# (Unchained) Vampire Hunter

Not all beings who stalk the night hunt mortal prey. Out of honor, desperation, or tragic need, a vampire hunter pits his abilities not just against the creatures of the night, but also their terrifying undead overlords: vampires. Most vampire hunters do not survive their first encounters with vampirekind, as no amount of study or training can truly prepare one to face the Blood Lords. Those few who survive and force themselves to carry on, growing more and more like their terrible quarry, becoming dark-garbed bringers of death, feared by the dead and the living alike. Vampire hunters approach their duties with a grim but ironclad resolve so strong it resembles ecclesiastical faith, and it is from this mysterious, selfless dedication that their divine power wells.

**Role**: Vampire hunters obsessively stalk their quarry – not just vampirekind, but all those supernatural beasts and undead terrors that serve the Blood Lords. These champions of the living track their blasphemous prey, learn their weaknesses, and bring them low. Doing so requires more than training and guile, leading vampire hunters to adopt a measure of their foes’ unnatural power, turning vampirekind’s sinister might back against them. Vampire hunters are the vanguard in the battle against corruption but know to value the perspective, support, and magic of other expert adventurers.

**Alignment**: Any.

**Hit Die**: d8.

**Starting Wealth**: 5d6 × 10 gp (average 175 gp).

Class Skills

The vampire hunter’s class skills are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level**: 6 + Int modifier.

| **Table 1 – 1: Vampire Hunter** | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** | **Spells per Day** | | | |
| **1st** | **2nd** | **3rd** | **4th** |
| 1st | +1 | +2 | +0 | +2 | Always ready, detect corruption, stake, track | — | — | — | — |
| 2nd | +2 | +3 | +0 | +3 | Detect death, vampiric focus | — | — | — | — |
| 3rd | +3 | +3 | +1 | +3 | Relentless, technique feat | — | — | — | — |
| 4th | +4 | +4 | +1 | +4 | Spellcasting | 0 | — | — | — |
| 5th | +5 | +4 | +1 | +4 | Divine resistance, subjective morality | 1 | — | — | — |
| 6th | +6/+1 | +5 | +2 | +5 | Holy-handed grenadier, relentless band, technique feat | 1 | — | — | — |
| 7th | +7/+2 | +5 | +2 | +5 | Vampire tracker | 1 | 0 | — | — |
| 8th | +8/+3 | +6 | +2 | +6 | Second vampiric focus | 1 | 1 | — | — |
| 9th | +9/+4 | +6 | +3 | +6 | Technique feat | 2 | 1 | — | — |
| 10th | +10/+5 | +7 | +3 | +7 | Second subjective morality, swift tracker | 2 | 1 | 0 | — |
| 11th | +11/+6/+1 | +7 | +3 | +7 | Bane | 2 | 1 | 1 | — |
| 12th | +12/+7/+2 | +8 | +4 | +8 | Technique feat | 2 | 2 | 1 | — |
| 13th | +13/+8/+3 | +8 | +4 | +8 | Neutralize corruption | 3 | 2 | 1 | 0 |
| 14th | +14/+9/+4 | +9 | +4 | +9 | Quarry, third vampiric focus | 3 | 2 | 1 | 1 |
| 15th | +15/+10/+5 | +9 | +5 | +9 | Technique feat, third subjective morality | 3 | 2 | 2 | 1 |
| 16th | +16/+11/+6/+1 | +10 | +5 | +10 | Greater bane | 3 | 3 | 2 | 1 |
| 17th | +17/+12/+7/+2 | +10 | +5 | +10 | Critical reflexes | 4 | 3 | 2 | 1 |
| 18th | +18/+13/+8/+3 | +11 | +6 | +11 | Technique feat | 4 | 3 | 2 | 2 |
| 19th | +19/+14/+9/+4 | +11 | +6 | +11 | Improved quarry | 4 | 3 | 3 | 2 |
| 20th | +20/+15/+10/+5 | +12 | +6 | +12 | Beyond morality, fourth vampiric focus, master vampire hunter | 4 | 4 | 3 | 3 |

Class Features

The following are the class features of the vampire hunter.

#### Weapon and Armor Proficiency

A vampire hunter is proficient with all simple and martial weapons, as well as whips, hand crossbows, repeating crossbows, and one-handed firearms. They are also proficient with light armor and medium armor, but not with shields.

#### Always Ready (Ex)

Vampire hunters learn to rely on a wide array of tools to accomplish their tasks, often carrying as many unique tools as the creatures they hunt have unique weaknesses. Their signature preparation and utility sets them apart from ordinary monster hunters.

At 1st level, a vampire hunter gains Catch Off-Guard and Throw Anything as bonus feats.

As a swift action, a vampire hunter can draw a tool from anywhere in his inventory as though it were on a bandoleer. This tool cannot weigh more than 5 pounds and cannot be a manufactured weapon, though it can be an alchemical weapon or ammunition.

A number of times per day equal to his level, a vampire hunter may use this ability to draw an improvised tool he didn’t previously possess, representing a tool he picked up along the way. These improvised tools have no value, are always simple and mundane, and can only be used by the vampire hunter who drew them for a single task. If this item leaves his hands, it expires or becomes misplaced after 1 round. A vampire hunter cannot improvise an item that normally costs more than 25gp.

Some examples of items that may be improvised with this ability include a bent arrow, a crude wooden shovel, a flask of surprisingly holy water, a hand-carved holy symbol, a handful of salt, an old rope, a small mirror shard, a vial of weak acid, or a wooden stake.

#### Detect Corruption (Sp)

At will, a vampire hunter can detect if anything in an area is corrupted. This functions as the spell *detect evil,* except it only detects Aboleths, Blood Lords, Demons, Entothropes, Ghouls, Liches, Lycanthropes, Mummies, Old Ones, Spectral Undead (including haunts), and Vampires as corrupt. It can also detect anything controlled, ensorcelled, enthralled, or possessed by corrupt creatures, cultists of corrupt creatures, and any other aberrant, corrupted*(HA)*, cursed, diseased, infested, polymorphed (including supernaturally), or undead creature or object as stained by corruption.

When detecting corruption, the vampire hunter only learns if the creature or object is corrupted or if it has the stain of corruption, not the nature or source of the corruption.

As a move action, a vampire hunter can concentrate on a single item or individual within 60 feet and determine if it is corrupted as if it had been studied for 3 rounds, though this does not detect corruption in any other object or individual in range. When a large area is subject to a haunt, the individual objects in the area detect as stained by corruption.

#### Stake (Ex)

Vampire hunters train to precisely aim for the heart. A vampire hunter gains a +1 insight bonus on attack rolls and a +1 precision bonus on damage rolls made with crossbows and with any piercing improvised, melee, or thrown weapons. At 4th level every 4 levels thereafter, these bonuses increase by +1.

This ability has no effect on creatures who are immune to precision damage.

Beginning at 4th level, the vampire hunter treats all crossbow bolts, piercing weapons, and sharp tools (such as a piton) they wield as though they were wooden stakes. If a vampire hunter strikes a helpless vampire or reduces them to 0 hit points with one of these stakes, the vampire is slain immediately as though the stake was driven through their heart. If the stake is later removed, the vampire returns to life as normal.

#### Track (Ex)

A vampire hunter adds half his level to Survival skill checks to follow tracks.

#### Detect Death (Sp)

At 2nd level, when the vampire hunter comes across a creature’s remains, he may spend 1 minute closely examining them to try to learn how it died. He determines the exact cause of death if the remains are largely intact and it died within one hour per level; otherwise, he only learns if it did or didn’t die a natural death. If he determines the exact cause of death, he also learns if it was killed by a creature that’s corrupted or stained by corruption, and if so, he may use the body as the beginning of a trail to track the killer.

This ability has no effect on a body that has been dead for more than 24 hours, has been turned undead, or is under any magical effect that would block *speak with dead*.

#### Vampiric Focus (Su)

A vampire hunter knows the sinister power of vampirekind. Through discipline and precision, he can turn the unholy powers of vampires against them.

At 2nd level, a vampire hunter must select a common vampiric power to learn to mimic from the list of vampiric foci. Once this choice is made it cannot be changed. At 8th, 14th, and 20th levels, the vampire hunter learns an additional vampiric foci.

Each vampiric foci grants a new power or special ability. As a swift action, a vampire hunter may enter a state of vampiric focus, focusing on one of his known vampiric foci and temporarily gaining additional benefits. He may focus like this for a number of minutes per day equal to his vampire hunter level, which must be spent in 1-minute increments which does not need to be consecutive. Maintaining his vampiric focus is a free action. Once a vampire hunter releases his vampiric focus, he loses the focused benefits of his vampiric foci and cannot focus on that vampiric foci again for 1 minute.

A vampire hunter can only focus on one vampiric foci at a time.

Learning the dark secrets of vampiric foci also imparts a permanent curse. This curse cannot be removed or dispelled without the aid of a deity, and doing so causes the vampire hunter to forget the entire vampiric foci, which cannot be replaced.

#### Relentless (Ex)

At 3rd level, a vampire hunter can travel longer without rest. The vampire hunter (and his mount, if he has one) can walk 16 hours in a day of travel without it being considered a forced march, but at the end of that day, he must make a DC 20 Fortitude saving throw. The vampire hunter may continue doing this each day until he fails, with the DC of the Fortitude saving throw increasing by 2 for every previous day he has been traveling using his Relentless ability. If he fails, he (as well as his mount) is fatigued for the following 24 hours, and he can only travel up to 8 hours that day. The vampire hunter does not need to attempt a separate saving throw for his mount.

After the vampire hunter stops and rests for a full 24 hours without traveling or adventuring, the DC of this Fortitude saving throw resets back to 20.

A vampire hunter also gains Endurance as a bonus feat. The bonus Endurance grants to select fortitude saves extend to the Relentless ability.

