wrath stance):** Each time an opponent other than the object of your wrath hits you with an attack roll, they take divine damage equal to the number of Wrath feats you have.
- **Unity against the Condemned (wrath stance):** At the beginning of your initiative count if you can see the object of your wrath but are not adjacent to them, you may force them to make a Will save (DC 10 + your wrath feats + your Wisdom modifier) or be immobilized for 1 round. You gain a +1 bonus to your attack and damage rolls against the object of your wrath for each of your teammates adjacent to them (maximum +5).



AVENGER (LTI) (BASE CLASS)



Table X.X: Avenger

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+2	+1	+1	+1	+0	+1	Judgment is coming, <i>stand not in my way</i>
2	+1	+0	+3	+2	+1	+1	+0	+2	An unforgiving path (1 step and 1 step)
3	+2	+1	+3	+2	+2	+2	+1	+3	Bonus feat
4	+3	+1	+4	+2	+2	+2	+1	+3	Prowler I
5	+3	+1	+4	+3	+3	+3	+1	+4	Bonus feat
6	+4	+2	+5	+3	+4	+4	+2	+5	Hard blessings
7	+5	+2	+5	+4	+4	+4	+2	+6	Bonus feat
8	+6	+2	+6	+4	+5	+5	+2	+6	Prowler II
9	+6	+3	+6	+4	+5	+5	+3	+7	Bonus feat , hard blessings
10	+7	+3	+7	+5	+6	+6	+3	+8	Unshakable conviction
11	+8	+3	+7	+5	+7	+7	+3	+9	An unforgiving path (+2 steps), bonus feat
12	+9	+4	+8	+6	+7	+7	+4	+9	Hard blessings, prowler III
13	+9	+4	+8	+6	+8	+8	+4	+10	Bonus feat
14	+10	+4	+9	+6	+8	+8	+4	+11	The grace of higher powers
15	+11	+5	+9	+7	+9	+9	+5	+12	Bonus feat , hard blessings
16	+12	+5	+10	+7	+10	+10	+5	+12	Prowler IV
17	+12	+5	+10	+8	+10	+10	+5	+13	Bonus feat
18	+13	+6	+11	+8	+11	+11	+6	+14	Hard blessings
19	+14	+6	+11	+8	+11	+11	+6	+15	An unforgiving path (+4 steps), bonus feat
20	+15	+6	+12	+9	+12	+12	+6	+15	Prowler V, unshakable conviction

Unshakable Conviction: You simply cannot be deterred. At Levels 10 and 20, once per adventure you may set the result of a single Resolve check you make to 50 (without rolling).

The Grace of Higher Powers: At Level 14, you may cancel a number of hits scored against you per scene equal to half your class level round down - the attack never took place and the attacker loses that half or full action. You must decide if you are going to cancel a hit before damage is rolled. If the attacker spent action dice to boost the check or confirm a critical, those dice are returned.

NEW CROSS-TRAINING ABILITIES

The following class abilities are available for any class with the *cross-training* ability.

- **Avenger: Judgment is Coming** (must have an alignment), **Bonus Feat**, **Prowler I**

NPC CLASS ABILITIES

The following new class abilities from the Avenger base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Judgment is coming (special character only)	3
Prowler I (special character only)	2
Prowler III (special character only)	3
Prowler IV (special character only))	4
Pursuit of the doomed (special character only; must have Adamant Oath feat)	1
Retribution is mine (special character only; must have Adamant Oath feat)	1
The grace of higher powers	10
Unity against the condemned (special character only; must have Adamant Oath feat)	1
Unshakable conviction (1 use)	5
Unshakable conviction (2 uses)	8

Class design by Morgenstern
Art by Raziel753 of deviantART.



WRAITH FEATS

This feat tree represents martial power granted less by skill and practice than by deep faith and the direct attention of divine powers/beings. While not requiring the *Miracles* campaign quality, Wrath feats are unlikely to be included in settings that do not have that level of divine presence in the affairs of mortals.

