

### **Daywalker Prestige Class**

For thousands upon thousands of years, vampires, the hunters of the night, have been preying on the blood of innocent mortals. For all of those years, the prey has been coming up with method after method to try to rid the world of these blood-sucking parasites. Wooden stakes, holy water, garlic, and other numerous weapons have been employed by the mortals to defend themselves. Some people have even gone as far as to become professional vampire slayers. But a new day has come, for the vampires have a new enemy to fear. He is part vampire, part mortal, and defends the mortals from extinction. He can even survive in broad daylight. Mortals call him a savior. Vampires call him daywalker.

**Classes:** Fighters and paladins, above all, favor this prestige class, because it provides them with the chance to gain reputation as a hero, and to beat the living daylights out of vampire scum. Monks and barbarians also tend to lean towards this prestige class to seek vengeance on the vampires that attacked them. Rangers, whom have vampires as their favored enemy, also flourish in this prestige class. Clerics of good gods may turn to the prestige class, but it is not likely. Rogues and bards are wanderers, and have no permanent residence anywhere, so they are more likely to be the vampires than to beat them. Spellcasters have little combat experience, and are almost never seen as daywalkers. Humans, elves, and half-elves make the best daywalkers, since they are accustomed to swords and adaptable to any new class. Dwarves make good daywalkers by the strength standards, but sometimes their slowness hinders their performance. Halflings and gnomes are rare to find as daywalkers. Half-orcs are never found as daywalkers since they admire the havoc that vampires wreak.

**Hit Die:** 1d12

### **Requirements**

To qualify to become a daywalker, one must fulfill all of the following criteria.

1. Base Attack Bonus- +7
2. Feats: Alertness, Combat Reflexes, Dodge, Expertise, Lightning Reflexes, Mobility, Run.
3. Skills: Climb- 7 ranks, Jump- 7 ranks, Knowledge (Lowerplanes)- 7 ranks
4. This is the final requirement to be fulfilled after all of the other ones are completed. The subject must be bitten and be brought to -10 HP by the same vampire in the same encounter. When they arrive at -10 HP, the character must make a Fortitude save (DC 15 +the vampire's challenge rating). If the character fails the save, they are dead forever and cannot be resurrected in any way, shape, or form (even by a

miracle or wish). If the character passes the Fortitude save, then they are stabilized at –9 HP. If their body is not destroyed within 24 hours, then they awake at full HP as the daywalker.

### **Class Skills**

The Daywalker's class skills are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Info (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge Lowerplanes (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Tumble (Dex).

Skill Points per level- 4 + Int. modifier

### **Game Rule Information**

Strength allows the daywalker to pack an extra punch to the vampires he fights. Charisma helps with the daywalker's reputation and is essential for many of the class skills. Dexterity adds to the daywalker's Armor Class.

### **The Daywalker**

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 2	+ 2	+ 2	Bloodlust, Slayer (+1)
2	+ 2	+ 3	+ 3	+ 3	Uncanny Dodge (Dex bonus), Hatred
3	+ 3	+ 3	+ 3	+ 3	Uncanny Speed
4	+ 4	+ 4	+ 4	+ 4	Slayer (+2)
5	+ 5	+ 4	+ 4	+ 4	Vampiric Sense
6	+ 6	+ 5	+ 5	+ 5	Uncanny Dodge (Flanking)
7	+ 7	+ 5	+ 5	+ 5	Slayer (+3), Resistance
8	+ 8	+ 6	+ 6	+ 6	Leap and Bound
9	+ 9	+ 6	+ 6	+ 6	Rapid Healing
10	+ 10	+ 7	+ 7	+ 7	Slayer (+4), Anatomy

### **Class Features**

**Weapon and Armor Proficiency:** Daywalkers are proficient with all simple and martial weapons (including the glaive), and all armor.

Daywalkers are also proficient with all silvered weapons. They are not proficient with shields. Note that armor check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks also suffer a –1 penalty for every 5 pounds of armor and equipment carried.

**Bloodlust:** Although daywalkers are only half-vampires, they still are susceptible to one of the vampire's weaknesses. At least twice a day, the

daywalker, must suck the blood of a mortal humanoid. If he does not, the daywalker is treated as if he is dehydrated and suffers the penalties for being dehydrated. If the daywalker doesn't suck blood for three days straight, he dies. Daywalkers are not affected by any other vampire's weaknesses or restrictions (ex. daylight, being invited to private residences, garlic).

**Slayer:** Daywalkers know where to hit a vampire where it hurts. Starting at 1<sup>st</sup> level, the daywalker gets a +1 bonus to all attack rolls against vampires. This bonus raises by one every three levels.

**Uncanny Dodge:** Starting at 2<sup>nd</sup> level, the daywalker gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2<sup>nd</sup> level, the daywalker retains his Dexterity bonus to his AC, regardless of being caught flat-footed or struck by an invisible attacker. The daywalker still loses his Dexterity bonus if immobilized. Starting at 6<sup>th</sup> level, the daywalker can no longer be flanked; he can easily react to opponents on both sides of him, and can no longer be sneak attacked. The only exception to this rule is that a rogue is at least four levels higher than the daywalker, thus he can sneak attack him.

**Hatred:** Starting at 2<sup>nd</sup> level, the daywalker gets some hatred bonuses against vampires. The bonuses include:

1. +2 to all saves
2. +2 to damage rolls
3. +2 to Dodge and Mobility feats
4. +4 to any skill checks used against vampires

**Uncanny Speed:** Starting at 3<sup>rd</sup> level, the daywalker gains the supernatural speed of the vampires. From this point on, the daywalker doubles his base speed. For example, if you are a human monk, then your base speed is 40. As a daywalker, your speed is now 80. The normal modifiers apply to running and jogging. All ranged attacks against the daywalker suffer a 20% miss chance.

**Vampiric Sense:** The daywalker has developed a sixth sense to detect vampires. At 5<sup>th</sup> level, the daywalker can magically sense any and all vampires within a 60-foot radius. A successful Intuit Direction check (DC 20 + vampire's challenge rating) is required to know exactly which direction and how far away a specific vampire is.

**Resistance:** Starting at 7<sup>th</sup> level, the daywalker becomes even more like his blood-sucking brethren. The daywalker gets a +6 natural armor bonus to his AC. However, in order to apply this bonus to his AC, the daywalker must be wearing light or no armor.

**Leap and Bound:** Starting at 8<sup>th</sup> level, the daywalker becomes physically empowered. The daywalker's gains the *leap of the clouds* ability, like a 7<sup>th</sup> level monk. The daywalker may also climb as if affected by the spell *spider climb*. The daywalker must be wearing light or no armor to use this ability.

**Rapid Healing:** Starting at 9<sup>th</sup> level, the daywalker gains a special vampiric ability that will be very beneficial to him. After any situation where the daywalker has been wounded, he can magically heal himself. The daywalker gains back 25% (or 1/4) of his total lost HP during that specific encounter a half hour after he was injured (ignore any fractions or decimals). Within 12 hours, assuming that the daywalker was not wounded again, he is fully healed.

**Anatomy:** At 10<sup>th</sup> level the daywalker has become extremely familiar with the anatomy of a vampire. Once per day per every two daywalker levels, the daywalker may sacrifice all of his other attacks. If he does, then the daywalker may make one attack against a vampire at his highest melee attack bonus with a +2 modifier. This attack may be targeted to a specific part of the vampire's body (except the head and neck) and does not provoke attacks of opportunity.