



LPJ9706

CLASSES OF NEOEXODUS: COVENANT PURIFIER



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system

The Covenant Purifier is a zealot dedicated to serving the Sanguine Covenant in the task of making the world a freer, safer place. He does this by carrying out purifications – missions to kill (*or rarely just capture*) heretics and infidels. While the Covenant has many knights and warriors to serve in open battle, the Purifier is a silent warrior who reaches foes that can only be struck through stealth and shadow.

Purifiers have formal garb when taking rest in a Covenant temple, but conceal their identity much of their other time. A secret identity may be taken as a soldier, minor priest, merchant, or even criminal or prostitute. No deception is considered too base or embarrassing to a Purifier – their pride comes only in service, and their glory will come only in the afterlife. This attitude brings much scorn from those outside the Sanguine Covenant, and even some within it, but it also means people of the world know anyone, from traveling merchants to local fishmongers or their own mistresses, could be a Purifier.

In addition to deception, Purifiers train in speed and dire, painful strikes. Once they get close to a target, Purifiers strike harshly and quickly to kill or disable prey with as few blows as possible. A Purifier may not be the most dangerous foe in open battle, but many warlords and warlocks have been brought low by their deadly daggers in the dark.

COMBAT

A Covenant Purifier is, first and foremost, an assassin. As a result, they do not excel at field combat, major army engagements or even one-on-one duels. However, through stealth and cunning a Purifier can make an impact on a battle if he has allies, and can generally avoid most other conflicts (*so to come back and fight when the situation favors him*). If forced to operate in the open, a Purifier seeks foes likely to fall easily to his deadly strike, but still critical to the foe's victory. Enemy healers, spellcasters, and engineers are often targeted. Failing that, stealth and speed may allow the Purifier to set fire to enemy supplies, or create confusion to delay reinforcements.

TRAINING

Purifiers are trained to do whatever must be done to accomplish their assigned purifications. How to best accomplish this often depends on the background of the Purifier. While nearly all have some training as sneaks and rogues, many have trained as fighters or

rangers, and a few are clerics ordained as covenant priests, or monks sworn to the Sanguine Covenant's service. While developing the special attacks of the Purifiers is always part of the physical training, different backgrounds may lead to training in martial weapons, combat spellcasting, disguise, stealth and even seduction if the Purifier's experience in such areas is lacking.

This is combined with religious training of an intensity normally reserved for ordained priests. Because Purifiers may be asked to undertake actions that would seem immoral, even evil, for others it is necessary to indoctrinate them into the religious and moral justifications for such acts. Purifiers must love those they kill, not hate them. And because of their great love, they must end the lives of heretics and fallen men, to prevent them from further damaging their souls with unholy acts and thoughts. Since it is very difficult for men to judge other men, the Purifiers are taught to trust the judgement of Sanguine Covenant priests. It is the priests who decide which heretics must die and which may be saved. The Purifiers are simply tools of this judgement.

To ensure the Purifiers are ready to suffer the consequences of failed missions, and to help test their loyalty to the Covenant, the training includes tests that would be considered inhuman if carried out on anyone who didn't volunteer for such treatment. In fact a prospective Purifier always witnesses others undergoing such tests before being subjected himself, to ensure he truly wishes to fulfill the holy role of the Purifier. Those who undergo all these tests can remember the feel of them for the rest of their lives, and easily identify others who have done so.

REQUIREMENTS

To qualify to become a Covenant Purifier, a character must fulfil all the following criteria.

Feats: Quick Draw, Stealthy

Skills: Bluff +8, Hide +8, Knowledge (*religion*) +4, Move Silently +8

Special: At least 1d6 of "precision" damage (*typically sneak attack, but other forms of precision damage measured in dice may be used instead*).

Must be trained by Covenant Purifier. Must not be able to cast any spell unless also ordained by the Sanguine Covenant (*and even then only spells specifically approved by the Covenant*). A Purifier who gains such spellcasting ability must immediately choose

CANEUS HIGH GUARD

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------------|--------------|-------------|--------------|----------------------------------|
| 1 | +0 | +0 | +2 | +2 | Deadly blow I, shared wounds |
| 2 | +1 | +1 | +3 | +3 | Stinging strike, pure focus +1 |
| 3 | +2 | +1 | +3 | +3 | Sneak attack +1d6 |
| 4 | +3 | +1 | +4 | +4 | Devotions, swift death I |
| 5 | +3 | +2 | +4 | +4 | Deadly blow II |
| 6 | +4 | +2 | +5 | +5 | Sneak attack +2d6, pure focus +2 |
| 7 | +5 | +2 | +5 | +5 | Special ability |
| 8 | +6 | +3 | +6 | +6 | Devotions, swift death II |
| 9 | +6 | +3 | +6 | +6 | Sneak attack +3d6 |
| 10 | +7 | +3 | +7 | +7 | Deadly blow III, pure focus +3 |

to forgo such ability, or lose all special abilities as a Purifier.

