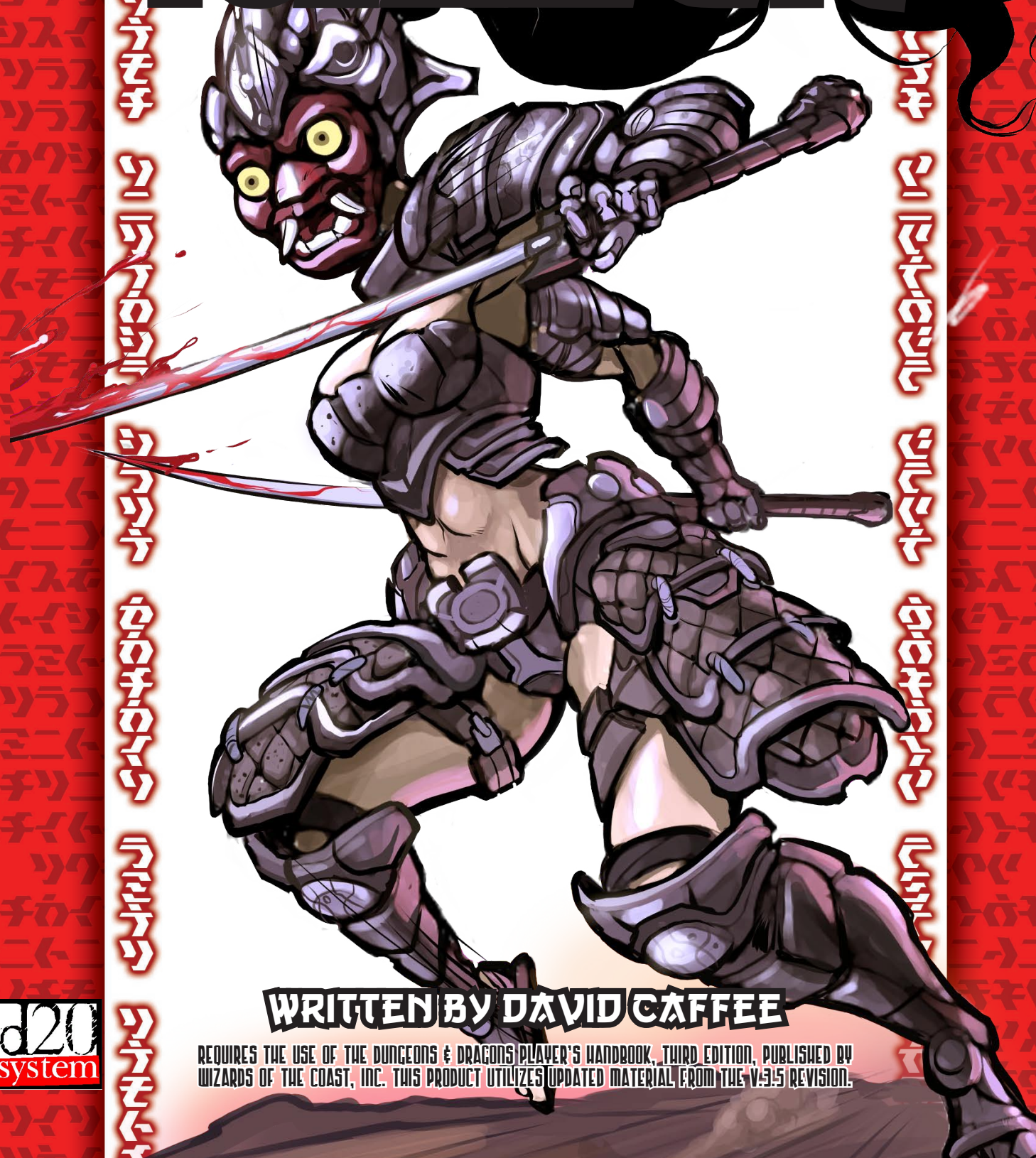




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CLASSES OF NEOEXODUS: DEMONFACE KILLER



WRITTEN BY DAVID CAFFEE

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When battle hardened soldiers lose their nerve and the bravest of mystics cower in fear, there is only one place left to turn. The Demonface Killer is a ruthless hunter who devotes his entire existence to ending the existence of others. Demons, devils, evil spirits and mortal foes of every stripe fall before the ferocious assault of this deadly combatant.