#### Technique Feat

Due to the inherent deadliness of hunting vampires, the methods and traditions of vampire hunters are rare and little understood. This often makes vampire hunters just as feared as the undead they hunt. As vampire hunters study and train, they develop their skills, mastering ancient fighting techniques and drawing upon mystical arts feared by both the living and the dead.

At 3rd level and every three levels thereafter, a vampire hunter gains a bonus feat. This new feat can be selected from either those listed as combat feats or vampire hunter technique feats. A vampire hunter must meet the prerequisites for any feats they select.

Upon reaching 6th level, and every six levels thereafter (12th and 18th), a vampire hunter can choose to learn a new combat or technique feat in place of a combat or technique feat he has already learned. In effect, the vampire hunter loses the old feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or another ability the vampire hunter knows. A vampire hunter can exchange only one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Vampire hunter technique feats can only be accessed by members of the vampire hunter class or those who have the Vampire Hunter Tradition feat.

#### Spellcasting

| **Table 1–2: Vampire Hunter Spells Known** | | | | |
| --- | --- | --- | --- | --- |
| **Level** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | — | — | — | — |
| 2nd | — | — | — | — |
| 3rd | — | — | — | — |
| 4th | 2 | — | — | — |
| 5th | 3 | — | — | — |
| 6th | 4 | — | — | — |
| 7th | 4 | 2 | — | — |
| 8th | 4 | 3 | — | — |
| 9th | 4 | 4 | — | — |
| 10th | 5 | 4 | 2 | — |
| 11th | 5 | 4 | 3 | — |
| 12th | 5 | 4 | 4 | — |
| 13th | 5 | 5 | 4 | 2 |
| 14th | 6 | 5 | 4 | 3 |
| 15th | 6 | 5 | 4 | 4 |
| 16th | 6 | 5 | 5 | 4 |
| 17th | 6 | 6 | 5 | 4 |
| 18th | 6 | 6 | 5 | 4 |
| 19th | 6 | 6 | 5 | 5 |
| 20th | 6 | 6 | 6 | 5 |

At 4th level, a vampire hunter gains the ability to cast a small number of divine spells drawn from the inquisitor spell list. He can cast any spell he knows without preparing it ahead of time, limited by his allotment of spells per day for each spell’s level. A vampire hunter cannot cast inquisitor orisons or inquisitor spells that are higher than 4th level using this class feature.

To learn or cast a spell, a vampire hunter must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a vampire hunter’s spell is 10 + the spell level + the vampire hunter’s Wisdom modifier.

A vampire hunter can cast a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 1–1: Vampire Hunter. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 1–1: Vampire Hunter indicates that a vampire hunter can cast 0 spells per day of a given spell level, he can cast the number of bonus spells per day he would be entitled to that spell level based on his Wisdom score.

A vampire hunter’s selection of spells is limited. At 4th level, a vampire hunter knows two 1st level spells of the vampire hunter’s choice. A vampire hunter gains more spells as he increases in level, as indicated on Table 1–2: Vampire Hunter Spells Known. Unlike spells per day, the number of spells a vampire hunter knows is not affected by his Wisdom score. Upon reaching 7th level, and every third vampire hunter level thereafter, a vampire hunter can choose to learn a new spell in place of one he already knows. In effect, the vampire hunter “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell he can cast.

#### Divine Resistance (Ex)

At 5th level, a vampire hunter becomes immune to all mundane, supernatural, and magical diseases, except for diseases that are also curses, such as mummy rot, or infectious curses, such as lycanthropy or vampirism.

#### Subjective Morality (Su)

Relentless hunters of not just vampirekind, but all supernatural beasts and terrors, a vampire hunter learns to accept the price of sin for the greater good, praying for but not expecting forgiveness. While they may be subject to public hatred and harassment, the divine seem to accept their self-sacrifice in the name of ridding the world of corruption.

At 5th level, a vampire hunter chooses one alignment axis to become morally subjective (either Chaos, Evil, Good, or Law). Once an alignment becomes subjective to a vampire hunter, he becomes immune to alignment infractions of that type and cannot become that alignment (though he may stay that alignment) by any means short of an *atonement* effect with a caster level at least 5 higher than your level. A vampire hunter may also choose to ignore that aspect of his alignment for determining alignment-based magical effects (e.g., reducing damage from an unholy weapon, masking his alignment from detect good, or ignoring some effects of a magic circle against good) and any weapons he wields count as that alignment for the purpose of overcoming damage reduction.

At 10th and 15th levels, a vampire hunter chooses an additional alignment axis to become subjective. If two of his alignment axes intersect (such as chaotic good), he may also choose to ignore that aspect of his alignment for determining magical effects.

At 20th level, a vampire hunter becomes beyond morality completely and has no alignment, always counting as the most favorable alignment for any spell or effect dependent on alignment and bypassing all damage reduction based on alignment.

While this ability prevents alignment infractions, it does not protect a vampire hunter from the consequences of the law or from the consequences of violating a code of conduct, oath, or obedience.

#### Relentless Band (Ex)

At 6th level, a vampire hunter’s resolve infects his traveling companions, increasing how many hours the group can spend traveling in a day. Every day, the vampire hunter can allow a number of companions equal to half his level (plus their mounts) to also benefit from his relentless ability.

The vampire hunter rolls saving throws to determine whether the group can carry on in its extended travels, or if the entire group becomes fatigued.

#### Holy-Handed Grenadier (Ex)

At 6th level, the vampire hunter can use his Always Ready ability to make iterative attacks with alchemical or improvised throwing weapons, as though he had the quickdraw feat. Any corrupted creature he strikes directly with Holy Water takes damage like a vampire, even if it would not normally affect them.

#### Vampire Tracker (Ex)

At 7th level, the vampire hunter can track flying, gaseous, and incorporeal creatures – such as vampires moving in *gaseous form* or flying wraiths – as though they were leaving physical tracks. The base DC of Survival checks to track gaseous or incorporeal creatures is 20, while the base DC of creatures flying at 30 feet or higher above the ground is 30. The modifiers for surfaces don’t apply to these checks (as such creatures leave no impressions during their passage) but other conditions (such as wind) do.

#### Swift Tracker (Ex)

At 10th level, a vampire hunter can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes a –10 penalty (instead of the normal –20) when moving at up to twice his normal speed while tracking.

#### Bane (Su)

At 11th level, a vampire hunter can imbue one of his weapons with the bane weapon special ability as a swift action. This bane ability applies against all creatures that are corrupted or stained by corruption, though this bonus to attack and damage is halved against creatures that are only stained by corruption. This ability only functions while the vampire hunter wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the vampire hunter before the duration expires. This ability lasts for a number of rounds per day equal to the vampire hunter’s level. These rounds do not need to be consecutive.

A vampire hunter’s levels stack with any other class granting the Bane class feature for the purpose of determining the maximum number of rounds per day for this ability.

#### Neutralize Corruption (Su)

At 13th level, the vampire hunter can use a special 1-round action to douse a corpse with a vial of holy water to neutralize any corruption. This prevents a creature killed by a monster with the create spawn ability from rising as a monster themselves. If the body was corrupted(HA), cursed, diseased, or infested, this prevents the corpse’s corruption from worsening, remaining infectious, or hatching, though it does not remove these conditions. Any attempts to raise this corpse as an undead automatically fail, as though via the *sanctify corpse* spell, for 24 hours. This becomes permanent if a vampire hunter spends 10 doses on the same corpse within 24 hours.

This effect cannot be dispelled with any magic weaker than a *miracle* or *wish.* This effect ends if the corpse is later returned to life.

#### Quarry (Ex)

At 14th level, as a standard action, a vampire hunter can denote either a creature he can see, hear, or is currently tracking with his detect death ability as his quarry. He must know his target is a creature that is corrupted or stained by corruption for them to be a valid quarry. Whenever he is following the tracks of his quarry, a vampire hunter can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls against his quarry, and all critical threats against his quarry are automatically confirmed.

A vampire hunter can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the vampire hunter sees proof that his quarry is dead or no longer either corrupted or stained by corruption, he can select a new quarry after waiting 1 hour.

#### Greater Bane (Su)

At 16th level, whenever a vampire hunter uses his corruption bane ability, the amount of bonus damage dealt by the weapon against corrupted creatures increases to 4d6 while the amount of bonus damage dealt by the weapon against creatures stained by corruption increases to 2d6.

#### Critical Reflexes (Su)

At 17th level, when a vampire hunter confirms a critical hit and deals damage against a corrupted creature or a creature stained by corruption, he can use his Always Ready ability as an immediate action to produce an item and use it upon that foe.

Items used in this manner are typically alchemical items, such as acid or holy water. Items that require attacks against the target automatically hit and deal damage as normal (potentially to the vampire hunter, as well, if the item affects an area). Items that have no direct effect on the target (such as a fishing hook) or require a combat maneuver to use (such as a rope) cannot be used as part of this ability. This cannot be used to grant an attack with an improvised weapon (except for using a stake against a vampire; see below).

This ability can be used against incorporeal creatures.

If the target creature is a vampire and the vampire hunter can draw a wooden stake (or a similar item affected by his stake ability) with his Always Ready ability, he can drive the stake through the vampire’s heart as though it were helpless, slaying it immediately. If the creature is not a vampire, this attempt fails at the last moment; if this happens, the vampire hunter immediately realizes that the target is not a vampire.

#### Improved Quarry (Ex)

At 19th level, the vampire hunter’s ability to hunt his quarry improves. He can now select a quarry as a free action and can now take 20 while using Survival to track his quarry while moving at normal speed, without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or no longer corrupted or stained by corruption, he can select a new one after 10 minutes have passed.

#### Master Vampire Hunter (Ex)

At 20th level, the vampire hunter becomes the bane of vampirekind and their minions.

