

The Forsworn



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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The Forsworn Alternate Class

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Forsworn

A Paladin Archetype for the Pathfinder Roleplaying Game

Forsworn are women who have forsaken the love of other mortals in favor of ceremonial marriages to a good-aligned nature deity. For their seclusion and service, forsworn are granted the companionship of a unicorn and divine powers beyond those of a normal mortal. The forsworn is the iconic virginal hero, pure and full of faith. To anyone in need, the forsworn striding into combat on their horned steeds in the darkest of hours is a welcome sight.

Requirements

- **ALIGNMENT:** Any good
- **SPECIAL:** Female or eunuch

Code of Conduct:

The forsworn must be of a good alignment, and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, she must abstain from all sexual and intimate physical activity. She must take this code to an extreme, refusing to even share a room with another person or sleeping on the opposite side of a camp from other people in a group. The forsworn is not allowed to touch others or have others touch her (including touch spells from allies). Striking enemies in battle or being struck by enemies is not prohibited, and the forsworn shuns all peaceful or pleasurable contact. When her services are not in need, the forsworn should live in seclusion in a place of nature (such as a druid's grove) as often as possible.

Associates: While she may adventure with good or neutral allies, the forsworn is outright aggressive in her destruction of evil characters. Under no circumstances can the forsworn ally herself with evil associates, even to defeat a greater evil.

Unicorn Mount:

The forsworn gains the service of a unicorn in place of the paladin's normal choices of mounts. She must select a mount when selecting her divine bond. However, unlike the typical paladin, the forsworn gains this ability at 1st level and counts her full forsworn level as her druid level. A forsworn who willingly commits evil acts (see the paladin's code of conduct) will lose the service of their unicorn mount and may have a difficult time regaining it's trust.

This modifies the divine bond class feature.

Abilities the unicorn gains function in the same way as the abilities of the unicorn in the Bestiary.



UNICORN

Starting Statistics

Size Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Immune** charm, compulsion, poison; **Attack** gore (1d6), two hooves (1d3)*; **Ability Scores** Str 12, Dex 17, Con 14, Int 11, Wis 15, Cha 15; **Special Qualities** *magic circle against evil* (Su), darkvision 60 ft., low-light vision, magical strike, powerful charge, scent; **Spell-Like Abilities** (caster level is equal to unicorn's HD) at will - *detect evil*, *light*, 1/day - *cure light wounds*

*This is a secondary natural attack.

7th-Level Advancement

Size Large; **AC** +2 natural armor; **Speed** 60 ft.; **Attack** gore (1d8), 2 hooves (1d3)*; **Ability Scores** Str +6, Con +2, Wis +6, Cha +6; **Special Qualities** wild empathy; **Spell-Like Abilities** 3/day - *cure light wounds*, 1/day *cure moderate wounds*, *greater teleport* (while within the unicorn's forest territory to a location within the same), *neutralize poison*

WHAT ADDS TO A WILD EMPATHY CHECK?

The wild empathy ability adds the druid level of a druid plus the druid's Charisma modifier to a d20 roll that functions much like a Diplomacy check against animals and low-Intelligence magical beasts. The unicorn in the Bestiary's wild empathy bonus adds the unicorn's hit dice (like they were druid levels) to this check in addition to the unicorn's Charisma modifier and their +6 racial bonus. Forsworn are encouraged to similarly add their unicorn's hit dice to any wild empathy checks the unicorn makes.

BONDING WITH UNICORNS

A unicorn is an intelligent creature and it does not generally take orders like a normal mount or enjoy doing so. It regards itself as socially equal, rather than something subservient. While a character who starts play as a forsworn may begin with a bonded unicorn, a GM should require a character wishing to multiclass into forsworn to seek out the companionship of a unicorn first. This can be a hard bond to form and may require completing a number of quests to prove the character's loyalty and purity of heart.

Spells:

The forsworn casts divine spells which are drawn from the druid spell list. Due to her code of conduct, she may not cast evil spells. The forsworn must choose and prepare her spells in advance.

To prepare or cast a spell, the forsworn must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against the forsworn's spell is 10 + the spell level + the forsworn's Charisma modifier.

Like other spellcasters, the forsworn can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Forsworn. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

Forsworn meditate or pray for their spells. Each forsworn must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether the forsworn can prepare spells. A forsworn may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

This modifies the paladin's ability to cast spells and replaces their lay on hands class features.

