

Player Paraphernalia

#70

THE MIGHTY
AVENGER
FIGHTER/PALADIN
HYBRID

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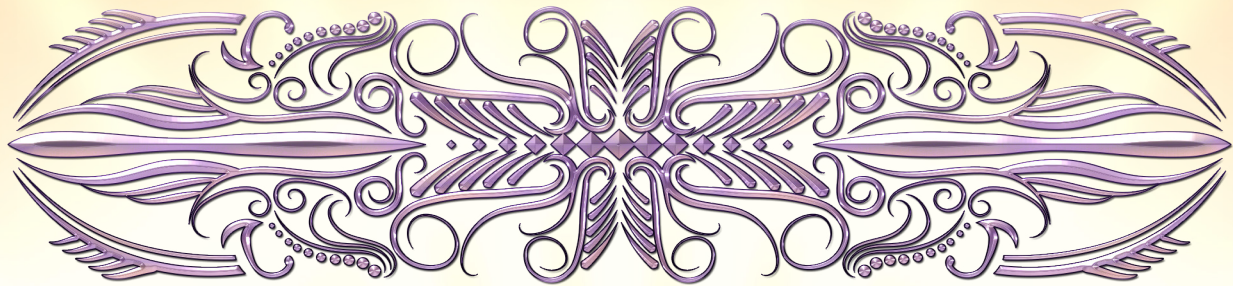
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PLAYER PARAPHERNALIA #70

BY THE KNOTTY-WORKS



Welcome to issue seventy of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Mighty Avenger. Where good men do nothing evil triumphs, and this the mighty avenger cannot allow. Suggested by Derek Blakely through our Facebook page.

The Mighty Avenger

The fight against evil is never ending, it can rear its ugly head in nearly any situation. For those institutions devoted to vanquishing such evils no matter what the form, warriors of thick skin and spirit is needed to be willing to wage the war with little regard for their own well being. These warriors dedicate themselves to a particular spirit that aligns with their own ideals that include compassion, innocence, and vengeance. For those of pure heart, the spirit of compassion offers a means of combating evil with mercy while understanding that not everything can be redeemed. The spirit of innocence hearken to those who feel the need to protect others, providing the means and desire to protect the meek and defenseless. And the spirit of vengeance feed the righteous anger of those that have been maligned by evil in the past, granting them the power to take the battle to those that commit atrocious acts of villainy.

Mighty avengers are not shining beacons of light, but a well used tool to be deployed in the never ending battle versus evil. Powers great and powerful grant their spirit to those proficient with tools of war, providing them with the means to take on the malicious forces that seek to overpower others for their own selfish purpose.

Role To vanquish the heart of evil is the sole purpose that drives the mighty avenger. Thus, she is the penultimate combatant against the forces of darkness. Willing to face the most overwhelming of odds in her conviction to pit her skills and faith against those that would do harm to others.

Alignment: The mighty avenger must be of good alignment.

Hit Die: d10

Starting Gold: 5d6 X 10 gp (average 175 gp) and one outfit worth 10 gp or less.

Parent Classes: Fighter and Paladin

Class Skills

Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str)

Skills per Level: 2 + Int modifier.

Mighty Avenger Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Aura of Good, detect evil, warrior born
2	+2	+0	+0	+3	Spirit guide +1, touch of divinity
3	+3	+1	+1	+3	Divine grace
4	+4	+1	+1	+4	Armor training
5	+5	+1	+1	+4	Divine grace
6	+6/+1	+2	+2	+5	Spirit guide +2, weapon training
7	+7/+2	+2	+2	+5	Divine grace
8	+8/+3	+2	+2	+6	Armor training, spirit grace
9	+9/+4	+3	+3	+6	Divine grace
10	+10/+5	+3	+3	+7	Spirit guide +3, weapon training
11	+11/+6/+1	+3	+3	+7	Divine grace
12	+12/+7/+2	+4	+4	+8	Armor training
13	+13/+8/+3	+4	+4	+8	Divine grace
14	+14/+9/+4	+4	+4	+9	Spirit guide +4, weapon training
15	+15/+10/+5	+5	+5	+9	Divine grace
16	+16/+11/+6/+1	+5	+5	+10	Armor training, spirit grace
17	+17/+12/+7/+2	+5	+5	+10	Divine grace
18	+18/+13/+8/+3	+6	+6	+11	Spirit guide +5, weapon training
19	+19/+14/+9/+4	+6	+6	+11	Divine grace
20	+20/+15/+10/+5	+6	+6	+12	Great Avenger

