

MERCYKILLER (HD DIO)

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*"In the name of the law, I mark you as a lawbreaker!
When time permits, you shall be hunted unto the
corners of the multiverse for the crimes you have
perpetrated! This I swear as a mercykiller!"*

The mercykillers are the self-appointed ministers of justice, hunting down those who would evade the law. On good terms with the Harmonium and Fraternity of Order, this faction helps the other two cement a healthy respect for lawfulness in any community in which the triumvirate is active. The mercykillers run jails, prisons, detention camps, workhouses, etc. in an attempt to achieve their brand of "justice."

As the main responsibility of a mercykiller is the pursuit and apprehension of criminals, fighters make up the majority of membership, followed closely by paladins, rangers, and barbarians. Clerics, monks, sorcerers, and wizards sometimes take up the cause of justice later in life, with druid members being extremely rare. Bards give mercykillers wide berth, preferring their own brand of justice.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Dedication, Interrogation +5
2	+2	+3	+0	+0	Authority
3	+3	+3	+1	+1	Capture +1
4	+4	+4	+1	+1	Mercykiller's Kiss, Interrogation +10
5	+5	+4	+1	+1	Capture +2
6	+6	+5	+2	+2	Blow of Justice
7	+7	+5	+2	+2	Capture +3, Interrogation +15
8	+8	+6	+2	+2	Restraint
9	+9	+6	+3	+3	Capture +4
10	+10	+7	+3	+3	Eye of Justice, Interrogation +20

Class Requirements:

To qualify to become a mercykiller, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +5.

Feats: Track, plus any four of the following: Ambidexterity, Blind-Fight, Close-Quarters Fighting*, Combat Reflexes, Dirty Fighting*, Expert Tactician*, Power Attack, Throw Anything*, Two-Weapon Fighting, Weapon Focus, Weapon Specialization.

Special: The character must not have a criminal record when the prestige class is selected.

*Found in *Sword and Fist*.

Class Skills:

Skill Points at Each Level: 2 + Int modifier.

Strength: Climb, Jump.

Dexterity: Balance, Escape Artist, Hide, Move Silently, Use Rope.

Constitution: Concentration.



Intelligence: Craft, Disable Device, Search.

Wisdom: Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore.

Charisma: Disguise, Gather Information, Intimidate.

Class Features:

All of the following are class features of the mercykiller prestige class.

Weapon and Armor Proficiency: A character that takes a level of mercykiller gains proficiency with all simple and martial weapons, all armor and shields, and one exotic weapon (player's choice).

Dedication (Ex): At 1st level, the mercykiller is always ready for duty. The armor check penalties for any armor and shield the mercykiller bears are lessened by 1 point each to reflect intense training under less-than-favorable conditions. This bonus stacks with that provided by masterwork (and magical) armor and shields.

Interrogation (Ex): At 1st level, the mercykiller gains a +5 competence bonus to Gather Information, Intimidate, and Sense Motive checks. This improves to a +10 bonus at 4th level, a +15 bonus at 7th level, and a +20 bonus at 10th level.

Authority (Sp): At 2nd level, the mercykiller is able to cast *command* as a cleric equal to her mercykiller level a number of times per day equal to her Charisma bonus (but always at least once per day).

Capture (Ex): At 3rd level, the mercykiller excels in the art of apprehension. She gains a +1 damage bonus when dealing subdual damage, which increases to a +2 bonus at 5th level, a +3



bonus at 7th level, and a +4 bonus at 9th level. This bonus subdual damage applies to every successful hit and is increased appropriately with a successful critical hit. Creatures immune to subdual damage are immune to this bonus damage as well.

Mercykiller's Kiss (Su): At 4th level, once per day, the mercykiller may make an attack roll against a known criminal in the name of the law. The purpose of the attack must be declared before the roll is made and, if it misses, use of the ability is lost for the day. If successful, the criminal suffers 1 point of damage per level of the mercykiller plus the effects of a *mark of justice* spell; this is in place of normal damage, and there are no additional effects for a critical hit. The wound's scar remains, regardless of magical or normal healing, until removed as per the *mark of justice* spell. Mercykillers often use this ability on lawbreakers they encounter while in pursuit of a specific criminal. This attack cannot be combined with a blow of justice (see below).

Blow of Justice (Su): At 6th level, once per day, the mercykiller can make an attack roll against a known criminal in the name of justice. The purpose of the attack must be declared before the roll is made and, if it misses, use of the ability is lost for the day. If successful, the criminal suffers an additional 1 point of damage per level of the mercykiller. This attack cannot be combined with a mercykiller's kiss (see above).

Restraint (Sp): At 8th level, the mercykiller can use the *dimensional anchor* spell three times per day as a sorcerer equal to her mercykiller level.



Eye of Justice (Su): At 10th level, the mercykiller can determine the location of a known criminal once per day as the spell *discern location*. Unlike the spell, the mercykiller does not have to have seen the criminal or have an item belonging to the lawbreaker -- she only needs to know the criminal's true name and at least one documented crime for which the criminal has not yet been brought to justice.

