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# The Witch Hunter

For use with Swords & Wizardry Continual Light

Also known as an Inquisitor, you are a grim servant of the church tasked with rooting out witchcraft, heresy, and demonology among the peasants and nobility. Witch hunters are human and distrust demihumans (though with your referee's permission you may make a halving witch hunter).

Level	HD	BHB	Save
1	1	+0	14
2	2	+0	13
3	3	+1	12
4	3+1	+1	11
5	4	+2	10
6	5	+2	9
7	6	+3	8



You are permitted to wear all armor and shields. You may wield swords, daggers, clubs, hammers, maces, flails, crossbows, and slings.

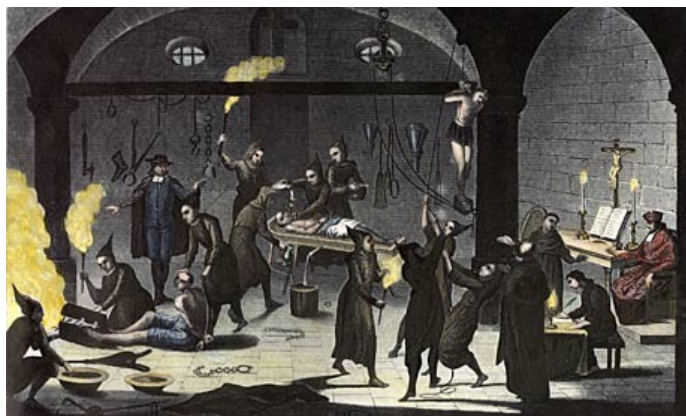
*Resist the Devil:* You receive a +2 bonus to all saving throws involving magic.

*Unnerve:* Common folk fear you and the death and pain that comes with your mission. Peasants will give you a wide berth and do what they can to make their interactions are as short as possible.

*Extract Knowledge:* When dealing a killing blow you can instead choose to incapacitate your foe and leave them at 1 HP. You also have a 1-2 chance on a 1d6 to gain information from torturing a foe. This chance increases by 1 at 2nd, 4th, and 6th level.

*Know Thy Enemy:* When encountering a new otherworldly or undead foe you have a 1 in 6 chance to know what the monster is and if it has any weaknesses/immunities. This chance increases by one at 4th and 7th level.

*Gear Set:* Mace or Hammer, Dagger, Leather Armor, Holy Symbol



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