

PLAYER Paraphernalia

THE WITCH HUNTER III
(NEW CLASS ARCHETYPES)

#13



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Player Paraphernalia #13 The Witch Hunter III (New Class Archetypes). ©2015, The Knotty-Works; Author John Buckley

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PLAYER PARAPHERNALIA #13

By the Knotty-Works

Welcome to the thirteenth 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 hybrid class was introduced. This issue offers Witch Hunter archetypes for three of the core character classes including the barbarian, fighter, and rogue. These archetypes grant abilities to intuitively sense magical auras as well as abilities that grant advantages when fighting arcane spell casters.

The Witch Hunter I (Barbarian)

There are those that see magic as an abomination to the natural world and the mere presence sends them into a killing frenzy. The witch hunter can smell the stink of magic and use to hone his skills and abilities when fighting those that would deign to use such forces of darkness.

Rage Powers

The witch hunter gains the **Superstition** rage power at 1st level. At 2nd level he automatically gains the **Witch Hunter** rage power. At 4th level he gains either the **Spell Sunder** or **Hex Marked** rage power. At 6th level he gains the **Disruptive** rage power. At 8th level he gains either the **Sunder Enchantment** or **Hex Slayer** rage power. At 10th level he gains the **Spell Breaker** or **Arcane Harrier** rage power.

These replace the rage powers gained up through 10th level.

Evasion & Uncanny Dodge

The Barbarian gains the **Evasion** class feature at 2nd level and **Uncanny Dodge** at 4th level. At 14th level he may choose either the **Improved Evasion** or **Improved Uncanny Dodge** ability. This ability modifies and replaces **Uncanny Dodge** and **Improved Uncanny Dodge** abilities and replaces the **Indomitable Will** class ability gained at 14th level.

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Eldritch Sense (Ex)

At 3rd level the witch hunter may make a **perception** check to detect any magical auras within 5 feet of him with a DC equal to 20 - effective spell level or based on aura for magic items (Faint 20, Moderate 15, Strong, 12). The witch hunter cannot determine what type of magic is present, its effect, or its exact source or location; only that it is within his presence. If the witch hunter possesses magic items or under the effects of a spell or magic effect the DC increases equal to the effective spell level or based on the strongest aura of magic items possessed (+2 for faint, +5 for moderate, +10 for strong).

In addition to items, arcane spellcasters or creatures that can cast arcane spell-like abilities also generate a magical aura that may be sensed by the witch hunter. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature. 5th level or less spellcasters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6th and 12th level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13th and 18th level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19th level or above (or creatures with more than 24 hit dice) are considered to have overwhelming auras.

If the witch hunter detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the witch hunter's class level, the witch hunter must make a Will save (DC equal to level of spellcaster or creature's hit dice) or be stunned for one round.

At 6th level the witch hunter may identify the source of the magic. At 9th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The witch hunter does not have to possess Knowledge (arcana) but may use his Perception skill instead though he must spend at least three rounds to determine the strength and type of magic involved within reach. The witch hunter cannot determine the school of magic involved when

detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces the barbarian's trap sense ability.

Spell Resistance (Su)

The barbarian gains spell resistance equal to $\frac{1}{2}$ his class level at 7th level. This ability replaces [Damage Reduction](#).

New Rage Powers

Hex Marked (Su)

Prerequisites: Barbarian 6, [Superstition](#) rage power.

The barbarian's blood is more resistant to the hex powers of the witch. In addition to the bonus granted by the Superstition rage power, the barbarian may add his Constitution modifier on top of any other modifiers regardless of the type of saving throw against a hex cast at him. In addition, if the barbarian's class level is higher than the witch's class level, and effects with a duration longer than instantaneous are halved (except for permanent effects). If the Barbarian is 15th level or higher, any hexes that cause death or changes the Barbarian's form automatically fail, though other effects of the hex may still apply.

Hex Slayer (Ex)

Prerequisites: Barbarian 10, [Disruptive](#) rage power

Any opponent within reach of the barbarian that uses a hex power provokes an attack of opportunity from the barbarian after the hex is cast. This supersedes the rule that casting hexes do not provoke attacks of opportunity.

Arcane Harrier (Ex)

Prerequisites: Barbarian 12, [Disruptive](#) rage power

The barbarian adds half his class level to the DC to cast spells defensively for all enemies within the barbarian's threatened area. This is in addition to the +4 granted by the Disruptive rage power. If the barbarian has no available attacks of opportunity until the beginning of his next turn the DC increase does not apply.

