

Reaversworn

The reaversworns are followers of Odin, the Zantetsuken Lord. Heeding the call from the Reaver, these clerics are able to summon Sleipnir and ride him into battle.

The reaversworn is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the reaversworn receives the Limit Breaks (Odin's Unseen Strike and Odin's Zantetsuken).

Odin's Unseen Strike (Su): This Limit Break allows the reaversworn to make a fast quick strike against his opponents faster than the eye can see. The reaversworn makes a number of attacks equal to what he can normally make against any opponents within 30 feet (they are considered flat-footed unless they have Uncanny Dodge), if the strike hits, they suffer damage from the reaversworn's attack plus +1d6 points of damage + an additional 1d6 per four cleric levels after 1st.

Odin's Zantetsuken (Su): This Limit Break allows the reaversworn to charge his foes down with Sleirnir and slice them in half. Enemies within 30 feet of the reaversworn take 1d6 points of slashing damage per cleric level, with a Reflex save (DC 10 + half of the cleric's level + his Strength modifier) for half damage. At 18th level and higher, all foes must also make a Fortitude save (DC 10 + half of the cleric's level + his Strength modifier) or die.

Spells: A reaversworn casts red mage spells which are drawn from the red mage spell list. A reaversworn begins play with 3 1st level red mage spells of his choice. The reaversworn also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a reaversworn can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a red mage spell, the reaversworn must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a reaversworn's spell is 10 + the spell level + his Wisdom modifier. In addition, a reaversworn gains additional MP for having a high attribute (Wisdom). All red mage spells learned by the reaversworn uses his Wisdom modifier instead of Charisma for all spells' effects.

Class Skills: A reaversworn adds Ride to his list of class skills. In addition, he gains a bonus on Ride skill checks equal to half his cleric level.

Favored Weapon: A reaversworn adds knight sword, scimitar, or scythe to his list of weapon proficiencies.

Domains: A reaversworn gains access to two of the following domains: Destruction, Evil, Law, War

Deity Abilities: A reaversworn gains the following abilities from his deity as he increases in level.

Sleipnir Mount (Su): At 1st level, a reaversworn can, as a full-round action, summon the likeness of Sleipnir himself, gaining the services of a 6-legged black warhorse. While mounted on Sleipnir, the reaversworn gains the Mounted Combat feat. This mount acts like an animal companion from the beastmaster (doesn't gain Shared Saves, but does gain Shared Spells) with the following changes:

Sleipnir

Starting Statistics

Size: Large; **Speed:** 60 ft.; **AC** +4 natural armor; **Attack:** bite (1d4), 4 hooves* (1d6); **Ability Scores:** Str 18, Dex 14, Con 17, Int 10, Wis 17, Cha 13; **Special Qualities:** darkvision (60'), low-light vision, scent, ice resistance 10, lightning immunity, shared spells.

* This is a secondary natural attack.

Share Spells: The reaversworn may cast a spell with a target of "You" on his animal companion (as a touch spell) instead of on himself.

7th-Level Advancement

Ability Scores: Str +2, Dex +2, Con +2; **Attack:** bite (1d6), 4 hooves* (1d8); **Special Qualities:** Breath Weapon

Breath Weapon (Su): As a standard action, a sleipnir can exhale a 30-foot cone of ice. Every creature in the area is struck with a blast of ice, as a cone of cold spell (Reflex save DC 20 for half). The sleipnir may use this ability once every 1d6 rounds, up to 3 times per day. The save DC is Constitution-based.

Iaijutsu Strike (Ex): Beginning at 3rd level, a reaversworn can perform a lightning quick iaijutsu strike against his opponent to inflict devastating wounds while drawing his sword. In order to use this ability, the reaversworn's weapon must be sheathed. As a standard action, the reaversworn makes a melee attack roll, if he successfully hits his opponent with an iaijutsu strike, his attack deals an additional +1d6 points of damage. This bonus damage increases by an additional +1d6 at 5th level and every two cleric levels thereafter to a maximum of +9d6 damage at 19th level. Any extra damage as a result of a successful iaijutsu strike is not multiplied by a critical hit. After making an iaijutsu strike, a reaversworn takes a -4 penalty to his AC until his next turn, but his weapon is now drawn and he may continually to fight normally. Regardless of whether he hits his opponent with the iaijutsu strike, a reaversworn cannot use this ability on the same foe more than once per day but may sheathe his weapon afterwards. At 10th level, the penalty to his AC is reduced to -2.

Adamantine Strike (Ex): At 6th level, as a standard action, the reaversworn 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.

Valhalla's Call (Ex): At 9th level, as a standard action, the reaversworn compels an enemy to fight him unless the target makes a successful Will save (DC 10 + half of the cleric's level + his Charisma modifier). On its turn, the target moves its speed towards the reaversworn, 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 the reaversworn, he can make an attack of opportunity against the target.

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

Gunge Lance (Ex): At 15th level, as a standard action, the reaversworn lunges with his weapon 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, the reaversworn 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.

Summon Gungnir (Su): At 20th level, the reaversworn can summon Odin's mighty weapon, Gungnir. Once per day, for an hour, the reaversworn summons Gungnir to his side. The reaversworn is proficient with this artifact.