



Jason Vorhee's

Male Human, *Hellspawn*

AL: Chaotic Evil

Fighter

Level: 10

Strength: 26 (+8) / 30 (+10)

Dexterity: 16 (+3)

Constitution: --

Intelligence: 18 (+4)

Wisdom: 10(+0)

Charisma: 10(+0)

HD: d12

HP: **120**

Init: +7 (+3 Dex, +4 Imp Init) ;

Speed: 30 ft (cannot Run) ;

AC: 20; (+0 size, +3 Dex, +7 Natural) ;

Attack: +20/+15 (+21/+16 with Keen Machete or bladed gauntlet) **melee**, or +13/+8 **ranged** ;

SV: **Fort:** +7, **Ref:** +6, **Will:** +3 ;

SQ: Bonus FEAT, Bonus 4 Skill points at first and extra 1 pt per level, **Hateful Strike (Ex):** All Hellspawn gain the ability to inflict an additional +1d10 damage on any living creature from the Prime Material plane. **Paralyzing Presence (Ex):** Whenever a Hellspawn is encountered for the first time in any encounter, those encountering it must make a Will save (DC15) or be paralysed for 2d4 rounds. Any who make this save are forever immune to the presence of "that" hellspawn. **Damage Reduction (Ex):** A Hellspawn is very resistant to damage gaining Damage reduction 5/+1 **Turning Immunity (Ex):** Cannot be Turned or Rebuked by Paladins or Clerics **Regeneration (Ex):** Hellspawn cannot be killed, in any place but their home plane of Hell they can regenerate 10 HP ever hour, if reduced to 0 HP they are not slain, they fall to the ground paralysed and lie there until they are whole again. They regrows limbs and organs, even reforming if destroyed utterly. They may also be healed by Healing magics. **Immunities (Ex):** Immune to mind-influencing effects, gas, polymorph, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Resistances (Ex):** All Hellspawn have Acid, Cold, Electricity and Fire resistance 10. Dark vision 60 feet and Low light vision

Languages Understood: Common, Elven, Dwarven, Abyssal, Draconic;

Skills Fgt 91: Climb (Str) +14, Craft – improvised Weapons (Int) +10, Jump (Str) +14, Swim (Str) +14, Demolitions (Int) +6, Freefall (Dex) +9, Pilot (Dex) +7; Move silently (Dex) +21, Hide (Dex) +21, Wilderness Lore (Wis) +15 (+23 when tracking), Spot (Wis) +6, Listen (Wis) +8, Search (Int) +6;

Feats: Improved Unarmed Strike, Quickdraw, Improved Initiative, Power Attack, Weapon Focus (Keen Blade), Weapon specialisation (Keenblade), Cleave, Improved Critical (Keenblade), Great Cleave, Blind fight;

Possessions: Keenbladed Machete (1d6+12 Damage, 15-20/x2 Crit);

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Cybernetic Modifications:

Has been modified with some robotic components *Enhanced Strength +4, Improved Audio Sensors (+2 Listen), Integral Weapons (retractable Keenbladed Gauntlet 1d6+10, 15-20/x2 Crit), Natural Armor +6.*

Notes: Jason Vorhees, was born in the Outlands Colony of Crystal Lake, on the world New terra, his father was an abusive man, who killed his mother in a rage, Jason witnessed this, and carried the emotional scars of that and years of physical and mental abuse by his father. When Jason was 12 he killed his father with a machete cutting him to pieces. He developed sociopathic tendencies, continually taking his hatred and resentment for his father and grief at his mothers loss out on those around him, he killed and killed and killed.

By age 30 he had killed nearly one hundred of the colonists in the Crystal lake colony, he was eventually discovered and in a showdown was slain.

However his rage was heard and his body was inhabited by a hellspawn, as such he rose some years later from the grave and killed the descendants of those who had killed him, time after time he kills and is eventually defeated only to rise again and kill more.

The legacy of Jason Vorhee's is one of blood and death, in his latest rising he was transported off planet, where he underwent some enhancements, how this came about is unknown, but what is known is that in his current incarnation he is more unstoppable than ever.



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Hellspawn Template.

Hellspawn are the vengeful spirits of Chaos and Hate, that possess the deceased forms of people who have committed vile acts in life, or sometimes even those who have been badly wronged, using their desire for revenge as a way in. They are unstoppable practically on the Prime Material, being capable of being stopped only temporarily, always regenerating back to life and exacting their murderous intent on all they encounter. They never stop, never quit, never give mercy, they live only to kill and keep killing, they hate all life.

Hit Dice is a D12

Speed: As base creature, but cannot Run.

AC: Gains a +1 natural Armor bonus

Attacks: all attacks of base creature

Special Attacks: Retains all those of the base creature, it also gains

Hateful Strike (Ex): All Hellspawn gain the ability to inflict an additional +1d10 damage on any living creature from the Prime Material plane.

Paralyzing Presence (Ex): Whenever a Hellspawn is encountered for the first time in any encounter, those encountering it must make a Will save (DC15) or be paralysed for 2d4 rounds. Any who make this save are forever immune to the presence of "that" hellspawn.

Special Qualities: As base creature plus

Damage Reduction (Ex): A Hellspawn is very resistant to damage gaining Damage reduction 5/+1

Turning Immunity (Ex): Cannot be Turned or Rebuked by Paladins or Clerics

Regeneration (Ex): Hellspawn cannot be killed, in any place but their home plane of Hell they can regenerate 10 HP ever hour, if reduced to 0 HP they are not slain, they fall to the ground paralysed and lie there until they are whole again. They regrows limbs and organs, even reforming if destroyed utterly. They may also be healed by Healing magics.

Immunities (Ex): Immune to mind-influencing effects, gas, polymorph, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistances (Ex): All Hellspawn have Acid, Cold, Electricity and Fire resistance 10.

Dark vision 60 feet and Low light vision

Saves: As base creature

Abilities: Hellspawn have no CON score, and the following modifiers +8 Str, +4 Dex, +4 Int, +4 Cha. Otherwise as base creature.

Skills: Hellspawn receive a +8 racial bonus to Hide, Move Silently and also Wilderness lore (tracking only) checks. Otherwise as base creature.

Feats: As base creature.

Challenge Rating: As base creature +2

Alignment: Always Chaotic Evil

Advancement: Same as base creature

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