



The Kinslayer Prestige Class

~A Prestige Class for the Pathfinder Roleplaying Game~



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The Kinslayer Character Class

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THE KINSLAYER



Once you've tasted the blood of a kin- it compels you to seek out more. Some Kinslayers are simply moral crusaders fighting a bloody war against an establishment while others are nothing shy of serial killers. Whatever their reason- the crime of "kinslaying", or the mass killing one of your one blood, is a crime that some cultures consider most heinous. In some lands it is simply punishable by death, but in others, where the offense carries a social taboo, death is to good for you. Torture and solitary confinement are a Kinslayer's only companions and in time even they fade into the dull gray background of prison life. Hatred grows and old malice festers in incarceration. When presented with an opportunity for freedom, a Kinslayer most often takes it by force.

Role:

The role of a Kinslayer is a bloody one wrought with sorrow. Experts in the chaos of combat, they excel in at the art of killing their targets in the quickest and dirtiest fashion possible. Their hatred of their kin is only rivaled by their prowess in eliminating them. Should they come across one they will show them nothing resembling mercy in any fashion.

Alignment:

Though the path to becoming a Kinslayer is as varied as there are reasons for murder, all grow a deep-seated hate for those who simply act as agents of the Law. Incarceration pits "them" against "us", "guards" against "prisoners". This hatred generally compels one towards an evil alignment, but some are able to resist. It is rare to see a Kinslayer who is of Good alignment. Man's will alone is not strong enough to stop the change- but some cling to religion or philosophy to stay strong. Nothing is strong enough to resist the dislike of the law however. All Kinslayers are considered to be of Chaotic alignment. Prison life has taught them that there are safety in numbers and are rarely seen alone. Should a Kinslayer become non-chaotic he loses all class features.

Hit Dice:

d8

Requirements

Alignment: Chaotic

Skills: Escape Artist 5 Ranks, Survival 5 Ranks, Slight of Hand 5 Ranks

Special: The character must have been detained for a period of time no less than one year for the crime of kinslaying.

Class Skills

Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Slight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: 4 + Int modifier

Chart 1-1

<u>The Kinslayer</u> Level	BAB	Fort Save	Reflex Save	Will Save	Special
1 st	1	0	1	0	Favored Enemy: Kin, Escape Artist
2 nd	2	1	1	1	1d6 Kinslaying
3 rd	3	1	2	1	Shank, Track (kin)
4 th	4	1	2	1	2d6 Kinslaying
5 th	5	2	3	2	Smite Lawful 1/day, Favored Enemy: Kin
6 th	6	2	3	2	3d6 Kinslaying
7 th	7	2	4	2	Intimidate (Kin)
8 th	8	3	4	3	4d6 Kinslaying, Smite Lawful 2/day
9 th	9	3	5	3	Favored Enemy: Kin
10 th	10	3	5	3	5d6 Kinslaying, Smite Lawful 3/day

Class Features

Weapon and Armor Proficiency:

Kinslayers gain no additional proficiencies with weapons. However, they suffer no penalty for using improvised weapons. They gain no extra proficiencies with armor.

Favored Enemy (Kin) (Ex):

At 1st level, a Kinslayer becomes adept at tracking his own kind. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his same type and subtype. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A Kinslayer may make knowledge skill checks untrained when attempting to identify these creatures. At 1st level and every four levels thereafter (5th and 9th) the bonus against creatures of his same type and subtype increases by +2.

Escape Artist (Ex):

Having learned full well the usefulness of a hidden spoon or crafted metal shaving, you know how to use anything to escape. A comb can be a lock-pick, a rough surface can cut rope in time. All these things are reinforced by your overwhelming dislike of confinement. You can apply your Kinslayer level to your escape artist checks instead of your dexterity modifier.

Kinslaying (Ex):

Having felled many of his own kind, a Kinslayer has become adept at the art of murder. Anytime he is dealing damage to his own kind (same type and subtype) he gains an extra 1d6 damage at 2nd level. This increases by 1d6 every two Kinslayer levels thereafter. If a Kinslayer scores a critical hit with a kinslaying attack, this extra damage is not multiplied. A ranged kinslaying attack always deal kinslaying damage so long as the target is within 30 feet. Any attack that a Kinslayer decides to deal kinslaying damage on can never deal nonlethal damage. The attack must be aimed to murder the target as quickly and efficiently as humanly possible. The Kinslayer must be able to see the target well enough to pick their favorite target area and must be able to reach such a spot. A Kinslayer cannot apply this extra damage while striking a creature with concealment.