The harsh treatment of training leaves scars on the Purifier, though most are not visible. The Purifier loses 2 hit points from his maximum, as if he had rolled 2 less on his last hit die. This is a one-time loss that cannot be cured, and it remains even if

CLASS INFORMATION

The following information pertains to the Covenant Purifier prestige class.

HIT DICE

A Covenant Purifier gains 1d8 plus Constitution modifier hit points per level.

CLASS SKILLS

The Covenant Purifier's class skills (*and the key ability for each skill*) are Balance (*Dex*), Bluff (*Cha*), Climb (*Str*), Craft (*Int*), Diplomacy (*Cha*), Disable Device (*Dex*), Disguise (*Cha*), Escape Artist (*Dex*), Forgery (*Int*), Gather Information (*Cha*), Heal (*Wis*), Hide (*Dex*), Jump (*Str*), Knowledge (*architecture & engineering; dungeoneering; local; religion; each taken separately*)(*Int*), Listen (*Wis*), Move Silently (*Dex*), Open Lock (*Dex*), Search (*Int*), Sense Motive (*Wis*), Sleight of Hand (*Dex*), Spellcraft (*Int*), Spot (*Wis*), Swim (*Str*), and Tumble (*Dex*).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Covenant Purifier.

WEAPON AND ARMOR PROFICIENCY

Covenant Purifiers are proficient with all simple and martial weapons and with light and medium armor and bucklers.

DEADLY BLOW-EX

A Purifier is taught to cause the most trauma possible when making an attack, striking not just to deal damage but to overwhelm a foe's stamina with a well-placed attack that is painful as well as damaging. Thus, the chance a Purifier's attack can cause immediate death from trauma is increased.

A foe's massive damage threshold is 5 lower against your attacks than normal. As most creatures have a massive damage threshold of 50, against you it is only 45. Additionally, the DC of a Fortitude save against a massive damage blow you deal is increased by 1. Thus, if you deal 45 or more points of damage in a single blow to a foe, it must make a DC 16 Fortitude save or be killed regardless of its remaining hit points. Creatures normally immune to death by massive damage (*such as undead*) are still immune to your massive damage blows.

This ability continues to improve as you gain Purifier levels. At 5th level foes' massive damage threshold against your attacks is 10 lower and the Fortitude save DC 2 higher (*normally 40 hit points and DC 17*). At 10th level foes' massive damage threshold against your attacks is 15 lower and the Fortitude save DC 3 higher (*normally 35 hit points and DC 17*).

To take best advantage of this ability Purifiers often take Power Attack, possibly in conjunction with Damage Finesse and Full Thrust. This allows a

surprise strike, made when a foe is flat-footed, to stack the benefits of sneak attack and power attack (*to improve the chances to exceeding a foe's massive damage threshold*). For example, Kialee is an 18 Dex rogue 5/Purifier 6 who has only managed to sneak a +1 flaming dagger into her targets presence, though she has done so while he is unarmed and unsuspecting. With Damage Finesse, Full Thrust, Power Attack and Quick Draw, she can whip out her dagger and make a single attack in the surprise round, using Power Attack to subtract 6 from her attack (*depending on surprise and lack of armor to hit*) and add +12 to her damage, which becomes 1d4+17+5d6+1d6 for an average of 40 hit points, forcing her target to make a DC 17 Fort save or die.

Your deadly blow ability is considered a special attack. As such, it qualifies for the Ability Focus feat, which would increase the DC of Fortitude saves against your massive damage blows by +2.

SHARED WOUNDS-EX

A Purifier can instinctively detect others who went through the same brutal training he did.

You gain a +10 bonus to all Sense Motive checks to determine if another character is a Purifier (*normally opposed by the other characters Bluff check*).

STINGING STRIKE-EX

Often Purifiers are sent against heretical spellcasters, and by 2nd level they learn to place blows that hurt enough to make it difficult for those heretics to focus enough to cast spells.

Your attacks count as ongoing damage for one round, for purposes of forcing Concentration checks from spellcasters (*as if the spellcaster was on fire, or being damage by m's acid arrow*). Thus to cast a spell in the round after you strike him, a spellcaster must make a Concentration check with a DC of 10 + ½ the damage you dealt in your last attack against him. However your stinging blow is not quite as effective as true ongoing damage – the maximum DC of Concentration checks against it is 10 + your Purifier level.

PURE FOCUS-EX

A Covenant Purifier is driven by religious zeal as much as training and personal desire. By 2nd level, this zeal drives the Purifier on whenever he is assigned to bring in a particular heretic.