Channel Positive Energy (Su):

Starting at 3rd level, the forsworn can release a wave of energy by channeling the power of her faith through her holy symbol. The forsworn channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the forsworn. At 3rd level, the amount of damage dealt or healed is equal to 1d6 points of damage + 1d6 points of damage for every

three forsworn levels beyond 3rd. Creatures that take damage from channeled energy receive a Will save to 1/2 the damage. The DC of this save is equal to 10 + 1/2 the forsworn's level + the forsworn's Charisma modifier.

Creatures healed by channel energy cannot exceed their maximum hit point total; all excess healing is lost. The forsworn may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. The forsworn can choose whether or not to include herself in this effect. The forsworn must be able to present her holy symbol to use this ability.

This replaces the paladin's mercy class feature and modifies the paladin's channel positive energy class feature.

Male Forsworn

(AKA: "CHALLENGERS")

A male character who is not a eunuch can become a forsworn; though, not in the same way. A male forsworn is called a "challenger" and has the following changes to his mount:

Pegasus Mount:

The challenger gains the service of a pegasus in place of the paladin's normal choices of mounts. He must select a mount when selecting his divine bond. However, unlike the typical paladin, the challenger gains this ability at 1st level and counts his full challenger level as his paladin level.

This modifies the divine bond class feature of the paladin.

Table 1-1: The Forsworn

Level	Base Attack Bonus	1st	2nd	3rd	4th	5th	6th
1st	+0	1	-	-	-	-	-
2nd	+1	2	-	-	-	-	-
3rd	+2	3	-	-	-	-	-
4th	+3	3	1	-	-	-	-
5th	+3	4	2	-	-	-	-
6th	+4	4	3	-	-	-	-
7th	+5	4	3	1	-	-	-
8th	+6/+1	4	4	2	-	-	-
9th	+6/+1	5	4	3	-	-	-
10th	+7/+2	5	4	3	1	-	-
11th	+8/+3	5	4	4	2	-	-
12th	+9/+4	5	5	4	3	-	-
13th	+9/+4	5	5	4	3	1	-
14th	+10/+5	5	5	4	4	2	-
15th	+11/+6/+1	5	5	5	4	3	-
16th	+12/+7/+2	5	5	5	4	3	1
17th	+12/+7/+2	5	5	5	4	4	2
18th	+13/+8/+3	5	5	5	5	4	3
19th	+14/+9/+4	5	5	5	5	5	4
20th	+15/+10/+5	5	5	5	5	5	5

PEGASUS

Starting Statistics

Size Large; **Speed** 40 ft., fly 60 ft. (average); **AC** +3 natural armor; **Attack** bite (1d4), 2 hooves* (1d6); **Ability Scores** Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13; **Special Qualities** low-light vision, scent; **Languages** Common (Cannot Speak)

*This is a secondary natural attack.

4th-Level Advancement

Speed 60 ft., fly 120 ft. (average); **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained; **Spell-Like Abilities** Constant - *detect evil* (60 ft. radius), *detect good* (60 ft. radius); **Defenses** Fire Resistance 10, +4 racial bonus on saving throws against poison; **Immunity** Petrification

The Male / Female Dynamic

Male forsworn are much rarer and cannot qualify for the service of a unicorn. Unicorns, as expressed in classic mythology, have always been connected to the concept of virgins and feminine power. The lifestyle of a forsworn is a metaphor for that of a virgin in some respects. They are reserved and live in isolation, but are considered to be the greatest of heroes when they accept a just cause.

Challengers (male forsworn) are not like their female counterparts and tend to act loudly and more directly. Oftentimes, a male forsworn is not able to live a chaste life, and this has led to the downfall of many of them. They are unable to fully commit to sterile lives and most potential challengers end up simply taking levels in the paladin class. Most are deeply involved in local politics, taking initiative to proactively solve problems and act with less tact. These traits can also be the cause of their downfalls.

They involve themselves too much in the affairs of others that they lose sight of their true callings, do more damage than good when they act against potential dangers rather than tangible ones, and interject themselves where they are not needed.

However, the female forsworn are not without their faults as well. They are aloof and less invested in their causes; they often do not act until things are already at their worst; and the forsworn's haste can be hampered by their politeness.

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