

DAI-YU: FEUDAL CYNETIC MATHASTOR



NEPEXODUS ICONIC:
DAI-YU

DAXI-YU (BLACK JADE)

Female Cynean Malefactor (Reaver) 3
 LE Medium humanoid
Homeland Sanat
Deity None
Init +1 **Senses** Perception +7
Languages Common, Cynean, Balite

DEFENSE

AC 20, touch 13, flat-footed 19 (+4 armor, +2 shield, +1 Dex, +3 natural)
hp 13 (3d8)
Fort +3, **Ref** +6, **Will** +5
Vulnerability to sonic, automatically fails all saves vs. force damage

OFFENSE

Speed 30ft
Melee mwk longsword +5 (1d8+2, 19-20/x2)
Ranged mwk light crossbow +3 (1d8, 19-20/x2)
Maledictions (DC 13; CL 3rd) Apt Curse, Cross the Path

STATISTICS

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 14, Cha 8
Base Atk +1 **CMB** +3 **CMD** 16
Feats Cursed Weapon, Weapon Focus (longsword)
Skills Acrobatics +6, Bluff +5, Climb +6, Disguise +4, Intimidate +4, Knowledge (arcana) +5, Perception +5, Sense Motive +7, Stealth +7, Swim +6 and Use Magic Device +3.
SQ mystic body, unusual build

SPECIAL ABILITIES

Aura of Misfortune (Su) All creatures (including the malefactor herself) within 10' of the malefactor are subject to a -2 profane penalty to their saving throws. This ability functions only while the malefactor is conscious, not if she is unconscious or dead.

Cursed Blade Whenever the Reaver uses a melee weapon against a cursed opponent, they deal +1d6 points of bonus negative energy damage.

Harrowing Strike (Su) As a standard action, the malefactor can spend a point of Strife to make a special attack called a Harrowing strike. This melee attack, made at her highest attack bonus, functions against any target currently suffering from a curse effect, adding her Wisdom bonus to attack rolls.

Luck of the Damned (Ex) The malefactor adds her Wisdom bonus to Reflex and Fortitude saves.

Strife Pool (Ex) The malefactor can twist luck in a variety of ways. The malefactor has 3 Strife points, which are replenished to maximum every 24 hours, at the same time each day. As long as the malefactor has at least one point of Strife, she is immune to the effects of her own aura of misfortune.



Strife Surge (Ex) Whenever a creature within the malefactor's aura of misfortune rolls a "natural 1" on a saving throw or attack roll, the Yla spirits become energized. For the next round, whenever the malefactor uses an ability or malediction that normally requires an expenditure of Strife, the amount of Strife consumed is reduced by 1, to a minimum of zero.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPMENT

lamellar leather armor, madu shield, masterwork longsword, *potion of cure light wounds* (2), 25gp.

CYNEAN: THE ARCANE CRYSTALS

Cyneans are a race of crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm. They speak slowly, with much emphasis.

Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEAT

CURSED WEAPON

Your curses can be delivered through a weapon strike.
Prerequisites: Malediction class feature.
Benefit: Choose one malediction; you can manifest it as a swift action during a melee attack against a single target.

DAI-YU (BLACK JADE)

Female Cynean Malefactor (Reaver) 3

LE Medium humanoid

Homeland Sanat

Deity None

Init +2 **Senses** Perception +5

Languages Common, Cynean, Balite

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 armor, +2 shield, +2 Dex, +3 natural, +2 dodge [Fighting Defensively])

hp 22 (5d8)

Fort +3, **Ref** +8, **Will** +6

Vulnerability to sonic, automatically fails all saves vs. force damage

OFFENSE

Speed 30ft

Melee mwk longsword +6 (1d8+2, 20/x3)

Ranged mwk crystal chakram +6 (1d6, 18-20/x2)

Ranged mwk light crossbow +5 (1d8, 19-20/x2)

Maledictions (DC 13; CL 3rd) Apt Curse, Cross the Path, To the Hilt

STATISTICS

Abilities Str 15, Dex 14, Con 10, Int 12, Wis 14, Cha 8

Base Atk +2 **CMB** +4 **CMD** 17

Feats Cursed Weapon, Weapon Focus (longsword), Exotic Weapon Proficiency (crystal chakram)

Skills Acrobatics +9, Bluff +7, Climb +6, Disguise +4, Diplomacy +3, Intimidate +6, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Stealth +8, Swim +6 and Use Magic Device +3.

SQ mystic body, unusual build

SPECIAL ABILITIES

Aura of Misfortune (Su) All creatures (including the malefactor herself) within 10' of the malefactor are subject to a -2 profane penalty to their saving throws. This ability functions only while the malefactor is conscious, not if she is unconscious or dead.

