



Demonic Heroes

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(Dex), Gather Information (Cha), Sense Motive (Wis)

Pride: Knowledge (arcane lore, history) (Int), Research (Int), Search (Int)

Sloth: Craft (electronic) (Int), Knowledge (physical sciences) (Int), Repair (Int), Survival (Wis)

Wrath: Climb (Str), Jump (Str), Swim (Swim), Tumble (Dex)

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4. Since Demonblood heroes are not fully human, they do not get the human bonus skill point.

Skill Points at Each Additional Level: 4 + Int modifier.

STARTING FEATS

Demonblood heroes are not quite human and as such begin the game with only 1 feat at 1st level. They gain the Demonic Heritage initial feat as a bonus feat.

CLASS FEATURES

All of the following are class features of the Demonblood hero.

TALENTS

At 3rd, 5th, 7th, and 9th level the Demonblood hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long the hero qualifies, you can select freely from the Demon Body and Hellfire Talent Trees, as well as your selected Bloodline talent tree. No talent tree can be selected more than once unless expressly indicated.

Beginning Talents: A 1st level Demonblood hero always possesses the Alternate Form talent of the Demon Body Tree.

DEMON BODY TALENT TREE

A demonblood hero is able to grow into a body more fitting his demonic heritage as he ages and grows in life experiences. Each of the talents in this tree help

shape the body of the demonblood hero into a more demonic form.

Alternate Form: The public face that a demonblood hero wears is not a true reflection of the corruption within. The demonblood hero has two forms, that of a normal human and that of his demonic heritage.

Upon taking this talent the demonblood hero can, as a full round action, shift between human and demonic form. Some of the talents in the Demon Body tree and Bloodline trees can only be used in demonic form. The demonblood hero gains a +2 bonus on Intimidate skill checks but a -2 penalty on Disguise skill checks while in this fiendish form.

Bite: The demonblood hero can make a bite attack (1d6) while in demonic form.

Prerequisites: Alternate Form

Claws: The demonblood hero can make claw attacks (1d4) as a full attack action while in demonic form. This ability also grants the demonblood hero a +4 racial bonus on Climb skill checks.

Prerequisites: Alternate Form

Demon Skin: The demonblood hero gains a +1 natural armor bonus as his hide becomes tougher by his unnatural heritage. This talent may be multiple times.

Prerequisites: Alternate Form

Resistance I: The demonblood hero gains +4 to saving throws vs. poison.

Prerequisites: Alternate Form

Resistance II: The demonblood hero gains +4 to saving throws vs. disease.