There are unnatural horrors in the world that even the most fearless warriors hesitate to face. There are savage war chiefs whose brutality deters even the most determined foe. There are kings and spellcasters so well guarded that no one would dare move against them. No one, except the demon faced. These hunters of the damned are unflinching and without remorse. No one is safe from a Demonface Killer who has been properly motivated. Anyone who dares to get between a Demonface Killer and his target is quickly rewarded with a painful death.

The Brotherhood of the Demon is not really a homogenous organization as it is a loosely structured movement made up of people who belong to a particular school of the fighting arts. The various warriors, masters and students who make up the brotherhood have little in common and little contact with each other. The fighting style taught by the brotherhood is a jealously guarded secret that is only revealed to people who can demonstrate that they are already formidable warriors. A few martial artists have uncovered these fighting techniques through imitation or their own exploration of the martial arts.

Most of these killers are motivated by greed, slaying demons and devils for the love of gold. In small villages and poor areas where gold is not available, these warriors are known to expect payment in the form of women, wine, cattle and almost anything else that the clients have to offer. A few infamous members of this brotherhood has been known to work for hashish and opium.

Other Demonface Killers act out of a desire for vengeance, seeking retribution for some past wrong. These warriors are the most dangerous for all because their obsession with revenge often takes precedence over the safety of those around them. Usually these men and women are people who have lost good friends or family members at the hands of demons, dark spellcasters or the undead. Others are former servants of some dark power who have been betrayed or abandoned by their masters.

Among the common citizenry the demon faced are both respected and feared. No one doubts the power

that these warriors wield but their reputation as a whole is less than honorable. The best of Demonface Killers tend to be indifferent to the suffering of others. The worst of them are almost as bad as the horrors they fight. Most demon faced warriors work alone or travel with a group of adventurers. Only rarely will you see two or more Demonface Killers working together.

Many Demonface Killers began their careers as monks, though fighters and rogues are commonly called to this class. A few Demonface Killers were once clerics. Arcane spell casters are almost unknown among the demon faced.

COMBAT

A Demonface Killer enters combat with great zeal and usually relishes the opportunity to do battle. Against human foes and lesser demons he charges straight into the enemy ranks and attempts to take out as many opponents as he can as fast as he can. When faced with powerful opponents, the killer holds back and waits for the opportunity to set up an ambush. A Demonface Killer is not above using stealth or deception to surprise an adversary.

A Demonface Killer almost always fights unarmed and unarmored, breaking enemies apart with his bare hands. Intensive training and a lifetime of battle have toughened his body and mind, making the killer immune to many of the attacks used by evil outsiders and undead creatures. Confident in his ability to win against all odds, a Demonface Killer wades into the ranks of demons and devils with a ferocity that matches that of his foes.

By far the most famous and most feared of the killer's powers is his ability to channel magical energy through his being and turn his body into a living magical weapon. The so-called demon fist is a powerful martial technique known only to the demon faced. It is this technique that allows a Demonface Killer to face down powerful evil spirits armed with nothing but his fighting skill.

