



# PLAYER Paraphernalia



THE WITCH HUNTER IV  
(NEW CLASS ARCHETYPES)

#14





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# PLAYER PARAPHERNALIA #14

## By the Knotty-Works

Welcome to the fourteenth 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 several witch hunter archetypes for three of the core classes were introduced. This issue is offers three more Witch Hunter archetypes for the bard, cleric, and paladin. 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 (Bard)

Its all about focus, at least for the witch hunter. Focusing on the tell tale signs of arcane magics and the effects of the dark arts, the witch hunter uses his ability to entertain and penchant on obscure lore to hunt down those that would harm others with evil curses and dark magics.

#### Weapon Proficiency

The witch hunter is proficient with all simple weapons, the bola, lasso, net, rapier, and whip. This modifies the normal weapons a bard gains proficiency.

#### Bardic Performances

*Counter Hex I(Su):* At 1<sup>st</sup> level the bard may use his **performance** to disrupt a **normal hex** cast on any creatures within 30 feet of the witch hunter. Each round the witch hunter uses the counter hex performance, he may use his Perform check in place of a saving throw for those within the 30 foot area of effect if the Perform check is higher than the saving throw made by the afflicted victim. In addition, anyone within the area of effect of the counter hex that is under the affect of a normal hex is allowed to make another saving throw each round the counter hex is being performed, though the victim must use the witch hunter's perform check for the saving throw.

This bardic performance replaces the bard's Countersong performance ability.

*Eldritch Detection (Ex):* At 1<sup>st</sup> level the witch hunter may use his **performance** to cause a harmonic vibration in all nearby magical auras within 10 feet of him, granting him the ability to detect

such vibrations by making a Perform check. The DC for the performance is 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. 5<sup>th</sup> level or less spell \casters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6<sup>th</sup> and 12<sup>th</sup> level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13<sup>th</sup> and 18<sup>th</sup> level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19<sup>th</sup> 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 6<sup>th</sup> level the witch hunter may identify the source of the magic. At 12<sup>th</sup> 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.

This bardic performance replaces the bard's Fascinate performance ability.

*Inspire Eldritch Courage (Su):* At 1<sup>st</sup> level the witch hunter can use his **performance** to grant allies within 30 feet a +1 morale bonuses on saving throws against hexes and a +1 competence bonus on attack and damage rolls. This bonus increases by +1 at 5<sup>th</sup> level and every six class levels thereafter (maximum of +4).



This bardic performance replaces the bard's Inspire Courage performance ability.

*Counter Hex II(Su):* At 10<sup>th</sup> level the bard may use his performance to disrupt a **major** or **normal hex** cast on any creatures within 30 feet of the witch hunter. Each round the witch hunter uses the counter hex performance, he may use his Perform check in place of a saving throw for those within the 30 foot area of effect if the Perform check is higher than the saving throw made by the afflicted victim. In addition, anyone within the area of effect of the counter hex that is under the affect of a normal or major hex is allowed to make another saving throw each round the counter hex is being performed, though the victim must use the witch hunter's perform check for the saving throw.

This bardic performance replaces the bard's Suggestion performance ability.

*Counter Hex III(Su):* At 18<sup>th</sup> level the bard may use his performance to disrupt any type of hex (**normal**, **major**, or **grand**) cast on creatures within 30 feet of the witch hunter. Each round the witch hunter uses the counter hex performance, he may use his Perform check in place of a saving throw for those within the 30 foot area of effect if the Perform check is higher than the saving throw made by the afflicted victim. In addition, anyone within the area of effect of the counter hex that is under the affect of any type of hex (normal, major, or grand) is allowed to make another saving throw each round the counter hex is being performed, though the victim must use the witch hunter's perform check for the saving throw.

This bardic performance replaces the bard's Mass Suggestion performance ability.

