

Revenant Archetype

BY ARKON

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REVENANT ARCHETYPE

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REVENANT

Revenant is an old word from the region of modern-day Galt, meaning "one who returns". While it once could refer to anyone who has been absent for long times, such as a pilgrim or wanderer, today it has a far more sinister meaning.

All Revenants have a singular burning goal in mind: to seek the person who killed them. This is most often believed to be the Revenant's murderer, but there have been documented cases of accidents creating revenants. There has been at least one Revenant who manifested, believing that a swimmer who failed to save them from drowning was their killer. Only once a Revenant's killer is dead can they be fully and truly destroyed, otherwise rejuvenating after many years, over and over in a tragic cycle.

Revenants are a unique case among undead. Unlike most other Undead, revenants are not twisted to evil by their return. Many retain their original alignment, albeit with a massive moral blindspot where their killer is.

REVENANT DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

Prerequisites You died and returned to life as a revenant.

You died, and rose again with an incredible need for vengeance against what caused your death. You gain the revenant and undead traits, as well as the basic undead benefits (this includes gaining Negative Healing). Additionally, you gain a 5-foot status bonus to your speed.

Your undead hunger is to research, hunt, and attempt to destroy whoever or whatever killed you. If you were slain by multiple things, you and your GM select one target at a time.

Sense Murderer So long as your murderer is on the same plane of existence as you, you know the direction towards them (but not the distance). This is a detection and divination effect. If you have a feature which grants you bonuses to find, track, or investigate a specific creature, such as Hunt Prey or Pursue a Lead, you can always consider your murderer as the target of this feature, in addition to any other targets you may have. This does not count against the maximum number of targets for these features. Lastly, you gain a +1 status bonus to checks and DCs against your murderer.

Undying Vendetta If your murderer dies, you can be laid to rest. Upon your murderer's death (or the death of your last murderer if there were multiple), you may choose to give yourself over to Psychopomps, where you will immediately be destroyed and can never be resurrected, except by the method described below. If you do not, you may continue to exist, but become

permanently fatigued. If your murderer becomes an undead, undying vendetta does not trigger until your murderer is finally destroyed. At your GM's discretion, you may resurrect as a Revenant should your murderer ever be brought back to life.

Special You can't select another dedication feat until you have gained two other feats from the Revenant archetype.

CHILLING PRESENCE

FEAT 4

ARCHETYPE AURA COLD

Prerequisites Revenant Dedication

You bring the cold of the grave wherever you go, and people often notice a chill in the air when you are nearby. You treat environmental cold effects as if they were one step less severe, but creatures within 20 feet of you treat environmental cold effects as if they were one step more severe. You also gain resistance to Cold damage equal to half your level, rounded down. Those who are used to your presence and have spent at least 1 day getting to know you are unaffected by this, as familiarity lessens the chill.

FOCUS HUNGER ♦

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisite Revenant Dedication

Frequency once per turn

You force your body and mind to recognize another creature as the target of your wrath. Choose one creature you can see. For 1 minute or until you use Focus Hunger again, you treat that creature as though they were your murderer, gaining the benefits of Sense Murderer. Fighting them sates your undead hunger, but killing this creature does not activate Undying Vendetta.

UNDEAD ENDURANCE

FEAT 4

ARCHETYPE

Prerequisites Revenant Dedication

You persistence beyond death has become persistence beyond exhaustion as well. You gain the Pick up the Pace general feat, even if you don't meet its prerequisites. If you already have Pick up the Pace, increase the extra time your group can Hustle to 30 minutes.

AVENGING STRIKES

FEAT 6

ARCHETYPE MAGICAL

Prerequisites Revenant Dedication

Punishing those who harm you gives a momentary reprieve from your undead hunger. You gain the Advanced Undead Benefits, and you gain a status bonus to damage against creatures who dealt damage to you since the end of your last turn equal to half the number of Revenant Archetype feats you have rounded down.

FRIDGID REVENANCE ♦

FEAT 6

ARCHETYPE AURA COLD CONCENTRATE

Prerequisites Chilling Presence

You increase the frost surrounding you. Until the start of your next turn, creatures who start their turn within a 5-foot emanation of you take 3d4 cold damage, with a basic Fortitude save against your spell DC or class DC, whichever is higher. The cold damage increases by 1d4 at 8th level and every 2 levels thereafter. Creatures unaffected by your Chilling Presence treat their result on the save as one degree of success better.

SEEKING SHOT ♦

FEAT 6

ARCHETYPE FLOURISH MAGICAL

Prerequisites Revenant Dedication

Requirement You are wielding a ranged weapon

Your ranged attacks seek your enemies, adjusting in air to meet their quarry. Make a Ranged Strike using the required weapon, then make a DC 5 flat check. The Strike ignores lesser cover on a success, and standard cover on a critical success. If you are a master in the weapon used to attack, the DC for the flat check is reduced by 2.

