Vindicator

All of the gods have champions, be them paragons of good or evil, chaos or law. The Vindicator is a champion of Rafar. They seek to uproot law wherever they may find it. Be it toppling the rule of a local lord, freeing slaves or simply reckless destruction. Few have the calling to become a Vindicator, and even fewer that feel the pull know what it means.

Adventures: Vindicators enjoy the power that Rafar has awarded them, and they take almost any chance to test its limits. They might join with a group for no other reason than to do something new for the day. They almost certainly would consider it an obligation to join any group apposed to Radiance. But for the most part they take their power wherever they feel it is most needed, appreciated and desired.

Characteristics: Rebel, Free Spirit, Destroyer. These are all common names applied to a Vindicator. For the most part these warriors of chaos display traits of freedom, adaptability and flexibility. On the downside sometimes some less savory traits such as recklessness, resentment toward legitimate authority, arbitrary actions and irresponsibility also surface. If a Vindicator had a motto it might sound something like
"only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them".

Alignment: Vindicators are chaotic through and through. In fact to be a Vindicator you must be chaotic neutral, or the god of Chaos strips your powers from you.

Religion: All Vindicators pay homage to the god Rafar. All Vindicators have an affiliation with the church of Rafar the Bedlam Road. To stray from Rafar is to lose ones powers.

Background: Vindicators at some point in their life feel a calling to service. It usually comes after some event, such as their family being enslaved or a townsfolk being taxed to death by a local authority figure. The calling may come at anytime and for any reason, but it usually follows some terrible injustice brought on by lawful society. No matter how the path takes them to Rafar the church of the Bedlam Road accepts them, trains them, and hones them into the fine instrument of chaos that is the Vindicator.

Races: The most corrupted lawful societies are usually those of humans, and consequently those are the very environments that Vindicators spring from. However chaotic society is more warming to the life of a Vindicator and therefore many elven communities have their fair share. Dwarven Vindicators are almost unheard of as such actions are often punishable by death in dwarven society.

Other Classes: Vindicators enjoy other Vindicators, and anyone else who speaks out against lawful injustice. Clerics of Rafar are always welcome allies. They will never associate with lawful party members, and deal with them only with the utmost of caution.

Game Rule Information

Vindicators have the following game statistics.

Abilities: As a front line warrior the Vindicator benefits well from a high Strength and Constitution score. Most of the Vindicator's skills and abilities focus on Charisma, and their spell casting relies on a decent Charisma score.

Alignment: Chaotic Neutral

Hit Die: d10

Class Skills

The Vindicator's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int) Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge Religion (Int), Profession (Wis), Ride (Dex) Sense Motive (Wis) and Spell craft (Int) and Swim (Str)

Skill Points per level: 2 + Int modifier

The Vindicator

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day 1st	2nd	3rd	4th
1	+1	+2	+0	+2	Aura of Chaos, *Detect Law* Smite Law 1/Day	-	-	-	-
2	+2	+3	+0	+3	Chaotic Resilience Touch of Chaos	-	-	-	-
3	+3	+3	+1	+3	Rafar's Blessing, Gift	-	-	-	-
4	+4	+4	+1	+4	Channel Energy, Smite 2/Day	0	-	-	-
5	+5	+4	+1	+4	Rafar's Boon	1	-	-	-
6	+6/1	+5	+2	+5	*Gift*	1	-	-	-
7	+7/2	+5	+2	+5	Smite 3/Day	1	0	-	-
8	+8/3	+6	+2	+6	Inner Chaos	1	1	-	-
9	+9/4	+6	+3	+6	*Gift*	2	1	-	-
10	+10/5	+7	+3	+7	Smite 4/Day	2	1	0	-
11	+11/6/1	+7	+3	+7	Aura of Destruction	2	1	1	-
12	+12/7/2	+8	+4	+8	*Gift*	2	2	1	-
13	+13/8/3	+8	+4	+8	Smite 5/Day	3	2	1	0
14	+14/9/4	+9	+4	+9	Aura of Chaos	3	2	1	1
15	+15/10/5	+9	+5	+9	*Gift, two gift effects*	3	2	2	1
16	+16/11/6/1	+10	+5	+10	Smite 6/Day	3	3	2	1
17	+17/12/7/2	+10	+5	+10	Whelp of Rafar	4	3	2	1
18	+18/13/8/3	+11	+6	+11	*Gift*	4	3	2	2
19	+19/14/9/4	+11	+6	+11	Smite 7/Day	4	3	3	2
20	+20/15/10/5	+12	+6	+12	Champion of Rafar	4	4	3	3

Class Features

The Following is a list of class features for the Vindicator class.