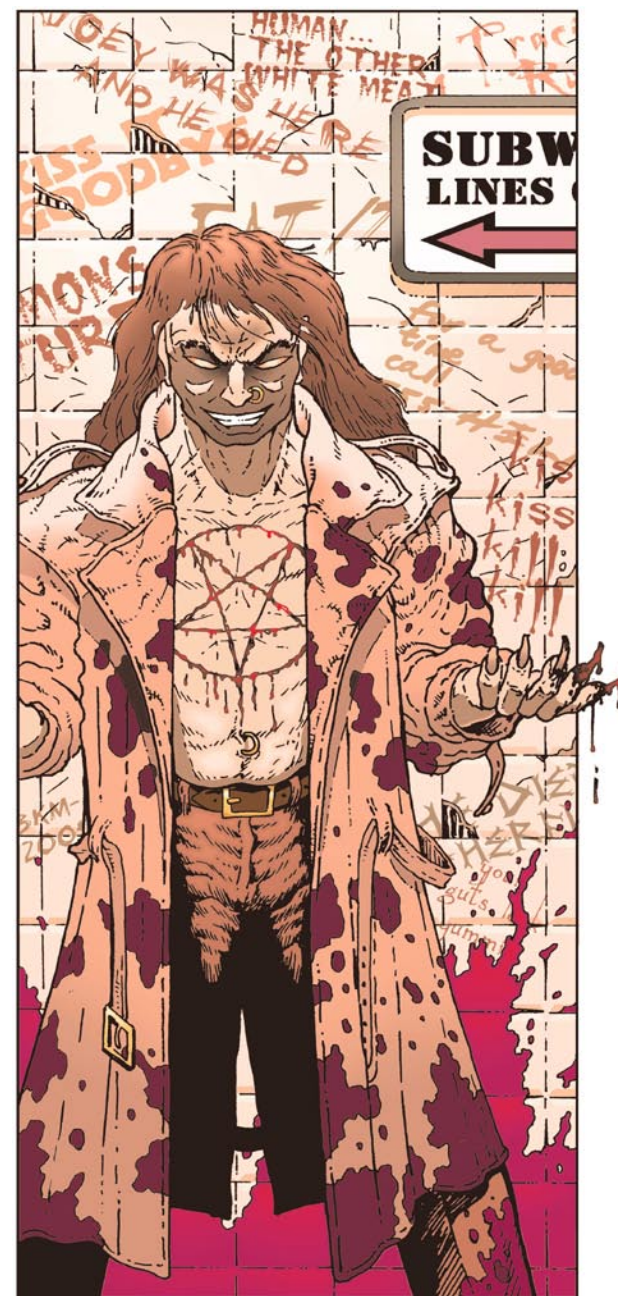
Prerequisites: Alternate Form

Improved Claws: The Demonblood hero's claw attacks inflict 1d6 damage while in demonic form.

Prerequisites: Alternate Form, Claws

Water Breathing: The demonblood hero can breathe underwater as well as on land with a complex gill/lung system.

Prerequisites: Alternate Form, Bloodline (Envy) (any talent)



of characters, the one with the highest skill or intelligence modifier rolls for the entire group.

RECLAIM! DEMONIC HERITAGE

Unlike other Demonblood heroes, you did not under go the Calling until later in life.

Prerequisites: Demonblood

Benefit: You are able to enter the demonblood hero class at a level above 1st. The shocking realization that you are something partially inhuman shakes your understanding of the world and what you know.

You permanently lose 1 feat (of your choice) and a number of skill points equal to your character level +3. Additionally, you now always gain 1 fewer skill points at each level.

Special: This feat may not be taken at first level, and may only be taken with Game Master consent.

STAGE PRESENCE

You shine when the spotlight is on you.

Prerequisites: Charisma 13.

Benefit: Pick one Perform skill—Perform (stand-up), for example. You may add your Reputation bonus whenever you make a check with that skill.

Special: You can take this feat multiple times. Each time it applies to a different category of the Perform skill.

NEW CAEDER

The fiendish caeder have ingrained themselves into all facets of society. Some move in the midst of the dregs of humanity while others rub elbows with superstars, politicians and owners of fortune 500 companies. But wherever they might be, their goals are always the same: Spread as much misery and corruption throughout the world as humanly possible.

The following caeder are provided for use in your Blood and relics campaign.

ASHAITAREN, THE LORD OF PRIDE (UNIQUE FIEND, CAEDER)

The archfiend Ashaitaren feeds on the corruption of mortals who are lost to their own self-importance. The rights and achievements of the individual are praised in our modern society while the needs of the society are ignored and dismissed. Though its was pride that cost Ashaitaren his position in the host, he now has millions of devotees world wide.

Alternate Form (Su): At will as a free action, Ashaitaren can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Telepathy (Su): Ashaitaren can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Ashaitaren has Darkvision to a range of 120 feet.

Blinding Beauty (Su): Three times per day, Ashaitaren can literally blind anyone within 50 ft. with his sheer beauty. This ability requires a Will save to resist (DC 17). Targets that fail their saving throw are permanently blinded.

Shield of Vanity (Ex): Ashaitaren gains a bonus on all saving throws equal to his Charisma modifier

Instill Vanity (Su): Ashaitaren can instill vanity in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 17)

Damage Reduction 10/+2(Ex): This damage reduction does not

protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.



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