

Player Paraphernalia

#66

THE
WITCH HUNTER V
(HYBRID CLASS)

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PLAYER PARAPHERNALIA #66

BY THE KNOTTY-WORKS



Welcome to issue sixty-six of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue we give you yet another version of the witch hunter. Based on an original hybrid class idea by Adam Matherly, this class builds upon the Inquisitor and the Magus.

The Witch Hunter V

The best way to fight fire is with fire. At least that is the general view held by most witch hunters, harnessing their skills and knowledge of the arcane world to wage war against those they believe pose a threat to others or to the witch hunter's own agenda. Most witch hunters seek sponsorship from other groups or entities, while a few are driven by their own personal cause.

Witch hunters are generally leery of other spell casters, especially those that seem to be able to draw upon their own spirit to tap into the arcane energies about them. Though the witch hunter may find it tolerable to work with other arcane dabblers, few find any way to maintain a long term relationship with those that may harness supernatural energies through either skill or talent.

Role Breaking the line of arcane tradition, the witch hunter blurs the line between priest, mage, and warrior. Although somewhat proficient with basic martial skills, the witch hunter excels in funneling his energies into arcane strikes of deadly precision. However, he does gain access to a limited set of curative spells normally relegated to those of divine nature, allowing the witch hunter to step in when needed to grant relief to his allies.

Alignment: Any lawful.

Hit Die: d8

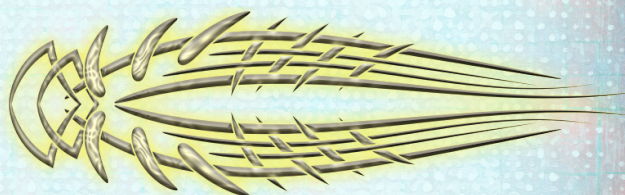
Starting Wealth: 4d6 X 10 gp (average 140 gp) and an outfit worth 10 gp or less.

Parent Classes: Inquisitor and Magus

Class Skills

Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha)

Skill Ranks per Level: 2 + Int modifier



Class Features

Weapon and Armor Proficiencies: The witch hunter is proficient with all simple weapons as well as light and one-handed martial weapons.

The witch hunter is proficient with light armor. He may cast spells from the witch hunter spell list without incurring the normal chance of arcane spell failure. If the witch hunter wears medium or heavy armor or a shield, he suffers the normal chance of arcane spell failure when casting spells with the somatic component. Any arcane spells gained from other classes attained suffer the normal chance of arcane spell failure while wearing any type of armor or shield use.

Spells: At 1st level, the witch hunter has the ability to cast spells drawn from the Witch Hunter Spell List. The number of spells the witch hunter may cast per day is given on the Witch Hunter Progression Table and he may cast additional spells per day based on

Witch Hunter Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day						
						0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Arcane Lore, Cantrips, Reckoning 1/day	3	1	—	—	—	—	—
2	+1	+3	+0	+3	Intuitive Cunning, Spell Combat	4	2	—	—	—	—	—
3	+2	+3	+1	+3	Arcane Pool	4	3	—	—	—	—	—
4	+3	+4	+1	+4	Improved Counterspell, Reckoning 2/day	4	3	1	—	—	—	—
5	+3	+4	+1	+4	Hunter's Gift	4	4	2	—	—	—	—
6	+4	+5	+2	+5	Casterbane (1)	5	4	3	—	—	—	—
7	+5	+5	+2	+5	Spontaneous Dispel	5	4	3	1	—	—	—
8	+6/+1	+6	+2	+6	Hunter's Gift, Reckoning 3/day	5	4	4	2	—	—	—
9	+6/+1	+6	+3	+6	Greater Counterspell, Improved Spell Combat	5	5	4	3	—	—	—
10	+7/+2	+7	+3	+7	Casterbane (2), Second Reckoning	5	5	4	3	1	—	—
11	+8/+3	+7	+3	+7	Hunter's Gift	5	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Reckoning 4/day	5	5	5	4	3	—	—
13	+9/+4	+8	+4	+8	Counterstrike	5	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Casterbane (3), Hunter's Gift	5	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Parry Spell	5	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10	Reckoning 5/day	5	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Hunter's Gift	5	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Casterbane (4)	5	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	Greater Spell Combat	5	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Reckoning 6/day, True Witch Hunter	5	5	5	5	5	5	4

those granted if he has a high Intelligence score (See the Ability Modifiers and Bonus Spells table in the Pathfinder RPG Core Rule Book™). All spells cast by the witch hunter are considered arcane, even if normally found on the divine spell list.