Weapon and Armor Proficiency: Vindicator are proficient with all simple and martial weapons, with all types of armor (heavy, medium and light), and with shields (except tower shields).

Aura of Chaos (Ex): The power of a Vindicator's aura of chaos (see the *detect chaos* spell) is equal to their Maligner level, just like the aura of a cleric of Rafar.

Detect Law (Sp): At will, a Vindicator can use *detect law* as a spell like ability. This ability functions just like the Paladins detect evil class feature.

Smite Law (Su): One per day, a Vindicator can call out to the powers of chaos to aid them in their struggle against law. As a swift action, the Vindicator chooses one target within sight to smite. If this target is lawful, the Vindicator adds their charisma bonus (if any) to their attack rolls and adds their Vindicator level to all damage rolls made against the target of their smite. If the target of the smite is an lawful outsider with the lawful subtype or a lawful aligned dragon, the bonus to damage on the first successful attack increases to 2 points of damage per Vindicator level. Regardless of the target, smite attacks automatically bypass any DR the creature may possess.

In addition, while smite law is in effect, the Vindicator gains a deflection bonus equal to their charisma modifier (if any) to their AC against attacks made by the target of the smite. If the Vindicator targets a creature that is not lawful, the smite is wasted and has no effect.

The smite law effect remains until the target of the smite is dead or the next time the Vindicator rests and regains their uses of this ability. At 4th level, and every 3 levels thereafter, the Vindicator may smite law one additional time per day to a maximum of 7 times per day at 19th level.

Chaotic Resilience (Su): At 2nd level, a Vindicator gains a bonus equal to their Charisma bonus (if any) on all saving throws.

Touch of Chaos (Su): Beginning at 2nd level, a Vindicator can heal wounds (their own or those of others) by touch. Each day they can use this ability a number of times equal to half their Vindicator level plus their Charisma modifier. With one use of this ability, a Vindicator can heal 1d6 hit points of damage for every two Vindicator levels they possess. Using this ability is a standard action, unless the Vindicator targets themselves, in which case it is a swift action. Despite the name of this ability, the Vindicator only needs one free hand to use this ability. When used in this manner, this is a positive energy effect.

In addition, a Vindicator can use this ability to heal damage to undead creatures., when used in this manner this is a negative energy effect.

Rafar's Blessing (Su): Beginning at 3rd level, a Vindicator gains a blessing from the lord of the dead. Mindless undead (those without an intelligence score) view the Vindicator as undead, and will not attack the Vindicator unless in self defense.

Gift (Su):
At 3rd level, and every 3 levels thereafter, a Vindicator can select one gift. Each gift adds an effect to the Vindicator's Touch of Chaos ability. Whenever the Vindicator uses Touch of Chaos to heal damage to one target, the target also receives the additional effects from a single gift possessed by the Vindicator. If a gift removes a hindering condition or affliction, such conditions return after 1 hour (if not expired) unless the gift removes the affliction that causes the condition. The effects are considered harmless, however the target may at its option receive a fortitude save to avoid this gift. If the save is successful, the target heals as normal, but does not gain the effects of the gift. The DC of this save is equal to 10 + 1/2 the Vindicator's level + the Vindicator's charisma modifier. At 15th level the amount of gifts that can be bestowed upon a target is increased to two.

At 3rd level, the Vindicator can select from the following initial gifts.

- The target gains a +1 bonus on strength checks and strength related skill checks for a number of rounds equal to the Vindicators charisma modifier, this bonus increases to +3 at 12th level.
- The target gains a +1 luck bonus on any saving throw made during the duration of this effect, this effect lasts a number of rounds equal to 3 + the Vindicators charisma modifier. This bonus increases to +2 at 12th level.
- The target may take an immediate 5 foot step that does not provoke an attack of opportunity, the target must end its movement into a square in which it could legally make a 5 foot step into.

At 6th level, an Vindicator adds the following gifts to the list of those that can be selected.

- The target gains damage reduction 1/- for a number of rounds equal to the Vindicators charisma modifier. This bonus increases to 3/- at 12th level.
- The target gains the ability to speak and understand draconic for a number of rounds equal to 3 + the Vindicators charisma modifier.
- The target gains resistance to electricity 5 for a number of rounds equal to 3 + the Vindicators charisma modifier, this bonus increases to 10 at 12th level.