Class Features

Weapon and Armor Proficiencies: The mighty avenger is proficient with simple and martial weapons. She is proficient with light, medium, and heavy armor and all shields (including the tower shield).

Aura of Good (Ex): The mighty avenger's aura of good is equal to her class level.

Detect Evil (Sp): The mighty avenger hones her senses to a nearly preternatural level of awareness when it comes to evil. At 1st level, the mighty avenger may cast *Detect Evil* as a spell-like ability as a move action. She can sense any evil object or individual within 60 feet as if studying it for 3 rounds. The mighty avenger may only focus on one object or individual at a time and will be oblivious to any other evil entities until she switches her focus.

Warrior Born (Ex): The mighty avenger gains a bonus combat feat at 1st level. She must meet any prerequisites for the feat, but she is considered a **fighter** for any class specific requirements (both for the chosen bonus feat and other feats chosen as the mighty avenger advances in level).

Spirit Guide (Ex): The mighty avenger chooses a spirit guide at 2nd level. The spirit guide grants the mighty avenger a +1 bonus to the saving throw associated with the spirit. At 6th level and every four levels thereafter this bonus increases by +1.

At 8th and 16th level, the mighty avenger also gains a special grace granted by her chosen spirit, listed below.

In addition, each spirit has its own code of conduct. If the mighty avenger defies the spirit's code of conduct, it may revoke the connection with the mighty avenger.

Once a spirit revokes its connection, the mighty avenger loses the bonus to the saving throw, her touch of divinity, and any powers associated with divine grace she has chosen.

Spirit of Compassion: The mighty avenger embodies the spirit of forgiveness tempered by wisdom. This spirit grants the mighty avenger a bonus to her **Will** saves.



Boon of Leniency (Ex): At 8th level, the mighty avenger may choose to cause non-lethal damage with her attacks regardless of the weapon used while attacking the target of her smite evil. She suffers no penalty to the attack roll.



Merciful Blade (Su): At 16th level, the mighty avenger may spend one of her daily uses of the touch of divine as a **swift action** to gain the benefits of the **Merciful** special weapon ability.

This ability may be added to any single weapon and lasts until the mighty avenger rests and renews her daily uses of the touch of divine. If the mighty avenger drops or hands off the weapon to another, the **Merciful** ability becomes inert, though it returns when back in the hands of the mighty avenger.

If the mighty avenger attempts to grant this grace to a second weapon while actively employing it on a previous weapon, the special ability immediately ends on the first weapon.



Code of Conduct: The spirit of compassion requires the mighty avenger to show mercy when asked and seek peaceful resolution when possible. The mighty avenger is not forbidden from acts of violence, but another means is possible, the mighty avenger must seek that path first.

Spirit of Innocence: The mighty avenger embodies the spirit of protection and justice for the meek and defenseless. This

spirit grants the mighty avenger a bonus to her **Reflex** saves.



Shield the Innocent (Ex): At 8th level, the mighty avenger may grant a **deflection bonus** equal to $\frac{1}{2}$ her class level to the **AC** of an ally she is adjacent as an **immediate action**. She suffers a penalty equal to the bonus granted to her own **AC**. Once initiated, the **AC** adjustments apply until the beginning of the mighty avenger's next turn unless the recipient moves away from the mighty avenger. In which case, the recipient loses the **AC deflection bonus** while the mighty avenger's **AC** penalty still applies.