As a standard action, he can make a single attack to attempt to stake his quarry. If the attack hits, the target must attempt a Fortitude saving throw, which can affect corrupted creatures even if they are normally immune to effects requiring a Fortitude save. The DC for this saving throw is 20 + the vampire hunter’s Wisdom modifier. If they pass their saving throw, they take damage normally.

If the target fails its saving throw, the vampire hunter drives a stake through the heart of his target, either using his current precision weapon or else by drawing an item with his Always Ready ability that is usable with his Stake ability. If the target is a vampire, it does not assume *gaseous form*, and its healing powers do not come into effect; it is instead killed outright but returns to life as normal if the stake is removed. If the target of this stake is a non-vampire, and they are not immune to precision damage, they are instead affected as though critically hit by the attack.

Whether or not the attack succeeds, the creature cannot be targeted by this ability again (by any vampire hunter) for 24 hours.

Additionally, at 20th level, when the vampire hunter enters his vampiric focus, he may choose to focus on two of his known vampiric foci at the same time. The effects of multiple vampiric foci never stack, including temporary hit points from multiple foci.

# Vampiric Foci

A vampire hunter knows the sinister power of vampirekind. Through discipline and precision, he can turn the unholy powers of vampires against them.

At 2nd level, a vampire hunter must select a common vampiric power to learn to mimic from the list of vampiric foci. Once this choice is made it cannot be changed. At 8th, 14th, and 20th levels, the vampire hunter learns an additional vampiric foci.

Each vampiric foci grants a new power or special ability. As a swift action, a vampire hunter may enter a state of vampiric focus, focusing on one of his known vampiric foci and temporarily gaining additional benefits. He may focus like this for a number of minutes per day equal to his vampire hunter level, which must be spent in 1-minute increments which does not need to be consecutive. Maintaining his vampiric focus is a free action. Once a vampire hunter releases his vampiric focus, he loses the focused benefits of his vampiric foci and cannot focus on that vampiric foci again for 1 minute.

A vampire hunter can only focus on one vampiric foci at a time.

Learning the dark secrets of vampiric foci also imparts a permanent curse. This curse cannot be removed or dispelled without the aid of a deity, and doing so causes the vampire hunter to forget the entire vampiric foci, which cannot be replaced.

#### Vampiric Agility

*You emulate the supernatural agility and reflexes of vampirekind.*

You gain Lightning Reflexes as a bonus feat. You also gain the benefits of the spell *blur* during any bull rush, charge, or overrun, or while moving when you move at least 20 feet.

**Curse**: The physical toll wrought by this vampiric foci causes your sleep to be supernaturally deep. You take an additional -10 penalty to perception checks while sleeping, and you are stunned for 1 round after waking up from sleep or after recovering from the unconscious condition.

**Focused**: Your vampiric focus grants you a +10 enhancement bonus to all your movement speeds. At 8th level, you also gain evasion. At 14th level, you instead gain improved evasion.

#### Vampiric Momentum

*You have deepened your connection to the unnatural agility of vampirekind, unlocking the secret to their supernatural speed and grace.*

**Prerequisite**: You must be at least 14th level and know vampiric agility to learn this foci.

You are constantly under the effects of the spell feather fall.

**Curse**: You suffer from running water like a vampire. When you end your turn immersed in running water, you take 1 point of damage per level.

**Focused**: Your vampiric focus grants you the benefits of the spell spider climb and allows you to move normally through difficult terrain. You can use up to two consecutive move actions in the same turn to cross areas of open-air or calm water (or similar substances) as if they were solid ground, without sinking or falling. This special movement must begin and end on solid ground, must be in a straight line, and must move forward at least as many feet as it moves up or down.

#### Vampiric Call

*You summon children of the night – bats, rats, insects, and the like – to swarm around you. You use these creatures to give you a measure of defense against attacks.*

When you rest and regain your spells, you summon some base creatures of the night to protect you. These creatures grant you a number of temporary hit points equal to your vampire level. You lose these creatures when you lose these temporary hit points. These creatures are considered summons and cannot be used for food.

**Curse**: Animals and vermin with an intelligence of 1 or 2 regard you with a starting attitude that is one step lower. Mindless animals and vermin prioritize attacking you.

**Focused**: Upon focusing, you resummon your protective creatures. You reset the number of temporary hit points this ability grants as if you just rested; this reset occurs at the beginning of each minute spent maintaining your vampiric focus.

At 8th level, this focus grants a +2 deflection bonus to AC. At 14th level, this deflection bonus increases to +4, and your melee attacks gain the distraction universal monster ability (DC 10 + ½ level + your CON modifier) against creatures within 5 feet. If you lose all your protective creatures, you also lose this bonus to AC and the distraction universal monster ability.

#### Vampiric Cunning

*You have trained to think like vampirekind, not just how to hunt and kill them, making you supernaturally aware of the signs of their presence or their corrupted minions.*

You gain Alertness as a bonus feat.

**Curse**: Your dedication to thinking like vampirekind makes you cold and distant. You do not gain any benefits from morale bonuses, or from spells or effects with the emotion descriptor (such as rage), though you still take penalties.

**Focused**: Your vampiric focus grants you a bonus on Perception and Stealth checks equal to half your level. At 8th level, you can move at your normal speed while using Stealth with no penalty. At 14th level, you may attempt a Stealth check while charging (but not while making any other attack) against the target of your charge, even if you lack cover or concealment relative to your target.

#### Vampiric Dhampir

*You delve into the corruption that births the dhampiric bastards of vampirekind.*

**Prerequisite**: Not a Dhampir.

At will, you can use *detect undead* as a spell-like ability. You can, as a move action, concentrate on a single target within 60 feet and determine if it is undead, learning the strength of its aura as if you had studied it for 3 rounds. While focusing on one target, you do not *detect undead* in any other object or individual within range.

**Curse**: You gain the dhampir subtype, in addition to any other subtypes you already have. If you are not a humanoid, you can be targeted by hostile effects that are normally restricted to creatures of the humanoid type. You are subject to any racial prejudice against dhampirs a creature may hold.

**Focused**: Your vampiric focus grants you channel resistance +4.

At 8th level, at the start of each minute of your vampiric focus, you may choose between being healed by positive energy and harmed by negative energy, as a living creature, or harmed by positive energy and healed by negative energy, as an undead creature. At 16th level, your focus allows you to be healed and not harmed by both positive and negative energy effects, as a living or undead creature respectively.

#### Vampiric Might

*Channeling the strength and precision of vampirekind, you imitate their might.*

All your weapons are always treated as magical for the purpose of overcoming damage reduction. You also gain Improved Unarmed Strike as a bonus feat.

**Curse**: You lose your shadow and show no reflection in a mirror. You take a -5 penalty on diplomacy and handle animal checks, as all creatures notice something is eerily wrong about you. If a creature notices you have no reflection, they automatically assume you’re a vampire. You cannot learn this and the vampiric youth vampiric foci.

**Focused**: Your vampiric focus grants you a +2 enhancement bonus to Strength. At 8th level, this bonus to Strength increases to +4 and you treat your vampire hunter level as your monk level when determining the amount of damage dealt by your unarmed strikes. At 14th level, this bonus to Strength increases to +6, and a number of times per day equal to your Charisma modifier, you may drain the vitality of your foe (as the spell *vampiric touch*) when you successfully maintain a grapple.

#### Vampiric Nosferatu

*Channeling the ancient minds of the Nosferatu, you have taken a piece of their wisdom.*

You can communicate telepathically with any creature within 60 feet and line of sight that speaks the same language as you. You can only communicate with one creature at a time in this manner, and they must maintain eye contact to reply telepathically. This supernatural ability counts as Telepathy.

**Curse**: You cannot enter a private home or dwelling unless invited in by someone with the authority to do so. You cannot learn this and the vampiric nobility vampiric foci.

**Focused**: Your vampiric focus grants a +2 enhancement bonus to Wisdom. At 8th level, this bonus to Wisdom increases to +4 and you can use your telepathy to communicate with any animal, magical beast, or vermin. At 14th level, this bonus to Wisdom increases to +6 and, as a standard action, you can use *telekinesis* as a supernatural ability.

#### Vampiric Nobility

*Channeling the noble aspects of the Blood Lords, you imitate their social prowess.*

You gain the ability to cast *charm person* as a spell-like ability a number of times per day equal to your Charisma modifier.

**Curse**: You cannot enter a private home or dwelling unless invited in by someone with the authority to do so. You cannot learn this and the vampiric nosferatu vampiric foci.

**Focused**: Your vampiric focus grants a +2 enhancement bonus to Charisma. At 8th level, this bonus to Charisma increases to +4 and you can target animals, magical beasts, and vermin with your *charm person* ability. At 14th level, the bonus to Charisma increases to +6, and you can cast dominate person as a spell-like ability in place of *charm person*.

#### Vampiric Resilience

*Through a lifetime of precise training, you have developed a resistance to unlife.*

You recover from any negative levels you have after 24 hours of uninterrupted rest or after 3 days of resting for at least 8 hours.

**Curse**: Your resistance to unlife extends to attempts at restoring your life force. Any effect attempting to raise you from the dead short of a *true resurrection* requires a minimum caster level equal to your vampire hunter level, and a minimum expenditure of expensive material components equal to at least 1,000gp per Hit Dice you possess; otherwise, it automatically fails. The caster may voluntarily expend diamond dust in excess of the spell’s ordinary cost to meet the required expense of this effect.

**Focused**: Your vampiric focus allows you to ignore the penalties to ability checks, attack rolls, combat maneuver checks, combat maneuver defense, saving throws, and skill checks caused by negative levels. This does not remove any of your negative levels or allow you to ignore their other penalties.