At 9th level, an Vindicator adds the following gifts to the list of those that can be selected.

- The target gains dark vision for a number of rounds equal to 3 + the Vindicators charisma modifier.
- The target's held weapons gain a minor shock property, any held weapon or natural weapon the target possesses during the duration of this effect deals an additional 1d4 points of electric damage on each successful hit. This effect lasts a number of rounds equal to the Constables charisma modifier. The electric damage increases to 1d6 at 12th level. This does not stack with any shock ability the weapon may already posses.
- The target gains a +1 bonus to their existing natural armor, this ability lasts for a number of rounds equal to 3 + the Vindicators charisma modifier. This bonus increases to +2 at 12th level.
- The target gains a minor spell resistance, equal to ½ the Vindicators class levels + the Vindicators charisma modifier rounded down. This ability lasts a number of rounds equal to 3 + the Vindicators charisma modifier or until it has prevented 1 spell from effecting the target.
- The target gains a +2 bonus to strength for a number of rounds equal to 3 + the Vindicators charisma modifier.

At 12th level, an Vindicator adds the following gifts to the list of those that can be selected.

- The target gains lesser fortification, a 20% chance to negate critical hits. This ability lasts a number of rounds equal to the Vindicator's Charisma modifier.
- The target gains a swim speed equal to ½ its land speed for a number of rounds equal to 3 + the Vindicators charisma modifier.
- The target gains the Vindicators Rafar's Blessing effects for a number of rounds equal to the Vindicators charisma modifier.
- The target gains fast healing equal to the Vindicators charisma modifier for a number of rounds equal to 3 + the Vindicators charisma modifier.

Channel Negative Energy (Su): When a Vindicator reaches 4th level, they gain the supernatural ability to channel negative energy like a Cleric. Using this ability consumes two uses of their touch of chaos ability. A Vindicator uses their level as their effective Cleric level when channeling positive energy. This is a Charisma-based ability.

Spells: Beginning at 4th level, a Vindicator gains the ability to cast a small number of divine spells which are drawn from the Vindicator spell list (see below). A Vindicator must choose and prepare spells in advance like a Cleric.
To prepare or cast a spell, a Vindicator must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the Vindicator's spell is 10 + the level of the spell + the Vindicator's Charisma modifier.
Like other spell casters, a Vindicator can only cast a certain number of spells of each level per day. Their base daily spell allotment is given in the table above. In addition, a Vindicator receives bonus spells per day if they have a high Charisma score. When the above table indicates that a Vindicator gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Charisma score for that spell level.
A Vindicator must spend 1 hour each day in quiet prayer and meditation to regain their daily allotment of spells. A Vindicator may prepare and cast any spell on the Vindicator spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during the daily meditation.
Through 3rd level, a Vindicator has no caster level. At 4th level and higher a Vindicator's caster level is equal to all class levels in the Vindicator class -3.

Rafar's Boon (Sp): Upon reaching 5th level, a Vindicator forms a divine bond with Rafar. This bond can take one of two forms.
The first bond allows the Vindicator to enhance their weapon as a standard action. When called, a draconic spirit enhances the weapon, causing it to shed light as a torch for 1 minute per Vindicator level. At 5th level, this spirit grants the weapon a +1 bonus.
For every three levels beyond 5th, the weapon gains another +1 bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon or they can be used to add any of the following weapon properties: anarchic, wounding, shocking, shocking burst, keen, speed, vicious and vorpal. These bonuses do not stack with any properties the weapon already has. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other abilities can be added. The draconic spirit imparts no bonuses if the weapon is held by anyone other than the Vindicator, but resumes giving bonuses if returned to the Vindicator. A Vindicator can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.
If a weapon bearing a draconic spirit is destroyed, the Vindicator loses the use of this ability for 30 days, or until they gain a level, whichever comes first. During this 30-day period, the Vindicator takes a –1 penalty on attack and weapon damage rolls.
The second bond allows a Vindicator to gain the service of an unusually intelligent, strong, and loyal steed to serve them in her crusade against law. This mount is usually a heavy warhorse (for a Medium Vindicator) or a warpony (for a Small Vindicator).
Once per day, as a full-round action, a Vindicator may magically call their mount from the chaotic plane of The Sea of After in which it resides. This ability is the equivalent of a spell of a level equal to one-third the Vindicator's level. The mount immediately appears adjacent to the Vindicator and remains for 2 hours per Vindicator level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Vindicator may release a particular mount from service.
Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.
At 11th level, the mount gains the fiendish template (see the Pathfinder Bestiary) and becomes a magical beast for the purposes of determining which spells affect it. At 15th level the mount gains spell resistance equal to the Vindicator's level +11.
Should the Vindicator's mount die, it immediately disappears, leaving behind any equipment it was carrying.
The Vindicator may not summon another mount for 30 days or until they gain a Vindicator level, whichever comes first, even if the mount is somehow returned from the dead. During this 30-day period, the Vindicator takes a –1 penalty on attack and weapon damage rolls.