Cursebreaker (Sp) The malefactor can break curses by drawing them into themselves. At will, the malefactor can target a creature with remove curse, using her malefactor level as her caster level. Whether the curse is successfully removed or not, the malefactor must save against the curse's effects (at the original DC) each time she uses this ability, suffering the effects herself if the save is failed.

Cursed Blade Whenever the Reaver uses a melee weapon against a cursed opponent, they deal +1d6 points of bonus negative energy damage.

Harrowing Strike (Su) As a standard action, the malefactor can spend a point of Strife to make a special attack called a Harrowing strike. This melee attack, made at her highest attack bonus, functions against



NEHEXODUS ICONIC:
DAI-YU

3

any target currently suffering from a curse effect, adding her Wisdom bonus to attack and damage rolls.

Luck of the Damned (Ex) The malefactor adds her Wisdom bonus to Reflex and Fortitude saves.

Steal Victory (Su) The malefactor can stifle the luck of an opponent. As an immediate action, whenever a target within 10' rolls a d20 for an attack roll, the malefactor may spend a point of Strife to force the target to roll two dice for their attack, and use the lowest roll. The malefactor must do this before the result of the roll is known.

Strife Pool (Ex) The malefactor can twist luck in a variety of ways. The malefactor has 4 Strife points, which are replenished to maximum every 24 hours, at the same time each day. As long as the malefactor has at least one point of Strife, she is immune to the effects of her own aura of misfortune.

Strife Surge (Ex) Whenever a creature within the malefactor's aura of misfortune rolls a "natural 1" on a saving throw or attack roll, the Yla spirits become energized. For the next round, whenever the malefactor uses an ability or malediction that normally requires an expenditure of Strife, the amount of Strife consumed is reduced by 1, to a minimum of zero.

Unusual build Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, cyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

EQUIPMENT

mwk lamellar steel armor, mwk madu shield, masterwork longsword, mwk crystal chakram (2), *potion of cure light wounds* (3), 75gp.

CYNEAN: THE ARCANE CRYSTALS

Cyneans are a race of crystalline humanoids. Most spend their lives researching arcane mysteries of the world. They tend to be stoic and calm. They speak slowly, with much emphasis.

Other races tend to see them as slow and dull, but Cyneans tend to ponder and think about what they do before acting. In spite of this, Cynean have gained the respect of the other races of Exodus for their arcane might.

NEW FEAT

CURSED WEAPON

Your curses can be delivered through a weapon strike.

Prerequisites: Malediction class feature.

Benefit: Choose one malediction; you can manifest it as a swift action during a melee attack against a single target.

MADU SHIELD

The madu is a round, light shield with four spikes extending from the sides.

Benefit: If you are proficient with the madu, you may wield it and fight defensively with a -2 penalty instead of the normal -4 penalty for fighting defensively, and your attack penalty for using Combat Expertise improves by +1 (minimum -1 penalty). You cannot hold anything else in the hand that bears a madu. If you are not proficient in madu, treat it as a light spiked shield.

BACKGROUND

Dai-Yu was once a loner, a contemplative who struggled with the complexity of her own existence in a war-torn world where she made little sense. She was born a dark green hue of jade, an unfortunate omen in Cynean society. Her unfortunate penchant for bringing misfortune and woe to herself and others quickly earned her the “freedom” to leave her native Gavea. To stay would have meant death or worse.

The dark Cynean traveled the world, keeping to herself, feeling some remorse for all the people she met whom were inflicted by her unconscious curses and afflictions. She became hardened to pain and misfortune and learned to disguise and defend herself from the inevitable backlash of her existence.

It was on her travels deep in the remote wartorn lands of Sametia that she met a monk who changed her life forever. The wisened monk taught her that she was not truly cursed, as most malefactors presume, but rather a conduit of negative chi energy. The highly logical Cynean in her took to this teaching and learned how to harness the negative chi in her crystalline body, allowing it to ebb and flow in combat and in day-to-day life as she needed. Once her mastery complete, she bade farewell to the monk, and set forth once more to travel the world, eventually finding herself a curiosity in Sanat.

Once, the black jade Cynean was little more than a captured symbol of the Warrior-Queen’s power, but her knowledge of the esoteric and her unique combat prowess gained her favor in the court of the Warrior Queen. She serves as one of the Queen’s advisors on the esoteric and often one who does unpleasant tasks.

Her current lot in life is better than most that she has suffered through, and she almost relishes her newfound power and position, testing her might and mettle against all who would challenge her or the Warrior-Queen Thais.