

The
KNOTTY
WORKS

PLAYER Paraphernalia

THE WITCH HUNTER
(NEW BASE CLASS)

#11



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PLAYER PARAPHERNALIA #11

By the Knotty-Works

Welcome to the eleventh issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). In this issue the Witch Hunter (a new base class) is introduced. Although a bit inspired by the Witch Hunter class published by Super Genius Games this class takes a completely new spin on the concept and focuses on opposing the witch (and other arcane type) class.

The Witch Hunter

There are those that have been scarred by the potent powers of those practicing witchcraft. These individuals take it upon themselves to hunt down and ferret out practitioners of the arcane to meet out their own brand of justice. The witch hunter may take on this role for either selfless or selfish motives, may be sanctioned by a larger entity such as a church or government or may be completely solitary in his mission. Most do not differentiate between those that practice witchcraft for good or ill, though those bent towards the powers of good may be a bit more merciful than others.

The witch hunter is a class that focuses on the hunt and eradication of another class, the witch. As such, a GM may deem that this class may not be really viable for player characters, though as a non-player character nemesis the class has many features that would prove useful to thwart a party with one or more arcane casters.

Role: The witch hunter works well with others that have a mission of divine favor, particularly to hunt down and eradicate evil with a magical bent to it. Most witch hunters will find cooperation with actual witches unacceptable unless there is sufficient reason to so do. Witch hunters may tolerate other types of spell casters but find such an experience distasteful overall and long term associations are very rare.

The witch hunter is uniquely gifted to take on witches and other arcane enemies while their divine connection may also grant some assistance to other divine characters. Witch hunters are not as efficient in combat as other martial characters but can typically hold their own against common foes as long as the opposing forces are not overwhelming.

Alignment: The witch hunter may be of any good or evil alignment or lawful neutral.

Hit Dice: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

Appraise, Craft, Handle Animal, Heal, Intimidate, Knowledge (arcane), Knowledge (history), Knowledge (local), Profession, Sense Motive, Spellcraft, Survival, Swim, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Weapon and Armor Proficiencies: The witch hunter is proficient with all simple and martial melee and thrown weapons, simple ranged weapons, the whip, bola, lasso, and net. The witch hunter is proficient with light and medium armor and light shields.

Hex Resistance (Su): The witch hunter gains a sacred (or profane if evil) saving throw bonus against **hexes** cast directly on the witch hunter equal to ½ the witch hunter's class level (minimum of 1).

In addition, if the saving throw is successful the witch hunter automatically knows the origin of the **hex** and gains the same saving throw bonus against any spells cast by the individual that attempted to hex the witch hunter.

Detect the Bond (Ex): At 1st level the Witch Hunter may make an active perception check on a particular animal to determine whether or not the animal is a **familiar**. The DC is equal to 10 plus the caster level of the familiar's master. This does not grant the witch hunter the ability to determine who the familiar's master is unless it is obvious.

Protective Bond (Su): At 2nd level the Witch Hunter may summon a supernatural barrier that functions identically to the Protection from (**Good** or **Evil** based on the witch hunter's alignment). This ability may be used a number of rounds per day equal to the witch hunter's class level plus his Wisdom modifier and requires a move action to initiate and a free action to end. The limiting duration of this ability does not have to be used consecutively, the witch hunter may break down the uses of this ability as desired as long as the total duration for the day does not exceed the limit.

At 4th level this effect even includes attacks by **Eidolons** (which normally may breach the effects of the **Protection from Evil** spell unless unfettered or actually summoned from a spell).

Detect Affliction (Ex):

At 3rd level the witch hunter may make a passive perception check when coming within 10 feet of anyone afflicted from a malevolent **hex**. The DC is 10 + ½ the hex caster's class level (or hit dice for creatures that may cast hexes) + its Charisma modifier. If the witch hunter detects the affliction, he may make a spellcraft skill check (with the same DC as the Perception check) to determine what affliction the victim is suffering. This ability does not grant the witch hunter the ability to determine who hexed the victim.

