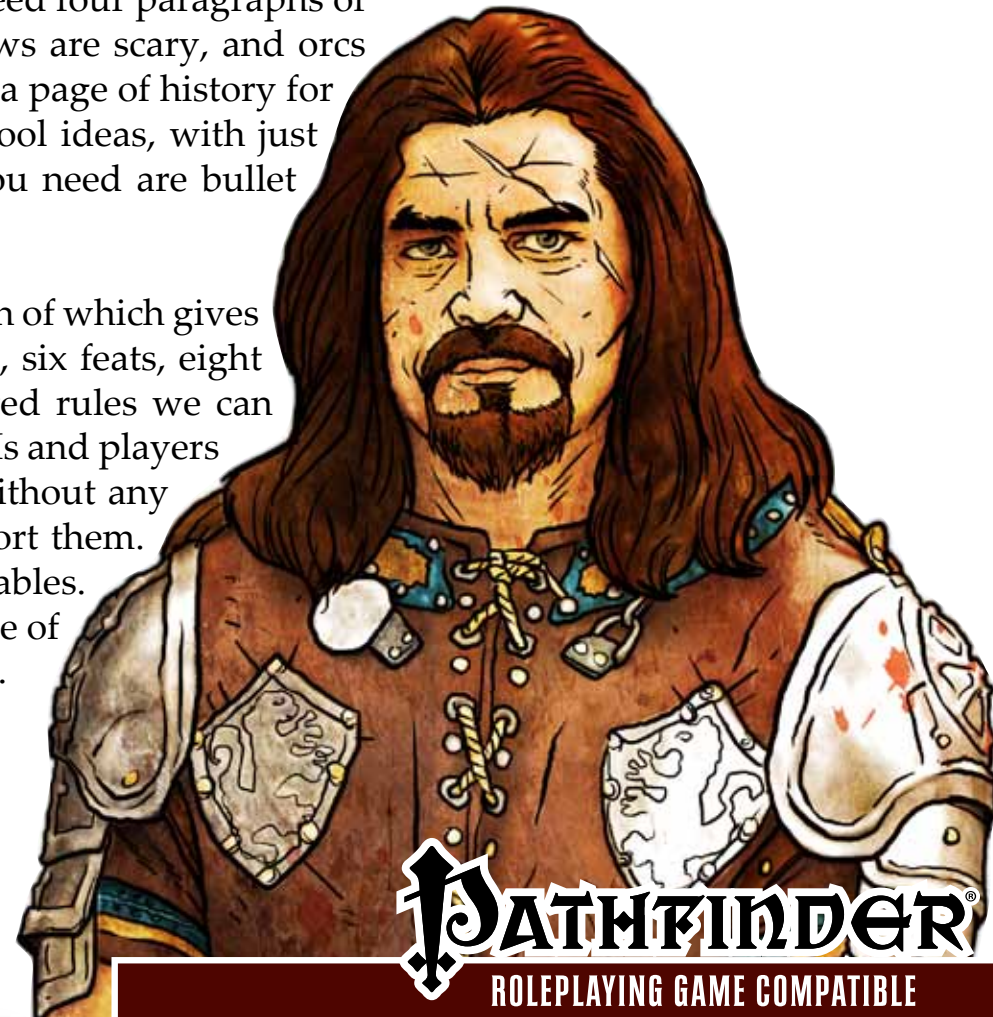


**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE PAGE. ONE DOLLAR.**

# 9 WITCH HUNTER FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

**#1 With A Bullet Point** is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**SUMMER  
OF BULLETS**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**THE HIGH CONCEPT:** Nine feats designed to augment the options and utility of witch hunters (from *The Genius Guide to the Witch Hunter*) or, if witch hunters aren't being used in a campaign, that can be taken by fighters with the Disruptive feat (replacing witch hunter level prerequisites with fighter level prerequisites, and adding Disruptive as a prerequisite to all feats).

### BANE OF THE SUPERNATURAL (COMBAT)

You have learned to recognize when a creature is going to call on eldritch powers, and to take advantage of that moment.

**Prerequisites:** Witch hunter 6, Wis 15.

**Benefit:** Once per round when a creature within your reach uses a supernatural ability, you may make an attack of opportunity against that creature. This does not prevent the creature's supernatural ability from functioning.