TRAINING

No one truly knows the origin of the first Demonface Killers, though rumors and legends about them flourish. Even among the most educated of sages, this mysterious sect of warriors remains an enigma. Most agree that the demon faced are a loosely associated bunch at best. When two or more killers gather at one

DEMONFACE KILLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	AC bonus, demon fist +1
2	+1	+3	+3	+3	Demon scars +2, unbreakable spirit
3	+2	+3	+3	+3	Bonus feat, immune to fear
4	+3	+4	+4	+4	Demon fist +2
5	+3	+4	+4	+4	Demon scars +4, immune to poison
6	+4	+5	+5	+5	Bonus feat, immune to disease
7	+5	+5	+5	+5	Demon fist +3
8	+6	+6	+6	+6	Demon scars +6, spell resistance
9	+6	+6	+6	+6	Bonus feat, true seeing
10	+7	+7	+7	+7	Demon fist +4

place, the resulting meeting almost always ends in a challenge or duel.

An older, more experienced killer usually trains a small handful of students in an informal school. These students are then thrown out into the world to win a name for themselves or die trying. The training a Demonface Killer receives at the hands of his master is short but extremely intense. Demon faced masters are notoriously picky about who they train and each master has his own list of exclusionary factors. Most demon faced masters require that a student meet certain conditions and agree to a set of obligations before training begins. Usually a potential student is required to prove that he is serious about destroying evil outsiders, undead and those who associate with them. The demon faced will not train characters who are good-aligned or chaotic neutral. The former are vulnerable to the alignment-based abilities of the . The latter are simply seen as being too unserious and undisciplined to stick with the training.

Each killer in training is encouraged to develop his own unique fighting style based around the demon fist technique. A master works with each student to evaluate individual strengths and weaknesses. Students are constantly tested and pushed in their quest to improve themselves. Fear is their constant companion, to harden them against the terrors to come.

REQUIREMENTS

To become a Demonface Killer, a character must meet the following criteria:

Base Attack Bonus: +6

Skills: Hide +8, Move Silently +8

Feats: Improved Initiative, Improved Unarmed Strike, Stunning Fist

Alignment: Lawful Neutral, True Neutral, Lawful Evil, Neutral Evil, or Chaotic Evil.

CLASS INFORMATION

The following information pertains to the Demonface Killer prestige class.

HIT/DIE

The Demonface Killer gains 1d10 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

The Demonface Killers class skills (*and the key ability for each skill*) are:

Balance (*Dex*), Bluff (*Cha*), Climb (*Str*), Concentration (*Con*), Escape Artist (*Dex*), Hide (*Dex*), Jump (*Str*), Knowledge (*the planes*), Listen (*Wis*), Move Silently (*Dex*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*), Swim (*Str*), Tumble (*Dex*).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Demonface Killer prestige class.

WEAPON AND ARMOR PROFICIENCY

Demonface Killers are proficient with the club, crossbow (*light or heavy*), dagger, handaxe, javelin,

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kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Demonface Killers are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a Demonface Killer loses his AC bonus.

AC BONUS

When unarmored and unencumbered, the Demonface Killer adds his Wisdom bonus (*if any*) to his AC. This bonus to AC applies even against touch attacks or when the killer is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

DEMON FIST

At 1st level, a Demonface Killer learns to channel magical energy through his body and into and target he strikes. From this point on, the killer's unarmed strike becomes a magical weapon and gains a +1 enhancement bonus. This ability continues to improve as you gain levels in Demonface Killer. The enhancement bonus to the killer's unarmed strike increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

DEMON SCARS

The killer's body is much tougher than that of a normal person due to the tremendous punishment it endures. At 2nd level the Demonface Killer gains a +2 natural armor bonus. This ability continues to improve as you gain levels in Demonface Killer. The killer's natural armor bonus increases to +4 at 5th level and +6 at 8th level.

UNBREAKABLE SPIRIT

At 2nd level a Demonface Killer gains a +4 bonus on Will saves to resist enchantment spells.

BONUS FEAT

At 3rd level the Demonface Killer gains a bonus feat. The killer gains additional feats at 6th level and 9th level. The bonus feat must be selected from the following list. The Demonface Killer must meet any prerequisites.

Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Cursed Fist, Deflect Arrows, Diehard, Neckbreaker, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Grapple, Improved Trip, Power Attack, Skill Focus, Snatch Arrows,

Soul Stealing Strike, Track, Weapon Focus, Weapon Specialization.

IMMUNE TO FEAR

There is no room in a killer's heart for fear. Beginning at 3rd level, a Demonface Killer is immune to fear (*magical or otherwise*).

IMMUNE TO POISON

Repeated exposure to deadly toxins At 5th level, a Demonface Killer gains immunity to poisons of all kinds.

IMMUNE TO DISEASE

At 6th level, a Demonface Killer gains immunity to all diseases including supernatural and magical diseases.

SPELL RESISTANCE

At 8th level, a Demonface Killer gains spell resistance equal to his current character level + 10. In order to affect the killer with a spell, a spellcaster must get a result on a caster level check ($1d20 + \text{caster level}$) that equals or exceeds the killer's spell resistance.

TRUE SEEING

At 9th level the Demonface Killer gains the ability to detect illusions and invisible creatures. Demonface Killers continuously use true seeing, as the spell (*caster level equal to current character level*).

NEW FEATS

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

FIST OF THE CURSED DRAGON

You are able to inflict curses on your opponents by striking them.

Prerequisite: Wisdom 16+, Improved Unarmed Strike, Base Attack Bonus +6

Benefit: Once per day you may make a touch attack against a flat footed opponent. If the attack is successful, the target must make a Fortitude saving throw ($DC 10 + \text{character's Wisdom modifier}$) or be afflicted with one of the following conditions. The condition lasts for 1d4 rounds.

- The target is blinded.
- The target is deafened.
- The target is nauseated.

CLASSES OF NEOXODUS: DEMONFACE KILLER

- The target suffers a -6 decrease to an ability score (*minimum 1*)
- The target take a -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

Special: Creatures that are not subject to critical hits, nonlethal damage or stunning are likewise immune to this effect.

NECKBREAKER

You have mastered the art of killing by means of a swift and forceful twist on a victim's neck.

Prerequisite: Strength 15+, Dexterity 15+, Improved Grapple, Improved Unarmed Strike, Base Attack Bonus +8

Benefit: You can attempt to instantly kill a creature after successfully maintaining a hold on it for one round. At the beginning of your turn the next round, the grappled creature must make a Fortitude saving throw (*DC 20*) or instantly drop to -1 hit points. On a successful save the grappled creature still takes damage as if hit by your unarmed strike.

Special: Creatures that are not subject to critical hits, nonlethal damage or stunning are likewise immune to this effect.

SOUL STEALING STRIKE

You not only attack an opponent's flesh, you can attack his spiritual essence.

Prerequisite: Wisdom 18,, Improved Unarmed Strike, base attack +10, Knowledge (*religion*) +8.

Benefit: Once per round you may designate one creature as the target of this attack. If you successfully make an unarmed strike against this creature then the target suffers from 1 point of permanent Wisdom drain in addition to the normal damage dealt by the unarmed strike. Undead creatures and outsiders whose alignment is opposed to your own take an additional 2d6 points of damage from this attack. This additional damage cannot be healed by any means.

Special: Any creature that is killed by this attack cannot be raised from the dead by use of resurrection or reincarnation spells. The creature may be brought back by means of a miracle or wish spell at the GM's discretion.