Inner Chaos (Su): At 8th level the Vindicator may summon the forces of chaos from within, they may use this ability a number of times per day equal to 1 plus the Vindicators charisma modifier. One use of this ability allows the Vindicator to add 1d6 to any 1d20 roll they have just made. They may only use this ability once per d20 rolled.
Aura of Destruction (Su): At 11th level, a Vindicator can expend two uses of their smite law ability to grant the ability to smite law to all allies within 10 feet, using the Vindicator's bonuses.
Allies must use this smite law ability by the start of the Vindicator's next turn. Using this ability is a free action. Lawful creatures gain no benefit from this ability.
Aura of Chaos (Su): At 14th level, the Vindicator's weapons are treated as chaotic aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of them is treated as chaotic aligned for the purposes of overcoming damage reduction.
This ability functions while the Vindicator is conscious, but not if they are unconscious or dead.
Whelp of Rafar (Su): At 17th level, a Vindicator gains DR 5/lawful Each enemy within 10 feet takes a -2 penalty on CMB checks.
This ability functions while the Vindicator is conscious, but not if they are unconscious or dead.
Champion of Rafar (Su): At 20th level, a Vindicator becomes a conduit for the power of Rafar Their DR increases to 10/lawful. Whenever they use smite law against an lawful outsider, the outsider is also subject to a banishment, using their Vindicator level as the caster level (their weapon and holy symbol automatically count as objects that the subject hates). In addition, whenever they channel negative energy, they channel the maximum possible amount. Furthermore, chaotic aligned dragons initial attitudes are always 1 step better then they otherwise would start.

Code of Conduct: An Vindicator must be of chaotic neutral alignment and loses all class features except proficiencies if he willingly and altruistically commits lawful acts. This does not mean that an Vindicator cannot take actions someone else might qualify as lawful, only that such actions must always be in service of his own ends. An Vindicator's code requires that he place his own interests and desires above all laws and customs.

Associates: While he may adventure with chaotic, good or neutral allies, an Vindicator avoids working with lawful characters or with anyone who consistently attempts to do lawful deeds. Under exceptional circumstances, an Vindicator can ally with lawful associates, but only to defeat them from within and bring ruin to their ranks. An Vindicator does not need an *atonement* spell during such an unusual alliance as long as his chaotic goals are met in the end—chaos cares only about results. An Vindicator may accept only henchmen, followers, or cohorts who are chaotic.

Ex - Vindicator
A Vindicator who ceases to be chaotic neutral, who willfully commits an lawful act, or who violates the code of conduct loses all Vindicator spells and class features (including Rafar's Boon, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as an Vindicator. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate.

Vindicator Spell List:
Level 1: Bane, Create Water, Deathwatch, Detect Poison, Detect Undead, Divine Favor, Doom, Endure Elements, Hide From Undead, Inflict Light Wounds, Magic Weapon, Protection from Law, Read Magic, Resistance, Restoration (Lesser), **Level 2:** Bull's Strength, Death Knell, Delay Poison, Eagle's Splendor, Owl's Wisdom, Remove Paralysis, Resist Energy, Shatter, Undetectable Alignment**, Level 3:** Animate Dead, Bestow Curse, Dispel Magic, Heal Mount, Inflict Moderate Wounds, Magic Circle Against Law, Magic Weapon (Greater), Prayer, Remove Blindness/Deafness, Remove Curse, Speak With Dead, Water Breathing, Water Walk**. Level 4:** Anarchic Sword (as holy sword except the weapon is Chaotic Aligned dealing 2d6 against lawful creatures and the Magic Circle is against Law), Break Enchantment, Control Water, Death Ward, Dimensional Anchor, Dispel Law, Freedom of Movement, Inflict Serious Wounds, Neutralize Poison, Restoration.