



PLAYER Paraphernalia



THE WITCH HUNTER II
(NEW HYBRID CLASS)

#12



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PLAYER PARAPHERNALIA #12

By the Knotty-Works

Welcome to the twelfth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). Last issue the Witch Hunter as a new base class was introduced. This issue is offering another version of the Witch Hunter as a new hybrid class based off of the inquisitor and ranger. Where the last Witch Hunter class was specifically geared to battle witches and summoners, this class focuses more on those that employ arcane magics on a regular basis.

The Witch Hunter

Magic is a supernatural energy that permeates and infuses everything it comes in contact when released in the form of a spell or spell-like effect. There are those that have become sensitive to such energies and have learned to detect them long after the energies have actually been called forth. Although most with such sensitivities live in relative obscurity and isolation, there are those that have decided to turn that gift into a profession or even a cause. These are the witch hunters.

Magic is power, and for many such power easily corrupts their very souls and tempts them down a long dark path. It is those that would harness such powers for the purpose of evil that the witch hunter thrives.

Role: The witch hunter works well with others that have a mission of divine favor, particularly to hunt down and eradicate evil with a magical bent to it. Most witch hunters will find cooperation with actual witches unacceptable unless there is sufficient reason to so do. Witch hunters may tolerate other types of spell casters but find such an experience distasteful overall and long term associations are very rare.

The witch hunter is uniquely gifted to take on witches and other arcane enemies while their divine connection may also grant some assistance to other divine characters. Witch hunters are not as efficient in combat as other martial characters but can typically hold their own against common foes as long as the opposing forces are not overwhelming.

Parent Classes: Inquisitor and Ranger

Alignment: A witch hunter may be of any alignment.

Hit Dice: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

Bluff, Climb, Craft, Disguise, Heal, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Knowledge (planes), Knowledge (religion), Perception, Profession, Ride, Sense Motive, Spellcraft, Survival, Swim

Skill Ranks per Level: 6 + Int modifier

Weapon and Armor Proficiencies: The witch hunter is proficient with simple and martial melee and thrown weapons, simple ranged weapons, the bola, lasso, net, and whip. The witch hunter is proficient with light and medium armor and light shields.

Arcane Sense (Ex): Witch Hunter gains a +2 bonus to knowledge, perception, spellcraft, and survival checks when dealing with arcane energies and opponents that cast arcane spells or spell-like effects. For purposes of this ability, any spell found on the Sorcerer/Wizard spell list as well as hexes are considered an arcane energy effect. When engaging an opponent that casts arcane spells, spell-like abilities, or hexes, the witch hunter gains a +2 circumstance bonus to hit and damage with melee and thrown weapons. This bonus increases by +2 at 5th level and every 5 levels thereafter for both skill checks and attack and damage bonuses.

At 1st level the witch hunter can actively try to sense whether or not arcane energies have been used in the immediate area (within 10 feet of the witch hunter) within the last hour by making a perception check. The DC is 20 - the spell level of the effect. In addition, if the witch hunter does detect the tell-tale signs of arcane energies he can then make a spellcraft check to determine the type (school) of energy that was used. The DC for this check is 10 plus the spell level of the effect.

Mistrusting Mind (Ex): The witch hunter gains a morale bonus to Sense Motive checks equal to ½ his class level (minimum of 1).

In addition, the witch hunter may make a perception check to determine the presence of an illusion (figment and glamor) effect within

10 feet of him with a DC equal to 10 plus the spell level of the illusionary effect. This ability does not allow the witch hunter to identify the illusion or automatically disbelieve it, but he does gain a “feeling” that something within arm’s reach just doesn’t feel right.

Track (Ex): The witch hunter adds ½ his class level (minimum of 1) to all **Survival** skill checks made to follow tracks.

If the individual(s) being tracked are actively using magic (either as an effect or an active magic item with a moderate or strong aura), he gains an additional +1 bonus per two levels of effect being used (minimum of 1), +2 if actively using magic items with a moderate aura, and +4 if actively using magic items with a strong aura. The magical effect being used must have a duration of at least one hour or more and used within the past 24 hours within the witch hunter’s survival check.

Hunting Prowess: At 2nd level and every third level thereafter, the witch hunter may choose one of the following hunter’s gifts. These features allow to witch hunter to go down his own unique path, focusing on certain abilities as he progresses in experience. Unless otherwise noted, no gift may be chosen more than once and some gifts may require the witch hunter to have achieved a specific level before he may choose the gift.

Caster’s Bane (Ex): The witch hunter may threaten enemy spellcasters within reach while wielding a melee weapon if he has at least one attack of opportunity available. The DC to cast a spell on the defensive for the enemy caster increases by a number of points equal to ½ the witch hunter’s class level.