The witch hunter must have an Intelligence equal to at least 10 + the spell level in order to learn and cast the spell. The DC for any saving throws associated with spells cast by the witch hunter is equal to 10 + the spell level + the witch hunter's Intelligence modifier.

Spellbook: The witch hunter must study his spellbook to prepare his spells for the day. Other than *Read Magic* (which the witch hunter knows by rote), all spells available to the witch hunter must be stored in his spellbook. The witch hunter begins with a spellbook containing all 0-level spells and three 1st level witch hunter spells of his choice, and an additional number of 1st level spells equal to his Intelligence modifier. The

witch hunter may add two new spells when he gains a new class level. The new spells must come from a level he can currently cast upon attaining the new level.

Cantrips: The witch hunter may cast cantrips (0-level spells) he has prepared as listed on the Witch Hunter Progression Table without expending a daily use of a spell slot.

Arcane Lore (Ex): The witch hunter adds ½ his class level to spellcraft checks when identifying spells.

Reckoning (Su): Starting at 1st level, the witch hunter may pronounce a reckoning upon his foes as a *swift action*. When the reckoning is made, the witch hunter receives a bonus or special ability based on the type of reckoning made. Each reckoning is based on a specific school of magic focusing on the witch hunter's focus of controlling and subduing arcane energies.

At 1st level, the witch hunter may use this ability once per day. At 4th level and every four levels thereafter, the witch hunter may use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end.

The witch hunter must participate in the combat to gain these bonuses. If he is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again.

When the witch hunter uses this ability, he must select one type of Reckoning. As a swift action, he can change this reckoning to another type.

Reckoning and Judgments: The witch hunter's reckonings is similar in effect to the Inquisitor's Judgment class feature. If the witch hunter has levels in both classes he may freely swap between judgments and reckonings. The judgments/reckonings do not stack, but he takes the highest number allowed based on the sum of the two classes. The witch hunter is treated as having the judgment class feature in regards to feats that modify or enhance judgments.

Abjuration: The witch hunter surrounds himself with an etheric field that grants him a +1 deflection bonus to his AC while the reckoning is in effect. This bonus increases by +1 at 5th level and every five levels thereafter.

Conjuration: The witch hunter's attacks seem to be attracted to summoned creatures and outsiders. He gains a +1 circumstance bonus to hit and damage versus creatures summoned by the *Summon Monster* or *Summon Nature's Ally* spell, and extraplanar creatures of the outsider type. This bonus increases by +1 at 5th level and every five levels thereafter.

Divination: The witch hunter receives insight into the near future, gaining a +1 insight bonus to his caster level checks. This insight bonus increases by +1 at 3rd level and every three levels thereafter.

Enchantment: The witch hunter learns to lure his opponent into a false sense of security, granting him a +1 circumstance bonus to bluff checks made to feint his opponent. This circumstance bonus increases by +1 at 3rd level and every three levels thereafter.

Evocation: The witch hunter charges his weapon with eldritch energies. He treats his weapon as magic for the purpose of overcoming damage reduction.

At 3rd level, the weapon is treated as silver for the purpose of overcoming damage reduction.

At 6th level, the weapon is treated as cold iron for the purpose of overcoming damage reduction.

At 12th level, the witch hunter may choose one aspect of his alignment and grant his weapon to overcome damage reduction in regards to the aspect chosen (evil, good, or law).

At 18th level, the witch hunter's weapon is treated as adamantite for the purpose of overcoming damage reduction and hardness.

Illusion: The witch hunter exudes a misty pallor granting him partial concealment when this reckoning is chosen. All physical attacks have a 20% chance of missing the witch hunter while this reckoning is in effect.

