

PLAYER Paraphernalia



THE GHOST HUNTER
(ARCHETYPES)

#33



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PLAYER PARAPHERNALIA #33



By the Knotty-Works

Welcome to the thirty third issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Ghost Hunter archetype for the barbarian, fighter, and ranger and the Ghost Hunter Bloodline for the Sorcerer. Focusing on combating the paranormal, the ghost hunter hones his skills when combating incorporeal and supernatural opponents.

Ghost Hunter (Fighter Archetype)

The battle against the supernatural is never-ending and the ghost hunter learns to harness his own energies to battle those creatures that crawl up from the darkness. The ghost hunter learns the secret of combating that evil that lives within the ether, preying on innocent and defenseless within the physical realm. Although nearly as proficient as any warrior, the ghost hunter finds ways to hurt those that cannot normally be hurt by physical weapons while at the same time learning to dodge attacks and the deadly effects of the supernatural abilities of his opponent.

Class Abilities

Forceful Strike (Su): The ghost hunter may cause damage to incorporeal creatures while wielding a normal non-magical melee weapon or unarmed attack at 1st level. The ghost hunter causes a number of points of damage equal to ½ his class level (minimum of 1) with any attack that would not normally cause damage to an incorporeal creature. At 8th level the ghost hunter may add this damage to any melee attack regardless of whether or not the weapon or attack is magical or mundane. At 16th level

the ghost hunter may add this damage to attacks made with ranged weapons as well.

Normal miss chances apply while attacking an incorporeal creature, though the chance decreases by 5% starting at 4th level and every four levels thereafter possessed by the ghost hunter (maximum of 25% at 20th level).

This ability replaces the **Bonus Feats** gained at 1st, 4th, 8th, 12th, and 16th levels.

Strength of Will (Su): The ghost hunter gains a +1 bonus on all Will saves against fear or attempts of possession (such as the *Magic Jar* spell) beginning at 2nd level. This bonus increases every four levels thereafter. This ability alters the fighter's **Bravery** class ability.

Incorporeal Resistance (Su): The ghost hunter gains a +1 deflection bonus when attacked by an incorporeal opponent beginning at 3rd level. For every four levels beyond 3rd, the ghost hunter's deflection bonus increases by +1 (to a maximum of +5 at 19th level). At 19th level the ghost hunter may add this bonus to any Fortitude saving throws required from any type of touch attack that would drain an ability score or class levels or causes supernatural damage (such as the ghost's corrupting touch attack).

This ability replaces the fighter's **Armor Training** and **Armor Mastery** class abilities.

Ghost Hunter (Barbarian Archetype)

The boundary between the natural and supernatural world are thinnest where man's intrusions are not felt. As a result, many creatures from beyond the natural realms find it quite easy to cross over and cause havoc with those that live closest to nature. The ghost hunter stands in

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the breach, using her natural ferocity to battle such creatures that others cannot even sense or hope to confront directly. Given her connections to the natural world, the ghost hunter learns to focus her energies to damage those normally immune to physical weapons and over time she learns to become more resistant to the attacks of those that come from beyond the ether.

Class Abilities

Forceful Strike (Su): The ghost hunter may cause damage to incorporeal creatures while wielding a normal non-magical melee weapon or unarmed attack at 1st level. The ghost hunter causes a number of points of damage equal to ½ her class level (minimum of 1) with any attack that would not normally cause damage to an incorporeal creature. At 9th level the ghost hunter may add this damage to any melee attack regardless of whether or not the weapon or attack is magical or mundane. At 15th level the ghost hunter may add this damage to attacks made with ranged weapons as well.

Normal miss chances apply while attacking an incorporeal creature, though the chance decreases by 5% starting at 3rd level and every four levels thereafter possessed by the ghost hunter (maximum of 25% at 19th level).

This ability replaces the barbarian's Fast Movement and Trap Sense class abilities.

Strength of Will (Su): The ghost hunter gains a +4 bonus on all Will saves against enchantments or attempts of possession (such as the *Magic Jar* spell) at 14th level. This ability alters the barbarian's Indomitable Will class ability.

Incorporeal Resistance (Su): The ghost hunter gains a +1 deflection bonus when attacked by an incorporeal opponent beginning at 7th level. For every three levels beyond 7th, the ghost hunter's deflection bonus increases by +1 (to a maximum of +5 at 19th level). At 19th level the ghost hunter may add this bonus to any Fortitude saving throws required from any type of touch attack that would drain an ability score or class levels or causes supernatural damage (such as the ghost's corrupting touch attack).

This ability replaces the barbarian's Damage Reduction class ability.

Ghost Hunter (Ranger Archetype)

Hunting that which cannot be seen or felt falls squarely in the realm of the supernatural and there are a few that are trained from a young

age to stalk that which is not stalkable. The ghost hunter focuses on those that have long since past living and gains a supernatural sense as to when such entities are about. Over time the ghost hunter hones his combat skills to take on those that cannot be seen or felt until it is too late.

Class Abilities

Undead Antipathy (Ex): The ghost hunter must choose undead for his 1st favored enemy. Additional favored enemies may be chosen as desired at higher levels. This ability modifies the ranger's Favored Enemy class ability.