Hunter’s Zeal (Su): The battle against the dark arts fills the witch hunter with a supernatural zeal to vanquish his foe. The witch hunter may use this ability once per day for every three class

Witch Hunter Progression Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+0	+2	+0	+2	Arcane Sense, Mistrusting Mind, Track	—	—	—	—
2	+1	+3	+0	+3	Hunting Prowess	—	—	—	—
3	+2	+3	+1	+3	1 st Arcane Resistance	—	—	—	—
4	+3	+4	+1	+4	Bonus Feat	0	—	—	—
5	+3	+4	+1	+4	Hunting Prowess	1	—	—	—
6	+4	+5	+2	+5	Arcane Bane	1	—	—	—
7	+5	+5	+2	+5	Bonus Feat	1	0	—	—
8	+6/+1	+6	+2	+6	Hunting Prowess, 2 nd Arcane Resistance	1	1	—	—
9	+6/+1	+6	+3	+6	Greater Arcane Sense	2	1	—	—
10	+7/+2	+7	+3	+7	Bonus Feat	2	1	0	—
11	+8/+3	+7	+3	+7	Hunting Prowess	2	1	1	—
12	+9/+4	+8	+4	+8	Arcane Fortitude	2	2	1	—
13	+9/+4	+8	+4	+8	Bonus Feat, 3 rd Arcane Resistance	3	2	1	0
14	+10/+5	+9	+4	+9	Hunting Prowess	3	2	1	1
15	+11/+6/+1	+9	+5	+9	Greater Arcane Bane	3	2	2	1
16	+12/+7/+2	+10	+5	+10	Bonus Feat	3	3	2	1
17	+12/+7/+2	+10	+5	+10	Hunting Prowess	4	3	2	1
18	+13/+8/+3	+11	+6	+11	4 th Arcane Resistance	4	3	2	2
19	+14/+9/+4	+11	+6	+11	Bonus Feat	4	3	3	2
20	+15/+10/+5	+12	+6	+12	Hunting Mastery	4	4	3	3

levels (minimum of 1) he possesses, initiating it as a swift action. The effect lasts for the duration of the combat as long as the witch hunter is participating. If the witch hunter becomes incapacitated (any effect that would prevent the witch hunter from attacking) then he may not gain the benefit from the chosen zeal, though it is still available if he can begin participating again during the encounter.

Formidable: The witch hunter gains a +1 **insight bonus** to his armor class. This bonus increases by +1 for every five levels possessed by the witch hunter.

Fortitude: The witch hunter gains a DR 1/magic while this zeal is in effect. This bonus increases by one for every five levels possessed by the witch hunter. At 10th level the witch hunter may change the DR from magic to an alignment that is opposed to his alignment. A neutral witch hunter does not gain the ability to gain aligned DR.

Health: The witch hunter is energized and gains fast healing 1 while the witch hunter is conscious and the zeal is in effect. The rate of healing increases by one for every five levels possessed by the witch hunter.

Indomitable: The witch hunter gains a +1 **insight bonus** to all saving throws while this zeal is in effect. This bonus increases by +1 for every five class levels possessed by the witch hunter. At 10th level this bonus is doubled against curses and hexes.

Scourge: The witch hunter's weapon is treated as magic for purposes of overcoming damage reduction. If the witch hunter is 6th level or higher, he may also treat his weapon as aligned (having at least one aspect of the witch hunter's own alignment) as well. If the witch hunter is neutral he cannot treat his weapon as aligned.

At 12th level the witch hunter may treat his weapon as adamantine and cold iron at 15th level.

Vengeance: The witch hunter gains a +1 **insight bonus** to all attack rolls. This bonus increases by +1 for every five levels possessed by the witch hunter.

Wounding: The witch hunter gains a +1 **insight bonus** to all damage attacks. This bonus increases by +1 for every five levels possessed by the witch hunter.

The witch hunter may switch between the type of zeal as a swift action.

Once the witch hunter takes this ability he qualifies for feats that require the inquisitor's **judgment class ability** treating the witch hunter's Zeal equivalent to the inquisitor's judgment.

Martial Prowess(Ex): The witch hunter may choose one of the following feats as a bonus feat when this ability is chosen. **Combat Expertise, Deadly Aim, Improved Unarmed Strike, Mounted Combat, Power Attack, Precise Shot, Rapid Shot, Two Weapon Fighting, or Weapon Focus.** The witch hunter does not have to meet any prerequisites normally associated with the feat.

The witch hunter may take this ability more than once, selecting another feat from the list given.