Necromancy: This reckoning provides a means of recycling life to the witch hunter while it is in effect. The witch hunter gains fast healing 1, regaining 1 hit point at the beginning of his turn as long as he has 0 or more hit points and the reckoning is active. The fast healing increases to 2 at 3rd level and increases by 1 point every three levels thereafter.

Transmutation: Muscles become taut, reflexes sharpen, and adrenaline bolsters his endurance as the witch hunter gains a +2 enhancement bonus to either his Strength, Dexterity, or Constitution as a swift action. The duration of the effect is 1 round per class level of the witch hunter, and the effect does not stack with other enhancements to the same physical ability score. The witch hunter gains all of the benefits of the heightened ability score including hit points, attack bonuses, etc.

At 5th level and every five levels thereafter the enhancement bonus increases by +1.

Intuitive Cunning (Ex): The witch hunter adds his Intelligence modifier to his initiative (minimum of 0).

Spell Combat (Ex): The witch hunter learns to cast spells while wielding a weapon at the same time at 1st level. The witch hunter must have one hand free while wielding a light or one-handed weapon in the other. As a full round action, the witch hunter may cast 1 spell requiring a standard action or less and make an attack with the other, suffering a -2 penalty for all attacks made that round.

If the witch hunter may make multiple attacks due to his base attack bonus, he may either cast the spell prior to making his attacks or after making his attacks. He may not cast the spell between attacks made with his weapon.

If the witch hunter casts the spell defensively, he may choose to take an additional penalty to his attacks (maximum equal to his Intelligence modifier, minimum of 1) to gain the same amount as a circumstance bonus to his concentration check. This penalty is applied to both weapon attacks and any attack rolls associated with the spell. If the check fails, the spell is wasted but the witch hunter may still attack with his weapon, suffering the full penalty chosen.

Arcane Pool (Su): At 3rd level, the witch hunter gains a pool of arcane energy that he can draw upon to fuel his powers and enhance his weapon. This pool has a number of points equal to ½ his class level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the witch hunter prepares his spells.

The witch hunter can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 3rd, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 19th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

The witch hunter may only have one active application of this power at a time. If he

spends another arcane point while his weapon has the enhancement bonus granted by this ability, the witch hunter does not gain another enhancement bonus but just extends to period starting from the most recent expenditure of the arcane point. Only one weapon may be granted the enhancement bonus. If the witch hunter uses this ability to grant an enhancement to another weapon, the effect immediately ends on the previous weapon.

At 7th level, these bonuses can be used to add any of the following weapon properties: *Allying*, *Bane*, *Countering*, *Dancing*, *Dispelling*, *Dispelling Burst*, *Negating*, *Nullifying*, *Speed*, and *Stalking*. Adding these properties consumes a bonus amount granted from the witch hunter's arcane pool equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). If added to a weapon with the pre-existing property, the effect of the duplicate properties do not stack. The weapon must have least a +1 enhancement bonus before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the witch hunter uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the witch hunter.

Improved Counterspell (Ex): The witch hunter gains *Improved Counterspell* as a bonus feat at 4th level.

Hunter's Gift: Starting at 5th level, the witch hunter may choose a secret means of battling the eldritch evils of the world through the acquisition of hunter's gifts. The witch hunter may choose one hunter's gift at 5th level and every three levels thereafter.

The witch hunter may not choose a hunter's gift more than once unless specifically granted in the gift's description. Hunter's gifts that modify spells may only be used with spells drawn from the Witch Hunter Spell List. Any saving throws associated with the hunter's gift is equal to 10 + ½ the witch hunter's class level + his Intelligence modifier.

In addition to the gifts defined below the witch hunter may choose from the

following magus arcana, treating his class level as the effective magus class level in regards to any requirements, saving throws, or other level dependent requirements. Arcane Cloak, Arcane Edge, Concentrate, Disruptive, Enduring Blade, Maneuver Mastery, Prescient Attack, Prescient Defense, Reflection, and Spellbreaker.

Blindside (Ex): The witch hunter may expend 1 point from his arcane pool to make an opposed stealth check as a **swift action** against one opponent within reach. If successful, the opponent loses any Dexterity bonuses to his AC for the witch hunter's next attack. He must make the attack before the beginning of the witch hunter's next turn.