If you are assigned to kill or capture a particular individual by a superior in the covenant, you gain a +1

bonus to all Balance, Bluff, Climb, Disable Device, Disguise, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock, Search, Spot and Tumble checks as long as you maintain your pursuit. You may undertake side-treks if necessary (*especially if they seem likely to lead you to your ultimate goal*), but if you go 24 hours without taking at least one direct step toward killing or capturing your target, you lose your skill bonus until 24 hours after you renew active efforts.

This bonus increases to +2 at 6th level, and +3 at 10th level.

SNEAK ATTACK-EX

As trained killers, Purifiers gain additional sneak attack damage (*or additional dice of some other form of precision damage, if a different but similar ability was used to qualify for this prestige class*). You gain +1 sneak attack die at 3rd, 6th, and 9th level.

DEVOTIONS

Purifiers know they are faithful servants of the Sanguine Covenant, and learn much of the liturgies of the covenant and roles of the priesthood. As faithful, dedicated servants, at 4th level they are offered the opportunity to be ordained as cantors. This makes them sworn, divine servants of the Sanguine Covenant, but not full priests.

If you have been ordained as cantor, at 4th level you gain minor divine spellcasting ability known as devotions. You select four 0-level cleric spells and two 1st level cleric spells. You may cast each of these spells as a cleric once per day, with a caster level equal to your Purifier class level. At 8th level your devotions increase by two 0-level spells, one 1st level spell and one 2nd level spell. You must have a Wisdom of at least 10 + spell level to be able to cast your devotions, but you do not gain bonus spells per day or bonus spells known from a high Wisdom.

If you were a cleric of the Sanguine Covenant prior to becoming a Purifier, and remain ordained, you simply gain +1 level of spell ability at 4th and 8th level and add half your Purifier class level to your caster level beginning at 4th level. Thus a 4th level cleric/1st level rogue/4th level Purifier has access to spells as a 5th level cleric, and a caster level of 6. Such individuals are rare, but greatly respected by other Purifiers.

A Purifier unwilling to become a cantor, or who cannot be ordained for whatever reason, instead gains bonus feats at 4th and 8th level. These feats may be any the Purifier qualifies for. Once you have taken the

bonus feats, you cannot later gain spellcasting devotions even if you are ordained.

SWIFT DEATH-EX

Purifiers know heretics have rights too – they deserve to be killed swiftly so as to end their unholy existence and the damage it causes their souls. By 4th level this desire to carry out their violent purification quickly actually moves a Purifier more swiftly than his less-driven brethren.

Your base speed increases by +5 ft. and you only take a -3 penalty to skill checks to move more quickly using the rules for Balance (*accelerate movement*), Climb (*accelerated climbing*), Move Silently (*moving up to one half your base move*), or Tumble (*accelerated tumbling*). This has no impact on any other skill checks.

At 8th level your base move bonus increases to +10 ft., and you take no penalty to Balance, climb, Move Silently or Tumble checks made while moving more quickly.

SPECIAL ABILITY-EX

You gain a special ability, as if you were a rogue of 10th level. If you do not have evasion you may not select improved evasion. However, you may take evasion as a special ability.

FEATS

The following feats are common among Covenant Purifiers, though anyone who qualifies for them may take them.

DAMAGE FINESSE

Your attacks nimbly seek out vulnerable spots on your foes.

Prerequisites: Dex 15, Weapon Finesse

Benefits: You may add your Dexterity bonus, rather than your Strength bonus, to damage done with a melee weapon. The melee weapon must be one that can be used with the Weapon finesse feat. The additional damage from your Dexterity bonus is considered precision damage, and does not apply to creatures immune to sneak attacks or critical hits.

DANGER SENSE

You have an uncanny knack for sensing danger.

Prerequisites: Trapsense ability, Spot +8

Benefits: If you take an action that would set off a trap or deadfall, you may immediately make a Spot check. The Spot DC is equal to the Search DC to find the trap. If you succeed, you are aware the action you were about to take would set off a trap. If you beat the DC by 5 or more, you know the general location of the trap and gain a +5 bonus to a Search check to find it.

You are also allowed to make a second Listen or Spot check to be ware of a threat and act in a surprise round. Only if both checks fail are you unable to act in the surprise round.

FULL THRUST

You can use even light weapons to deliver devastating blows.

Prerequisites: Str 13, Dex 13, Power Attack

Benefit: As a standard action, you may make a single melee attack with a light weapon and use Power Attack to decrease your attack bonus and increase your damage as if it were a 2-handed weapon (+2 damage for every -1 attack).

Normal: You cannot use Power Attack with a light weapon.

SPRING UP

You can recover from being prone without leaving yourself open to attack.

Prerequisites: Tumble +10

Benefits: You can stand from prone without provoking attacks of opportunity. This is still a move action.

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