Guarding Spirit (Su): At 16th level, the mighty avenger may spend one of her daily uses of the touch of divine as a **swift action** to gain the benefits of the **Defending** special weapon ability. The **AC** bonus that a weapon empowered by this grace may be transferred to an adjacent ally as an **immediate action**. The bonus to the ally lasts until the beginning of the mighty avenger's next turn or until the ally and mighty avenger are separated beyond the mighty avenger's reach, whichever comes first.

This ability may be added to any single weapon and lasts until the mighty avenger rests and renews her daily uses of the touch of divine. If the mighty avenger drops or hands off the weapon to another, the **Defending** ability becomes inert, though it returns when back in the hands of the mighty avenger.

If the mighty avenger attempts to grant this grace to a second weapon while actively employing it on a previous weapon, the special ability immediately ends on the first weapon.



Code of Conduct: The spirit of innocence requires the mighty avenger to provide protection and aid to those that cannot protect themselves and are being preyed upon by the evil and malicious

forces of society. If a mighty avenger may not stand by while innocents are harmed or killed, even if it costs her own life in the process.

Spirit of Vengeance: The mighty avenger embodies the spirit of justice meted out with finality. This spirit grants the mighty avenger a bonus to her **Fortitude** saves.



Spiteful Strike (Ex): At 8th level, the mighty avenger doubles the critical threat range of the weapon used as part of her smite evil ability against the chosen nemesis. This grace does not stack with other feats, spells, or magical effects that increase the critical threat range of a weapon.



Vengeful Wound (Su): At 16th level, the mighty avenger may spend one of her daily uses of the touch of divine as a **swift action** to gain the benefits of the **Wounding** special weapon ability. When used against the designated nemesis of the mighty avenger's smite evil ability, the creature suffers the bleed damage even if it is normally immune due to its type. If the target is immune to bleed due to a specific special ability for the creature itself or due to a magical effect, the bleed damage is negated.

This ability may be added to any single weapon and lasts until the mighty avenger rests and renews her daily uses of the touch of divine. If the mighty avenger drops or hands off the weapon to another, the **Wounding** ability becomes inert, though it returns when back in the hands of the mighty avenger.

If the mighty avenger attempts to grant this grace to a second weapon while actively employing it on a previous weapon, the special ability immediately ends on the first weapon.



Code of Conduct: The spirit of vengeance requires the mighty avenger to seek out those that have committed

acts of atrocity of the most heinous variety. The mighty avenger must pursue and punish those that commit such acts regardless of who or what they are.

Touch of Divinity (Su): At 2nd level, the mighty avenger forges a connection with the powers of good and righteousness provided by her spirit guide. This connection grants the mighty avenger a limited number of uses to perform actions of heroic proportions. Each day, the mighty avenger may perform the following abilities a total number of times equal to ½ her class level plus her Charisma modifier. Many of the divine grace abilities may require the mighty avenger to expend a use of her divine touch or may modify the abilities granted by the divine touch.

Lay on Hands: The mighty avenger may heal herself or another by touch as a **standard action**. She heals a total of 1d6 points of damage for every two class levels she possesses. The mighty avenger may not use this ability to harm others (including undead).

Smite Evil: The mighty avenger can designate a target within 60 feet as her nemesis as a **swift action**. If the target is evil or has the evil subtype, she adds her Charisma modifier to her attack roll and her class level to the damage caused. She also gains a +2 **deflection bonus** to her **AC** from attacks originating from her nemesis.

The smite remains in effect until the mighty avenger or the target of the smite is rendered **helpless**, **unconscious**, or dead, or if the mighty avenger chooses to focus the smite evil on another opponent, or the mighty avenger rests and she regains full number of divine touch.

Divine Grace: Beginning at 3rd level, the mighty avenger may choose from abilities granted by her spirit guide to enhance her martial skills and divinely inspired powers.

