

## Raven

*Ravens are created based solely on a single criteria, loyalty. Should a member of an organization show vast loyalty and zeal for their cause, the leader can put in the orders to have a Raven made. Through the ordeal of treatment, they lose their past self and embrace servitude to the one who created them. When the treatment is complete, they are entirely a new person, their memories and personality lost in the fog, but they have the inherent knowledge to follow orders.*

**Hit Die:** d10

### Requirements

To qualify to become a raven, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6

**Skills:** Heal 4 ranks, Survival 4 ranks.

**Special:** Must swear your loyalty to the leader of a cause.

### Class Skills

The raven's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis), Swim (Str).

**Skill Points at Each level:** 6 + Int modifier.

Table: The Raven					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+1	+1	+0	Limit Break, Treatment (+2), Rank (Crow)
2 <sup>nd</sup>	+2	+1	+1	+1	Raven's Gear, Specialized Weapon (+1)
3 <sup>rd</sup>	+3	+2	+2	+1	Armor Training 2, Death Threshold Increase
4 <sup>th</sup>	+4	+2	+2	+1	Rank (Talon), Specialized Weapon (+2)
5 <sup>th</sup>	+5	+3	+3	+2	Treatment (+4)
6 <sup>th</sup>	+6	+3	+3	+2	Specialized Weapon (+3), Death Immunity
7 <sup>th</sup>	+7	+4	+4	+2	Rank (Wing), Heavy Weaponry
8 <sup>th</sup>	+8	+4	+4	+3	Specialized Weapon (+4)
9 <sup>th</sup>	+9	+5	+5	+3	Armor Training 4
10 <sup>th</sup>	+10	+5	+5	+3	Treatment (+6), Rank (Corvus), Specialized Weapon (+5)

### Class Features

All of the following are class features of the raven prestige class.

**Weapon and Armor Proficiency:** A raven is proficient with all simple weapons and one exotic weapon of his choice. A raven is also proficient with all armor, but no shields.

**Limit Break (Su):** At 1st level, the raven receives the Limit Break (Transcend Limitations).

*Transcend Limitations (Su):* This Limit Break allows the raven to make full use of his power. For a duration of 1 round + 1 round per two raven levels after 1st, the raven doubles his bonuses gained from Treatment. Once the duration ends, the raven loses his bonuses gained from Treatment for a number of rounds equal to the duration. This limit break requires only a swift action.

**Treatment (Su):** Upon receiving the treatment, the raven gains the benefits of the death materia implanted into him. At 1st level, he auto-stabilizes at -1 HP and lower. At 3rd level, his death threshold increases to Constitution score + his raven level. At 6th level, he gains immunity to death effects. Additionally, a raven's irises

slowly turn a color between golden yellow and crimson, and receive a steady glow. The sclera also darkens until near-black.

Starting at 1st level, the raven gains power from the injections and death materia, gaining a +2 inherent bonus to two ability scores of his choice and fast healing 2. At 5th level and 10th level, these bonuses increase by +2.

Ravens have strict tenets they must follow, and are imbued into them upon obtaining the treatment. These tenets are absolute and cannot be overridden by outside forces. If a mind affecting effect would attempt to make a raven break one of these tenets, the effect ends immediately. The fundamental tenets a raven has ingrained into them is thus:

- Obey your leader above all others.
- The protection of your organization is paramount.
- You are not permitted to self-terminate, unless this breaks tenant 1.
- You must follow orders as given, following the command structure provided.
- Any orders given by appropriately ranked individuals must be carried out as described, unless this breaks tenant 2.

**Rank:** A raven's rank is determined by his progression, and all begin as a Crow. While the raven has the rank of Crow, he can reacquisition one piece of gear, armor or weapon of +1 enhancement.

At 4th level, the raven is promoted to the rank of Talon and can requisition one piece of craftable gear, armor or weapon of +2 enhancement. At 7th level, he is promoted to Wing and can requisition one piece of craftable gear, armor or weapon of +3 enhancement. When the raven reaches the 10th level, he is promoted to Corvus and can requisition one piece of craftable gear, armor or weapon of +4 enhancement. The raven can keep the equipment he requisitions as he levels or upgrade them, but if at any time he stops being a raven, he must return all the requisitioned equipment or be hunted down, this equipment also cannot be shared or given to anyone else nor can they be sold or deconstructed or the raven will similarly face being hunted.

**Raven's Gear:** Starting at 2nd level, the raven is given some equipment to aid in his duties, and to hide the transformations from the treatment. The raven is granted a red visor that takes the eyes slot, granting him a +4 equipment bonus to Intimidate, Perception, and Sense Motive checks when interacting with humanoids. This visor also prevents the raven from needing a Disguise check to hide the transformation of his eyes.

Additionally, the death materia has fully absorbed into the raven, taking the chest slot and empowering the latent talents within. The raven may treat his raven levels as levels for classes he possesses for class features with level scaling. This does not advance the class and gain new class features.

**Specialized Weapon (Ex):** At 2nd level, a raven chooses a weapon he is proficient in. He gains a +1 to attack and damage rolls with a weapon of his choice. For every two levels after 2nd, the bonus increases by +1.

**Armor Training (Ex):** Starting at 3rd level, a raven learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 2 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 2. At 9th level, these bonuses increase to +4. In addition, a raven can also move at his normal speed while wearing medium and heavy armor.

**Heavy Weaponry (Ex):** At 7th level, a raven treats all weapons as one size category smaller for purposes of determining whether or not he can wield them in one hand and if they are considered light weapons.