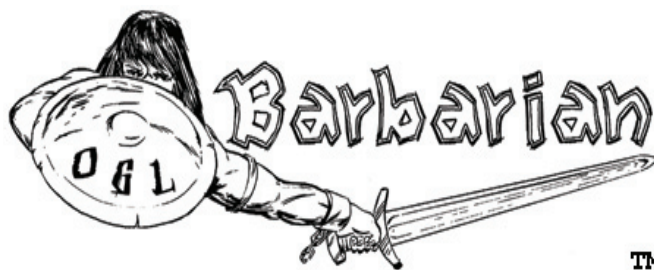


THE CHILD OF SET

PRESTIGE CLASS



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What good is your will against that of the serpent? What value your blade against one who has a god's blood in his veins?

It is frightening enough to realize there are people who still worship the ancient evil that is Set, but worse yet is the knowledge that a rare few actually have their foul deity's blood coursing through their veins. It is said, in the quietest of corners lest the wrong ears hear, that such beings cavort with serpents and bend them to their will.

This is, of course, true.

CAMPAIGN USE

Other worshippers of Set consider the character blessed and will show him respect, even if it is grudging, no matter any disparity of wealth, social rank or authority.

Unless other members of the group are also of questionable morals, most other characters will likely feel uncomfortable with proximity to someone who not only worships such an evil god but can also claim kinship to Him. This can work for the group if the players and GM do not mind friction between characters, but everyone should put a good deal of thought into why they would all continue to remain together considering the likelihood of such divergent morals and beliefs.

Hit Die: d6

REQUIREMENTS

Magic Attack Bonus: +3

Sorcery Styles: Hypnotism, Nature Magic

Feats: Ritual Sacrifice, Set's Blood (see new feat)

Skills: Concentration 4 ranks, Knowledge (Arcana) 6 ranks, Knowledge (Nature) 6 ranks, Perform (Ritual) 6 ranks

Race: Must have a +2 racial bonus to all Knowledge (Arcane), Perform (Ritual) and Craft (Alchemy) checks, with scholar and noble as favored classes and no prohibited classes

Religion: Must worship Set

Corruption: 3 or higher

CLASS SKILLS

The Child of Set's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Alchemy) (Int), Craft (Herbalism) (Int), Decipher Script (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (Any) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis.)

Skill Points At Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Child of Set prestige class.

WEAPON AND ARMOR PROFICIENCY

The Child of Set is proficient with all simple weapons, but no type of armor.

SCHOLAR LEVELS

The Child of Set may add his Child of Set class level to his scholar class level for gaining bonus spells for high Intelligence and determining effective scholar levels when casting spells. This is a supernatural ability.



SNAKE CHARMER

When casting the *Summon Beast* (Basic or Greater) spell, a Child of Set is able to summon one additional animal at no extra Power Point or XP cost, so long as both creatures are snakes. Yet another additional snake may be summoned (again, at no additional cost) at levels 3, 6 and 9, to a maximum of five serpents.

+1 POWER POINT

At 1st level and every other level thereafter, the Child of Set's Base Power Points increase by +1. This is a supernatural ability.

SERPENT SACRIFICE

When sacrificing a snake, a 2nd level Child of Set gains one Power Point for every full 4 hit points the creature had before being dealt damage by the sacrificial coup de grace.

ADVANCED SPELL

At 2nd level and every other level thereafter, a Child of Set improves his knowledge of any one of the sorcery styles he already knows by gaining any one of the advanced spells listed under the style. The Child of Set may choose his advanced spell himself. This is a supernatural ability.

Note that when the Child of Set gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

SERPENT'S GRACE

A 4th level Child of Set moves with a serpent's hypnotic swaying, granting a dodge bonus equal to the character's Charisma bonus. This additional is only gained, however, by spending a standard action to make the dodge instead of using the standard dodge as a free action.

SET'S SIGIL

Set's blood makes itself unmistakably known in the form of set's mark upon the forehead. Set's faithful instantly recognize the symbol and its significance, granting the Child of Set +2 to his Magic Attack Bonus and Bluff, Diplomacy and Intimidate checks, but only against worshippers of Set. Other Children of Set are immune to this ability's influence.

NEW SORCERY STYLE

At 5th and 10th levels the Child of Set may choose a new sorcery style, along with the basic spell associated with it. This is a supernatural ability.

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THE CHILD OF SET

Level	Base attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+0	+0	+0	+0	+0	+2	+2	+1 Power Point, Snake Charmer +1
2	+1	+1	+0	+1	+0	+3	+3	Advanced Spell, Serpent Sacrifice
3	+2	+2	+1	+1	+1	+3	+3	+1 Power Point, Snake Charmer +2
4	+3	+3	+1	+2	+1	+4	+4	Advanced Spell, Serpent's Grace
5	+3	+3	+1	+2	+1	+4	+4	+1 Power Point, New Sorcery Style, Set's Sigil
6	+4	+4	+2	+3	+2	+5	+5	Advanced Spell, Snake Charmer +3
7	+5	+5	+2	+3	+2	+5	+5	+1 Power Point, Asp Strike
8	+6/+1	+6	+3	+4	+2	+6	+6	Advanced Spell, Serpent Companion
9	+6/+1	+6	+3	+4	+3	+6	+6	+1 Power Point, Snake Charmer +4
10	+7/+2	+7	+3	+5	+3	+7	+7	Advanced Spell, New Sorcery Style, Serpent's Hide

ASP STRIKE

When an attack of opportunity against an adjacent 5-foot square presents itself, a 7th level Child of Set can make an unarmed attack that causes lethal damage without suffering the usual -4 penalty to the attack roll.

SERPENT COMPANION

Once a Child of Set reaches 8th level, he is rewarded with a snake as an animal ally (as per the spell) without the character actually having to cast the spell; the serpent comes of its own accord. The Child of Set's class levels add to that of his scholar levels for the sake determining what the character's effective scholar level is with regards to the snake.

What's more, the snake gains a +1 competence bonus to dodge. If the character already has an animal ally, the previous creature is released from service whether the Child of Set wishes it or not.

SERPENT'S HIDE

A 10th level Child of Set's is gifted by his god with slightly serpentine features; eyes become almond shaped with narrow slits for pupils, etc. More notably, tiny scales cover the character's skin, requiring a DC 10 Spot check to notice. The scales provide Damage Reduction 3 against attacks.

NEW FEAT

The following feat is required to become a Child of Set, but can also be used by other characters.

SET'S BLOOD

Thinned though your blood may be, Set Himself has mingled his essence with your family line.

Prerequisites: This feat can only be taken at 1st level

Benefit: You gain a +4 competence bonus to save against poison, but suffer a -1 penalty to save against Corruption.

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