An individual grace may only be chosen once, unless otherwise specified within

the description of the grace. Other requirements may also be listed including the minimum class levels or pre-existing chosen graces.

The mighty avenger may choose another divine grace at 5th level and every odd level thereafter.



Boon (Su): The mighty avenger must have the Minor Boon grace and be at least 11th level before she may choose this divine grace. When the mighty avenger uses her touch of divine to heal with her lay on hands ability, she may also treat a curse or poisonous effect as the *Remove Curse* spell or *Neutralize Poison* spell, treating the mighty avenger's class level as her effective caster level.



Courageous Heart (Su): The mighty avenger is immune to fear and she exudes an aura that grants all allies within 10 feet a +4 morale bonus for any saving throws against fear-based effects. If the mighty avenger is rendered unconscious or dead, the aura immediately ends.



Energy Emulsion (Su): The mighty avenger may spend two of her daily uses of her touch of divine to channel positive energy as a cleric. Using this grace is a standard action, treating the mighty avenger's class level as her effective cleric level to determine the amount of damage healed to living creatures or the amount of damage caused to undead. The mighty avenger must choose whether the energy will be used to heal living creatures or damage undead when initiating this grace.

This grace allows the mighty avenger to choose feats that modify or enhance the channeling ability.



Enhanced Smite (Su): When attacking an evil outsider, evil-aligned dragon or evil-aligned undead, the mighty avenger doubles the damage done based on her class level for the first attack

upon initiating the smite. The mighty avenger's attacks bypass any damage reduction possessed by the chosen nemesis (regardless of type).



Exalted Fortitude (Su): The mighty avenger must have the Spirited Fortitude divine grace and be at least 9th level before she may take this divine grace. The mighty avenger is immune to poisons both natural and magical in nature. In addition, the mighty avenger grants all allies within 10 feet a +4 holy bonus to any saving throws versus poison, regardless of the origin. If the mighty avenger is rendered unconscious or dead, the aura immediately ends.



Heart of Conviction (Su): The mighty avenger must be at least 13th level before she may choose this divine grace. The mighty avenger's weapon in hand is treated as good-aligned for the purpose of overcoming damage reduction. Allies within 10 feet of the mighty avenger also treat their weapons as good-aligned for purposes of overcoming damage reduction. If the mighty avenger is rendered unconscious or dead, the aligned effect immediately ends.



Major Mercy (Su): The mighty avenger must have the Mercy grace and be at least 13th level before she may choose this divine grace. When the mighty avenger uses her touch of divine to heal with her lay on hands ability, she may remove either the blinded, deafened, paralyzed, or stunned condition as well.



Mercy (Su): The mighty avenger must have the Minor Mercy grace and be at least 9th level before she may choose this divine grace. When the mighty avenger uses her touch of divine to heal with her lay on hands ability, she may remove either the exhausted, frightened, or nauseated condition as well.



Minor Boon (Su): The mighty avenger must be at least 7th level before she may choose this divine grace. When the mighty avenger uses her touch of divine to heal with her lay on hands ability, she may remove either the **dazed** or **staggered** conditions while **healing** damage. She may also cure a disease as the **Remove Disease** spell with her lay on hands ability, treating the mighty avenger's class level as her effective caster level.



Minor Mercy (Su): When the mighty avenger uses her touch of divine to heal with her lay on hands ability, she may remove one additional condition as well. She may remove fatigue, **shaken**, or **sickened** condition in addition to the **healing** performed by the lay on hands ability.



Resolute Heart (Su): The mighty avenger must be at least 9th level before she may choose this divine grace. The mighty avenger is immune to **charm** spells and **spell-like abilities**. Her presence grants all allies within 10 feet a +4 **morale** bonus on any saving throws versus **charm** based effects. If the mighty avenger is rendered **unconscious** or dead, the aura immediately ends.