Special Note: These abilities are often an *ideal* fit for the themes of the Crusader base class. If this tree is present in a setting, Crusaders may select their Bonus Feats from the Wrath tree in addition to their official options.

ADAMANT OATH

You single out a foe and swear to destroy them.

Prerequisites: Alignment

Benefit: As a free action you may choose one opponent you can see to become the object of your wrath until the end of the scene. You roll twice on all attack checks against them, choosing which result to keep. If you keep the lower result and still hit you gain 1 Edge. If you re-roll this attack, you re-roll only 1 of these dice. Only one character may be the object of your wrath at any time; you cannot choose another until your current object of wrath is defeated or the scene ends.

ANGELIC VISAGE BASICS

Your dedication has put you on the path to becoming something... more.

Prerequisites: Adamant Oath

Benefit: You may fly your base speed as a standard move if it will end with you adjacent to an adversary. You also gain a restricted action.

ANGEL'S GAZE

1 Full Action • Attack Action

All opponents you can see within 30 ft. must make a Will save (DC 10 + your Wisdom Modifier + the number of Wrath feats you have). Those that fail suffer 2d6 divine damage. You may use this action once per scene.

ANGELIC VISAGE MASTERY

Hesitation is mortal, vigilance is divine.

Prerequisites: Angelic Visage Basics

Benefit: Characters with an opposing alignment cannot contribute to flanking you and cannot benefit from you being *flanked*. You may turn characters with opposing alignments once per scene.

ANGELIC VISAGE SUPREMACY

The wings of light carry you swiftly in your course.

Prerequisites: Angelic Visage Mastery

Benefits: You may manifest wings at will, gaining winged flight 40 ft. If you have winged flight from another character option you instead gain a 1d6 divine damage aura (see *Fantasy Craft*, page 198). You may use Angel's Gaze a second time per scene if you have less than your maximum wounds.

IMPERISHABLE CONVICTION

Every breath you still draw is a prayer for your fallen brethren.

Prerequisites: Alignment, 3 other Wrath feats.

Benefit: Each time a character within 50 ft. of you that shares your alignment is killed by an opponent's attack, you may Refresh as a free action.

FINAL OATH

By all the powers, one of you WILL fall...

Prerequisite: Alignment

Benefit: Once per scene when you hit an enemy you know to have an opposing alignment with an attack, you may declare a final oath: you and that enemy each gain a +4 bonus to all attack checks targeting each other until the end of the scene and that attack does additional damage equal to twice your Career Level.

OATH OF SHROUDS BASICS

Your brand of divine retribution would look suspiciously like assassination - if anyone had ever survived seeing you work.

Prerequisites: Adamant Oath

Benefit: You may Feint using your Sneak (Dex) skill. When you make an attack check, you may spend 1 Edge to move up to 10 ft. immediately before or after the attack, ignoring the adjacency of all opponents.

OATH OF SHROUDS MASTERY

You slip passed guards to strike as if from thin air, an avenging shadow.

Prerequisites: Oath of Shrouds Basics

Benefit: Your attacks against the object of your wrath gain 1 die of sneak attack damage. As a free action you may spend 2 Edge and choose one character you can see: you are *invisible* to that character for 3 rounds.

OATH OF SHROUDS SUPREMACY

There are secrets revealed in blood, and surprises.

Prerequisites: Oath of Shrouds Mastery

Benefit: When you inflict sneak attack damage on a character with an opposing alignment you gain 1 Edge. When you hit a character with an attack, before rolling damage you may spend 4 Edge: you *always* inflict sneak attack damage on that character when you hit them for 3 rounds (as if they were *flanked*).

VENGEFUL REVENANT

That which does not kill you... will soon wish it had.

Prerequisite: Alignment

Benefit: The first time each scene when an enemy's attack would reduce you to 0 vitality, that attack instead does 0 damage and you gain a +2 morale bonus to all damage rolls against that enemy until the end of the scene. The first time each adventure an enemy's attack would reduce you to 0 wound or less, that attack does 0 damage and you gain +2 Threat Range on all attacks against that enemy until the end of the adventure.