DEEPWALKER

FEAT 8

ARCHETYPE

Prerequisites Revenant Dedication

The open seas are not safe for your quarry. You become amphibious, meaning you can breathe water and air, and gain the Underwater Marauder skill feat, even if you do not meet the prerequisites.

OPPORTUNE PURSUIT ↗

FEAT 8

ARCHETYPE MOVE

Prerequisites Focus Hunger

Trigger The target of your Focus Hunger or your murderer ends a move action within 15 feet of you.

Requirements Your Speed is at least 15 feet

You returned in order to pursue and hunt; none can escape you for long. Stride, and you must attempt to move such that the triggering creature is within your reach. Then, if the creature is within your reach, you can make a Melee Strike against them.

CONJURE ARMAMENT

FEAT 10

ARCHETYPE CONCENTRATION CONJURATION MAGICAL

Prerequisites Revenant Dedication

Requirement You have a free hand

Frequency once per minute

You summon a weapon wielded by someone killed unjustly. The weapon appears in your free hand, and if it requires ammunition you also conjure 10 of the appropriate ammunition. You choose what weapon you conjure, but it must be a common weapon you are trained in. The weapon has the fundamental runes of any one weapon you are wearing or wielding, but never has any property runes or precious material. The weapon is a generic version of its kind (I.E. you can summon a longsword, but not the longsword of the murdered prince), and cannot be a specific magic weapon (I.E. you cannot summon a Flame Tongue). You may dispell the weapon using one action with the concentrate trait.

ENDLESS HUNT

FEAT 12

RARE ARCHETYPE

Prerequisites Revenant Dedication

You cannot rest until your killer is gone forever. When you're destroyed, you reform after 2d4 days. You return to life in the body of a new corpse, fully healed, but the body's features are morphed and augmented until it clearly resembles you, and your ancestry and heritage do not change. If your murderer is killed or destroyed while you're waiting, you pass on immediately unless you and the GM determine you have another murderer.

HEATSIGHT

FEAT 14

ARCHETYPE DETECTION

Prerequisites Revenant Dedication

You can see the heat given off by creatures. You gain Precise Heatsight with a range of 30 feet. This allows you to see through precipitation and thin cloth, and gives you a +2 circumstance bonus to disbelieve illusions that do not give off heat where there it should be and to Seek invisible creatures who give off heat. You also know the temperature of objects within range you can see, within 5 degrees Fahrenheit or 3 degrees Celsius.

DEAD OF WINTER

FEAT 16

ARCHETYPE

Prerequisites Frigid Revenance

Your hands are ice cold, and a bitter fury rests in your heart. When you use Frigid Revenance, the area of the Emanation is 20 feet, instead of 5 feet.

LEX TALIONIS ↘

FEAT 16

ARCHETYPE

Prerequisite Avenging Strikes

Trigger A creature within 30 feet of you deals damage to you of the chosen type.

You invoke the law of retribution. During your daily preparation, choose one type of energy damage. The triggering creature attempts a Will save against your spell DC or class DC, whichever is higher. Regardless of the result, the triggering creature becomes temporarily immune to your Lex Talionis for 1 day.

Critical Success The creature is unaffected.