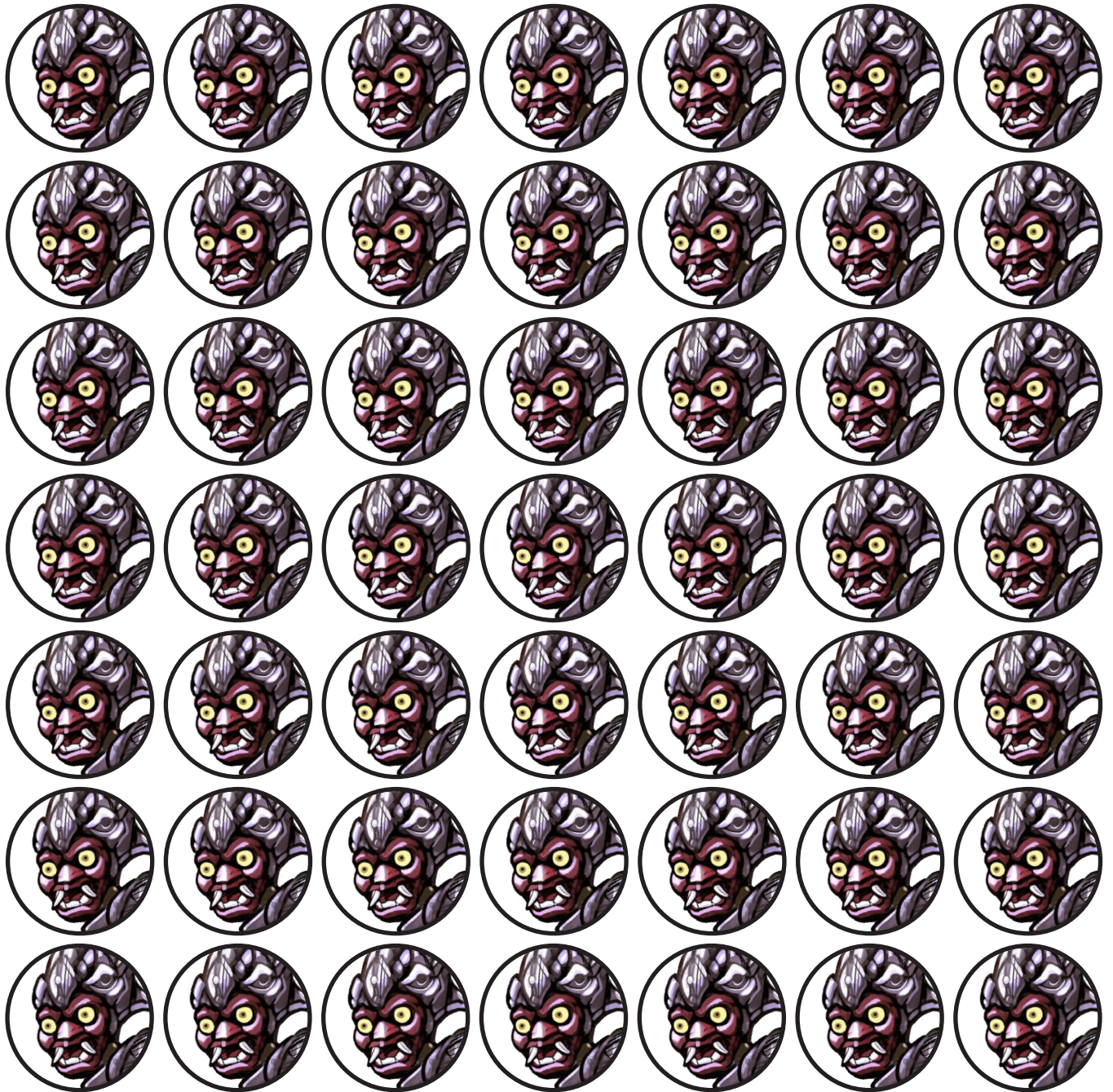
TIGER SNATCHES PEARLS

You can inflict great amounts of pain on an enemy by using a dastardly and underhanded grabbing technique.

Prerequisites: Dexterity 13+, Wisdom 13+, Improved Unarmed Strike, Base Attack Bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (*thus, a failed attack roll ruins the attempt*). Tiger Snatches Pearls forces a foe damaged by your unarmed attack to make a Fortitude saving throw (*DC 20*), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1d6 rounds (*until just before your next action*). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may use this ability once per day, plus one additional attempt per point of your Dexterity modifier. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits are not affected by this.

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