The Witch Hunter II (Fighter)

The art of fighting those that wield arcane energies is not beyond the realm of possibility for a few select warriors. The witch hunters still believe in the strength of their own limbs and weapons but have gained the ability sense the aura that

exudes from magical energies both spent and active. It is this sense that gives them the edge when taking on those that wield such energies.

Eldritch Sense (Ex)

At 1st level the witch hunter may make a [perception](#) check to detect any magical auras within 5 feet of him with a DC equal to 20 - effective spell level or based on aura for magic items (Faint 20, Moderate 15, Strong, 12). The witch hunter cannot determine what type of magic is present, its effect, or its exact source or location; only that it is within his presence. If the witch hunter possesses magic items or under the effects of a spell or magic effect the DC increases equal to the effective spell level or based on the strongest aura of magic items possessed (+2 for faint, +5 for moderate, +10 for strong).

In addition to items, arcane spellcasters or creatures that can cast arcane spell-like abilities also generate a magical aura that may be sensed by the witch hunter. The effective aura of the spell caster is based on the effective caster level of the caster or creature. 5th level or less spell \casters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6th and 12th level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13th and 18th level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19th level or above (or creatures with more than 24 hit dice) are considered to have overwhelming auras.

If the witch hunter detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the witch hunter's class level, the witch hunter must make a Will save (DC equal to level of spellcaster or creature's hit dice) or be stunned for one round.

At 4th level the witch hunter may identify the source of the magic. At 8th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the [Detect Magic](#) spell. The witch hunter does not have to possess [Knowledge](#) (arcana) but may use his [Perception](#) skill instead though he must spend at least three rounds to determine the strength and type of magic involved within reach. The witch hunter cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces bonus feats gained at 1st, 2nd, 6th, and 10th levels.

Resilience (Ex)

At 2nd level the witch hunter may choose one **arcane school**, and he gains a +1 bonus to any saving throws against spells from that school. This bonus increases every 4 levels. At 10th level he may choose another school and gain a +1 bonus to any saving throws against spells from that school as well. This bonus also increases every 4 levels

This ability replaces **Bravery**

Resistance

At 3rd level the witch hunter gains an innate spell resistance equal to ½ his class (minimum of 1). The witch hunter may voluntarily lower this resistance as desired as a standard action and return it as a swift action.

This ability replaces **Armor Training**

Bonus Feats

The witch hunter gains **Disruptive** at 4th level and **Spellbreaker** at 8th level. These replace the bonus feats gained at 4th and 8th level.

The Witch Hunter III (Rogue)

While many learn skills of stealth and sleight of hand for the excitement and adventure, there are those who take on a cause of their own. The witch hunter is one such profession, with individuals who seek out to eliminate threats or victims imbued with arcane skills and talents. Where most learn the art of disarming traps, the witch hunter instead attunes her senses for residual energies of arcane energies.

Class Skills

The witch hunter gains **Knowledge** (arcana) and **Spellcraft** as class skills. The witch hunter loses **Disable Device** as a class skill.

Eldritch Sense (Ex)

At 1st level the witch hunter may make a **perception** check to detect any magical auras within 5 feet of him with a DC equal to 20 - effective spell level or based on aura for magic items (Faint 20, Moderate 15, Strong, 12). The witch hunter cannot determine what type of magic is present, its effect, or its exact source or location; only that it is within his presence. If the witch hunter possesses magic items or under the effects of a spell or magic effect the DC increases equal to the effective spell level or based on the strongest aura of magic items possessed (+2 for faint, +5 for moderate, +10 for strong).

In addition to items, arcane spellcasters or creatures that can cast arcane spell-like

abilities also generate a magical aura that may be sensed by the witch hunter. The effective aura of the spell caster is based on the effective caster level of the caster or creature. 5th level or less spell \ casters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6th and 12th level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13th and 18th level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19th level or above (or creatures with more than 24 hit dice) are considered to have overwhelming auras.

If the witch hunter detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the witch hunter's class level, the witch hunter must make a Will save (DC equal to level of spellcaster or creature's hit dice) or be stunned for one round.

At 5th level the witch hunter may identify the source of the magic. At 9th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The witch hunter does not have to possess **Knowledge** (arcana) but may use his Perception skill instead though he must spend at least three rounds to determine the strength and type of magic involved within reach. The witch hunter cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces the rogue's **Trapfinding** and **Trap Sense** abilities.

The witch hunter gains access to the following rogue talents.

Additional Rogue Talents

Disruptive (Ex)

Your skills with the blade are especially dangerous to spell casters.