Greater Alliance (Ex): The witch hunter must have the Minor Alliance potential to choose this arcane potential. He must choose a teamwork feat already possessed and used as part of the Minor Alliance gift. The witch hunter may spend 2 points from his arcane pool as a **swift action** to grant an ally within 30 feet the benefits of the teamwork feat for a number of rounds equal to $\frac{1}{2}$ his class level.

The witch hunter may choose this hunter's gift more than once as long as he has a corresponding Minor Alliance gift and chooses a different teamwork feat each time.

Greater Armor's Blessing (Ex): The witch hunter gains proficiency with heavy armor and the **Arcane Armor Mastery** feat as a bonus feat. The witch hunter may spend 1 point from his arcane pool when initiating the benefit of the arcane armor mastery to reduce the chance of arcane spell failure to 0%. The witch hunter must have the Minor Armor's Blessing and be at least 14th level before he may take this hunter's gift.

Hunter's Focus (Su): By spending 1 point from his arcane pool as a **swift action**, the witch hunter gains an **insight bonus** to his next concentration check equal to his Wisdom modifier while casting defensively. He must use this bonus before the beginning of his next turn or it is lost.

Minor Alliance (Ex): The witch hunter chooses one teamwork feat when this hunter's gift is selected. He must meet any prerequisites for the feat chosen. The witch hunter

spends 1 point from his arcane pool as a **swift action** to treat one ally within 30 feet as having the same teamwork feat. This allows the witch hunter the benefits of the feat as long as the conditions of the feat are met. The ally does not gain any benefits from the feat, and if the ally moves more than 30 feet away from the witch hunter, this effect automatically ends. The duration of this gift is equal to a number of rounds equal to $\frac{1}{2}$ the witch hunter's class level.

The witch hunter may choose this hunter's gift more than once, selecting a different teamwork feat each time it is chosen.

Minor Armor's Blessing (Ex): The witch hunter gains proficiency with medium armor and the **Arcane Armor Training** feat as a bonus feat. The witch hunter may spend 1 point from his arcane pool when initiating the benefit of the arcane armor training to reduce the chance of arcane spell failure to 0% while wearing medium armor. The witch hunter must be at least 8th level before he may take this hunter's gift.

Persistent Reckoning (Su): The witch hunter may spend 1 point from his arcane pool as an **immediate action** to extend any current reckoning for a number of rounds equal to his Wisdom modifier (minimum of 1) even if he is made **helpless**, **paralyzed**, or **knocked unconscious**.

Witch Blade (Su): As a **move action**, the witch hunter may spend 1 point from his arcane pool to create a tangible blade of arcane energy. He may choose to create any light or one-handed melee piercing or slashing weapon of his choice.

The weapon immediately manifests and lasts for 1 minute before it dissolves back into the magical ether. The witch hunter may grant the weapon an **enhancement bonus** as well as special abilities as any other weapon wielded by the witch hunter.

The weapon may be dispelled by the **Dispel Magic** spell and if subject to an anti-magic field the weapon immediately dissipates. The blade may be sundered, with a hardness of 10 and a number of hit points equal to $\frac{1}{2}$ the witch hunter's class level.

The witch hunter may only create one witch blade at a time. If he creates another witch blade, the previous weapon immediately dissipates. If the witch hunter drops the weapon or hands it to another, the weapon immediately dissipates as well.

The witch blade may shed a cold blue light as a torch when created by the witch hunter. The witch hunter may suppress or renew the light as a free action.

Caster's Bane (Ex): At 6th level the witch hunter chooses one of the arcane schools. He gains a +2 bonus to any saving throws versus spells or *spell-like abilities* that emanate from that school.

At 10th level and every fourth level thereafter the witch hunter selects an additional school and gains a +2 bonus to saving throws to spells or *spell-like abilities* associated with that spell. In addition, the witch hunter gains an additional +2 bonus to any saving throws associated with schools previously selected.

Spontaneous Dispel (Ex): Beginning at 7th level, the witch hunter may expend a 3rd level or higher prepared spell in order to cast *Dispel Magic* spontaneously. At 16th level he may expend a 6th level prepared spell in order to cast *Greater Dispel Magic* spontaneously.