### BRAND OF BINDING

You have learned how to brand foes with runes and sigils that neutralize their eldritch powers.

**Prerequisites:** Witch hunter 6, Wis 15.

**Benefit:** You can design a brand of binding for a creature you have seen and identified with an appropriate Knowledge check (DC 10 + creature's CR). Designing the brand requires 1 hour of uninterrupted concentration, and each creature has a unique brand. You can only have a single brand researched at a time. To deliver the brand, you must deal acid or fire damage to the target creature. This forces it to make a Will save (DC 10 + 1/2 your class level + your Wisdom modifier) or lose access to one spell-like ability, supernatural ability, or one level of spells (your choice) for 24 hours. A creature can only be affected by one brand at a time.

### BRANDING CRITICAL (CRITICAL)

You can carve the sigils of a binding brand into a foe with a perfect weapon strike.

**Prerequisites:** Brand of Binding, Critical Focus, witch hunter 9, Wis 15.

**Benefit:** When you score a critical hit with a melee weapon against a foe you have seen and identified with an appropriate Knowledge check (DC 10 +

creature's CR), you may affect that target with a brand of binding (as the feat). Because of the hasty nature of this brand, the creature gains a +2 bonus to its saving throw against the effect. You do not have to research this brand of binding in advance, and it does not count against the number of brands of binding the target can be affected by at once.

### HEX RESISTANCE

You have hardened your body and mind against the power of hexes.

**Prerequisites:** Witch hunter 1, Wis 15.

**Benefit:** You gain Hex Resistance equal to your class level +10. This works like Spell Resistance, except it applies against hexes (including major hexes and grand hexes) and the supernatural and spell-like abilities of hags, but not against spells (even witches' spells). A witch or hag must make a hex user check (1d20 + her total witch levels and hag hit dice) that exceeds your Hex Resistance for such abilities to affect you.

### I KNOW YOUR TRICKS

You use your experience with preternatural foes to gird yourself against their magics.

**Prerequisites:** Witch hunter 3, Wis 13.

**Benefit:** If you make an appropriate Knowledge check to clearly identify a creature (DC 15 + creature's CR) you gain a +2 bonus to saving throws against its spells and effects.

### LIGHTBEARER

You can summon light into the darkness.

**Prerequisites:** Witch hunter 7, Wis 17.

**Benefit:** When you have a melee weapon in hand, as a standard action you can create light as if you had cast the *light* spell. If you have a magic weapon in hand, the light's duration is 10 minutes. If you have a magic weapon that creates light in hand, once per day you may create light as if you had cast *daylight*.

### PREEMPT THE SUPERNATURAL (COMBAT)

You can strike a creature so suddenly and forcefully, it loses its control of its eldritch powers.

**Prerequisites:** Bane of the Supernatural, witch hunter 10, Wis 15.

**Benefit:** When you damage a foe using the attack of opportunity you gain from Bane of the Supernatural, that foe must make a concentration check (10 + 1/2 your level + 1/2 damage dealt) or lose its action without successfully using its supernatural ability. You may use this feat once per day, plus 1 time per day for every 4 levels you possess.

### SHREWD STUDIES

You have a knack for learning exactly the lore you need.

**Prerequisites:** Witch hunter 1, Wis 15.

**Benefit:** You may add your Wisdom modifier, rather than your Intelligence modifier, to Knowledge skill checks.

### SOULGUARD

You can defend an ally's soul and mind, as well as body.

**Prerequisites:** Bodyguard, Combat Reflexes, witch hunter 1, Wis 15.

**Benefit:** While using the aid another action to improve an adjacent ally's AC, you also grant the ally a +2 bonus to all its Will saves. If you make a Will save against an effect this ally fails to save against, you may expend an attack of opportunity to give your ally a second saving throw. The ally must accept the result of this second save, even if it is worse. A creature cannot benefit from this feat more than once per effect.

# WE ERR ON THE SIDE OF AWESOME!

**Designer:**  
Owen K.C. Stephens

**Proofreader:**  
Jeremy Miller

**Art:**  
Redpeggy, Rick Hershey, Tamás Baranya

**Creative Director:**  
Stan!

**Graphic Design and Typesetting:**  
R. Hyrum Savage and Lj Stephens

**Produced By:**  
Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

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