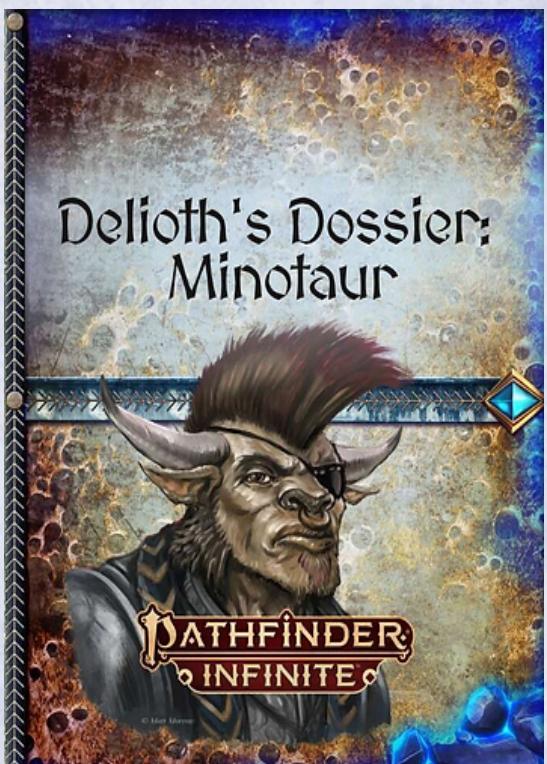
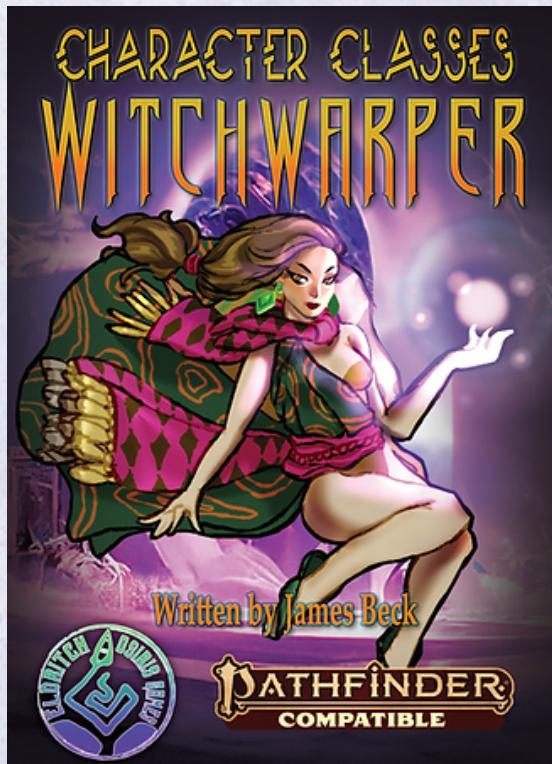
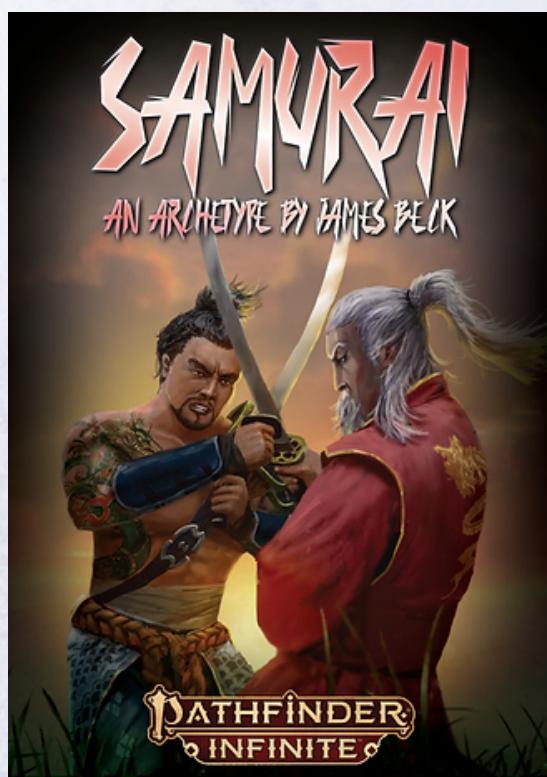
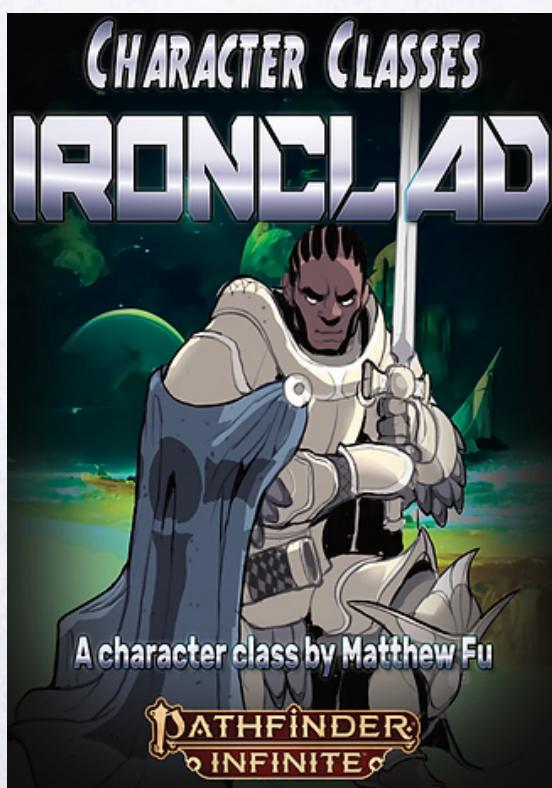
Success The creature becomes Sickened 1.

Failure The creature becomes Sickened 2 and Drained 2.

Critical Failure The creature is blasted with the collective retaliation against all who they have wronged. The creature becomes Sickened 3 and Drained 3.

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