Track (Kin) (Ex):

The scent of blood is upon the wind! With an unflinching determination, a Kinslayer will not rest until his prey has been caught. A 3rd level Kinslayer may add half his level (minimum) to survival skill checks made to follow or identify tracks of his own kin.

Shank (Ex):

Incarceration has taught a Kinslayer a valuable lesson when it comes to survival. The man with the weapon wins. At 3rd level, if a Kinslayer is without a weapon, he may take 1 hour to fashion himself a "shank". A shank is an improvised weapon with the same profile as a dagger or a sap (these weapons have their statistics listed in Chapter 6 of the Pathfinder Core Rulebook). He may only fashion a shank once per day for every Kinslayer level he possesses.

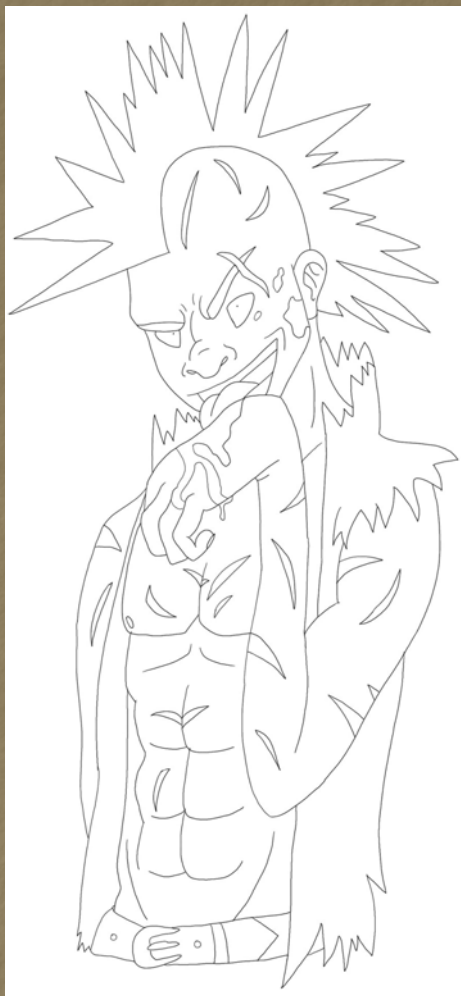
Smite Lawful (Su):

Starting at 5th-level a Kinslayer can summon up his deep seated hatred for all things Lawful and channel it to aid him in his struggle against those he sees as oppressors. As a swift action, the Kinslayer chooses one target within sight to smite. If this target is Lawful, the Kinslayer adds his Charisma bonus (if any) to his attack rolls and adds his Kinslayer level to all damage rolls made against the target of his smite. If the target of smite Lawful is an outsider with the Lawful subtype, a law-enforcement official, or a Lawful-aligned dragon, the bonus to damage increases to 2 points of damage per level the Kinslayer possesses. Regardless of the target, smite Lawful attacks automatically bypass any DR the creature might possess. In addition, while smite Lawful is in effect, the Kinslayer gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the Kinslayer targets a creature that is of chaotic or neutral alignment, the smite is wasted with no effect. The smite Lawful effect remains until the target of the smite is dead or the next time the Kinslayer rests and regains his uses of this ability. At 5th-level, and at every three levels thereafter, the Kinslayer may smite Lawful one additional time per day to a maximum of three times per day at 10th level.

Intimidate (Kin) (Ex):

Through word of mouth, stories told around campfire, and maybe even wanted posters, a Kinslayer of 7th level has made such a name for himself that anyone who values their life knows who he is. A Kinslayer can apply half his level to any intimidate checks made against his own kin.

Roleplaying a Kinslayer



Playing as a Kinslayer can be a challenging roleplaying experience. Like a Paladin, it has a overpowering dislike for specific enemies. This does NOT mean a Kinslayer has to kill his kin the moment he lays eyes on them. Kinslayers are not compelled by any requirement to attack their own kin on sight. In fact, a Kinslayer can work with his own kin. (Particularly if they are in the Kinslayer's party) Sometimes a Kinslayer's dislike extends only to a certain group of the race he has sworn to hate. A human Kinslayer who hunts his own clansmen might not have an issue with the merchant in town.

Kinslayer & Race

There are several special cases that may play into the Kinslayer's kinslaying abilities. Half races must select one of their heritages to hunt. (This can make for a great roleplaying experience!) Alternately, characters afflicted with things like Lycanthropy or Vampirism which changes your type/subtype may be used to make an interesting Kinslayer. Of course, please consult your GM before you select what your kin is.

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