



A d20 Modern Advanced Class

Spirit of Vengeance

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN

BACKGROUND

By disturbing occult forces best left alone, you awoke an ancient spirit of vengeful retribution. Because of your past experiences, this powerful entity perceived within you potent feelings of hatred, fear, and revenge. Because of the strong emotions you have in common with it, the spirit you released was instantly attracted to you, and immediately perceived within you a potential that you have always denied in yourself. Unbeknownst to you at the time, this intangible entity began to follow and study your every move, until the time was right... One day, when these feelings of vengeance boiled to the surface, the wrathful spirit entered your corporeal form, its powerful essence merging perfectly with your own mortal soul. It is now an intricate and inseparable part of who you are. Within you simmers uncontrollable feelings of vengeance that others can never quite understand. You have become the living embodiment of wrathful revenge.

The Spirit of Vengeance is a mortal whose soul is merged with an ancient, wrathful spirit of particular potency. Because the mortal soul of the human and the immortal spirit become one being, sharing a single mind and corporeal body, the individual who hosts the spirit is forever changed. He becomes somber, moodier, and more discreet than he ever was in the past, and he gradually cuts many of the bonds he shared with the people around him. His friends, his colleagues, and the members of his family perceive this transformation as though it were a tangible thing. But no amount of therapy will ever restore him to the way he once was. He is greater than that now. And he understands things that none others can hope to comprehend.

PROFILE OF A SPIRIT OF VENGEANCE

Legends of men possessed by evil, loathsome, and vengeful spirits abound in mythology. In Indo-European and Asian mythos, there have always been evil spirits who sought retribution against mankind. Whether it comes from Europe, the civilizations of pre-Columbus America, the far jungles of Africa, or the once fabled cultures of Asia, stories about spirits taking control of men and women are frequent. Some of these legends are based on truth. One such story comes from the American Wild West.



Written by Jason J. McCuiston



It is the story John Broody, the young son of an English pioneer who brought his family to New York before crossing the harsh plains of the Mid West towards California. On their journey, painted savages on horseback attacked the family, which traveled with a hundred other pioneers. Many people were slaughtered, including Johnny's parents and siblings. Johnny was now on his own.

A week later, the expedition came upon an old Navaho graveyard. Despite numerous warnings from the other pioneers, Johnny, filled with hatred towards the cruel land upon which he found himself, sought solitude in the graveyard. Though he did not disturb any of the ancient tombs, one totem intrigued him. Fascinated by the strange faces upon the delicate sculpture, Johnny approached it. Suddenly filled with uncontrollable rage, he pushed the totem to the ground. This did not assuage his feelings of hatred and revenge, and to Johnny's surprise a strange bluish mist issued from the broken statue.

Shortly after, a fight broke out between Johnny and another member of the expedition. During the brawl, the man drew a gun and pointed it at Johnny. Screaming and bleeding, Johnny dared him to shoot. It was at that moment that he felt a powerful jolt of emotions. Before he had time to realize what had happened, the man lay at his feet, dead. He stood alone, in the midst of a barren field. His body was wreathed in dancing flames. Out of fear, the people of his expedition had abandoned him.

The following years, Johnny learned to channel his vengeful emotions, and he became the scourge of outlaws, ruffians, and other scoundrels who populated the Wild West. Some believe his spirit still lives on.

REQUIREMENTS

To qualify to become a Spirit of Vengeance, a character must fulfill all the following requirements:

Base Attack Bonus: +3

Skills: Intimidation 4 ranks, Knowledge (arcane lore) 4 ranks.

Feats: Combat Martial Art, Iron Will.

Special: The character must have experienced a tragic event that instilled in him profound feelings of hatred and revenge. He must also have released a wrathful, immortal spirit from its bond (or be part of a group that releases such a spirit).

CLASS INFORMATION

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

CLASS SKILLS

The Spirit of Vengeance's class skills (*and the key ability for each skill*) are: Drive (*Dex*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*arcane lore, current events, history, popular culture, streetwise, tactics*) (*Int*), Listen (*Wis*), Read/Write Language (*none*), Speak Language (*none*), and Spot (*Wis*).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

All the following are class features of the Spirit of Vengeance advanced class:

Hellfire Form: Before he can become a Spirit of Vengeance, the character must have experienced a traumatic event that left in him a profound desire for retribution. The character's vengeful emotions can be targeted at a specific individual, at a group of people, or at life in general. His swelling rage and unshakable willpower are so strong that a sentient spirit - the embodiment of wrath and vengeance - takes interest in him.

Typically, the character frees such a spirit from bondage in the course of his adventures, before he takes on this class.

