

WITCHFINDER

“CONFESS YOUR DEVILRY, OFFSPRING OF ASMODEUS. YOUR THIRD TEST BELIES YOUR TRUE AFFILIATIONS. THOU SHALT BURN FOR YOUR WITCHERY”

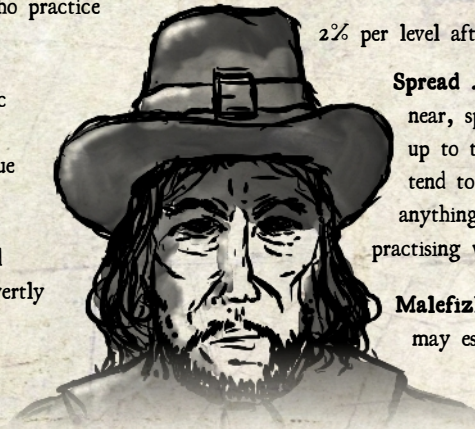
Prime Attribute: Wisdom, 13+ (+5% experience bonus)
Hit Dice: 1d6/level (Gains 2hp/level after 9th.)
Armor/Shield Permitted: Any.
Weapons Permitted: Any.
Race: Human only

The Witchfinder is a devout religious warrior whose whole being is focused to the exposing and punishment of those who practice witchcraft, whether they be male or female.

The Witchfinder distrusts those that practice magic without faith in the gods such as magic users and even elves, and seek to test them to reveal their true affiliations with devilry.

A Witchfinder in the local area causes anxiety and panic amongst the common folk, who sometimes overtly display devoutness to avoid wrongful suspicion.

In combat, the Witchfinder uses the Fighter attack tables.



Resistant to Evil Magicks: Witchfinders gain a +2 bonus on saving throws versus spells cast by chaotic magic-users and clerics.

Extract Information: A Witchfinder can extract the truth from a subject using torture, providing they are at the mercy of the Witchfinder. The Witchfinder has a 60% chance to extract truthful information after 1 day of torture. This increases by 2% per level after 1st level.

Spread Anxiety: The mention of a Witchfinder being near, spreads panic among the common folk. This is up to the game-master to utilise. Common folk will tend to avoid contact with the Witchfinder or do anything to placate them to avoid wrongful suspicion of practising witchcraft.

Malefizhaus (9th Level): At ninth level a Witchfinder may establish a Malefizhaus (Witch-house) and attract a following of low level Witchfinders who will swear to protect the towns and villages from the blight of witches and witchcraft.

WITCHFINDER CLASS ABILITIES

Alignment: Witchfinders can only be lawful.

Level	Experience Points required for level	Hit Dice (d6)*	Saving Throw
1	0	1	15
2	1500	2	14
3	3000	3	13
4	6000	4	12
5	12000	5	11
6	24000	6	10
7	48000	7	9
8	100000	8	8
9	170000	9	7
10	240000	9+2 hp	6
11	310000	9+4 hp	5
12	380000	9+6 hp	4
13	450000	9+8 hp	4
14	520000	9+10 hp	4
15	590000	9+12 hp	4
16	660000	9+14 hp	4
17	730000	9+16 hp	4
18	800000	9+18 hp	4
19	870000	9+20 hp	4
20	940000	9+22 hp	4
21+	+70000 per level	+2 hp/level	4

The following divine abilities begin at 1 use per day, increasing by an additional one use for every 5 further levels. For example; a level six Witchfinder increases the use of *detect magic* to 2/day.

Detect Magic (1st Level): Starting at first level, a Witchfinder can *detect magic* as the cleric spell up to 30ft, for a duration of 10 minutes (1/day).

Detect Evil (2nd Level): Starting at second level, a Witchfinder can *detect evil* as the cleric spell up to 60ft, for a duration of 15 minutes (1/day).

Protection from Evil (3rd Level): Starting at third level, a Witchfinder can cast *protection from evil* as the cleric spell for a duration of 1 hour (1/day).

Bless (4th Level): Starting at fourth level, a Witchfinder can *bless* as the cleric spell for a duration of 1 hour (1/day).

Protection from Evil, 10-foot Radius (6th Level): Starting at sixth level, a Witchfinder can cast *protection from evil, 10-foot radius* as the cleric spell for a duration of 1 hour (1/day).

Holy Word (17th Level): Starting at seventeenth level, a Witchfinder can cast *holy word* as the cleric spell with a range of 60 feet (1/day).

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