

Death Stalker

Invented by Animalman

This class was originally a little different from the incarnation you see here. The Rage issue had not been raised and the spread of the Special Abilities was different.

The original d12 HD has been kept as the tone of the Class has been altered from a fighter who is uncaring about their survival to someone who is consumed by grief and rage.

Some people are born mad at the world others become mad later in life. The Death Stalker is someone with no regard for their own safety. Their loss of a loved one has forced them over the edge, and unconsciously all they want is to be reunited with their lost loved one.

Only one who has seen a loved one death unjustly can throw himself wantonly into the fray. To truly fight at one's best, one can not have any fear of death; in fact, one must not care if one lives or dies, embracing the one's mortality in order to overcome the natural revulsion to it. Therein lies the key to a Death Stalker's power and prowess in combat a complete absence of care about whether they win or loose, live or die.

Background:

Death Stalkers take many forms they can be found in many different cultures at almost any time period. The lone vigilante seeking revenge against the people who killed their family is a familiar motif.

Death Stalkers do not share any special culture or organization, they were born in grief and loss, and the loss is too painful to share. Those who meet one another on a battlefield often do so on opposite sides driven by the need for revenge, heedless of their own safety and seeing no side but there own.

Races:

The most common Death Stalkers are Human but there are many Dwarves and Half-Orcs driven to this class. The other long lived races such as Elves do not tend to grieve in a way that would produce such a passion and lack of concern over their own mortality. Halflings and Gnomes tend not to make good Death Stalkers their size and lack of battle prowess tend to limit the life span of Small Death Stalkers.

Other Classes:

The NPC Death Stalker is most often encountered solo. However, when grouped in a party, they shares many attitudes with Barbarians, but less so with the disciplined classes like the Ranger, Monks or Mages. Rogues are seen as frivolous and pointless and Paladins or Clerics are often seen as an enemy because their deity did not save the Death Stalkers loved one.

Hit Dice: d12

Requirements

To qualify to become a Death Stalker the character must meet the following requirements.

Alignment: Any Chaotic

Base Attack Bonus: +5

Skills: Intimidate +5 ranks

Feats: Toughness, Endurance.

Special: Must have had a loved one killed by unnatural causes, and be able to Rage 1/Day.

Class Skills

The Death Stalkers class skills (and the key ability for each skill) are; Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4 in the *Core Rulebook 1* for skill descriptions.

Skill Points at each additional Level: 2 + Int modifier

Table 1: Death Stalker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Bonus Feat (Remain Conscious)
2 nd	+2	+3	+0	+0	Reckless Charge
3 rd	+3	+3	+1	+1	Heedless Mind, Bonus Feat (Power Attack)
4 th	+4	+4	+1	+1	Damage Reduction 1/0
5 th	+5	+4	+1	+1	Wade into Battle
6 th	+6	+5	+2	+2	Bonus Feat (Cleave)
7 th	+7	+5	+2	+2	Damage Reduction 2/0
8 th	+8	+6	+2	+2	Fool's Luck
9 th	+9	+6	+3	+3	Bonus Feat (Great Cleave)
10 th	+10	+7	+3	+3	Damage Reduction 3/0

Class Features

All of the following are class features of the Death Stalker Prestige class.

Weapon and Armour Proficiency: A Death Stalker gains no additional proficiency with weapons, armour or shields. Note that wearing armour heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a -1 penalty for every 5 lbs. of armour or equipment carried.

Bonus Feats: The Death Stalker gains a number of bonus Feats to aid them in the destruction of their enemies. They receive these feats even if they do not possess all the prerequisites.

At 1st Level they gain Remain Conscious

At 3rd Level they gain Power Attack.

At 6th Level they gain Cleave.

At 9th Level they gain Great Cleave

Reckless Charge (Ex): Death Stalkers are heedlessly of their own safety charging into battle, scorning the most basic of self protection. As a result at 2nd Level when a Death Stalker charges into battle they provoke an attack of opportunity normally, but receive a +4 to hit, and incurs a -3 to AC

Heedless Mind (Ex): At 3rd Level the recklessness of the Death Stalker makes them less susceptible to certain spells. Death Stalker gain a +2 on all saves against Enchantment, Charm and Domination effects, along with a +2 against fear inducing effects.

Wade into Battle (Ex): The tendency to rush straight in serves the Death Stalker well. At 5th Level the Death Stalker can move through a melee make attacks at any point during his normal movement, up to a maximum based on their BaB. They are still susceptible to attacks of opportunity while attacking in this way.

Damage Reduction (Ex): A Death Stalker is tough or they are dead, and a Death Stalker who becomes 4th level is the toughest of all. At 4th Level the Death Stalker gains the extraordinary ability to shrug off some amount of injury from each blow or attack. At 4th level this is 1/0 raising to 2/0 at 7th and 3/0 at 10th Level. Subtract the indicated damage from any attack that deals dealt damage to the Death Stalker.

This ability is cumulative with any Damage Reduction gained through another class.

Note: Damage reduction can reduce damage to 0 but not below 0.

Fool's own Luck(Ex): At 8th Level the recklessness of the Death Stalker starts to work on their side. Once per day, they can re-roll any one roll, however, they must keep the second roll.

Ex-Death Stalkers

Death Stalkers who give up this prestige class may never return to it, even on the death of one of their other relatives or friends.

They do not loose their class abilities unless they become nonchaotic. Should they loose their Chaotic alignment they loose their Luck, their resistance to spells and their Reckless Charging abilities, but not their Damage reduction abilities or Feats.