Sense of Suspension (Su): At 1st level the ghost hunter gains a supernatural sense of awareness. The ghost hunter may actively sense the presence of an incorporeal creature within 30 ft by making a perception check. The DC to sense the presence of an incorporeal creature is equal to 10 plus the creature's CR. If the creature is invisible or concealed, the ghost hunter has a general sense of direction and distance of where the creature can be found, within 10 ft of its actual position. This ability grants no additional bonuses to hit or damage the incorporeal target.

This ability replaces the ranger's Wild Empathy class ability.

Forceful Strike (Su): Beginning at 2nd level, the ghost hunter may cause damage to incorporeal creatures while wielding his chosen weapon based on the combat style chosen at 2nd level. The ghost hunter causes a number of points of damage equal to ½ his class level (minimum of 1) with any attack that would not normally cause damage to an incorporeal creature. At 9th level the ghost hunter may add this damage to any attack made with his chosen combat style regardless of whether or not the weapon or attack is magical or mundane.

Normal miss chances apply while attacking an incorporeal creature, though the chance decreases by 5% starting at 3rd level and every four levels thereafter possessed by the ghost hunter (maximum of 25% at 19th level).

This ability modifies the ranger's Combat Style class ability and replaces his Favored Terrain class ability.

Strength of Will (Su): The ghost hunter gains a +4 bonus on all Will saves against enchantments or attempts of possession (such as the *Magic Jar* spell) at 12th level.

This ability alters the ranger's Camouflage class ability.

Incorporeal Resistance (Su): The ghost hunter gains a +1 deflection bonus when attacked by an incorporeal opponent beginning at 7th level. For every three levels beyond 7th, the ghost hunter's deflection bonus increases by +1 (to a maximum of +5 at 19th level). At 19th level the ghost hunter may add this bonus to any Fortitude saving throws required from any type of touch attack that would drain an ability score or class levels or causes supernatural damage (such as the ghost's corrupting touch attack).

This ability replaces the ranger's Woodland Stride, Quarry, and Improved Quarry class abilities.

Ghost Hunter Bloodline (Sorcerer)

There are those that have learned to harness magics to combat the supernatural, passed down from generation to generation. The Ghost Hunter bloodline grants a sorcerer the ability to combat ghosts and other supernatural entities that do not fully reside on the prime material plane.

Class Skill: Perception

Bonus Spells: *Death Watch* (3rd), *Ghostbane Dirge* (5th), *Life Shield* (7th), *Anti-Incorporeal Shell* (9th), *Mass Ghostbane Dirge* (11th), *Undeath to Death* (13th), *Forcecage* (15th), *Dimensional Lock* (17th), *Etherealness* (19th)

Bonus Feats: Alertness, Arcane Blast, Arcane Shield, Arcane Strike, Combat Casting, Ectoplasmic Spell, Great Fortitude, Skill Focus (Perception)

Bloodline Arcana: Whenever you cast a spell from the school of abjuration, you gain a +1 deflection bonus to your AC for a number of rounds equal to the level of the spell being cast. If the spell cast grants a deflection bonus, the effect of this bloodline arcana does not stack with the bonus of the spell.

Bloodline Powers

Forceful Strike (Su): At 1st level you can cause damage to incorporeal creatures wielding a normal non-magical melee weapon. You cause a number of points of damage equal to ½ your class level (minimum of 1) with any attack that would not normally cause damage to an incorporeal creature.

Normal miss chances apply while attacking an incorporeal creature, though the chance decreases by 5% starting at 3rd level and every

four levels thereafter (maximum of 25% at 19th level).

Strength of Will (Su): You gain a +1 bonus on all Will saves against fear or attempts of possession (such as the *Magic Jar* spell) beginning at 3rd level. This bonus increases every four levels thereafter (maximum of +5 at 19th level).

Incorporeal Resistance (Su): You gain a +1 deflection bonus when attacked by an incorporeal opponent beginning at 9th level. For every two levels beyond 9th, the deflection bonus increases by +1 (to a maximum of +5 at 17th level). At 19th level you may add this bonus to any Fortitude saving throws required from any type of touch attack that would drain an ability score or class levels or causes supernatural damage (such as the ghost's corrupting touch attack).

Incorporeal Form (Sp): At 15th level you may become incorporeal for a total number of rounds per day equal to your sorcerer class level as a swift action. You may become corporeal as a free action and you do not have to use the entire amount of time consecutively.

While incorporeal you are not susceptible to damage from non-magical weapons and attacks and only suffers half damage from attacks from a corporeal source. You also gain a deflection bonus equal to your Charisma modifier (minimum of +0). You gain no benefit from the Forceful Strike or Incorporeal Resistance bloodline powers while actively using this bloodline power.

Incorporeal Bane (Ex): At 20th level you are a master at hunting the incorporeal, gaining a DR 5/- against all incorporeal attacks and have an uncanny sense when incorporeal creatures are within 30 ft of you. You may make a perception check with a DC equal to 10 + the creature's CR to sense the nearby presence of an incorporeal creature and the direction and distance of where the creature can be found, within 10 ft of its actual position.

If you possess the Ectoplasmic Spell meta-magic feat, you may add it to any spell you cast without increasing the casting time, though you must still expend a higher level spell slot.

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