Hunter's Bond (Ex): The witch hunter gains a special bond that may be with either an **animal companion** or his traveling companions and must be selected with this ability is chosen.

If an **animal companion** is chosen, the witch hunter may choose an animal normally granted to a druid through the Nature Bond class ability, treating the witch hunter's effective level as three less than his actual level. In addition to the normal abilities granted to the animal as a companion, it also gains the same bonuses granted to the witch hunter for the Arcane Senses class ability.

If the witch hunter chooses to bond with his companions, he may grant all allies within 30 feet that can see and hear the witch hunter, half of the attack bonuses granted for his Arcane Senses as a move action against a single target. The effect lasts for a number of rounds equal to the witch hunter's Wisdom modifier (minimum of 1). This bonus does not stack with other bonuses granted from other witch hunters or the effect of the favored enemy class ability of the ranger for the same target.

The witch hunter must be at least 5th level before he may choose this ability and this ability may only be taken once.

Greater Zeal (Su): The witch hunter may take this ability at 8th level as long as he has already taken the Hunter's Zeal ability. This ability allows the witch hunter to select two different zeal abilities to initiate at one time rather than just one as a swift action. He may change one of them as a swift action as desired.

Martial Mastery (Ex): The witch hunter must have chosen the Martial Prowess once before he may select this ability. This ability allows the witch hunter to choose one of the following as a bonus feat: **Clustered Shots, Deflect Arrows, Focused Shot, Furious Focus, Greater Weapon Focus, Improved Disarm, Improved Feint, Improved Grapple, Improved Trip, Improved Two Weapon Fighting, Mounted Archery, Perfect Strike, Ride-By Attack, Stunning Fist, Trample, Vital Strike, and Weapon Specialization.** The witch hunter does not have to meet any prerequisites other than any feat listed under the martial prowess ability.

The witch hunter must be at least 8th level to take this ability and he may take this ability multiple times, choosing another feat each time this ability is chosen.

Arcane Prowler (Ex): The witch hunter must be at least 11th level before he can choose this ability. This ability allows the witch hunter to denote a single arcane magic user or creature with one or more spell-like abilities within his line of sight as his target. Once targeted, the witch hunter may automatically take 10 on his Survival skill checks when tracking the target while moving at his normal speed without penalty. The witch hunter also gains a +2 **insight bonus** on attack and damage rolls against the target while this ability is in effect and critical threats are automatically confirmed.

The witch hunter may only target one arcane user or creature at a time.

Ultimate Zeal (Su): The witch hunter may take this ability at 14th level as long as he has already taken the Greater Hunter's Zeal ability. This ability allows the witch hunter to select three different

zeal abilities to initiate at one time rather than just one as a swift action. He may change one of them as a swift action as desired.

Zealot (Ex): The witch hunter must have the Hunter's Zeal ability and be at least 17th level to take this ability. The witch hunter is treated as five levels higher for one of the zeals initiated in regards to the bonus gained. Once the zeal is enhanced by this ability, the witch hunter cannot change that zeal for the duration of the encounter.

Arcane Resistance (Su): The witch hunter gains resistance to magics from specific school (enchantment, evocation, etc.) at 3rd level. This grants him a +2 bonus to any saving throws versus spells cast on the witch hunter from the school selected.

At 8th level and every five levels thereafter the witch hunter may choose another school to gain the +2 bonus. In addition, he may choose a previous school chosen at a lower level, and gain a cumulative +2 bonus as well. If the bonus is +4 or greater, the witch hunter also gains the ability to completely avoid the effects of a spell that normally still affects a target makes a successful saving throw (similar to the ranger's Evasion class feature but is not limited to spells that only cause damage or require Reflex saving throws).

Bonus Feat (Ex): The witch hunter may select a **Combat** or **Teamwork** feat as a bonus feat at 4th level. He must still qualify for the feat by meeting all of the prerequisites for the feat. The witch hunter gains an additional bonus feat every 3rd level thereafter (7th, 10th, 13th, etc.).

Spells: The witch hunter gains the ability to cast divine spells from the witch hunter list beginning at 4th level. The witch hunter must meditate for an hour at the beginning of each day and select the spells desired for the day during this time. He may choose any spell on the witch hunter spell list while preparing his spells.

The witch hunter must have a wisdom of at least 10 + the spell level in order to cast the spell. He does gain bonus spells based on his Wisdom as listed in the Pathfinder Roleplaying Game Core Rule Book™ Ability Modifiers and Bonus Spells table. The witch hunter's effective caster level is equal to his class level - 3.