Greater Counterspell (Ex): The witch hunter gains *Greater Counterspell* (see new feats below) as a bonus feat at 9th level.

Improved Spell Combat (Ex): At 9th level, the witch hunter gains a +2 *circumstance bonus* on concentration checks when casting defensively as part of his spell combat ability. This bonus does stack with the *circumstance bonus* granted by taking an additional penalty to the attack rolls for the round, but not other *circumstance bonuses* that may be granted from spells or other class abilities.

Second Reckoning (Ex): At 10th level, the witch hunter may initiate two different reckonings while only consuming one use of his Reckonings for the day. He may change one of the selected reckonings during the reckoning as a *swift action*.

Counterstrike (Ex): At 13th level, the witch hunter threatens any spell caster within reach, even if they are casting

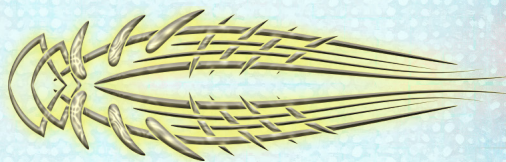
defensively. The enemy spell caster provokes an *attack of opportunity* from the witch hunter after completion of the spell casting. The witch hunter's attack will not disrupt the spell being cast.

Parry Spells (Ex): The witch hunter gains *Parry Spell* as a bonus feat at 15th level.

Greater Spell Combat (Ex): At 19th level, the witch hunter's *circumstance bonus* to his concentration check awarded for accepting an attack penalty doubles in value.

True Witch Hunter (Ex): At 20th level, the witch hunter may choose a new hunter's gift or gain an advantage on two gifts he already possesses. If he chooses two hunter's gifts that the witch hunter must spend 1 or more points from his arcane pool, the cost of initiating the hunter's gift is one less than the listed. If result of the cost of initiating the gift equal 0 points from his arcane pool, the witch hunter may initiate the hunter's gift as long as he has at least 1 point within his arcane pool.

The witch hunter may initiate three reckonings while consuming only one use of his reckonings for the day. He may change one of the selected reckonings during the reckoning as a *swift action*.



Witch Hunter Spell List

0 Level: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Guidance, Light, Mage Hand, Read Magic, and Resistance

1st Level: Alarm, Bane, Burning Hands, Burst Bonds^{APG}, Chill Touch, Cause Fear, Command, Compel Hostility^{UC}, Comprehend Languages, Corrosive Touch, Cure Light Wounds, Deadeye's Lore^{UC}, Detect Chaos/Evil/Good/Law, Disguise Self, Doom, Enlarge Person, Expeditious Retreat, Forced Quiet^{UM}, Grease, Hex Ward^{UM}, Horn of Pursuit^{UM}, Inflict Light Wounds, Interrogation^{UM}, Jump, Lock Gaze^{UC}, Longshot^{UC}, Magic Missile, Magic Weapon, Mirror Strike^{UC}, Persuasive Goad^{UM}, Protection from Chaos/Evil/Good/Law, Reduce Person, Remove Fear,

Returning Weapon^{UC}, Shield, Shocking Grasp, Tireless Pursuit^{APG}, True Strike, Unerring Weapon^{UC}, Warding Weapon^{UC}, Wrath^{APG}

2nd Level: Acid Arrow, Acute Senses^{UM}, Alter Self, Bear's Endurance, Bloodhound^{APG}, Brow Gasher^{UC}, Bull's Strength, Castigate^{APG}, Cat's Grace, Confess^{APG}, Cure Moderate Wounds, Darkness, Delay Pain^{UM}, Delay Poison, Effortless Armor^{UC}, Elemental Touch^{APG}, Enthral, Find Traps, Flaming Sphere, Follow Aura^{APG}, Hold Person, Inflict Moderate Wounds, Interrogation^{UM}, Invisibility, Knock, Levitate, Perceive Cues^{APG}, Pilfering Hand^{UC}, Protection from Chaos/Evil/Good/Law [Communal]^{UC}, Pyrotechnics, Reloading Hands^{UC}, Remove Paralysis, Resist Energy, Restoration [Lesser], Returning Weapon [Communal]^{UC}, Scorching Ray, See Invisibility, Silence, Tongues, Undetectable Alignment, Weapon of Awe^{APG}