Disrupt the Bond (Su): At 4th level, the witch hunter may attempt to temporarily break the bond between a **familiar** and its master. If the witch hunter successfully strikes a **familiar** with a melee attack after determining to use this ability, the familiar's master must make a Will save with a DC equal to 10 + ½ the witch hunter's class level plus the witch hunter's wisdom modifier. If unsuccessful, the **familiar** reverts back into a normal creature of its type and species for a number of rounds equal to the level of the witch hunter. All special abilities granted to the **familiar** by the bond with its master is nullified for the duration of this effect. The witch hunter may only disrupt the bond of a particular familiar once per day but there is no limit to the number of bonds that may be broken.

Once the bond is disrupted, the **familiar** will act as a normal creature of its type including possibly attacking its owner if held or physically tied to the caster.

Spells: The witch hunter gains the ability to cast divine spells from the witch hunter list beginning at 4th level. The witch hunter must

Witch Hunter Progression Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+0	+2	+0	+2	Detect the Bond, Hex Resistance	—	—	—	—
2	+1	+3	+0	+3	Protective Bond	—	—	—	—
3	+2	+3	+1	+3	Detect Affliction	—	—	—	—
4	+3	+4	+1	+4	Disrupt the Bond	0	—	—	—
5	+3	+4	+1	+4	Disrupt Minor Affliction	1	—	—	—
6	+4	+5	+2	+5	Hex Ward	1	—	—	—
7	+5	+5	+2	+5		1	0	—	—
8	+6/+1	+6	+2	+6	Protective Circle	1	1	—	—
9	+6/+1	+6	+3	+6		2	1	—	—
10	+7/+2	+7	+3	+7	Sever the Bond	2	1	0	—
11	+8/+3	+7	+3	+7		2	1	1	—
12	+9/+4	+8	+4	+8	Disrupt Summoner Bond	2	2	1	—
13	+9/+4	+8	+4	+8	Disrupt Major Affliction	3	2	1	0
14	+10/+5	+9	+4	+9	Greater Hex Ward	3	2	1	1
15	+11/+6/+1	+9	+5	+9		3	2	2	1
16	+12/+7/+2	+10	+5	+10	Back Bite	3	3	2	1
17	+12/+7/+2	+10	+5	+10		4	3	2	1
18	+13/+8/+3	+11	+6	+11	Sever the Summoner Bond	4	3	2	2
19	+14/+9/+4	+11	+6	+11	Disrupt Grand Affliction	4	3	3	2
20	+15/+10/+5	+12	+6	+12	Ultimate Hex Ward	4	4	3	3

meditate for an hour at the beginning of each day and select the spells desired for the day during this time. He may choose any spell on the witch hunter spell list while preparing his spells.

The witch hunter must have a wisdom of at least 10 + the spell level in order to cast the spell. He does gain bonus spells based on his Wisdom as listed in the Pathfinder Roleplaying Game Core Rule Book™ Ability Modifiers and Bonus Spells table. The witch hunter's effective caster level is equal to his class level - 3.

Disrupt Minor Affliction (Su): At 5th level, the witch hunter may attempt to disrupt the effects of a malevolent **normal hex** as a standard action by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex Resistance bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other sacred or **profane bonuses** do not stack with the Hex Resistance bonus granted by the witch hunter. This ability only functions on living creatures, areas are not affected.

The witch hunter may only use this power once per individual per affliction within a 24 hour period.



He may use this ability a total number of times per day equal to $\frac{1}{2}$ his class level (minimum of 1).

Hex Ward (Su): At 6th level the witch hunters' protective bond becomes more powerful and **normal hexes** cast directly against the witch hunter cannot pierce the ward.

Protective Circle (Su): At 8th level the witch hunter's protective bond increases to a magic circle with a 10 foot radius about the witch hunter as the Magic Circle versus (**Good** or **Evil**) spell.