## The Witch Hunter II (Cleric)

To many cultures and religions, magic is an anathema to the spiritual world, or specifically magic that is used in opposition to the mission and goals of a particular deity or religion. It is for this reason that some members of the clergy take up the mantle of the witch hunter, to seek out, expose, and eventually deliver or destroy those that use eldritch magics that oppose the witch hunter's deity.

### Class Skills

The witch hunter replaces the **Knowledge** (nobility) class skill with **Knowledge** (local) and **Diplomacy** with **Intimidate**. The witch hunter keeps pulse of his community more so than the upper echelons of society and finds threats more appealing than a honey tongue.

### Domains

The witch hunter must select **Magic** or one of its sub-domains as one of his domains. This includes the Eldritch sub-domain detailed below. **Class Acts:** **Clerics** by *Abandoned Arts* also offers the Spell Lore sub-domain that would work well with this archetype.

### Eldritch Sense (Ex)

At 1<sup>st</sup> 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. 5<sup>th</sup> level or less spell \casters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6<sup>th</sup> and 12<sup>th</sup> level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13<sup>th</sup> and 18<sup>th</sup> level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19<sup>th</sup> 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 6<sup>th</sup> level the witch hunter may identify the source of the magic. At 12<sup>th</sup> 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.

This ability replaces the cleric's **spontaneous casting** ability.



## Variant Channeling

The witch hunter may choose the Magic variant channeling (harm only) as found in *Paizo's Ultimate Magic* supplement. Other third party variant channeling includes the Suppressive Channeling feat and the variant effects for the Magic Domain that would fit in well with this archetype, especially the Arcane Suppression major channeling effect (see OGL for references to other materials).

## New Sub-Domain

### Eldritch

*Magics granted by powerful beings can be just as powerful as those created by the most powerful wizards. The Eldritch sub-domain focuses on such magics.*

**Associated Domain:** Magic

### Eldritch Resistance (Su)

The cleric gains a sacred bonus equal to his Wisdom adjustment (minimum of 1) for all spells, hexes, and spell-like effects. In addition, the cleric may grant this affect to allies if his channeling effect heals others. When applied as part of the channeling effect the number of dice used for the healing effect is reduced by half and the bonus granted lasts until the end of the cleric's next turn.

This replaces the *Hand of the Acolyte* power granted by the *Magic Domain*

2<sup>nd</sup> level—*Arcane Disruption* (Advanced Class Origins Player Companion), 4<sup>th</sup>—*Lesser Spell Crash*

## The Witch Hunter III (Paladin)

Innocents seem to always be the target of nefarious practitioners of the dark arts, and the witch hunter is there to protect those than cannot protect themselves.

### Weapon and Armor Proficiency

The witch hunter is proficient with all simple and martial weapon, the bola, lasso, and net. She is also proficient with light and medium armors and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a paladin.

### Eldritch Sense (Ex)

At 1<sup>st</sup> 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. 5<sup>th</sup> level or less spell \casters (or creatures with 5 or less hit dice) give off a faint magical aura. Spellcasters between 6<sup>th</sup> and 12<sup>th</sup> level (or creatures with 6 to 15 hit dice) produce a moderate magical aura. Spellcasters between 13<sup>th</sup> and 18<sup>th</sup> level (or creatures with 16 to 24 hit dice) produce a strong magical aura. If the spellcaster is 19<sup>th</sup> 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 4<sup>th</sup> level the witch hunter may identify the source of the magic. At 8<sup>th</sup> 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.

This replaces the paladin's *Detect Evil* class ability.

### Smite Eldritch

Once per day the witch hunter may use her resolve to smite an eldritch opponent. The opponent must either be a wielder of eldritch magics (as detected the witch hunter's eldritch sense) or currently be under the effects of a magical effect.

As a swift action, the witch hunter designates the eldritch opponent and if the opponent meets the criteria above the witch hunter adds her Charisma adjustment to her attack and damage rolls against the target of the smite. If the target is of the dragon, outsider, or undead type then the bonus damage of the first successful attack increases by twice the witch hunter's class level. In addition, the witch hunter's attack automatically bypasses the target's DR possessed.