3rd Level: Arcane Sight, Banish Seeming^{APG}, Beast Shape I, Blink, Burst of Speed^{UC}, Cast Out^{APG}, Cloak of Winds^{APG}, Continual Flame, Coordinated Effort^{APG}, Countless Eyes^{UM}, Cure Serious Wounds, Daybreak Arrow^{UC}, Daylight, Deeper Darkness, Delay Poison [Communal]^{UC}, Dimensional Anchor, Dispel Magic, Elemental Aura^{APG}, Fireball, Fly, Gaseous Form, Haste, Heroism, Inflict Serious Wounds, Invisibility Purge, Keen Edge, Lightning Bolt, Locate Object, Magic Circle vs. Chaos/Evil/Good/Law, Magic Weapon [Greater], Monstrous Physique I^{UM}, Obscure Object, Ray of Exhaustion, Remove Curse, Remove Disease, Protection from Energy, Resist Energy [Communal]^{UC}, Retribution^{APG}, Righteous Vigor^{APG}, Slow, Witness^{UM}

4th Level: Arcana Theft^{UM}, Ball Lightning^{APG}, Battlemind Link^{UM}, Beast Shape II, Coward's Lament^{APG}, Cure Critical Wounds, Death Ward, Detect Scrying, Detonate^{APG}, Dimension Door, Discern Lies, Dismissal, Divination, Enlarge Person [Mass], Fear, Find Quarry^{UC}, Forced Repentance^{APG}, Freedom of Movement, Hold Monster, Inflict Critical Wounds, Ice Storm, Invisibility [Greater], Monstrous Physique II^{UM}, Neutralize Poison, Nondetection, Protection from Energy [Communal]^{UC}, Rebuke^{APG}, Reduce Person [Mass], Restoration, Sending, Shout, Spell Immunity, Stoneskin, Wall of Fire, Wall of Ice

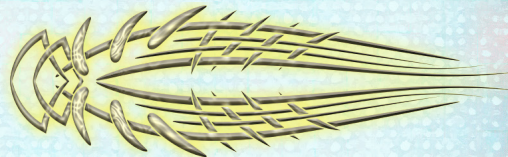
5th Level: Acidic Spray^{UM}, Atonement, Baleful Polymorph, Beast Shape III, Banishment, Break Enchantment, Castigate [Mass]^{APG}, Command [Greater], Commune, Cone of Cold, Cure Light Wounds [Mass], Dispel Chaos/Evil/Good/Law, Geas/Quest, Inflict Light Wounds [Mass], Interposing Hand, Mark of Justice, Overland Flight, Spell Immunity [Communal]^{UC}, Spell Resistance, Stoneskin [Communal]^{UC}, Telekinesis, Teleport, True Seeing, Wall of Force, Wall of Stone

6th Level: Beast Shape IV, Bear's Endurance [Mass], Blade Barrier, Bull's Strength [Mass], Cat's Grace [Mass], Chain Lightning, Circle of Death, Cleanse^{APG}, Cure Moderate Wounds [Mass], Disintegrate, Dispel Magic [Greater], Flesh to Stone, Forbiddance, Forceful Hand, Harm, Heal, Inflict Moderate Wounds [Mass], Legend Lore, Mislead, Repulsion, Stone to Flesh, Transformation, Walk through Space^{UC}, Wall of Iron

APG Advanced Player's Guide

UC Ultimate Combat

UM Ultimate Magic



New Feats

Extra Hunter's Gift

You granted an extra gift in the war against the eldritch anathema.

Prerequisites: Hunter's Gift class feature.

Benefit: You may choose another Hunter's Gift.

Special: You may take this feat multiple times, choosing a new hunter's gift each time.

Greater Counterspell

Your mastery of countering spells of the same school is much more efficient.

Prerequisites: Spellcraft 12 ranks, Improved Counterspell.

Benefit: When counterspelling with a spell from the same school, it may be of the same level or higher than the target spell.

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