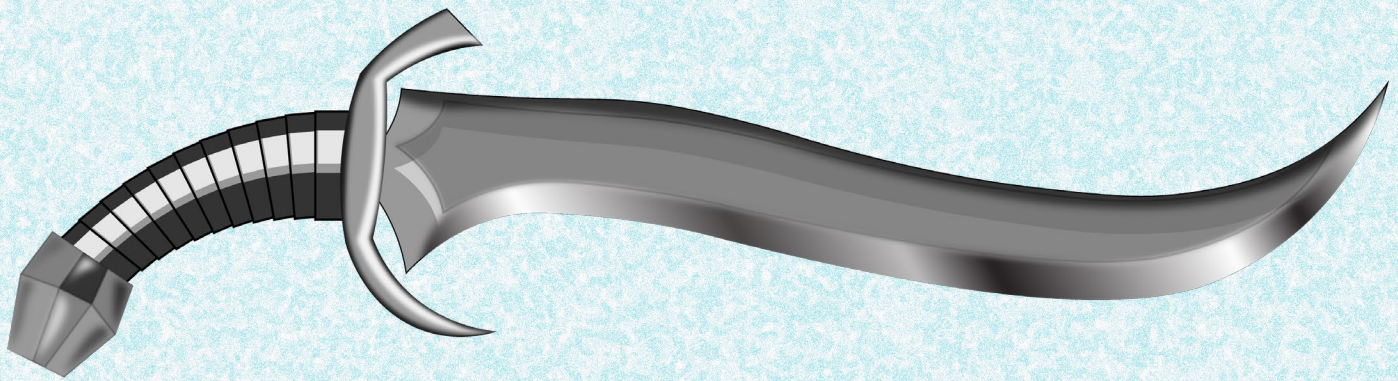
Prerequisites: Rogue 6

You gain the effects of the **Disruptive** combat feat normally only available to fighters.

Hex Ward (Ex)

You have built up reserves of energy to resist the harmful effects of the witch's hex.

You gain a +1 bonus to all saving throws against hexes cast on you. This bonus increases by 1 for every four levels possessed by the witch hunter.



Major Magic II (Sp)

You have spent more time studying the arcane arts and have unlocked the ability to cast a more potent spell on occasion.

Prerequisites: Intelligence 12, [Major Magic](#) rogue talent

You gain the ability to cast a 2nd level spell from the [sorcerer/wizard spell list](#) once a day as a spell-like ability. The caster level for this ability is equal to your class level and the DC for any saving throws is equal to 12 + your Intelligence modifier.

Spellbreaker (Ex)

You have honed your senses to take advantage of those that attempt to cast a spell within your reach.

Prerequisites: Rogue 10, Disruptive talent

You gain the effects of the [Spellbreaker](#) combat feat normally only available to fighters.

Additional Advanced Rogue Talents

Arcane Mastery (Sp)

Your studies of the paranormal has granted you the ability to cast a powerful spell once a day

Prerequisites: Int 13, Major Magic II

You choose one 3rd level spell from the [sorcerer/wizard spell list](#) and may cast it once per day as a spell-like ability, treating your class level as your caster level. The DC for any saving throw for this 13 + your Int modifier.

Arcane Resistance (Su)

You have built up a supernatural resistance against the harmful effects of spells cast on you.

Prerequisites: Arcane Mastery advanced talent

You gain a spell resistance equal to half your class level. You may voluntarily lower this

resistance as a standard action and it automatically resumes the next round.

Distance Disruptor (Ex)

You have a keen eye and can make a quick shot at any spell caster within a short range if you have a ranged or thrown weapon available.

Prerequisites: Disruptive talent

You make a perception check to notice any spell caster within 30 feet with a DC equal to 10 + the caster's level. If you notice the caster you may make an attack of opportunity against the caster if you have a loaded ranged weapon or thrown weapon in hand as long as you have at least one attack of opportunity available.

Improved Hex Ward (Su)

You slough off the effects of most hexes cast on you with no ill effects.

Prerequisites: Hex Ward talent

You are immune to normal hexes cast on you, though major and grand hexes are still effective (though you still gain the saving throw bonus awarded by the Hex Ward talent).

Spellslayer (Ex)

Your blade can find its way to a spell caster's vital organs when they attempt to cast a spell within your reach.

Prerequisites: Spellbreaker talent

If you make a successful attack of opportunity as granted by the spellbreaker talent, you may apply your sneak attack damage to the attack.

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