

Daelkyr Half-Blood Paragon

By Warforged Goblin

Feared, misunderstood, and sometimes outright killed, those born with the taint of the daelkyr find very little in terms of hope or kindness from the rest of the world. It is from this unmerciful life that daelkyr half-blood paragons are spawned. Tested against the taint of their own bodies, daelkyr half-blood paragons grow to accept and conquer abilities, using them to either fight or further the mad plans of the daelkyr.

Adventures: Daelkyr half-blood paragons adventure to get away from those that oppress or oppose him. Some may seek fame and fortune, but they delude themselves. Daelkyr half-blood paragons sit on the razor's edge of the war with the hordes of Xoriat, and those that "adventure" try to tip the scales in one way or another.

Characteristics: Daelkyr half-blood paragons are sullen, introverted, and guarded, with good reason. They sneak and skulk, sometimes out of profession, but more often than not, as a means to escape or avoid persecution. Good aligned daelkyr half-blood paragons eventually open up to close friends and trusted allies, while evil daelkyr half-blood paragons flaunt their taint with reckless abandon, relishing the fear and horror that he causes.

Alignment: Most daelkyr half-blood paragons favor chaotic neutral alignments. Living examples of the taint of chaos, they are almost forced into such paths. Exceptions do exist, with the most leaning to either good or evil, and only a scant few ever embracing a lawful alignment.

Religion: Most daelkyr half-blood paragons eschew religion, feeling as if they don't belong. Evil daelkyr half-blood paragons venerate forces

of primal chaos to terrible for most to contemplate. Occasionally, some will find themselves as the central figure of chaos worshipping cults.

Background: Most daelkyr half-blood paragons come into the class as simply an improved mastery over their in-born abilities. A few evil daelkyr half-blood paragons find themselves trained by other aberrations such as mindflayers, beholders, or even the daelkyr themselves.

Races: Daelkyr half-blood paragons trust very few people, while secretly envying them in their "normalcy". Evil daelkyr half-blood paragons see other races as nothing more than fodder to fuel the daelkyr's warped experiments.

Other Classes: Daelkyr half-blood paragons tend to work well with rangers, appreciating their ability to hunt and stalk prey, whether that prey is aberrations or humanoids. They also get along with martial classes such as barbarians and fighters. Most daelkyr half-blood paragons find themselves avoiding druids and paladins, who consider them to be an anathema to their beliefs.

Game Rule Information

Daelkyr half-blood paragons have the following game statistics.

Abilities: Wisdom is key to a daelkyr half-blood paragon for keeping his symbiont under his control. A high Strength, Dexterity, and Constitution are helpful when the daelkyr half-blood paragon squares off in combat, whether for or against the daelkyr.

Alignment: Any, though most lean toward chaotic alignments.

Hit Die: d8

Class Skills

The daelkyr half-blood paragon's class skills

Table 1: Daelkyr Half-Blood Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Detect aberration, aberrant anatomy
2nd	+2	+0	+0	+3	Enhanced symbiont mastery
3rd	+3	+1	+1	+3	Extra symbiont

(and the key ability for each) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Daelkyr half-blood paragons are proficient in all simple and martial weapons and light armor.

Detect Aberration (Su): At 1st level, a daelkyr half-blood paragon can detect aberrations out to a range of 120 ft. This ability functions just like a paladin's detect evil class ability.

Aberrant Anatomy (Ex): At 1st level, a daelkyr half-blood paragon's body undergoes strange and bizarre changes, twisting his internal organs. Any time the daelkyr half-blood paragon is subjected to a sneak-attack or critical hit, there is a 25% chance that it will fail. Should the daelkyr half-blood paragon ever gain immunity from sneak attacks from another source, such as from armor with the fortification ability, the abilities stack, requiring the attacker to roll a d% twice to confirm sneak attacks or critical hit.

Enhanced Symbiont Mastery (Ex): At 2nd level, a daelkyr half-blood paragon gains a +8 bonus on Will saves to resolve personality conflicts with any attached symbiont and gains +3 hit points for each symbiont attached. These hit points are immediately lost if the symbiont is removed. This supercedes the Symbiont Mastery feat and does not stack.

Extra Symbiont (Ex): At 3rd level, a daelkyr half-blood paragon may call an additional symbiont to serve him. A daelkyr half-blood paragon's level is half his hit dice for determining the type of symbiont he can summon with this ability.