Sever the Bond (Su): At 10th level, the Witch Hunter may target a **familiar** and upon a successful strike the familiar's master must make a Will save with a DC equal to $10 + \frac{1}{2}$ the witch hunter's class level + the his wisdom modifier. If the familiar's master fails the saving throw, the link between the familiar and master is sundered and the **familiar** reverts back to a normal creature of its type and species. The master may attempt to relink with the **familiar** or gain another one through the normal rules regarding replacing a lost or slain familiar. If the master of the **familiar** succeeds with the saving throw, he cannot be subjected to this ability from the same witch hunter for another 24 hours.

The witch hunter may use this ability a number of times per day equal 3 plus his wisdom modifier.

Disrupt Summoner Bond (Su): At 12th level, the effects of the witch hunter's Disrupt the Bond may be applied to attacks against an **Eidolon**. While the bond is temporarily disrupted, the Summoner may not use the following abilities with the Eidolon: **Life Link**, **Bond Senses**, **Maker's Call**, **Transposition**, **Life Bond**, or **Merge Forms**.

Disrupt Major Affliction (Su): At 13th level, the witch hunter may attempt to disrupt the effects of a malevolent **major hex** as a standard action by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex Resistance bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other **sacred bonuses** do not stack with the Hex Resistance bonus granted by the witch hunter. This ability only functions on living creatures, areas are not affected.

The witch hunter may only use this power once per individual per affliction within a 24 hour period. The Disrupt Affliction abilities (both minor and major) may only be used a total number of times per day equal to half the witch hunter's class level.

Greater Hex Ward (Su): At 14th level the witch hunter's protective bond extends to **major hexes** cast directly at the witch hunter or anyone within the boundary of the protective circle.

Back Bite (Su): At 16th level, whenever the witch hunter successfully resists the effects of a **hex power**, the effect is automatically sent back to the originator of the hex and the witch is not allowed a saving throw to avoid the effect of her own hex. This does not apply to hexes that are warded from the witch hunter's protective bond ability.

Sever the Summoner Bond (Su): At 18th level, the witch hunter may attempt to sunder the bond between the summoner and his **Eidolon**. If the witch hunter successfully makes a melee attack against an **Eidolon** after declaring use of this ability, the summoner must make a will saving throw with a DC equal to $10 + \frac{1}{2}$ the witch hunter's class level plus his wisdom modifier. If the summoner fails the saving throw then the **Eidolon** becomes unfettered and the link between the two is lost while in that state. If the **Eidolon** is sent back to its home plane, the Summoner may then again summon it normally, but not until then. The summoner may not send the **Eidolon** back to its home plane while it is unfettered, but if it is reduced to zero hit points the Eidolon will automatically return to its home plane.

The witch hunter may use this ability a number of times per day equal to 3 plus his wisdom modifier. A summoner that successfully makes a saving throw against this effect is not subject to it again from the witch hunter for 24 hours.

Disrupt Grand Affliction (Su): At 19th level, the witch hunter may attempt to disrupt the effects of a malevolent **grand hex** as a full round action by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex Resistance bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other **sacred bonuses** do not stack with the Hex Resistance bonus granted by the witch hunter. This ability only functions on living creatures, areas are not affected.

This ability may only be used once per day and counts toward the limit imposed on Disrupt Affliction abilities (Minor and Major) for a total number of times per day equal to half the witch hunter's class level.

Ultimate Hex Ward (Su): At 20th level the witch hunter's protective bond extends to **grand hexes** cast directly at the witch hunter or anyone within the boundary of the protective circle.

