



MAZING DVENTURES

BY JASON VEY



A SIEGE ENGINE GAME FOR THE PULP ERA

MAZING DVENTURES

THE DEMON HUNTER

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THE DEMON HUNTER

A HALLOWEEN CHARACTER CLASS FOR AMAZING ADVENTURES

By Jason Vey

The Master Vampire Lucius held Marie by the throat, licking his lips, his fangs gleaming wickedly in the moonlight. Marie whimpered and struggled, but only slightly; she was confused, dazed, under the vampire's thrall. If this went bad, another innocent would join a line of bodies that was already far too long.

Angela glared at Lucius, her crossbow raised. Taking the shot was risky, she knew; if she missed or if the vampire was too fast (which he most certainly was), Marie would make a handy human shield. She attempted another strategy instead.

"What's the matter?" she said. "Afraid to face me without cowering behind an innocent girl?"

"Afraid?" The vampire laughed. "Little girl, I've walked this earth for hundreds of years, since your seven-times great grandparents weren't even glimmers in the eyes of their own grandparents. You and your little cabal of hunters are nothing to me!"

"Fine," Angela said, and threw the crossbow to the ground. "Prove it, then. Let the girl go and let's do this."

Again, the vampire laughed. "Fool!" he said. "Always so arrogant, your kind. Now you have no way of saving this child."

He bent to sink his teeth into Marie's neck. Marie's eyes closed in anticipation of the ecstasy of the vampire's kiss. As soon as his gaze fell to her jugular, Angela made her move.

"Wrong!" she said, producing a razor-sharp silvered throwing blade from her sleeve, which had been blessed by the Pope himself, and hurled it at the vampire's head. The attack worked as she planned; the vampire was caught off guard and fell back, throwing Marie to the side. He caught the blade mid-air and howled as the blessed silver burned into his palm.

Angela drew her favorite weapon, a dagger carved from solid teak wood, and attacked.

Every generation has those destined few who stand alone or with a small and trusted cabal against the forces of darkness. They are the bane of vampires, werewolves, demons and the other minions of Hell and the Deeper Dark. These are the Chosen Ones...the Demon Hunters. Whether by choice or by fate, they are gifted with supernatural abilities to battle the forces of evil, and trained to use these gifts to become a weapon of good.

In some cases they stand alone, a single individual in each generation chosen by the mysterious powers above to possess these powers, which are only passed along upon the death of the current Chosen. In others, they are one of several members of a secret, select cabal, trained from childhood to embrace their destiny. In still others they are those who have

been wronged by evil and actively seek out occult knowledge to elevate themselves above normal humanity.

Demon hunters tend towards lawful and good in alignment, but can be found in all shades and stripes. The very nature of their work can slowly degrade and corrupt their humanity, until some become as bad as the monsters they fight, and these are deadly adversaries indeed.

All attributes are vital to these paragons of light. Dexterity aids in their defense and ability to wield ranged weaponry. Strength allows them to stand toe-to-toe with evil beings, while Constitution allows them to suck up damage. Intelligence is a vital ability for these warriors as well, as it represents their storehouse of occult knowledge, while Wisdom represents their ability to perceive threats and Charisma comes in handy when talking your way out of being caught with a dead body.

DEMON HUNTER ABILITIES

Sense the Darkness: The demon hunter can sense the presence of supernatural evil. This ability works similarly to the zero-level Wisdom spell Detect Chaos, Evil, Good, Law (Amazing Adventures p. 111) but is always active and works only against supernatural evil—that is, creatures such as undead, lycanthropes, demons and the like. Evil humans, unless possessed, do not register using this ability. Whenever the Demon Hunter comes within 60 feet of a supernatural evil creature, a Wisdom check is allowed (CL=12 – creature's hit dice; more powerful creatures are easier to sense than weaker ones).

At the GM's option, this ability may function against incredibly corrupt humans—serial killers, dark cultists and the like. In a campaign using sorcery with the Corruption and Sanity mechanics found in the Amazing Adventures Companion (p. 58-60), any Occultist, NPC or PC who has become evil through Corruption would register to this ability.

SUPERNATURAL SENSES: The Demon hunter's senses are attuned to the presence of danger or threats of all kinds, mundane and magical. She gains a +2 to any search or perception-based check, including those to resist surprise. In addition, she always gets a roll to avoid surprise, no matter what the circumstances. At fifth level, she gains the ability of twilight vision (Amazing Adventures, p. 180). At tenth level, she gains blindsight; she cannot be subject to blindness and gains the equivalent of Darkvision, though this presents as a supernatural sense of the location of opponents, rather than an actual ability to see in the darkness. Even if her eyes are damaged or covered, this blindsight still functions. Against supernaturally invisible opponents, she can attempt a Wisdom check (with the usual +2) to sense the opponent's location.

OCCULT KNOWLEDGE: The Demon hunter gains a bonus Knowledge skill in Occultism. If the campaign in question is not using Knowledge skills (Amazing Adventures p. 64), the Demon hunter gains one as a Class ability. This ability allows her to add +3 to any roll related to occult knowledge, including knowing details about the demons or other supernaturals she is facing.