At 8th level, your focus makes you immune to the *energy drain* effects of the undead. At 14th level, you become completely immune to the effects of negative levels and cannot gain them from any source, though any existing negative levels do not instantly recover.

#### Vampiric Resolve

*Your constant training allows you to steel your mind against the horrors of vampirekind.*

You gain a +1 bonus on Will saves against fear. This bonus increases by +1 at 6th level and every four levels thereafter. This ability counts as and does not stack with the fighter’s bravery class feature.

**Curse**: Your self-protective nature makes it harder for you to trust others. You only gain half the benefit from your allies’ aura abilities or the Aid Another action.

**Focused**: Your vampiric focus extends this bonus to all Will saves against mind-affecting effects. At 8th level, you may roll twice and take the better result on all saving throws against mind-affecting effects. At 14th level, you become immune to mind-affecting effects entirely.

#### Vampiric Heart

*Your resolve in the face of even the Blood Lords causes your heartbeat to remain steady and without fear. Now, you can channel the very immortality of vampirekind.*

**Prerequisite**: You must be at least 14th level and know vampiric resolve to learn this foci.

You gain energy resistance equal to half your level against cold and electricity. Additionally, your heartbeat becomes undetectable. Any ability that detects or identifies the living, such as the lifesense ability, does not perceive you, and any spell or effect that identifies how healthy you are, such as the *status* or *deathwatch* spells, instead detects you as dead (not undead).

**Curse**: Your unnaturally still heart rate makes it more difficult for you to heal. You cannot recover hit points or ability damage through rest or the Heal skill, and you increase the DC of any Heal check attempted on you by ½ your level. To receive magical healing from any source (other than you), the caster must succeed at a caster level check with a DC equal to 10 + your vampire hunter level; otherwise, the spell fails as though it was resisted via spell resistance.

**Focused**: You may spend one minute of your Vampiric Focus to turn gaseous (as the spell *gaseous form*) for one round, which may be spent consecutively. Each round you are gaseous, you cannot die from hit point damage, and you gain a number of temporary hit points equal to your level, up to a maximum equal to double your Hit Dice. If you lose all of your temporary hit points, you are forced back into corporeal form and this effect ends.

Once per day, when reduced to 0 or fewer hit points, you may focus on this vampiric foci as an immediate action.

#### Vampiric Sight

*You channel the dark powers of undeath to gain the supernatural senses of vampirekind.*

You gain darkvision to a range of 30 feet.

**Curse**: Your eyes lose their color and become sensitive to light. You gain light sensitivity. If you already have light sensitivity, you gain light blindness.

**Focused**: Your vampiric focus increases the range of your darkvision by 30 feet. At 8th level, you gain the see in darkness universal monster ability. At 14th level, you also gain blindsense to a range of 30 feet.

#### Vampiric Aswang

*You channel the bestial nature of the Aswang to heighten your vampiric awareness of living creatures and the blood in their veins.*

**Prerequisite**: You must be at least 14th level and know vampiric sight to learn this foci.

You gain uncanny dodge, as a rogue. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead, using your vampire hunter level as your rogue level. You also gain the scent universal monster ability. You are instantly aware if any creature you can smell within 60 feet is afflicted with or carrying a disease, as well as the disease’s effects.

**Curse**: You become sensitive to bright light and loud noise. You gain light blindness. When you take any amount of sonic damage or damage from spells with the light descriptor, you are shaken for 1 round. In addition, you take a -4 penalty on saving throws against effects that cause blindness or deafness, and against fear effects.

**Focused**: Your vampiric focus allows you to pinpoint the location of any creature within 60 feet that is diseased, taking bleed damage, or received any amount of precision damage since the start of your last turn as if you had blindsight. Any time you deal precision damage, you inflict an additional 1d6 points of bleed damage.

#### Vampiric Toughness

*You channel the powers of death to emulate the supernaturally hard skin of vampirekind.*

You gain Toughness as a bonus feat and a +1 enhancement bonus to natural armor.

**Curse**: Death seems to be waiting for you, ready to take you at a moment’s notice. It is impossible to stabilize when dying or disabled. When you begin a turn with 0 hit points or less, you take 1 point of damage as though you failed to stabilize, and you lose the benefits of any fast healing or regeneration effects until you recover or are slain.

**Focused**: Your vampiric focus increases your bonus to natural armor to +2 and you gain immunity to *bleed*. At 8th level, this bonus to natural armor increases to +3 and you gain immunity to poison. At 14th level, this bonus to natural armor increases to +4 and you are no longer subject to ability damage or drain, though you do not instantly recover any existing ability damage or drain.

#### Vampiric Skin

*You have deepened your connection to death, turning your skin pale and vampire-like.*

**Prerequisite**: You must be at least 14th level and know vampiric toughness to learn this foci.

You no longer need to sleep and are immune to exhaustion, fatigue, paralysis, *sleep*, and stunning effects. Any effect that would normally cause you to be paralyzed or stunned instead causes you to be staggered.

**Curse**: Your skin becomes sensitive to the harmful rays of the sun. When exposed to direct sunlight, you become staggered and take 1 point of damage per level if you end your turn still exposed. This damage is doubled if you have light sensitivity or light blindness. You suffer the increased effects of harmful spells that have an increased effect on creatures with a weakness to direct sunlight.

**Focused**: Your vampiric focus grants you DR 10/magic and silver, and fast healing 5. You lose this fast healing for 1 minute if you take any amount of electricity or fire damage or damage from direct sunlight or spells with the light descriptor.

#### Vampiric Youth

*Channeling the frozen youth of vampirekind, you steal a piece of their longevity.*

You no longer gain ability score bonuses or penalties for aging and cannot be magically aged, though any existing bonuses or penalties remain in place. You don’t visibly age, but you still die of old age when your time is up. You also gain Dodge as a bonus feat.

**Curse**: You lose your shadow and show no reflection in a mirror. You take a -5 penalty on diplomacy and handle animal checks, as all creatures notice something is eerily wrong about you. If a creature notices you have no reflection, they automatically assume you’re a vampire. You cannot learn this and the vampiric might vampiric foci.

**Focused**: Your vampiric focus grants you a +2 enhancement bonus to Dexterity. At 8th level, this bonus to Dexterity increases to +4 and you may squeeze into smaller spaces as though you were one size category smaller without penalty. At 14th level, this bonus to Dexterity increases to +6 and you gain a +4 bonus on Bluff, Fly, and Stealth checks.

# Vampire Hunter Technique Feats

At their most basic level, vampire hunter technique feats are a mixture of fighting methods, disciplines, and stories passed down by vampire hunters successful enough to share their methods. Some are battle tactics known to fighters the world over. Others meld magic and finesse to grant mortals an edge over the undead. The strangest and most dangerous ones rely on mysteries of the great beyond, inviting corruption into the hunter to confound and overcome creatures who think themselves immortal.

Vampire hunter technique feats can only be accessed by members of the vampire hunter class or those who have the Vampire Hunter Tradition feat.

#### Abundant Stakes

*You can never have too many wooden stakes when hunting vampires.*

**Benefit**: As a standard action that provokes an attack of opportunity, you can destroy a wooden-hafted weapon in your hand, such as an axe, spear, or torch, to create a wooden stake. This wooden stake retains any compatible magical enhancements.

**Special**: If you have the always ready class feature, using your always ready ability to improvise a wooden stake does not count against your daily uses of the ability. This does not allow you to freely improvise other tools you can use as a wooden stake.

#### Blessed Waters

*You can create holy water that burns with your intense hatred of the undead.*

**Benefit**: You can cast *bless water* as a spell-like ability a number of times per day equal to your Wisdom modifier with a caster level equal to your Hit Dice (HD). If you have 8 HD or more, thrown holy water you create is more potent, dealing 4d4 points of damage to creatures vulnerable to holy water. If you have 16 or more HD, this damage further increases to 8d4 points of damage. Vulnerable creatures hit by the splash take minimum damage instead of only 1 point.

Holy water you create only deals increased damage when you throw it, not when you douse a creature with it or when another creature uses it.

**Special**: If you have the always ready class feature, then holy water you improvise count as though you created it, having the same potency as if you had cast *bless water*.

#### Cleansing Waters

*You grant mercy to the sick and afflicted who wash with your blessed holy water.*

**Prerequisite**: Blessed Waters

**Benefit**: As a standard action that provokes attacks of opportunity, you may douse a willing or helpless creature with holy water you created to target them with a *remove disease* spell with a caster level equal to your HD. If you have 8 HD or more, you may instead target them with a *remove curse* spell. If you have 16 HD or more, you may instead target them with a *restoration* spell (doesn’t remove permanent negative levels).

You may use this ability a number of times per day equal to your Wisdom modifier.

#### Consecrated Waters

*You can consecrate the bodies of the dead, preventing them from succumbing to undeath.*

**Prerequisites**: Blessed Waters, ability to cast 2nd level divine spells.

**Benefit**: You can cast *consecrate* as a spell-like ability a number of times per day equal to your Wisdom modifier with a caster level equal to your Hit Dice (HD). You gain a +3 sacred bonus on attack rolls with thrown holy water when both you and the target are within range of a *consecrate* spell you cast.

**Special**: If you have the remove corruption class feature, when you remove corruption on a corpse, you also affect it as though you cast *consecrate* on it. When this happens, it does not have a radius, it only affects the body. At 16 HD, using remove corruption also counts as casting *Hallow* for the purpose of disrupting rejuvenation only.

#### Healing Grail

*The dying may drink your blessed holy water to receive a well of restorative life.*

**Prerequisites**: Blessed Waters, 8 Hit Dice

**Benefit**: As a standard action that provokes attacks of opportunity, you may administer a dose of holy water you created to an unconscious living creature with 0 hit points or less. They heal a number of hit points equal to the amount of damage your holy water ordinarily deals to undead. A creature can only benefit from this ability once per day.