Witch Hunter Spell List

1st Level: **Abundant Ammunition**^{UC}, **Air Bubble**^{UC}, **Alarm**, **Ant Haul**^{APC}, **Bane**, **Bless**, **Cause Fear**, **Command**, **Cure Light Wounds**, **Dead Eye's Lore**^{UC}, **Detect Chaos/ Evil/ Good/ Law**, **Detect Magic**, **Disguise Self**, **Divine Favor**, **Doom**, **Endure Elements**, **Expeditious Retreat**, **Forced Quiet**^{UM}, **Hex**

Ward^{UM}, Inflict Light Wounds, Interrogation^{UM}, Invisibility Alarm^{ACG}, Lock Gaze^{UC}, Longshot^{UC}, Magic Weapon, Protection from Chaos/Evil/Good/Law, Read Magic, Refine Improvised Weapon^{ACG}, Remove Fear, Returning Weapon^{UC}, Shield of Faith, Stunning Barrier^{ACG}, Tireless Pursuit^{APG}, True Strike, Unerring Weapon^{UC}, Wartrain Mount^{UM}, Wrath^{APG}

2nd Level: Aid, Align Weapon, Bear's Endurance, Bloodhound^{APG}, Bull's Strength, Calm Emotions, Castigate^{APG}, Cat's Grace, Confess^{APG}, Delay Pain^{UM}, Delay Poison, Detect Thoughts, Disguise Other^{UM}, Effortless Armor^{UC}, Endure Elements (Communal)^{UC}, Enthral, Find Traps, Focused Scrutiny^{ACG}, Hold Person, Invisibility, Knock, Protection from Chaos/Evil/Good/Law (Communal), Remove Paralysis, Resist Energy, Restoration (Lesser), Returning Weapon (Communal)^{UC}, See Invisibility, Silence, Sound Burst, Spiritual Weapon, Weapon of Awe^{APG}, Zone of Truth

3rd Level: Adjustable Disguise^{ACG}, Align Weapon (Communal)^{ACG}, Arcane Sight, Burst of Speed^{UC}, Countless Eyes^{UM}, Cure Moderate Wounds, Daybreak Arrow^{UC}, Delay Poison (Communal)^{UC}, Eldritch Fever^{UM}, Glyph of Warding, Heroism, Hunter's Eye^{APG}, Inflict Moderate Wounds, Invisibility Purge, Keen Edge, Locate Object, Magic Circle versus Chaos/Evil/Good/Law, Magic Weapon (Greater), Nondetection, Obscure Object, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Remove Disease, Retribution^{APG}, Righteous Vigor^{APG}, Seek Thoughts^{APG}, Stunning Barrier (Greater)^{ACG}, Summoner Conduit^{UC}, Water Breathing, Water Walk, Witness^{UM}

4th Level: Air Walk, Aura Sight^{ACG}, Battlemind Link^{UM}, Blessing of Fervor^{APG}, Control Summoned Creature^{UM}, Coward's Lament^{APG}, Cure Serious Wounds, Curse of Magic Negation^{UM}, Death Ward, Detect Scrying, Discern Lies, Dismissal, Divination, Enchantment Foil^{ACG}, Fear, Force Repentance^{APG}, Freedom of Movement, Hold Monster, Inflict Serious Wounds, Invisibility (Greater), Neutralize Poison, Persistent Vigor^{ACG}, Rebuke^{APG}, Restoration, Ride the Waves^{UM}, Sending, Spell Crash (Lesser)^{ACG}, Spell Immunity, Spiritual Ally^{APG}, Tireless Pursuers^{APG}, Terrible Remorse^{UM}

ACG Advanced Class Guide
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New Feat

Improved Affliction Disruption

Your touch practically melts away the afflictions of witches.

Prerequisites: Disrupt Minor Affliction class feature

Benefits: You may use your disrupt affliction ability a total number of times per day equal to your class level. Limitations per individual treated still applies.

Improved Hex Resistance

You are nearly impervious to the effects of malevolent hexes.

Prerequisites: Hex Resistance class feature

Benefits: Your wisdom adjustment (minimum of +1) is added to your sacred/profane bonus to your hex resistance regardless of the type of saving throw required.

Special: This bonus is also granted to those treated with the Disrupt Affliction class feature.

Improved Protective Bond

You can summon additional fortitude to resist the supernatural powers that assault you.

Prerequisites: Protective Bond class feature

Benefits: You can initiate or maintain the protective bond for two additional rounds per day. In addition, you may initiate it as a swift action rather than a move action.



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