
Revenant

From deepest dark, and hallowed light they come. For reasons even Sages cannot guess, there are times when an evil soul is given a second chance. Occasionally, an individual of terrible evil, when slain may be spontaneously resurrected. When this event occurs, the soul awakens restored with a profound sense of guilt over her past life. Between death, and reincarnation the individual is transformed from a sinister villain to a virtuous paragon but fully comprehending the suffering and loss she caused in her past life. No one but her truly knows what happened to her soul, in far-off Outer Planes to transform her into a servant of justice, but former allies will quail in fear, and former enemies will rejoice at the coming of the Revenant.

Adventures: The Revenant is a single-minded engine of retribution. Her alignment reverses after a mysterious reincarnation, and she hunts down evildoers with grim determination and savage ferocity. Revenants may undertake quests, or they may associate with adventurers determined to violently oppose evil. When working alone, they often stake out cities or territories to inflict destruction upon the wicked and attempt to right the wrongs they committed in the past.

Characteristics: The Revenant will give to the poor, and save those in distress, but they are solely dedicated to their vendetta of savage violence against evil, especially those of their former, evil alignment. They do not desire glory, or recognition, and have no interest in personal wealth. Unlike some champions of goodness, they are in general not inspiring in appearance or manner; they prefer to keep a low profile. Often, Revenants travel in disguise, and wear dark, grim colors, both for concealment, and also to prevent their faces from being recognized by those they wronged in a past life.

Alignment: Any good

Religion: Revenants favor religions that involve justice, retribution, and self-sacrifice. Despite their devotion, they do not truly gain divine spells, and may or may not be knowledgeable about a given faith.

Background: Revenants are extremely secretive about who and what they were in their previous life. If a person is of this class then certain truths can be assumed; They were utterly corrupt, evil to the core. Most likely the person caused the deaths of many innocents; and was slain by true heroes in combat. Why and how they were resurrected, and how their beliefs were changed so drastically is a mystery they will not speak of.

Races: Humans, with their flexible natures are often Revenants. These characters appear most often in races with a range of alignments; and for reasons unknown, very few savage humanoids or creatures known for evil ever undergo this change. Some sages have noticed that elves which turn to evil before they die are far more likely to change in this way than any other race. Sages can only speculate why.

Other Classes: Revenants are grim and taciturn, accepting a wide variety of companions in their missions. Ironically, they can rarely tolerate paladins and good clerics, in the presence of such individuals they are plagued by seething bouts of shame, guilt, and feelings of unworthiness.

Abilities: Revenants need to be effective warriors, and should have attributes that will serve them well in melee, but Wisdom is vitally important, many of her supernatural abilities depend on it. Dexterity is also important due to the emphasis on stealth.

Hit Die: d10

Class Skills

The Revenant's class skills are as follows: Climb(Str), Disguise(Cha), Escape Artist(Dex), Hide(Dex), Intimidate(Cha), Jump(Str), Listen(Wis), Move Silently(Dex), Read Lips(Wis), Sense Motive(Wis), Search(Int), Spot(Wis), Use Rope(Dex)

Use magic device, Scry, Animal Empathy are prohibited.

Skill points at 1st level: (2+Int modifier X4).

Skill points at each additional level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Revenants are proficient with all simple and martial weapons, all types of armor, and shields.

Penance Stare: At 6th level, The Revenant gains a supernatural gaze attack. Any evil target that fails a fortitude save of DC15+Revenant's Class level is overwhelmed with crushing guilt and overwhelming shame over their misdeeds, inflicting 2d6 sub-dual damage. The victim is also flat-footed for one round. This amount increases every 6 levels thereafter. The attack may be used a number of times per day equal to the Revenants Wisdom modifier. This attack inflicts double damage against evil Outsiders, but if the target is not evil, the attack is wasted. The gaze functions as a 20 foot cone.

Take Confession: At 3rd level, the Revenant may command an evil being to reveal its plans, intent, and methods by supernatural compulsion. The target must succeed at a will save of DC20 + Revenant's Wisdom modifier or answer any single question asked by the Revenant, truthfully, to the best of its knowledge. This power may be used any number of times, but only once per day against a single target. The target should be subdued, or somehow incapacitated, because even if the power is successful, nothing stops the enemy from attacking the Revenant after being compelled to answer her question.

Shadow walk: The Revenant is a creature of dark, secret retribution, and as such gains the ability to Travel via Shadows at 4th, 8th, 13th, and 17th levels. She may enter any preexisting shadow and emerge inside another one anywhere within 100 feet so long as she has seen her destination at some time. This is a Supernatural ability.

Secret Vow: Often times, there is a risk that the Revenant may encounter someone that remembers her from her evil, past life. It is up to her to convince them if possible that she has changed, because if ever a Revenant kills someone of good alignment, she loses her status, and all class abilities. It is possible to multi-class out of the Revenant class, but this class may only be taken at first level. It may be possible, with the permission of the dungeon master, for an evil character to perish in battle, and be reincarnated with a level of the Revenant class replacing a previous class level. Such occurrences are left to the dungeon master's discretion.

Vengeful Rage: At first level, each Revenant must select one evil alignment. This was her own alignment in her past life, and the flavor of evil she is most accustomed to fighting. When she encounters beings of this alignment, she gains a morale bonus to base attack, weapon damage, and AC. The rage bonus increases every 5 levels. The increase lasts for a number of rounds equal to her Wisdom modifier. The Revenant is instantly aware whenever something of her targeted alignment comes within 100 feet of her. This is a supernatural ability.

Level	Base Attack Bonus:	Fort	Reflex	Will	Special:
1	+1	+0	+0	+2	Vengeful Rage +1
2	+2	+0	+0	+2	
3	+3	+1	+0	+3	Take Confession
4	+4	+1	+1	+3	Shadow Walk 1/day
5	+5	+1	+1	+4	Vengeful Rage +2
6	+6/+1	+2	+1	+4	Penance Stare 2d6
7	+7/+2	+2	+2	+5	
8	+8/+3	+2	+2	+5	Shadow Walk 2/day
9	+9/+4	+3	+2	+6	
10	+10/+5	+3	+3	+6	Vengeful Rage +3
11	+11/6/+1	+3	+3	+7	
12	+12/+7/+2	+4	+3	+7	Penance Stare 3d6
13	+13/+8/+3	+4	+4	+8	Shadow Walk 3/day
14	+14/+9/+4	+4	+4	+8	
15	+15/+10/+5	+5	+4	+9	Vengeful Rage +4
16	+16/+11/+6/+1	+5	+5	+9	
17	+17/+12/+7/+2	+5	+5	+10	Shadow Walk 4/day
18	+18/+13/+8/+3	+6	+5	+10	Penance Stare 4d6
19	+19/+14/+9/+4	+6	+6	+11	
20	+20/+15/+10/+5	+6	+6	+12	Vengeful Rage +5

Elven Revenant Starting Package

Armor: Studded Leather +3 armor bonus 25gp Max. Dex.+5 Armor Check-1 Armor Spikes +50gp

Weapons: Long Bow 75gp 1d8 X3 20 arrows. Great Sword 50gp 2d6 19-20 X2

Skill	Ranks	Ability	Armor
Hide	4	Dex	-1
Move Silently	4	Dex	-1
Read Lips	4	Wis	
Spot	4	Wis	
Climb	4	Str	-1

Feat: Lightning Reflexes