

Hellraiser Prestige Class

There are warriors and then there are warriors. Some of them have ventured in to the deepest and greatest fears in the universe. These are the Hellraisers who went to hell and came back (at least some of them). Hellraisers are elite fighters of great stamina with a great will to survive and fight for their very souls, not just their life. On many occasions, hellraisers have been recruited by demons or devils to fight in the Bloodwar. Even if they fight for demons or devils, all Hellraisers have burning hatred for the lower planar inhabitants.

Hellraisers are always watching their backs, and therefore appear blunt and paranoid. In hell, it is better to watch your back, death lures at every corner. Fighters, rangers, barbarians, and paladins make excellent Hellraisers. Wizards, sorcerers, bards and rogues will find this class unsuitable because it is difficult to qualify for Hellraiser. Any individual, no matter the race, can make an equally good hellraiser, so long as they hate lowerplanar beings.

Hit Die: 1d10

Requirements

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

1. Base Attack Bonus: +9
2. Constitution score: 14 or greater
3. Skills: Bluff- 2 ranks, Climb- 5 ranks, Heal- 2 ranks, Jump- 5 ranks, Listen- 5 ranks, Spot- 5 ranks
4. Feats: Blind-Fight, Dodge, Expertise, Iron Will *OR* Great Fortitude, Weapon Focus (any weapon).
5. Characters who wish to become Hellraisers must have ventured into and came back from Hell or any of the abyssal planes (voluntarily or not) with no obvious way out.

Class Skills

The hellraiser's class skills are Bluff (Cha), Climb (Str), Heal (Wis), Intuit Direction (Wis), Intimidate (Cha), Knowledge (Lowerplanes) (Int), Listen (Wis), and Spot (Wis).

Skill Points per Level- 4 + Int Modifier

Game Rule Information

Strength is definitely the hellraiser's greatest ally against demons and denizens of the Underworld. Constitution provides the rough and rugged hellraiser with more hit points and an improved Fortitude against the

lower scum's poisonous effects. Wisdom is a key ability for many of the hellraiser's skills, and since common sense usually aids survival efforts in the underworld.

The Hellraiser

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 2	+ 0	+ 2	Bloodwarrior +1, Poison Disease Resistance
2	+ 2	+ 3	+ 0	+ 3	Attitude, Uncanny Dodge (Dex bonus)
3	+ 3	+ 3	+ 1	+ 3	Bloodwarrior +2, Off Balance
4	+ 4	+ 4	+ 1	+ 4	Uncanny Dodge (flanking), Fiendish Resistance +1
5	+ 5	+ 4	+ 1	+ 4	Bloodwarrior +3
6	+ 6	+ 5	+ 2	+ 5	Fiendish Resistance +2, Demonic Sense
7	+ 7	+ 5	+ 2	+ 5	Bloodwarrior +4
8	+ 8	+ 6	+ 2	+ 6	Fiendish Resistance +3
9	+ 9	+ 6	+ 3	+ 6	Bloodwarrior +5
10	+ 10	+ 7	+ 3	+ 7	Fiendish Resistance +4

Class Features

Weapon and Armor Proficiency: Hellraisers are proficient with all simple and martial weapons, light and medium armors and 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 equipment carried.

Bloodwarrior: Hellraisers receive a hatred bonus depending on their level to attack *and* damage rolls with any weapon against demons, devils and any other lowerplanar beings. This bonus starts at +1 at first level and goes up by one for every two hellraiser levels gained. Depending on the bonus, the Hellraiser can also effects damage reduction against these beings that normally would be immune to attacks due to the damage reduction.

Poison Disease Resistance: The lowerplanes are known for disease and the use of poison by its denizens. Hellraisers gain a +3 bonus to their saving throws against any poison and disease (including supernatural, extraordinary and magical ones).

Attitude: A hellraiser's attitude grows to a great strength; an attitude for survival and toughness. Hellraisers receive a +5 morale bonus to any *fear effect* and enchantment that affects their mind including possession and

soul trapping. They receive a normal saving throw with no bonus when none is allowed.

Uncanny Dodge: Starting at 2nd level, the hellraiser gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 2nd level and above, he retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. The hellraiser still loses his Dexterity bonus to AC if immobilized. At 4th level, the Hellraiser can no longer be flanked, as he can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that a Rogue at least four levels higher than the character can flank her (and thus sneak attack her).

Off Balance: Hellraisers gain the Improved Trip feat for free at 3rd level.

Fiendish Resistance: Hellraisers are less susceptible to special abilities and the foul magics cast by fiends. They receive a +1 bonus to any saving throw against abilities and magic cast by demons, devils and fiends. This bonus rises by 1 for every two hellraiser levels gained. This ability stacks with the attitude saving throw bonus.

Demonic Sense: Starting at 6th level, the hellraiser gains a sixth sense. Hellraisers are at any time aware of the presence of demons, devils and other lowerplanar denizens within a 60-foot radius. This ability also extends to items originating from the lowerplanes. This is an extraordinary ability, which keeps the lowerplanar scum at bay. They also get +2 dodge bonus to AC while fighting lowerplanar beings.