

## Redeemer

*As most qus are outcasts, a qu holy knight recognizes that often those who are monstrous are not necessarily evil and that sometimes even those who are evil became that way because of circumstances and misfortune. Some qu holy knights take up these misunderstood creatures as their cause, standing up for the monstrous creatures and, when possible, leading them to the light. These holy knights are called redeemers.*

The redeemer is an archetype of the holy knight class, available only to qu holy knights.

**Merciful Smite (Su):** At 1st level, when a redeemer chooses to smite a creature, he can have all of his attacks against the target deal nonlethal damage. He does not take the normal  $-4$  attack roll penalty for using a lethal weapon to deal nonlethal damage. He cannot use this ability to deal nonlethal damage to outsiders with the evil subtype, evil-aligned dragons, or undead creatures (these creatures take lethal damage from her smite). As a swift action, the redeemer chooses one target within sight to smite. If this target is evil, the redeemer adds his Charisma modifier (if any) to his attack rolls and adds his holy knight level to all damage rolls made against the target of his smite. If the target of merciful smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the redeemer possesses. Regardless of the target, merciful smite attacks automatically bypass any DR the creature might possess. In addition, while merciful smite is in effect, the redeemer gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the redeemer targets a creature that is not evil, the smite is wasted with no effect. The merciful smite effect remains until the target of the smite is dead or the next time the redeemer rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the redeemer may merciful smite one additional time per day to a maximum of seven times per day at 19th level.

This ability replaces cover.

**Pact of Peace (Sp):** At 6th level, a redeemer can force a defeated creature to accept a binding pact of peace as a condition of its surrender. The pact of peace places a magical command on a creature to carry out a simple set of prohibitions to protect others. Examples include “Leave this city and do not return” or “Do not attack caravans.” The prohibition must be against an area no larger than 300 square miles or one specific group of people (such as a tribe or citizens of a particular city). This ability lasts 1 month per holy knight level. His caster level for this ability is equal to his holy knight level. The creature must have 7 or fewer HD and be able to understand him. The creature under the pact of peace must follow the given instructions until it is completed, no matter how long it takes.

If the subject is prevented from obeying the pact of peace for 24 hours, it takes a  $-2$  penalty to each of its ability scores. Each day, another  $-2$  penalty accumulates, up to a total of  $-8$ . No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the pact of peace.

This ability replaces a blessing gained at 6th level.

**Aura of Mercy (Su):** At 11th level, a redeemer can expend two uses of her merciful smite ability to grant the merciful smite ability to all allies within 10 feet, using her bonuses. Allies must use this merciful smite ability by the start of the holy knight's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

This ability replaces aura of courage.

**Code of Conduct:** A redeemer may ally with an evil creature as long as she feels the creature is capable of redemption. A redeemer may accept henchmen, followers, or cohorts who are not good provided they demonstrate they are willing to follow her and seek betterment under her tutelage.