Righteous Heart (Su): The mighty avenger must be at least 13th level before she may choose this divine grace. The mighty avenger is immune to **compulsion** spells and **spell-like abilities**. Her presence grants all allies within 10 feet a +4 **morale** bonus on any saving throws versus **compulsion** based effects. If the mighty avenger is rendered **unconscious** or dead, the aura immediately ends.



Sacred Defense (Ex): The mighty avenger must be at least 15th level before she may take this divine grace. The mighty avengers gains DR 5/evil. When facing her nemesis of her smite evil, the

mighty avenger gains DR 10/evil from attacks made by her selected target.



Spirit Clad (Su): The mighty avenger may call upon her spirit to infuse her armor. Using this divine grace expends one use of the mighty avenger's touch of divine, requires a **standard action**, and lasts for a number of minutes equal to the mighty avenger's class level.

The spirit grants a +1 **enhancement bonus** to the mighty avenger's armor for every three class levels possessed by the mighty avenger, though the maximum actual **enhancement bonus** is +5. This ability may be used in conjunction with a magical armor, though the maximum +5 bonus applies.

The mighty avenger may alter the initial infusion so that some of the **enhancement bonuses** may be used to grant one or more special abilities to the armor, including **Champion**, **Deathless**, **Energy Resistance**, **Fortification** (light or moderate), **Ghost Touch**, and **Stanching**. At 18th level, the mighty avenger may grant her armor the **Righteous** special ability by sacrificing 5 points from her enhancement bonus granted by this divine grace.

If the armor already has the same special ability, multiple applications have no further effect. These abilities cannot be changed once infused, but the mighty avenger may choose whichever abilities she wishes each time she infuses her armor.

If the armor is removed, the enhancements of the infused spirit immediately become inert. If the mighty avenger dons the armor again before the duration of the effect ends, the enhancements automatically return.

If the armor is destroyed, the mighty avenger may not use this divine grace for 30 days or until she gains a new level.



Spirit Embodied (Su): The mighty avenger must be at least 5th level before she may choose this divine grace. She

gains a loyal and intelligent mount when choosing this divine grace. The mount is treated as a druid's **animal companion**, using the mighty avenger's class level -3 as her effective druid level to determine the mount's statistics and abilities.

Medium sized mighty avengers gains a horse while a small mighty avenger gains a pony or wolf. Other types of mounts may be available based on the setting and GM's approval. The mount has the Combat Training trick set for the purpose of determining which tricks it possess when the mount is acquired.

The mighty avenger may expend one of her daily uses of the touch of divine to magically call her mount to her side as a full-round action as long as they are both on the same plane of existence. Summoning the mount is equivalent to a spell equal to $\frac{1}{3}$ the mighty avenger's class level.

If the mighty avenger's mount is slain or permanently lost, she may not summon another one for 30 days or until she gains a new class level.



Spirit Meld (Su): The mighty avenger may call upon her spirit to infuse within her weapon. Using this divine grace expends one use of the mighty avenger's touch of divine, requires a **standard action**, and lasts for a number of minutes equal to the mighty avenger's class level. While infused, the weapon sheds light as a torch (equivalent to a magical light spell of a level equal to $\frac{1}{4}$ the mighty avenger's class level).

The spirit grants a +1 **enhancement bonus** to the chosen weapon for every three class levels possessed by the mighty avenger, though the maximum actual **enhancement bonus** is +5. This ability may be used in conjunction with a magical weapon, though the maximum +5 bonus applies.

The mighty avenger may alter the initial infusion so that some of the **enhancement**

bonuses may be used to grant one or more special abilities to the weapon, including **Benevolent**, **Brilliant Energy**, **Defending**, **Disruption**, **Flaming**, **Flaming Burst**, **Frost**, **Holy**, **Icy Burst**, **Keen**, **Lifesurge**, **Merciful**, and **Speed**. If the weapon already has the same special ability, multiple applications have no further effect. These abilities cannot be changed once infused, but the mighty avenger may choose whichever abilities she wishes each time she infuses her weapon.

