

Kismet's Blackguard (Pathfinder)

The blackguard is a mockery of all that the paladin is; she is the essence of a villain and nothing less. She is chosen by the gods for her cruelty and groomed to lead the charge against all that good folks treasure: against fairness, love, and even life itself. As paladins work to make things better, the blackguard works only to make things better for the god she serves. While some fall into darkness from a great height, the blackguard starts out on the black path – and serves as the model for all that evil should be.

Hit Die: d10

Alignment: Blackguards must be lawful evil.

Class Skills: The blackguard's class skills are Bluff (Cha), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier

Class Features

Weapon and Armor Proficiency: Blackguards are taught to be proficient with all simple and martial weapons, all kinds of armor, and with shields.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Smite Good: A blackguard can attempt to smite a good opponent with a normal melee attack. The blackguard adds their Charisma modifier to the attack roll (as long as it is positive) and deals one extra point of damage per level.

Divine Weapon Access: Blackguards are considered proficient with their deity's favored weapon, regardless of its category.

Dark Blessing (Su): A blackguard applies her Charisma modifier (if positive) as a bonus on all saving throws.

Deadly Touch (Su): Beginning at 2nd level, a blackguard can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her blackguard level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 blackguard level + blackguard's Cha modifier) to halve the damage dealt.

Alternatively, a blackguard can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the blackguard's lay on hands ability.

Aura of Despair (Su): Beginning at 3rd level, a blackguard becomes immune to fear. She also radiates a malign aura that causes enemies within 10 feet of her to take a -4 penalty on all saving throws versus fear effects. This ability functions while the blackguard is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a blackguard gains immunity to all diseases, including supernatural and magical diseases.

Rebuke Undead (Su): A blackguard rebukes undead rather than turning undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

Divine Bond (Sp): Upon reaching 5th level, a blackguard forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the blackguard to enhance her weapon as a standard action by calling upon the aid of a infernal spirit for 1 minute per blackguard level. When called, the spirit causes the weapon to shed light as a torch.

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At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *holy*, *keen*, *merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The infernal spirit imparts no bonuses if the weapon is held by anyone other than the blackguard but resumes giving bonuses if returned to the blackguard. These bonuses apply to only one end of a double weapon. A blackguard 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 bonded with a infernal spirit is destroyed, the blackguard loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the blackguard takes a –1 penalty on attack and weapon damage rolls.

The second type of bond allows a blackguard to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy horse (for a Medium blackguard) or a pony (for a Small blackguard), although more exotic mounts, such as a boar, camel, or dog are also suitable. This

mount functions as a druid's animal companion, using the blackguard's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a blackguard may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the blackguard's level. The mount immediately appears adjacent to the blackguard. A blackguard can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains the infernal creature simple template and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, a blackguard's mount gains spell resistance equal to the blackguard's level + 11.

Should the blackguard's mount die, the blackguard may not summon another mount for 30 days or until she gains a blackguard level, whichever comes first. During this 30-day period, the blackguard takes a –1 penalty on attack and weapon damage rolls.

Cause Disease (Sp): A blackguard can inflict disease with her touch (as the *contagion* spell) once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Spells: A blackguard is granted the ability to use spells starting at 4th level. The blackguard must have a Wisdom score of 10 or more to cast their spells. Their bonus spells are based on their Wisdom score. The saving throws against their spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. The blackguard chooses their spells from a special list (see below and other supplements).

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Strike of the Deity: Starting at 7th level, the blackguard gains the Weapon Focus or Quick Draw feat for their deity's favored weapon. In addition, if the blackguard has chosen to bond with a mount, then their deity's favored weapon is always considered magical when in the blackguard's hands, even if it has not received magical enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the blackguard wields it.

Blackguard Spell List: Blackguards choose their spells from the following list:

1st level: *Cause Fear, Corrupt Weapon (as per Bless Weapon), Cure Light Wounds, Curse Water, Detect Poison, Detect Undead, Divine*

Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Protection from Chaos/Good, Read Magic, Resistance, Virtue.

2nd level: *Bull's Strength, Darkness, Death Knell, Desecrate, Eagle's Splendor, Endurance, Scare, Shatter, Spiritual Weapon.*

3rd level: *Bestow Curse, Cure Moderate Wounds, Deeper Darkness, Discern Lies, Dispel Magic, Fear, Heal Mount, Inflict Moderate Wounds, Magic Circle Against Chaos, Magic Circle Against Good, Remove Curse.*

4th level: *Cure Critical Wounds, Dismissal, Emotion (fear or hate only) Freedom of Movement, Inflict Critical Wounds, Neutralize Poison, Poison, Protection from Elements, Unholy Blight.*

The Blackguard

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	---Spells per Day---			
						1 st	2 nd	3 rd	4 th
1	+1	+2	+0	+0	<i>Detect good</i> , smite good 1/day, divine weapon access	--	--	--	--
2	+2	+3	+0	+0	Dark blessing, deadly touch	--	--	--	--
3	+3	+3	+1	+1	Aura of despair, divine health	--	--	--	--
4	+4	+4	+1	+1	Rebuke undead	0	--	--	--
5	+5	+4	+1	+1	Divine bond +1 weapon enhancement 1/day, smite good 2/day	0	--	--	--
6	+6/+1	+5	+2	+2	Cause disease 1/week	1	--	--	--
7	+7/+2	+5	+2	+2	Strike of the deity	1	--	--	--
8	+8/+3	+6	+2	+2	Divine bond +2 weapon enhancement	1	0	--	--
9	+9/+4	+6	+3	+3	Cause disease 2/week, divine bond 2/day	1	0	--	--
10	+10/+5	+7	+3	+3	Smite good 3/day	1	1	--	--
11	+11/+6/+1	+7	+3	+3	Divine bond +3 weapon enhancement	1	1	0	--
12	+12/+7/+2	+8	+4	+4	Cause disease 3/week	1	1	1	--
13	+13/+8/+3	+8	+4	+4	Divine bond 3/day	1	1	1	--

Arranged by Patricia Willenborg

For updates, see <http://www.kismetrose.com/dnd/DandDIndex.html>

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14	+14/+9/+4	+9	+4	+4	Divine bond +4 weapon enhancement	2	1	1	0
15	+15/+10/+5	+9	+5	+5	Cause disease 4/week, smite good 4/day	2	1	1	1
16	+16/+11/+6 /+1	+10	+5	+5		2	2	1	1
17	+17/+12/+7 /+2	+10	+5	+5	Divine bond +5 weapon enhancement 4/day	2	2	2	1
18	+18/+13/+8 /+3	+11	+6	+6	Cause disease 5/week	3	2	2	1
19	+19/+14/+9 /+4	+11	+6	+6		3	3	3	2
20	+20/+15/+1 0/+5	+12	+6	+6	Divine bond +6 weapon enhancement, smite good 5/day	3	3	3	3