In addition, the witch hunter gains a deflection bonus equal to the attack bonus from the smite



made against her by the targeted opponent as long as the smite applies. If the target does not meet the criteria of being an eldritch opponent, no bonuses to attacks or defense are granted.

This ability may be used one additional time per day at 4<sup>th</sup> level and every three levels thereafter. The smite remains in effect until the target is dead, the eldritch effect is lost (such as a spell effect expiring), or the witch hunter rests and regains her uses of this ability.

This replaces the paladin's [Smite Evil](#) class ability.

### Hex Resistance (Ex)

At 2<sup>nd</sup> level the witch hunter adds her Charisma modifier to all saving throws versus hexes as a sacred bonus. This is in addition to the saving throw bonus granted by [Divine Grace](#).

At 3<sup>rd</sup> level, the witch hunter becomes immune to one of the following hexes: [Blight](#), [Cursed Wound](#), [Evil Eye](#), [Misfortune](#), and [Scar](#). The witch hunter may choose another hex every level thereafter until [Aura of Eldritch Resolve](#) is gained (see below). This is in addition to the immunities to disease granted by [Divine Health](#).

### Mercy (Su)

In addition to the mercies normally granted, the witch hunter may choose from the following mercies.

**Normal Hex:** At 9<sup>th</sup> level the witch hunter may attempt to remove the effects of a [normal hex](#) with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the witch hunter's Hex Resistance (the recipient does not gain any immunities to hexes however). If the saving throw fails, the witch hunter may not attempt this mercy on the same individual again for 24 hours.

**Major Hex:** At 15<sup>th</sup> level the witch hunter may attempt to remove the effects of a [major hex](#) with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the witch hunter's Hex Resistance. If the saving throw fails, the witch hunter may not attempt this mercy on the same individual again for 24 hours.

**Grand Hex:** At 18<sup>th</sup> level the witch hunter may attempt to remove the effects of a [grand hex](#) with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the witch hunter's Hex Resistance. If the saving throw fails, the witch hunter may not attempt this mercy on the same individual again for 24 hours.

### Channel Positive Energy (Su)

The witch hunter may choose a variant channeling effect as listed for the cleric archetype above.

### Aura of Eldritch Resolve (Su)

At 8<sup>th</sup> level, the witch hunter is immune to all [normal hexes](#). All allies within 10 feet of the witch hunter gains a +4 morale bonus against normal hexes cast on them as long as the witch hunter is conscious and not disabled.

This replaces the paladin's [Aura of Resolve](#) class ability.

### Aura of Justice (Su)

This ability is identical to the paladin class ability but applies to the witch hunter's [Smite Eldritch](#) class ability, costing two [Smite Eldritch](#) uses, and bonuses to allies only lasting one minute.

### Eldritch Aura (Su)

At 14<sup>th</sup> level the witch hunter's weapons (including unarmed attacks) are considered magic for purposes of ignoring damage reduction. Ally attacks made against enemies within 10 feet of the witch hunter are also considered magical for the same purpose of ignoring damage reduction. This effect does not function if the witch hunter is unconscious, disabled, or dead.

At 17<sup>th</sup> level this aura increases, granting the witch hunter a DR 5/magic and immunity to major hexes. All allies within 10 feet of the witch hunter gains a +4 morale bonus against major hexes cast on them as long as the witch hunter is conscious and not disabled.

This ability replaces the paladin's [Aura of Faith](#) and [Aura of Righteousness](#) class abilities.

### Eldritch Champion (Su)

At 20<sup>th</sup> level, the witch hunter's DR/magic increases to 10 and if her [smite eldritch](#) is used against an outsider type, a successful strike subjects the creature to the banishment spell effect.

In addition, her channel energy and lay on hand effects always heal the maximum allowed for the effect.

This ability modifies the paladin's [Holy Champion](#) class ability.

As with normal paladins, the witch hunter must abide by the code of conduct including her association with others.



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