SPIRIT OF VENGEANCE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Hellfire Form, Intimidating Visage	+1	+1
2	+2	+3	+0	+0	Hellfire Armor	+1	+1
3	+3	+3	+1	+1	Hellfire Blast 1/day	+2	+1
4	+4	+4	+1	+1	Improved Hellfire, Vengeful Strike 1/day	+2	+2
5	+5	+4	+1	+1	Summon Hellfire Steed 1/day	+3	+2
6	+6	+5	+2	+2	Hellfire Blast 2/day	+3	+2
7	+7	+5	+2	+2	Greater Hellfire, Vengeful Strike 2/day	+4	+3
8	+8	+6	+2	+2	Summon Hellfire Steed 2/day	+4	+3
9	+9	+6	+3	+3	Hellfire Blast 3/day	+5	+3
10	+10	+7	+3	+3	Superior Hellfire, Vengeful Strike 3/day	+5	+4

There are only 10 levels to this class

Occasionally, a friend, associate, or complete stranger may release the spirit for him. Once the vengeful spirit has targeted the individual as a potent candidate to become a Spirit of Vengeance, it merges itself within the physical form of the character (at a moment when the individual's sentiments of revenge swell), forever changing him. Only a handful of vengeful spirits exist at any one time, so characters becoming Spirits of Vengeance are extremely rare.

Once a vengeful spirit enters a character, he becomes what is known as a Spirit of Vengeance. The character is now able to focus his hatred into a specific shape, which is called hellfire. When he manifests his anger, the character's body becomes engulfed in hot flames and his face is grossly altered to resemble that of a burning human skull. Though the flames do not harm the character or any of the items he carries, it can inflict damage upon others. Since all of the Spirit of Vengeance's abilities depend on this hellfire form, he must take on such a form in order to benefit from them.

Whenever he strikes someone with his bare hands or a melee weapon while in hellfire form, the Spirit of Vengeance deals 1d2 points of fire damage in addition to the damage he would normally deliver. At 1st level, the Spirit of Vengeance can shroud his body in hellfire for up to 3 hours each day. Getting into or out of hellfire form is a free action. There is no limit on the amount of times he can do this each day, as long as the combined time of all transformations does not exceed his daily capacity.

Intimidating Visage: When the Spirit of Vengeance ignites in hellfire, the weird flames that seem to dance upon his flesh and inhuman visage makes him extremely intimidating. He gains an insight bonus to all Intimidation checks equal to his Constitution modifier (*if positive*) + his Spirit of Vengeance level.

Hellfire Armor: Starting at 2nd level, every time the Spirit of Vengeance's body produces hellfire, he gains a +1 armor bonus to Armor Class. Hellfire armor improves by 1 point every time the Spirit of Vengeance gains a new even numbered level (*at 4th, 6th, 8th, and 10th level*).

Hellfire Blast: By the time he reaches 3rd level, the Spirit of Vengeance is able to produce a powerful burst of hellfire, which he can throw at his enemies. Once per day, he can generate a large ball of hellfire and throw it at anyone within a 60-foot radius, as long as there are no barriers between him and his target. With a successful attack roll, the hellfire blast hits the target for 6d6 points of fire damage. Each character within 10 feet of the target also takes 1d6 points of fire damage from the blast. Each victim of this ability can attempt to reduce the damage in half with a successful Reflex save (*DC equal to 20 + Spirit of Vengeance's level*). When he attains 6th and 9th level, the Spirit of Vengeance can produce one additional hellfire blast each day.

Improved Hellfire: At 4th level, the Spirit of Vengeance's ability to control hellfire improves. He now deals 1d3 points of

fire damage with each successful melee attack. Furthermore, he can now remain in hellfire form for up to six hours each day.

Vengeful Strike: Also at 4th level, the Spirit of Vengeance learns to channel his wrath into a potent strike against a single enemy. Once per day, he can attempt to hit an opponent with a single unarmed melee attack while in hellfire form. A successful hit deals an extra amount of fire damage equal to twice the Spirit of Vengeance's level. Additionally, all flammable material carried by the Spirit of Vengeance's victim must make a DC 15 Reflex save or burst into flame. Vengeful strike can be used once per day at 4th level, twice each day at 7th level, and three times daily at 10th level. Use of vengeful strike must be declared before the attack roll is made, and failing to hit the target result in the loss of one daily use of the ability.

Summon Hellfire Steed: As the Spirit of Vengeance gains experience, the entity sharing his mind and body reveals new secrets to him. One of those secrets, gained at 5th level, is the magical summoning of a ghostly steed. Depending on the tastes and style of both the spirit and its mortal host, the steed can take various forms, but it is always shrouded in burning fire. The steed can only accommodate the Spirit of Vengeance and, whether it is a black stallion, a large motorcycle, or a winged war-pig, it moves at a rate of 100 feet per round, constantly hovering 5 feet above ground. Anyone touching the hellfire steed takes 1d6 points of fire damage each round he is in contact with it. The steed remains with the Spirit of Vengeance until it is either dispelled or he returns to his human form (*i.e. gets out of hellfire form*), whichever comes first. At 8th level, The Spirit of Vengeance can summon (*and dispel*) his steed twice each day. Each summoning and dispelling takes a single action.

Greater Hellfire: When he attains 7th level, the Spirit of Vengeance can maintain his hellfire form for up to 12 hours each day. The fire damage he deals with his melee strikes while in hellfire form also improves to 1d4.

Superior Hellfire: By 10th level, the Spirit of Vengeance truly masters the secrets of hellfire. He can now remain in blazing hellfire form for an unlimited amount of time and deals 1d6 points of fire damage with each successful melee attack.

Artwork: Jason Walton

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