You cannot use this ability to heal a creature stained by corruption.

If you have 16 HD or more, you may administer holy water to creatures that died within 1 round as a result of hit point damage, healing them as though they were living creatures. If this healing restores enough hit points to bring them above the threshold for dying, they cease to be dead as though revived by a *breath of life* effect.

#### Persistent Waters

*Your blessed holy water remains potent in warding off evil for longer than normal.*

**Prerequisite**: Blessed Waters

**Benefit**: The holy water you created and threw persists in the affected squares for a number of rounds equal to your Wisdom modifier. This persistent holy water damages creatures passing through the area as though they were splashed by the holy water, while those ending their turn in the area instead take damage as though they were struck by this holy water directly. Uncontrolled mindless creatures harmed by your holy water will not willingly enter the area of your persistent holy water.

Ice, mud, oil, normal water, and similar substances dilute your thrown holy water to the point where it loses its persistence from this ability.

#### Revealing Waters

*Your holy water washes away falsehoods.*

**Prerequisites**: Blessed Waters, base attack bonus +6.

**Benefit**: The holy water you create can foil shapeshifters and illusionists. Any creature that takes damage from holy water you both created and threw is compelled to revert to its true form as though subject to a *dispel magic* spell. This effect only targets illusory disguises (such as *invisibility*), polymorphic magic (such as *alter self*), or similar effects (at the GM’s discretion). This ability can even affect creatures using supernatural abilities (such as the change shape ability), though you take a -5 penalty on attempts to dispel supernatural abilities. In general, any spell or ability that changes or disguises one thing as something else is affected by this ability.

If the creature is disguised by magic that affects multiple creatures, this ability only affects the magic working upon the target creature (not the entire spell). Unless your holy water provokes a transformation, this ability grants no insight into whether or not a creature is a shapeshifter or under a magical disguise.

#### Bonded Vampiric Foci

*Your devotion to hunting vampirekind extends to your companions.*

**Prerequisites**: Vampiric focus class feature, animal companion (or familiar or mount) with the share spells ability.

**Benefit**: Your animal companion (or familiar or mount) learns one of your vampiric foci, gaining its benefits and curse. When you begin your vampiric focus on your bonded vampiric foci, you also share the benefit of your focus abilities while within arms reach.

**Special**: You can take this feat multiple times. Each time you do, select another vampiric foci you have learned to share with your companion.

#### Cleansing Flames

*Filth and corruption all burn away in the blessed cleanliness of fire.*

**Benefit**: When you hit a target with fire damage, you raise the DC to avoid catching on fire by an amount equal to your Wisdom modifier. Creatures you set on fire take 2d4 points of dire damage per round instead of 1d6.

Fires you start spread exceptionally fast. Flammable objects within 5 feet of a fire you started (not spread from this ability) are instead treated as highly flammable, catching fire automatically after only one round.

#### Deep Pockets

*Your habit of holding onto things has taught you how to be creative with your storage.*

**Prerequisite**: Always ready class feature.

**Benefit**: Add your dexterity modifier to the number of tools you can improvise per day with your always ready ability.

#### Defang Foes

*Your strikes can stifle even the frightening power of vampirekind and elder beasts.*

**Prerequisites**: Sneak attack or stake class feature, BAB +6.

**Benefit**: When you successfully deal precision damage with your sneak attack or stake ability, you may forgo this extra damage to instead stifle one of your target’s natural weapons of your choice. They take a penalty on attack rolls with their stifled natural weapon equal to the number of sneak attack dice you have or the amount of precision damage you deal with your stake ability. This penalty lasts for a number of rounds equal to your dexterity modifier. Damaging the same creature multiple times does not increase this penalty, but it does allow you to either stifle another natural weapon of your choice or reset the duration of this stifle effect on a natural weapon of your choice.

If you stifle a bite attack, the penalty applies to both attack and damage rolls, and the bite attack deals damage as though it were one size category smaller.

This feat may not be used in conjunction with rogue talents that modify sneak attacks.

#### Death’s Nightmare

*Even the mindless dead fear your coming.*

**Prerequisite**: Cha 14.

**Benefit**: Mindless undead with total Hit Dice equal to or less than your Hit Dice + your Charisma modifier are vulnerable to your class abilities, skills, and spells that cause the frightened, panicked, and shaken conditions. This includes the Intimidate skill, which you can use to demoralize affected mindless undead.

#### Demonic Rebuke

*You have learned to repel the demonic denizens of the abyss.*

**Prerequisite**: Must worship a good or lawful-aligned deity.

**Benefit**: You can use a silver holy symbol to repel demons and hold them at bay in the same way as repelling a vampire.

#### Equipment Trick (Grappling Hook)

*You overcome the limitations of your mobility through the tactical use of grappling hooks.*

**Prerequisites**: BAB +1, access to Vampire Hunter technique feats.

**Benefit**: You can use any equipment trick relating to the chosen item as long as you meet the trick’s prerequisites. If the item would normally be considered an improvised weapon, you can treat it as either a normal weapon or an improvised weapon, depending on which is more beneficial for you.

**Ensnare (Hook Fighter)**: If you hit a target with a grappling hook (or grappling arrow/bolt) tied to a rope or whip, they become entangled, with you acting as the anchor point and the length of the rope or whip as the tether. You may both attempt drag or reposition combat maneuvers against each other but may only reposition by pulling the opponent closer. Maintaining this tether requires a free hand, though you may release this tether as a free action, at which point the opponent is no longer entangled.

**Get Over Here! (Improved Drag)**: As a standard action, you may attempt a touch attack against a target within 30 feet with a grappling hook (or grappling arrow/bolt) tied to a rope. If you succeed, you may attempt a drag combat maneuver against your target.

**Quick Ascent (Climb 5 ranks)**: As a full-round action, you can attempt to hit a creature or object within 30 feet with a grappling hook (or grappling arrow/bolt) tied to a rope. If you succeed, you may attempt a DC 5 climb check to move 5 feet closer to your target, moving an additional 5 feet closer for every 5 you beat the DC. If moving upward at greater than a 45-degree angle, increase this DC by 10.

This movement provokes attacks of opportunity normally. The grappling hook and rope stay attached to the target until removed.

**Sharp Hook (Stake class feature)**: You treat a grappling hook as a piercing weapon, dealing damage equivalent to a heavy pick.

**Snap (Always Ready class feature)**: You can use your always ready class feature to draw or improvise a grappling hook (or arrow/bolt) that is already tied to a rope. When you improvise a grappling hook with a rope, you may choose to leave it attached after using it, where it remains and looks normal (but old/worn) to others; however, it breaks if anyone attempts to use it, often causing them to fall.

**Swing-In (Acrobatics 5 ranks)**: As a full-round action, you can attempt to hit a creature or object within 30 feet with a grappling hook (or grappling arrow/bolt) tied to a rope. If you succeed, you may attempt an Acrobatics check to swing on the rope, traveling a distance equal to double your result (limited by the length of the rope). You must end this movement on the same elevation (or lower) than where you started.

This movement provokes attacks of opportunity normally. The grappling hook and rope stay attached to the target until removed.

**Zip Gun (Jump Strike)**: You may charge while using your quick ascent and swing-in tricks, substituting your normal movement for the movement provided by these tricks.

#### Extended Vampiric Focus

*You can focus on your vampiric prowess for a longer period.*

**Prerequisite**: Vampiric focus class feature.

**Benefit**: Add your Wisdom modifier (minimum 0) to the number of minutes per day that you can use your vampiric focus ability.

#### Garlic Breath

*Your protections against vampirekind extend to your diet and choice of seasonings.*

**Benefit**: Your daily consumption of garlic provides a measure of protection against vampirekind. As an immediate action, when you’re grappled by a creature that can be repelled with garlic, you can repel and hold at bay all such creatures as though garlic were strongly presented. You must maintain this effect normally on subsequent turns, though you do not need to produce garlic to continue this effect. After overcoming its revulsion, creatures become immune to further uses of this ability for 24 hours.

Additionally, creatures cannot heal by dealing damage to you with spells or abilities, such as blood drain or *vampiric touch*.

**Special**: If you have the Soured Soul feat, you may also use this ability to attempt to repel and hold at bay creatures staggered by your Soured Soul ability. If that creature cannot normally be repelled with garlic, then they must make a Will saving throw (DC = 10 + your total HD, up to a maximum DC of 25) or they are repelled as a vampire. They automatically overcome this revulsion when they are no longer staggered.

#### Good Book Style (Style Feat)

*You have learned to wield the arcane writings and ancient doctrines as a weapon.*

**Prerequisite**: Caster Level 1

**Benefit**: You become proficient with using books as weapons. Books are one-handed improvised weapons that deal damage like a heavy mace. You do not have a penalty on attack rolls for using books as improvised weapons.

You may select one book for each class you have a caster level with to be your holy book. This holy book must be either a holy text for your faith if you’re a divine caster, a spellbook if you’re an arcane caster, or a personal journal if you’re a spontaneous caster of any kind. You must spend one hour reading or writing in your holy book as part of preparing your spells each day, at which time you may change holy books.

Instead of using your Strength modifier on attack and damage rolls with your holy book, you use Wisdom if it is a holy text, Intelligence if it is a spellbook, or Charisma if it is a journal. Your holy book counts as a magic item with your caster level.

The hand holding your holy book counts as a free hand for the use of spells and abilities on turns where it is not used to make attacks.

**Special**: A vampire hunter may use their stake ability with their holy book.

#### Warding Words (Style Feat)

*The doctrine and writs of your holy book provide a measure of protective intervention.*

**Prerequisites**: Caster Level 5, Good Book Style

**Benefit**: Your holy book gains the *defending* weapon special ability and can be used as a shield providing a shield bonus equal to 1/5th your caster level.