If the weapon is dropped or handed to another, the enhancements of the infused spirit immediately become inert. If the mighty avenger takes up the weapon again before the duration of the effect ends, the enhancements automatically return.

If applied to a double weapon, the **enhancement bonus** applies to both ends, but special abilities must be designated for each end.

If the weapon is destroyed, the mighty avenger may not use this divine grace for 30 days or until she gains a new level.



Spirited Fortitude (Su): The mighty avenger is immune to all diseases (magical, mundane, and supernatural). In addition, the mighty avenger grants all allies within 10 feet a +4 holy bonus to any saving throws versus disease, regardless of the origin. If the mighty avenger is rendered **unconscious** or dead, the aura immediately ends.



Warrior's Blessing (Ex): The mighty avenger gains a combat feat as a bonus feat. She must meet any prerequisites for the feat before she may select it. The mighty avenger may choose this divine grace more than once, choosing a different feat each time.

Armor Training (Ex): Beginning at 4th level, the mighty avenger learns how to adjust her armor to more effectively wear it while working and taking on the forces of evil. Whenever she is wearing armor,

the mighty avenger reduces her **armor check penalty** by 1 (minimum of 0) while increasing the Dexterity bonus by 1.

The **armor check penalty** and Dexterity bonus both increase by +1 at 8th level and every four levels thereafter (to a maximum of 4 at 16th level).

The mighty avenger may move at her normal speed at 8th level. She may move at her normal speed while wearing heavy armor at 16th level.

Weapon Training (Ex): Beginning at 6th level, the mighty avenger's martial prowess with specific weapons increases tenfold. The mighty avenger selects one weapons group (see the **Fighter's Weapon Training** class feature in the *Pathfinder RPG Core Rule Book*TM) and gains a +1 bonus on all attack and damage rolls when using any weapon from the group chosen.

At 10th level and every four levels thereafter, the mighty avenger may choose another weapons group to gain the +1 bonus. Previous weapon groups chosen also increase by +1 each time a new weapons group is chosen. If a weapon is listed in more than one group chosen by the mighty avenger, she only applies the bonus from the group with the highest bonus (they do not stack).

The bonus is also applicable when using the weapon to perform a combat maneuver. If the weapon is the target of a **disarm** or **sunder** maneuver, the mighty avenger adds the bonus to her **CMD**.

Greater Avenger (Su): At 20th level, the mighty avenger attains the pinnacle of her power. When she successfully smites an evil outsider targeted by her **smite evil**, the outsider is subject to the effects of the **Banishment** spell, using her class level as the effective caster level (her weapon is counted as an object that the subject hates). If the banishment is successful, the **smite evil** automatically ends.

In addition, the mighty avenger designates one weapon as her signature

weapon and grant it a name. The weapon is treated as a magic weapon even if it is not normally magical for the purpose of overcoming **damage reduction**. If the mighty avenger has the **Spirit Meld** divine grace, she gains an additional +1 **enhancement bonus** above those granted by the grace.

And finally, she may choose one divine grace that normally consumes a daily use of her touch of divinity. The mighty avenger may use the divine grace without consuming any of her touch of divinity uses for the day.

New Feats

The following two feats are unique to the mighty avenger.

Extra Divine Grace

You are blessed with another gift in your crusade against evil.

Prerequisites: Divine grace class feature

Benefits: You may choose an additional divine grace as long as you meet the requirements for it.

Special: You may choose this feat multiple times, choosing a different **Divine Grace** each time.

Extra Touch of Divinity

Your spirit has seen your conviction and granted you additional power to battle the forces of evil.

Prerequisites: Touch of Divinity class feature

Benefits: You gain two additional uses of your Touch of Divinity powers daily.

Special: You may choose this feat multiple times, gaining two additional uses each time.

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