

## Forsaker Vow

**Prerequisite:** Sacred Vow or Willing Deformity

Upon taking this feat, the character must forswear all magical gears. This includes all magical weapons, armors, staves, wands, wondrous items, scrolls and potions. The character loses all spellcasting abilities (if he has any) and spell-like abilities. The character must not benefit from a spell or spell-like ability of another creature.

The character henceforth is limited to only normal equipment or the masterwork version of any item. At anytime the character uses or benefits from a magic item or a magical effect, he loses the benefits of this feat.

To atone, he must seek out and destroy a magic item worth 2000gp per Hit Dice that he has. He cannot benefit from the atonement spell.

Level	Special	
1	+1 to ability score	Fast Healing 1
2		DR 1/-
3	+1 to ability score	Foresight
4		SR 10 + char level
5	+1 to ability score	Fast Healing 2, DR 2/-
6		Disjuncture Strike 1/day
7	+1 to ability score	Resistance +4
8		DR 3/-, Evasion
9	+1 to ability score	Total Defense
10		Fast Healing 3
11	+1 to ability score	DR 4/-
12		Disjuncture Strike 2/day
13	+1 to ability score	
14		DR 5/-, Greater Resistance +8
15	+1 to ability score	Fast Healing 4, Canny Defense
16		Mettle
17	+1 to ability score	DR 6/-
18		Disjuncture Strike 3/day
19	+1 to ability score	Anti-magic Cone
20		Fast Healing 5, DR 7/-

### Features:

**Ability Score increase:** At every odd level, the character gains a +1 inherent bonus to an ability score of his choice. The maximum bonus to a single ability is +5 inherent bonuses.

**Fast Healing:** The character gains the ability to recover the listed amount of hit points every round.

**Damage Reduction:** Like the barbarian ability, the character can reduce the damage taken from any melee or range attacks by the listed amount. It stacks with the barbarian ability, but not with other types of damage reductions like 5/magic.

**Foresight:** The character applies his wisdom modifier to his AC. This ability does not stack with other class ability that offers the same benefit. For example the AC bonus from the monk class does not stack with this ability.

**Spell Resistance:** The character gains Spell Resistance 10 + character levels.

**Disjuncture Strike:** The character may permanently remove the magical properties of a magical item. The character must succeed at a melee touch attack against the item. If the touch attack roll succeeds, there is a 1% chance per forsaker level to remove the magical properties of the item (A scroll becomes useless paper, a magical sword becomes a masterwork sword.).

A magical item with an enhancement bonus adds that enhancement bonus to its AC. An item worn or used by a creature also gains the creature's dexterity modifier as a bonus to the item's AC.

Size	Sample	AC
Tiny	Sling Bullet	18
Small	Dagger	14
Medium	Sword	10
Large	Wagon	8

This ability must be declared before the attack roll is done. If the attack failed, the ability is wasted for that day. This ability does not affect artifacts.

**Resistance:** The character gains a +4 bonus to all saving throws.

**Evasion:** This works like the rogue ability.

**Total Defense:** The character applies his constitution modifier to his AC. This ability does not stack with other class ability that offers the same benefit.

**Greater Resistance:** The character gains a +8 bonus to all saving throws. This ability replaces the Resistance ability. In addition, whenever a magical weapon strikes him, the magical weapon must succeed on a reflex saving throw or be shattered. DC is equal to forsaker level. The opponent can use the weapon's enhancement bonus as a bonus to the saving throw.

**Canny Defense:** The character applies his intelligence modifier to his AC. This ability does not stack with other class ability that offers the same benefit. For example the AC bonus from the swashbuckler class does not stack with this ability.

**Mettle:** This ability works like the Evasion ability. Except it applies to spells or effects that give a Fort partial or Will partial entry in its description.

**Anti-magic Cone:** The character gains the ability similar to the beholder's central eye. An anti-magic field comes into being whenever the forsaker opens his eyes. This affects a 15ft cone in front of the character.

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