As an immediate action, when you would be knocked unconscious or killed by a critical hit or sneak attack, you may negate the excess damage as though your holy book had the *fortification* special ability; if you do, your holy book is destroyed.

You can restore a destroyed holy book like any other destroyed magic item (such as with *make whole*). When restored, it is also restored with all of its contents intact.

#### Fightin’ Words (Style Feat)

*You are ready to defend your faith thesis’ with more than just words but with whole books!*

**Prerequisites**: BAB +9, Caster Level 8, Good Book Style, Precise Shot, Warding Words

**Benefit**: You can throw books with a range of 10 feet and a maximum range of 30 feet. Your holy book also gains the *sharding* weapon special ability.

By increasing the casting time to at least one full-round action, you may use your holy book’s duplicate to attempt to deliver a touch spell as though delivering via a familiar.

**Special**: If you have the spellstrike ability, you may use that ability with your holy book as though you had the ranged spellstrike ability.

#### Holy Words (Style Feat)

*The words contained in your holy book are holy, and they carry the weight of the divine.*

**Prerequisites**: BAB +12, Caster Level 13, Deific Obedience, Diverse Obedience, Good Book Style, Fightin’ Words, Warding Words

**Benefit**: By increasing the casting time to at least one full-round action, you can study your holy book while casting a spell to attempt to heighten its power as though via the Heighten Spell metamagic feat. You may attempt to heighten this spell up to the highest level you can cast without increasing the actual level of the spell slot used. To heighten the spell, you must make a caster level check equal to 15 + the spell's new effective level. If you fail, the spell is lost.

If using the boost casting optional ruleset, you may instead study your holy book to gain a +4 bonus on caster level checks to boost cast.

When studying your holy book while casting a spell, you cannot cast spells defensively or use the Fightin’ Words feat to deliver a touch spell.

**Special**: A paladin, ranger, or vampire hunter may heighten their spells up to 6th level when using this ability, even though they cannot normally cast 5th or 6th level spells.

#### Identify Corruption

*You are hyper-perceptive of the slight differences in auras between corrupt monsters.*

**Prerequisite**: Detect corruption ability

**Benefit**: You learn additional information after studying a target for 3 rounds with *detect corruption*. If a target is corrupted, you learn which specific corruption affects the target. If the target is instead stained by corruption, you learn if this stain is inherent, magical, or mundane, but not the specifics of the stain.

Generally, inherent stains are the result of a creature’s type (e.g. undead), subtype (e.g. shapeshifter), or racial ability (e.g. change shape). Magical stains are usually the result of a spell, spell-like ability, or supernatural ability unless the magic originates from a racial ability cast by the subject on themselves. All other stains are mundane.

#### Identify Taint of Magic.

*You can detect the stain of corruption upon magical objects.*

**Prerequisite**: Detect corruption ability

**Benefit**: You treat creatures with magical bloodlines or heritages that you consider to be corrupt or stained by corruption as though they are also corrupted or stained by corruption. Additionally, when using *detect corruption*, all magical traps (including runes), and any constructs or objects that are conjured, cursed, evil, glamered, or transmuted detect as stained by corruption.

You do not increase the DC to correctly identify cursed items and may use *detect corruption* in place of *detect magic* when studying objects stained by corruption.

#### Identify Taint of Soul Bindings.

*You can pierce the non-detection wards placed on most magic jars and phylacteries.*

**Prerequisite**: Detect corruption ability

**Benefit**: When using *detect corruption*, objects or constructs containing souls (such as a magic jar, a lich’s phylactery, or a haunted ring) detect as stained by corruption.

If you touch an object that is stained by corruption while using your *detect corruption* ability, you may attempt a Spellcraft check (DC = 11 + targets HD) after studying the item for 3 rounds. If you succeed, you recognize if the object is a soul container or haunted object, and if so, you determine the alignment of the soul inside the object. If you fail, you may not attempt again until after the next full moon.

#### Jump Strike

*You leap high into the air before striking your target.*

**Prerequisite**: Skill Focus (Acrobatics).

**Benefit**: As a move action, or as part of a charge or full-attack action, you may attempt an Acrobatics check versus the CMD of your target. If you succeed, you treat all your attacks against that target this turn as though you were attacking from higher ground. If you fail this check by 5 or more, you provoke an attack of opportunity.

You can also use this ability to charge flying creatures by making an Acrobatics check with a DC equal to the number of feet they are flying above you, falling normally after resolving this attack.

You cannot use this ability while underwater.

#### Know Master

*You recognize the telltale signs of undead overlords among their slaves.*

**Prerequisite**: Detect death class feature.

**Benefit**: You can use your detect death ability on the remains of an undead creature you destroyed within the last hour. Instead of learning the cause of death, you instead learn how the undead was created – through a spell, the create spawn ability, spontaneous generation, or another origin.

**Special**: If you have the Vampire Scholar feat, you might also recognize some sign of a destroyed undead being’s creator. If you determine that the undead creature was created by a vampire, you can immediately use your Vampire Scholar feat to determine who created it.

#### Liberating Critical

*Your jarring blows can cleanse your enemies’ minds of supernatural control.*

**Prerequisite**: Base attack bonus +9.

**Benefit**: When you score a critical hit against an opponent, you can as an immediate action affect the target with a *dispel magic* effect targeting only mind-affecting effects. This ability uses your Hit Dice as your caster level. You do not need to be aware of any such effects affecting your opponent to use this ability. While this effect intends to liberate mentally dominated individuals from their masters, all mind-affecting effects can be dispelled, including beneficial ones.

#### Locked Will

*It’s nearly impossible to fetter you with psychological shackles, let alone twice.*

**Prerequisite**: Wis 14.

**Benefit**: You gain a +4 bonus on saving throws to resist mind-affecting effects. If you fail a saving throw against a mind-affecting effect, you gain a +10 bonus on saving throws to resist that same mind-affecting effect for the next 24 hours.

#### Powerful Conviction

*The power of your faith repels vampirekind more than normal.*

**Prerequisite**: Cha 13

**Benefit**: When attempting to repel or hold a creature at bay with garlic, a holy symbol, or a mirror, you add your Charisma modifier to the DC to overcome their revulsion.

You may use your Charisma modifier in place of your Wisdom modifier on Knowledge (religion) checks.

#### Circle of Conviction

*You can repel the undead with the power of your faith.*

**Prerequisite**: Powerful Conviction

**Benefit**: While successfully holding a creature at bay with a strongly presented holy symbol, you generate a supernatural protective barrier around you with a radius equal to 5 times your charisma modifier. Repelled creatures cannot enter this radius and are immediately forced out of this radius to the nearest safe space (or as far as it can be safely pushed) when this effect is triggered. Creatures inside this radius are protected by your conviction as though they were within a *magic circle* against the repelled creature as long as it stays repelled. Creatures automatically overcome their revulsion if you attempt to force this barrier against them.

#### Primitive Stakes

*The fight against vampirekind spans millennia; sometimes, the old ways are best.*

**Benefit**: You gain proficiency with all weapons from the tribal fighter weapon group, as well as with shields (but not tower shields). When using a tribal weapon, club, spear, or weapon with the fragile weapon quality, you may choose to deal piercing damage instead of the weapon's default damage type.

#### Ready Conviction

*You are quick to present your beliefs, in both conversation and combat.*

**Benefit**: You can strongly present garlic, holy symbols, mirrors, and any other object that can fit in the palm of your hand as a move action. When attempting to keep a monster at bay (such as a vampire) you may use this feat to do so as a move action instead of a standard action. If you attack a creature while holding them at bay, they gain a +10 bonus on their Will saving throw to overcome their revulsion.

Additionally, the downtime required to attempt to convert someone to your religion is reduced by half. You gain a +4 bonus on Diplomacy and Knowledge (religion) checks to convert other creatures to your faith.

#### Ready to Fire

*You prefer to draw and shoot your weapons in the same motion.*

**Benefit**: You can reload any weapon as a swift action, so long as its normal reload time is less than 1 round.

**Special**: If you have the always ready ability, you may use it to improvise the ammunition while reloading, consuming a daily use as normal.

If you have the holy-handed grenadier ability, by spending a swift action before attacking, you can reload after every shot fired that turn. You can only do this when using a weapon that is normally reloaded as a standard action, or faster. Alternatively, you can reload a weapon once in between attacks as an immediate action so long as the weapon has a normal reload time of less than 1 round.

#### Resolute Mount

*You attract a loyal and trusty steed to aid in your hunt for vampirekind.*

**Prerequisite**: Relentless class feature.

**Benefit**: You gain an animal companion, using your vampire hunter level as your effective druid level. The creature must be one that you are capable of riding and is suitable as a mount. You are limited to the mount options available to a cavalier.

Should your mount die or be dismissed, you may form a bond with another mount that you are capable of bonding with after you have ridden it for at least 1 hour each day for a week.

#### Resolute Steed

*Your boldness inspires even your mount to feats of bravery.*

**Benefit**: While riding an animal companion, mount, or any other animal by using the Ride skill, they gain a +4 morale bonus on saving throws against fear and emotion effects and are immune to unnatural or hostile auras of other creatures. In addition, while you are riding it, the DC to push that animal with the Handle Animal skill does not increase if it is wounded or if it has taken any nonlethal damage or ability score damage.

#### Sign of the Dawn (Metamagic Feat)

*The first lights of dawn bring rays of justice upon vampirekind.*

**Benefit**: Spells with the electricity, fire, or light descriptor are fortified with the energies of the sun. You increase the damage dice of spells with any of these descriptors by one step when dealing damage to creatures that find sunlight to be unnatural or harmful. Additionally, such creatures within the radius of any bright light created by one of these spells take damage equal to your caster level. This extra damage is radiant energy and is not subject to damage resistance.

