

## Demon Hunter (Legend)

### The Demon Hunter (Legend)

#### Background:

Demon Hunters are skilled warriors that have only one purpose in life. That is to rid the world of the evil scourge of creatures from the underworld. Since the early years of the world of Terrene these men and women have fought and died in their hunt. It is a life that few have the nerve to face and even fewer have the skill to survive.

#### Characteristics:

These hunters see the worst of the worst. Every evil the demons can throw at these hunters must be endured. This haunts a hunter's sleep and they are always in need of quiet sleep and they seek refuge in any good temple. They never hid except to recover and heal. They know if the demons are sending bad things their way, then they are doing the right thing. The Demon Hunters are not loaners; in fact they delight in being around the good folk of the world and relish in those small joys. But when they see something they know is being influenced by evil they become very sullen and at this point they are unpredictable. They will leave in most cases but sometimes they feel the need to correct the short comings of others.

### Membership Requirements

Have the Detect Rite

### Hunter Requirements & Benefits

Path Rank	Requirements	Benefits
1	Apprentice for 1 year	Detect Evil, Hunter's Sight Hunter's Blade
2	5 confirmed demon kills	Fire Resistance 5 per rank Hunter's Blade improvement-1
3	15 confirmed demon kills	Hunter's Blade Bonus Mana Burn
4	25 confirmed demon kills	Hunter's Blade improvement 2 Soul Protection
5	35 confirmed demon kills	Hunter's Blade improvement 2, Soul Burn Devotion

**Detect Evil (Su):** Your detect rite lasts 24 hours now when you set it to detect creatures from the underworld.

**Hunter's Sight:** You can see normally in evil darkness or darkness from any evil source.

**Hunter's Blade:** This blade is given to you by a fellow hunter. This blade has the following qualities when it is given. True Owner, Good, Call For (Anywhere). +3, +3. The blade is made of Ebon Steel. Its base damage is based on the blade you choose. The blade type never changes after your initial choice. If you dual wield they both get the above powers but you only add powers below to one blade per time taken.

**Hunter's Blade Improvement-1:** You may choose an ability to add to your Hunter's Blade. You can't choose an ability more than once. You can give up a Hunter's Blade Improvement-2 for 2 from this list.

1. Increase the + to hit and damage
2. Increase the Damage Die, (*D6* → *D8*)
3. White Fire 1d6 sacred good damage
4. Keen
5. Eager

**Mana Burn:** You can 1/d per path rank use this ability to dispel any 1 fire based spell or supernatural ability created by a demon. You spend 10 mana per die of fire reduction of the target fire. This will mana burn you if the fire is too much.

**Soul Protection:** This protection doubles your total resist check you make to keep your soul in your body and also does the same if you are the target of any type of possession.

**Hunter's Blade Improvement-2:**

1. Add 1 damage die of the current type. IE 2d6 become 2d8.
2. Sharpness or Knock Back
3. Penetration
4. Defending
5. Ghost Touch

<b>Soul Burn</b>	
Organization:	Demon Hunters
Requirement:	Rank 5 Demon Hunter
Activation Time:	Always On
<p><b>Benefit:</b> This ability allows you to do 2 things.            First if a Demon is trying to grab a soul of a dying creature you can stop his intercept by shooting out a white searing light and protect the soul during those crucial seconds at the time of death. This costs 20 mana and is a swift action from your next action.            Second is if an grapple a demon you can attempt to wrestle a soul from it that it has consumed. This is a very dangerous battle of wills. The Demon Hunter initiates contact by making a grapple roll. You use your Prowess (Rally) to pull the soul from the demon, he resist with a Resolve (Resist Prowess). To win either side must beat the others roll by 5, otherwise the battle continues. If the creature wins you suffer take 1 point of corruption. If you win a soul is released.</p>	