



"A legendary knight who rides his beloved horse Sleipnir to deliver a crushing blow, the Zantetsuken."

Table: Odin	
Class Level	Special
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Adamantine Strike
3 <sup>rd</sup>	—
4 <sup>th</sup>	Temper
5 <sup>th</sup>	—
6 <sup>th</sup>	Valhalla's Call
7 <sup>th</sup>	—
8 <sup>th</sup>	Crushing Blow
9 <sup>th</sup>	—
10 <sup>th</sup>	Enspell III
11 <sup>th</sup>	—
12 <sup>th</sup>	Skyward Swing
13 <sup>th</sup>	—
14 <sup>th</sup>	Phantom Blade Strike
15 <sup>th</sup>	—
16 <sup>th</sup>	Gunge Lance
17 <sup>th</sup>	—
18 <sup>th</sup>	Doubleslash
19 <sup>th</sup>	—
20 <sup>th</sup>	Razor Gale

**Limit Break (Su):** At 1st level, Odin receives the Limit Break (Zantetsuken).

*Zantetsuken (Su):* Odin charges his foes down with his horse and slices them in half. Enemies within 30 feet of the avatar take 1d6 points of slashing damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Odin's Strength modifier) for half damage. At 18th level and higher, all foes must also make a Fortitude save (DC 10 + half of the summoner's level + Odin's Constitution modifier) or die.

**Adamantine Strike (Ex):** At 2nd level, as a standard action, Odin strikes his target with such finesse that it bypasses their armor. He makes a single sword strike attack at a -5 penalty that deals double damage and bypasses any DR.

**Temper (Sp):** At 4th level, Odin is able to cast *Temper* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

**Valhalla's Call (Ex):** At 6th level, as a standard action, Odin compels an enemy to fight him unless the target makes a successful Will save (DC 10 + half of the summoner's level + Odin's Charisma modifier). On the its turn, the target moves its speed towards Odin, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to Odin, he can make an attack of opportunity against the target.

**Crushing Blow (Ex):** At 8th level, as a standard action, Odin can attempt a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of slashing damage and must make a successful Fortitude save (DC 10 + half of the summoner's level + Odin's Strength modifier) or be knocked prone.

**Enspell III (Sp):** At 10th level, Odin is able to cast *Enspell III* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

**Skyward Swing (Ex):** At 12th level, as a full-round action, Odin swings in an upward arc, hitting all enemies in 30-ft.-cone. All creatures in the area of effect take damage equal to triple Odin's sword damage and are knocked back 15 feet unless they make a successful Reflex save (DC 10 + half of the summoner's level + Odin Constitution modifier).

**Phantom Blade Strike (Ex):** At 14th level, as a standard action, Odin strikes with his blade as it shifts into the spirit realm, as a melee touch attack that ignores damage reduction (or hardness, if attacking an object).

**Gunge Lance (Ex):** At 16th level, as a standard action, Odin lunges with his longsword at such fast speeds at a -5 penalty. If the attack hits, it is treated as a critical hit and deals double damage.

**Doubleslash (Ex):** At 18th level, once per day, Odin can spend a full-round action to double his number of attacks. He must declare his opponent beforehand and cannot switch targets while he executes his Doubleslash ability. Doubleslash doesn't double extra attacks gain through *haste* or any other similar effects that grants additional attacks.

**Razor Gale (Su):** At 20th level, as a full-round action, Odin whirlwinds all nearby foes doing 15d8 points of non-elemental damage in 50-ft.-radius around himself. Creatures in the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Odin's Constitution modifier) to take half damage.