**Level Increase**: +1

**Special**: When using a vampire hunter’s spell slots, Sign of the Dawn has a level increase of +0.

#### Sign of the Moon

*You harness the silvery essence of moonlight to strike down the children of the night.*

**Benefit**: Weapons you wield count as silver for the purposes of overcoming damage reduction. If you confirm a critical hit against a creature with a weakness to silver, you immediately dispel any polymorph effect on that creature (including supernatural ones), and that creature cannot benefit from that same spell or ability again for 24 hours.

This ability has no effect when combined with abilities that automatically confirm critical hits, including performing a coup de grace, or in conjunction with other abilities that only trigger when dealing critical hits, such as liberating critical.

#### Sign of the Shooting Star

*The sun and moon are not the only things in the heavens that affect the corrupt. You harness the weapons of the stars and their deities.*

**Benefit**: You gain proficiency with boomerangs, chakrams, shurikens, starknives, and throwing daggers, and may use these weapons as holy symbols if they match your deity’s favored weapon. You add your Charisma modifier to ranged weapon damage rolls with these weapons against demons, entothropes, lycanthropes, and undead.

**Special**: You also add your charisma modifier to ranged weapon damage rolls with these weapons against your favored enemies, and subjects of your bane or quarry.

#### Sneaky Stake

*You are more than willing to resort to underhanded tactics to kill vampires.*

**Benefit**: You gain the sneak attack class feature with wooden stakes, dealing 1d4 points of damage with the improvised weapons. You do not take a penalty on attack rolls for using an improvised weapon when using a wooden stake.

**Special**: When using a compatible weapon with your stake class feature, you can forgo your precision damage from your stake ability to instead deal sneak attack damage as a rogue. You gain 1d6 sneak attack dice for each point of precision damage normally dealt by your stake ability.

#### Soured Soul

*Your loathing of the undead is so great that your very essence is anathema to such creatures.*

**Benefit**: You gain a +4 bonus on saving throws against spells or abilities that attempt to steal your vitality (such as *vampiric touch*), enter and control your body (such as *magic jar*, or a ghost’s possession), or deal any ability score drain or negative levels.

Any creature that successfully affects you with one of these effects, or with blood drain, *energy drain*, or a similar effect, is immediately staggered for a number of rounds equal to your Charisma modifier. They also gain no benefit from using their spell or ability against you.

#### Torch It

*Sometimes the ancient instinct to kill things with fire is more wisdom than fear suggests.*

**Prerequisite**: Proficiency with a torch as a weapon.

**Benefit**: Whenever you deal damage with a torch, a flask of oil with a fuse, alchemist fire, a *flaming* weapon, or a similar item, you increase the damage dealt by 1d6 points of fire damage. Creatures with a weakness to fire take a penalty equal to your base attack bonus on saving throws to avoid catching fire when you damage them with this ability.

This ability has no effect on splash effects or spells.

#### Vampire Scholar

*You know the legends of vampire-kind, both those that are tales and those that are histories.*

**Benefit**: You gain a +2 bonus on Knowledge checks to identify creatures that are corrupted, but not on checks to identify creatures that are only stained by corruption. You also gain Knowledge (history) and Knowledge (nobility) as class skills and may use Knowledge (nobility) in place of Knowledge (religion) to recognize vampires and their weaknesses and to recall the lore of all known vampires, their lands, and their servants.

**Special**: If you use the detect death ability on the remains of someone who was killed by a corrupt creature, you may use this ability to attempt to determine the identity of the killer by using your knowledge of corrupt creatures known to roam the area.

#### Wolfsbane

*You have learned to repel the greatest corrupt servants and enemies of vampirekind – werewolves.*

**Benefit**: You can use a silver holy symbol to repel and keep at bay both entothropes and lycanthropes in the same way as repelling a vampire, regardless of their current form, though they must have transformed at least once for this to have any effect on them. While in their humanoid form, they receive a will save to resist immediately instead of after one round, and they receive a +10 bonus on this saving throw. The DC to resist this effect receives a -5 penalty if the full moon is visible.

# Vampire Hunter Archetypes

Blood Moon Hunter

Rather than train for a fight against the blood lords, the blood moon hunters specialize in tracking and hunting those cursed and afflicted by the call of the moon.

**Class Skills**: A blood moon hunter gains Acrobatics as a class skill instead of Ride.

#### Scent of Evil (Ex)

A blood moon hunter gains the scent ability, except it can only detect the scent of an aura of evil, rather than a creature's natural scent. The strength of a scent of evil corresponds to the evil aura’s power, as outlined in the spell *detect evil*, with faint evil auras only being detectable at a range of 5 feet, moderate auras at a range of 30 feet, strong auras at 60 feet, and overwhelming auras at 90 feet. The range of this detection is modified by wind normally, with a downwind faint evil aura being undetectable.

This ability is treated as a sense, like normal vision or tremorsense, and detecting the scent of evil requires a perception check as normal (with the usual +8 bonus), automatically attempting any such checks within range. This check should either be made in secret by the GM or the blood moon hunter should be assumed to be taking 10. When a scent of evil is detected, the blood moon hunter does not automatically know the origin of the scent unless they are within 5 feet of its origin, requiring a move action to try to locate it, as normal.

Each individual has a unique morality and burden of sin, and each scent of evil can usually be easily distinguished from one another. However, certain circumstances, such as creatures that are clones or non-evil creatures stained by the same succubus’ profane gift, will share the same scent. A faint scent of evil may be masked by a strong one, and a moderate or strong scent of evil may be masked by an overpowering one. Magical abilities that suppress a scent or make an alignment undetectable function normally, but mundane means of masking a scent have no effect on this ability.

This ability replaces detect corruption.

#### Stench of Death (Sp)

At 2nd level, when the blood moon hunter comes across a creature’s remains, he may spend a full-round action to attempt to pick up the scent of its killer’s lingering aura of evil. If the creature was killed by an evil creature, item, or spell, the blood moon hunter picks up the killer’s scent of evil, so long as the creature died within the timespan of the killer’s lingering aura of evil, as outlined in the *detect evil* spell description. If a blood moon hunter picks up a killer’s scent of evil, they may begin tracking the killer normally.

This ability replaces detect death.

#### Blood Moon Foci (Su)

A blood moon hunter learns to harness the power of moonlight, mimicking its effects on those afflicted with lycanthropy.

At 2nd level, a blood moon hunter must select vampiric agility as his vampiric foci.

At 8th level, a blood moon hunter learns a special blood moon foci in place of a vampiric foci. He can focus on this ability in the same manner as one of his vampiric foci with his vampiric focus ability. This blood moon foci has the following effects:

When jumping, you are always treated as if you had a running start, and you gain skill focus (acrobatics) as a bonus feat.

**Curse**: You become allergic to silver and suffer physical discomfort from contact with it. If you have any form of damage reduction, it can also be overcome with silver weapons. When wearing armor or wielding a shield made from silver, alchemical silver, or mithral, you suffer double its armor check penalty (minimum 1) and apply its armor check penalty on all attack rolls. You also drop any held silver, alchemical silver, or mithral weapons you wield at the end of your turn each round.

**Focused**: Your vampiric focus allows you to make incredible leaps through the air. As an immediate action, you may conjure and jump off a thin beam of moonlight while falling or jumping in the air, allowing you to jump a second time before falling. When jumping in this manner, you may change the direction of the jump, and may even switch between a high jump or a long jump. After resolving this action, if you are not standing on solid ground, you fall as though the fall was deliberate. If you use this ability to jump while falling, you calculate falling damage as the total distance from the fall’s original height to where the blood moon hunter lands.

At 14th level, your vampiric focus also grants you DR 10/silver.

This ability replaces the vampiric foci learned at 8th level.

#### Night Runner (Ex)

At 3rd level, a blood moon hunter can travel longer without rest. Blood moon hunters can travel normally during the day and travel again during the night as though it were a different day, for a maximum of 16 hours of travel in a day without it being considered a forced march. When traveling in this manner, they must rest for at least four hours between each journey, totaling 8 hours, or they become fatigued as though they did not get enough rest. A blood moon hunter may use this ability to travel at night in this manner for a number of nights equal to half their level. They regain their uses of this ability by not spending any time traveling for one full day (and night).

During the three nights of the full moon, a blood moon hunter can travel at night without spending a use of this ability, so long as they have one left. During the three nights of the new moon, this ability cannot be used, and uses of this ability cannot be regained.

A blood moon hunter also gains Run as a bonus feat.

Beginning at 6th level, a blood moon hunter can guide his companions through the night’s darkness. Each night he uses this ability, he can allow a number of creatures equal to half his level to travel at night with him. Companions who rest for at least four hours between each journey count as receiving 8 hours of uninterrupted rest.

This ability replaces the relentless and relentless band abilities.

#### Technique Feat

At 3rd level, a blood moon hunter must select either Wolfsbane or Sign of the Moon as his technique feat. At 9th level, he must select the other feat as his technique feat. Weapons treated as silver by Sign of the Moon are not made from actual silver and have no interaction with the curse from the blood moon foci.

#### Holy Fire (Ex)

Beginning at 6th level, a blood moon hunter can damage polymorphed creatures with holy water as though they were undead. He can also make iterative attacks with holy water as though he had the quickdraw feat.

This ability replaces holy-handed grenadier.

#### Bane (Su)

Beginning at 11th level, a blood moon hunter can only select creatures with the shapechanger subtype instead of corrupted creatures as the subject of their bane. He also receives half this bonus against polymorphed creatures (including via supernatural abilities) without the shapechanger subtype.

This ability modifies the bane and greater bane abilities.

