

Exorcist

The Exorcist is a rare breed among shadow chasers. Instead of fighting the creatures of shadow head-on, he learns to rebuke, and command, and eventually banish them. Whether this ability comes from a deity or from some other source is a question usually left unanswered, but when an Exorcist offers their services, no shadow chaser turns them down.

Select this advanced class if you want your character to learn to control the creatures of Shadow, and turn their allies against them.

The fastest path to this advanced class is through the Charismatic Hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become an Exorcist, a character must fulfil the following criteria.

Skills: Diplomacy 6 ranks, Intimidate 6 ranks, Knowledge (arcane lore) or Knowledge (theology and philosophy) 6 ranks

CLASS INFORMATION

The following information pertains to the Exorcist advanced class

Hit die

The Exorcist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Exorcist gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Exorcist's class skills are as follows.

Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcane lore, behavioural sciences, current events, popular culture, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 5+ Int Modifier

Table: The Exorcist

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 st	+0	+0	+0	+2	Divine aura	+0	+1
2 nd	+1	+0	+0	+3	Bind shadow creature	+1	+1
3 rd	+1	+1	+1	+3	Bonus feat	+1	+1
4 th	+2	+1	+1	+4	Divine insight	+1	+2
5 th	+2	+1	+1	+4	Turn or rebuke undead	+2	+2
6 th	+3	+2	+2	+5	Bonus feat	+2	+2
7 th	+3	+2	+2	+5	Divine grace	+2	+3
8 th	+4	+2	+2	+6	Turn or rebuke outsider	+3	+3
9 th	+4	+3	+3	+6	Bonus feat	+3	+3
10 th	+5	+3	+3	+7	Banish	+3	+4

CLASS FEATURES

All of the following features pertain to the Exorcist advanced class.

Divine Aura

An Exorcist is possessed of a force of personality far surpassing that of most people. He gains a bonus on both Diplomacy and Intimidate checks equal to half his class level.

Bind Shadow creature

At 2nd level, an Exorcist gains the ability to bind a creature of Shadow to his service. This is identical to the Occultist ability of the same name on page 294-295 of the D20 Modern core rulebook. The following modifications apply:

- The HD limit is equal to ½ the Exorcist's class level.
- The Exorcist may have multiple bound creatures. If so, the total HD cannot exceed ½ the Exorcist's class level.

- The creature/s can be 'dropped' from the Exorcist's bound creature list at will. A new creature or creatures of the Exorcist's choosing will appear in 1d6+1 days.
- When the Exorcist levels up in this class, and gains an additional HD of creature, he may choose to add a class level or monster HD to an existing creature.

Bonus Feats

At 3rd, 6th and 9th level, the Exorcist gets a bonus feat. The bonus feat must be selected from the following list, and the Exorcist must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Blind-fight, Dead Aim, Educated, Far Shot, Focused, Frightful Presence, Iron Will, Renown, Studious

Divine Insight

At 4th level, an Exorcist gains a blessing in the form of supernatural protection. From this point on, he adds his Charisma modifier (if positive) as an Insight bonus to his Defense against creatures of Shadow.

Turn or Rebuke Undead

At 5th level, an Exorcist gains the ability to channel positive or negative energy to affect undead creatures. He must choose either good or evil as an allegiance, and gains the ability to turn undead if good, or rebuke undead if evil, as the Acolyte ability on page 323 of the D20 Modern core rulebook. He uses his Exorcist level in place of his Acolyte level. Instead of being useable 3+ Cha mod per day, it can only be used Cha Mod times per day (minimum of once), with additional uses after that possible by spending an action point.

Divine Grace

At 7th level, an Exorcist gains a more supernatural protection. From this point on, he adds his Charisma modifier (if positive) as an Insight bonus to all saving throws.

Turn or Rebuke Outsider

At 8th level, an Exorcist gains the ability to channel positive or negative energy to affect outsiders. This works identically to the turn or rebuke undead ability, with its own set of uses per day (additional uses cost one action point). Outsiders cannot be commanded or destroyed, only turned or rebuked.

Banish

At 10th level, an Exorcist comes into his full power. By spending 1 action point and an attack action, the Exorcist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + Exorcist's level + Exorcist's Cha modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.