Arcane Bane (Su): Beginning at 6th level, the witch hunter may grant his weapon effects of the **Bane** special ability as a swift action for a total number of rounds per day equal to his level. These rounds do not have to be consecutively used and the effect may be ended as an immediate action as desired.

When activated, the witch hunter must choose the creature type (and subtype for humanoids

and outsiders and the creature must have at least one spell-like or supernatural ability) or he may choose arcane magic targets. This allows the witch hunter to gain the +2 **enhancement bonus** to the weapon and additional 2d6 points of damage anyone that casts arcane spells or uses spell-like abilities.

He may change the target type as a swift action as desired, but if the weapon is dropped or taken from the witch hunter, the effect automatically ends.

If this effect is used on a weapon that already has the **Bane** special ability, the original Bane affect is suppressed for the duration of this ability.

Greater Arcane Sense (Ex): At 9th level the witch hunter's arcane sense allows him to detect the presence of arcane residue that has been generated within the past 24 hours. In addition, he may attempt to determine the relative level / hit dice of the caster by making a spellcraft check with a DC of 15 plus the spell level of the spell or spell-like ability.

Arcane Fortitude (Su): The witch hunter gains spell resistance equal to ½ his class level for spells or spell like effects from those schools that he has gained Arcane Resistance (see above) once he attains 12th level.

Greater Arcane Bane (Su): The damage caused by the **Bane** effect increases from 2d6 to 4d6 points of damage.

Hunting Mastery (Su): When the witch hunter reaches 20th level his skills at hunting those that use magics for their own evil ends reach their peak and he gains the following abilities. The witch hunter may move at his full speed while using his **Survival** skill to track others without penalty. When following the scent of magic he may even detect the residue left behind by magic items with faint auras and the bonus to track spell or spell like effects with a duration longer than an hour increase to +2 per spell level.

The witch hunter may also smite an opponent wielding arcane energies. The witch hunter may make a single attack as a standard action against a single opponent that casts arcane spells, spell-like abilities, or hexes at his full attack bonus. If the attack is successful, the opponent must make a Fortitude saving throw or be instantly slain. The DC for this saving throw is 10 + half the witch hunter's class level + the witch hunter's wisdom modifier. The witch hunter may choose to cause non-lethal damage equal to the opponent's hit points instead if desired. If the opponent succeeds with the saving throw, only normal lethal damage will be caused instead. The witch hunter may use this ability a number of times per day equal to his wisdom modifier and once it

is used against a particular foe it cannot be used on that opponent again for 24 hours.

Witch Hunter Spell List

1st Level: Abundant Ammunition^{UC}, Alarm, Animal Messenger, Animal Purpose Training^{ACG}, Ant Haul^{APG}, Bane, Bowstaff^{UC}, Call Animal^{APG}, Cause Fear, Cloak of Shade^{APG}, Command, Compel Hostility^{UC}, Comprehend Languages, Dancing Lantern^{APG}, Deadeye's Lore^{UC}, Detect Aberration^{APG}, Detect Chaos/Evil/Good/Law, Detect Magic, Detect Poison, Detect Snares and Pits, Diagnose Disease^{UM}, Disguise Self, Doom, Endure Elements, Forced Quiet^{UM}, Glide^{APG}, Gravity Bow^{APG}, Heightend Awareness^{ACG}, Hex Ward^{UM}, Horn of Pursuit^{UM}, Invisibility Alarm^{ACG}, Jump, Keen Senses^{APG}, Know the Enemy^{UM}, Lead Blades^{APG}, Liberating Command^{UC}, Linebreaker^{ARG}, Lock Gaze^{UC}, Longshot^{UC}, Longstrider, Magic Weapon, Negate Aroma^{APG}, Pass without Trace, Persuasive Goad^{UM}, Read Magic, Refine Improvised Weapon^{ACG}, Remove Fear, Residual Tracking^{APG}, Resist Energy, Returning Weapon^{UC}, Shield of Fortification^{ACG}, Stunning Barrier^{ACG}, Thunderstomp^{ACG}, Tireless Pursuit^{APG}, Unerring Weapon^{UC}, Wartrain Mount^{UM}, Wrath^{APG}