PROTECTION FROM EVIL: The demon hunter has a permanent aura of protection from evil creatures. This aura wards against attacks and makes supernaturally evil creatures uncomfortable. This has the result of adding a +2 bonus to AC and +2 to all saving throws against supernatural creatures. It does not prevent bodily contact, however, so the Demon hunter can still be attacked with natural weapons.

On the down side, this also means that any supernatural creature who sees the demon hunter knows exactly what they are, though the demon hunter can attempt a Charisma check (CL=observing creature's hit dice) to suppress the aura if she wishes to keep her identity a secret.

UNARMED ATTACKS: Demon hunters are trained to use their bodies as weapons, so that they are never defenseless. These men and women gain attacks and improve in the amount of unarmed combat damage they deal as indicated on the table. They can choose whether their attacks deal real damage, subdual damage, or a combination of the two, dividing damage however they like.

FAVORED WEAPON: Every Demon hunter has her favorite weapon, be it a special wooden stake elaborately carved from ash, a staff gifted to her by an African shaman, or a hammer reputed to contain a bit of metal from Mjolnir itself. At 3rd level, the character selects a single melee or archaic ranged weapon from her arsenal—a specific weapon, not a weapon type—and designates it as her favored weapon. She can, if she chooses, concoct a history as to why the weapon is her favorite, what is special about it. The weapon may not be a firearm—for Demon hunters, the Old Ways are always best.

With this weapon, she gains +1 to hit and damage. At Fifth level this bonus increases to +2 to hit and damage. At tenth level, her bonus increases to +3. At twelfth level, she may either increase this bonus to +4, or choose a second weapon with which to specialize, gaining +2 to hit and damage with that weapon.

The demon hunter may choose her unarmed attack as a favored weapon if she chooses. If this is the case, she does not gain the half-bonus to similar weapons, for obvious reasons, but starts at +2 to hit and damage rather than +1 and increases from there.

These bonuses apply only to a specific weapon in the hunter's arsenal. Thus, if the hunter's favored weapon is a longsword in her arsenal, the bonuses only apply to that sword. With weapons of the same type (longswords that aren't her favored, named sword), she still gains bonuses, but these are half her favored bonus. Thus, if she has +4 with her favorite longsword, she gains +2 with other longswords.

If the Demon hunter ever loses or breaks this weapon, it will take her 1d4 weeks to bond with a new weapon, which must be of the same type as her original.

KNOW THE WEAKNESS: Beginning at 3rd level, if a creature has a specific weakness, the Demon hunter can access it. For example, if a demon would normally only be affected by magic, the Demon hunter has the ability to damage it either with a magical weapon or just by nature of her attacks.

The exact nature by which this ability works may vary by game; in some worlds the Demon hunter may have a bag of tricks that just happens to always have what she needs. In others, she may just have a mystic aura that allows her attacks to damage evil creatures regardless of their supernatural defenses. This ability may, at the GM's option, be used with an Unarmed Attack, but should never be applicable with firearms or modern weapons; only melee weapons or archaic ranged weapons are subject to this ability.

AURA OF COURAGE: Beginning at 6th level, the demon hunter becomes immune to fear, and grants all allies within ten feet a +4 bonus to fear saves due to the very inspiring nature of her presence.

EXTRA ATTACK: At 8th level, the Demon hunter can make a second attack in melee combat. At 15th level, she gains a third attack. Only melee weapons or unarmed attacks can be used for this ability.

SMITE EVIL: The Demon hunter, at 10th level, can attempt to smite evil once per day with a normal melee attack. This allows her to add her Charisma modifier (if positive) to the attack roll, and adds a bonus to damage equal to the Demon hunter's level. The ability may be used once per day, and only activates with a successful attack. Thus, if the Demon hunter attempts to smite evil and fails to hit her target, she has not yet used her attempt for the day.

PRIME ATTRIBUTE: Strength

HIT DIE: d12

WEAPONS ALLOWED: All melee weapons, archaic ranged weapons

ABILITIES: Sense the Darkness, Supernatural Senses, Occult Knowledge, Protection from Evil, Unarmed Attacks, Favored Weapon, Know the Weakness, Aura of Courage, Extra Attack, Smite Evil

LEVEL	HD	BtH	UNARMED COMBAT	EPP
1	d12	+0	1d4	0
2	d12	+1	1d4	2,501
3	d12	+2	1d4	5,501
4	d12	+3	1d6	11,001
5	d12	+4	1d6	22,001
6	d12	+5	1d6	45,001
7	d12	+6	1d8	90,001
8	d12	+7	1d8	190,001
9	d12	+8	1d8	380,001
10	d12	+9	1d10	700,001
11	+6	+10	1d10	1,000,001
12	+6	+11	1d10	1,300,000
+1	+6/lvl	+1/lvl	1d12*	+300,000/lvl



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