2nd Level: Accelerate Poison^{APG}, Acute Senses^{UM}, Align Weapon, Ant Haul [Communal]^{UC}, Arrow Eruption^{APG}, Badger's Ferocity^{UM}, Blood Scent^{ARG}, Bloodhound^{APG}, Brow Gasher^{UC}, Bullet Ward^{ACG}, Campfire Wall^{APG}, Chameleon Stride^{APG}, Confess^{APG}, Cure Light Wounds, Darkness, Delay Disease^{ARG}, Delay Pain^{UM}, Delay Poison, Discovery Torch^{UC}, Eagle Eye^{APG}, Effortless Armor^{UC}, Endure Elements [Communal]^{UC}, Enthrall, Find Traps, Focused Scrutiny^{ACG}, Follow Aura^{APG}, Hide Campsite^{APG}, Hunter's Eye^{APG}, Improve Trap^{ARG}, Inflict Light Wounds, Interrogation^{UM}, Invisibility, Knock, Locate Weakness^{UC}, Perceive Cues^{APG}, Protection from Chaos/Evil/Good/Law, Protection from Energy, Protective Spirit^{APG}, Reloading Hands^{UC}, Remove Paralysis, Returning Weapon [Communal]^{UC}, Ricochet Shot^{UC}, See Invisibility, Shield Other, Silence, Snare, Tongues, True Strike, Undetectable Alignment, Versatile Weapon^{APG}, Weapon of Awe^{APG}, Web Shelter^{UM}, Zone of Truth

3rd Level: Adjustable Disguise^{ACG}, Align Weapon [Communal]^{ACG}, Arcane Sight, Banish Seeming^{APG}, Battle Trance^{ARG}, Blessing of the Mole^{UM}, Burst of Speed^{UC}, Cast Out^{APG}, Castigate^{APG}, Chameleon Stride [Greater]^{ACG}, Cloak of Winds^{APG}, Continual Flame, Coordinated Effort^{APG}, Countless Eyes^{UM}, Cure Moderate Wounds, Darkvision, Daybreak Arrow^{UC}, Daylight, Deeper Darkness, Delay Poison [Communal]^{UC}, Dimensional Anchor, Disguise Other^{UM}, Eldritch Fever^{UM}, Flames of the Faithful^{APG}, Ghostly Disguise^{UM}, Heroism, Hold Person, Inflict Moderate Wounds, Invisibility Purge, Keen Edge, Life Bubble^{APG}, Longstrider [Greater]^{ACG}, Magic Weapon [Greater], Named Bullet^{UC}, Neutralize

Poison, Obscure Object, Protection from Chaos/Evil/Good/Law [Communal]^{UC}, Protection from Energy [Communal]^{UC}, Remove Disease, Repel Vermin, Resist Energy [Communal]^{UC}, Restoration [Lesser], Retribution^{APG}, Righteous Vigor^{APG}, Sacred Bond^{APG}, Shield of Fortification [Greaser]^{ACG}, Spell Immunity, Spiritual Weapon, Stunning Barrier [Greater]^{ACG}, Thunderstomp [Greater]^{ACG}, Tireless Pursuers^{APG}, Witness^{UM}

4th Level: Aura Sight^{ACG}, Battlemind Link^{UM}, Bow Spirit^{APG}, Break Enchantment, Command [Greater], Coward's Lament^{APG}, Cure Light Wounds [Mass], Cure Serious Wounds, Curse of Magic Negation^{UM}, Darkvision [Communal]^{UC}, Darkvision [Greater]^{UM}, Death Ward, Detect Scrying, Discern Lies, Dismissal, Dispel Magic, Enchantment Foil^{ACG}, Fear, Fearsome Duplicate^{ARG}, Find Quarry^{UC}, Force Repentance^{APG}, Freedom of Movement, Healing Warmth^{ARG}, Hold Monster, Inflict Serious Wounds, Invisibility [Greater], Locate Object, Magic Circle vs. Chaos/Evil/Good/Law, Named Bullet [Greater]^{UC}, Nondetection, Persistent Vigor^{ACG}, Planeslayer's Call^{ACG}, Rebuke^{APG}, Remove Curse, Restoration, Spell Immunity [Communal]^{UC}, Stoneskin, Terrible Remorse^{UM}, True Seeing, Unwilling Shield^{APG}

ACG Advanced Class Guide

APG Advanced Player's Guide

ARG Advanced Race Guide

UC Ultimate Combat

UM Ultimate Magic

New Feats

Extra Hunter's Prowess

You have unlocked one additional skill in your fight against the dark arts.

Prerequisites: Hunter's Prowess class ability

Benefits: You gain one additional hunter's prowess class ability. You must meet all of the prerequisites for the ability chosen.

Special: you can take Extra Hunter's Prowess multiple times.

Zealot's Blessing

You have learned to strengthen your zealous energies when engaging those that practice the dark arts.

Prerequisites: Hunter's Zeal ability chosen from the Hunter's Prowess class feature

Benefits: You gain 2 additional daily uses of your Hunter's Zeal ability.

Special: You may choose this feat multiple times, gaining two additional uses per day.

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