#### Quarry (Ex)

Beginning at 14th level, a blood moon hunter can only denote as his quarry a creature he is tracking or has pinpointed with his scent of evil or stench of evil abilities, regardless of whether or not the creature is visible or corrupted. This ability provides no benefits to blood moon hunters when their quarry is not evil, and if he deals damage to such quarries, he immediately learns they are not evil and this effect ends, allowing him to select a new quarry after one hour.

This ability modifies the quarry and improved quarry abilities.

Cursed Hunter

Whether cursed with unlife or born with it in their blood, these cursed hunters seek to destroy vampirekind until another hunter comes for them.

**Prerequisite**: Dhampir or Vampire only.

#### Familiar Foci (Su)

At 2nd level, a cursed hunter learns the Vampiric Dhampir vampiric foci in addition to the vampiric foci they choose to learn, which you may learn even if you are a Dhampir.

At 8th level, a cursed hunter must choose to learn either the Vampiric Nosferatu or the Vampiric Nobility vampiric foci.

#### Burden of Vampirism (Su)

Cursed with the burden of sin and often subject to public hatred and harassment, cursed hunters seek divine redemption through their pursuit of vampirekind.

Beginning at 5th level, a cursed hunter begins to overcome the curse of their state by hunting and permanently destroying other vampires. The first time they destroy a vampire after reaching the appropriate level, they choose one of their vampiric foci and they lose its associated curse without losing access to the benefits of that vampiric foci. Alternatively, if the cursed hunter is a vampire, they may instead take the lesser curse from their chosen vampiric foci compared to their vampirism (for example, if they know Vampiric Skin, they may choose to retain their curse from that vampiric foci and instead lose their weakness to sunlight caused by vampirism).

If a cursed hunter creates a vampire (or orchestrates the circumstances for one to be created) after they reach 5th level, they become irredeemable and lose this ability and any benefits it once conferred.

At 10th and 15th levels, a cursed hunter chooses another vampiric foci to overcome. At 20th level, after destroying a final vampire, a cursed hunter finally overcomes the burden of vampirism entirely. They overcome the curses associated with all of their known vampiric foci while retaining their abilities. If they are a vampire, they become permanently cured and cannot become a vampire again. If they are a dhampir, they lose the dhampir subtype and gain the human subtype.

This ability replaces Subjective Morality.

#### Cursed Resistance (Su)

At 5th level, a cursed hunter becomes immune to damage from holy water. At 13th level, as an immediate action, a cursed hunter may douse themselves in holy water to gain a resistance bonus on saving throws against curse effects equal to the damage the holy water would normally deal to vampires.

This ability replaces divine resistance.

Deep Hunter

The call of the sea is supernatural, a beckoning of the ancient evil minds of the oceanic abyss. It is these abominations the deep hunters dive after.

**Class Skills**: A deep hunter does not gain Ride as a class skill.

**Languages**: A deep hunter gains Aquan as a bonus starting language.

#### Weapon and Armor Proficiency (Ex)

A deep hunter is proficient with harpoons and nets, but he is not proficient with whips or one-handed firearms. This alters the vampire hunter’s weapon and armor proficiencies.

#### Underwater Hunter (Ex)

Tacking creatures underwater is particularly challenging, but a deep hunter can read the traces of eddies in the water to follow his prey. He adds half his class level (minimum 1) to Survival checks to follow creatures underwater. He gains no bonus for finding or following tracks out of the water.

This ability replaces track.

#### Shark Sense (Ex)

At 7th level, a deep hunter gains the scent ability while underwater.

This ability replaces vampire tracker and swift tracker.

#### Marine Magic

At 7th level and every 3 levels thereafter, a deep hunter can learn a spell with the water descriptor from the cleric, druid, inquisitor, or wizard spell list in place of a spell he already knows. In effect, he loses an old spell in exchange for a new one. The new spell’s level must be at least 1 level lower than the highest-level spell he can cast. The deep hunter swaps out only a single spell at any given level and must choose whether to swap the spell at the same time he gains new spells known for that level.

This ability alters the deep hunter’s spellcasting.

#### Aberrant Mutation (Su)

By studying the fleshwrapping techniques of the Alghollthus, deep hunters undergo an aberrant mutation to enable them to better hunt down the deep ones.

At 8th level, a deep hunter’s body mutates, and his eyes turn purple, brightly colored gills erupt across his neck, his skin becomes delicately thin, and he grows webbing between his fingers and toes. This mutation grants him a swim speed equal to his unmodified base speed, and the amphibious special quality, allowing him to breathe on land and underwater. However, he becomes water-dependent, needing daily submersion in water to maintain his body. If he goes 24 hours without fully submerging himself in water for at least an hour, his skin begins to crack painfully, his organs begin shutting down, and he dies within 4d6 hours unless he submerges himself for 1d6 hours.

This mutation is generally permanent. Any ability or effect that cures this mutation also removes the benefits. If removed, a deep hunter can force his body to undergo this mutation anew by spending 24 hours subjecting himself to the painful reagent.

This ability replaces the vampiric foci learned at 8th level.

#### Killer of the Deep (Ex)

At 20th level, a deep hunter is peerless at detecting prey underwater and delivering killing blows. He can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water up to a mile away.

As a standard action, he can make a single attack against a creature that is corrupted or stained by corruption at his full attack bonus while underwater. If the attack hits, the target takes damage normally and must succeed at a Fortitude save or die. The DC of this save is equal to 10 + half the deep hunter’s level + the deep hunter’s Wisdom modifier. A deep hunter can instead deal an additional amount of non-lethal damage equal to the creature’s current hit points. A successful save negates this damage.

Regardless of whether or not this ability is successful, a creature cannot be targeted by this ability more than once in 24 hours.

This ability replaces master vampire hunter.

Demon Hunter

Ancient vanguards against minor rifts and fiendish summons, demon hunters have become scarce since they pilgrimaged en mass at the opening of the Worldwound. Now, all demon hunters train and pursue demonkind across Golarion before setting out for the worldwound themselves once they are ready to die.

**Class Skills**: A demon hunter gains Knowledge (planes) as a class skill instead of Knowledge (nature).

#### Detect Fiendish Presence (Sp)

At will, a demon hunter can use *detect fiendish presence,* as the spell. As a move action, a demon hunter can concentrate on a single item or individual within 60 feet and determine if it is marred by a fiendish presence as if it had been studied for 3 rounds, though this does not detect fiendish presence in any other object or individual in range.

This ability replaces detect corruption.

#### Cold Steel (Ex)

Demon hunters channel virtue into their weapon strikes. A demon hunter gains a +1 sacred bonus on attack and damage rolls made with any metal weapon. At 4th level every 4 levels thereafter, these bonuses increase by +1.

This ability has no effect on creatures who are not chaotic or evil.

Beginning at 4th level, the demon hunter treats all crossbow bolts, metal weapons, and metal tools (such as a piton) they wield as though they were made of cold iron. This ability does not impact their weapon’s enchanting cost.

This ability replaces stake.

#### Track Teleportation (Su)

At 2nd level, a demon hunter may acquire clues about a teleporting creature’s destination by closely examining the place it once stood. As a full-round action while standing in a square that a creature occupied when it cast a conjuration (teleportation) spell or spell-like ability, the demon hunter may attempt a Survival check (DC 10 + the teleportation spell’s caster level) to sense the direction of the creatures destination as well as whether the destination lies within 25 feet, 100 feet, 1,000 feet, 1 mile, or over one mile away. He must use this ability within a number of rounds after the creature’s teleportation equal to ½ his demon hunter level. A demon hunter may use this ability once per day plus one additional time per day for every 4 levels he has beyond 2nd.

At 12th level, if the demon hunter exceeds the Survival check DC by 5 or more, he can also sense the creature’s location as if using the *locate creature* spell, using his level as his caster level. At 18th level, if he exceeds the Survival check DC by 10 or more, he can also sense the creature’s location as if he had cast *discern location*.

This ability replaces detect death and the technique feats gained at 12th and 18th levels.

#### Technique Feat

At 3rd level, a demon hunter must select Demonic Rebuke as his technique feat.

#### Demonic Foci (Su)

A demon hunter is willing to condemn his soul to traverse Abaddon, the Abyss, and Hell itself to unlock the dark powers of demonkind in pursuit of their destruction.

At 8th level, a demon hunter learns a special demonic foci in place of a vampiric foci. He can focus on this ability in the same manner as one of his vampiric foci with his vampiric focus ability. This demonic foci has the following effects:

You must select one evil outer plane – Abaddon (acid), the Abyss (cold), or Hell (fire). You gain energy resistance 10 to the energy type corresponding to your chosen plane.

**Curse**: You are damned to continue your fight against evil even after your death, unto the utter consumption of your soul. Your soul is consigned to the evil outer plane you selected, and you become cursed as though you had taken one damnation feat. This increases as though you had taken a second and third damnation feat at 14th and 20th levels respectively.

**Focused**: Your vampiric focus increases your energy resistance to double your demon hunter level. Once per minute, you can call upon your consigned plane to call down an acidic boil, a sheet of ice, or a column of hellfire respectively. This 10-foot-radius burst deals 1d6 points of energy damage per demon hunter level, with the energy damage being the same as your consigned plane. Those caught in the area of your burst receive a reflex save for half damage (DC = 10 + ½ demon hunter level + Wisdom modifier), while good-aligned creatures take half damage on a failure and no damage on a successful save.

This ability replaces the vampiric foci learned at 8th level.

#### Demon Bane (Su)

Beginning at 11th level, a demon hunter can select aberrations, dragons, fey, undead, or either humanoids or outsiders of a selected subtype as the subject of their bane. When using his bane ability against outsiders with the chaotic or evil subtype, he increases this bonus damage by 1d6, but he reduces his bonus damage by 1d6 against all other evil creatures. His bane ability has no effect on non-evil creatures.

This ability modifies bane and greater bane.

#### Quarry (Ex)

Beginning at 14th level, a demon hunter can only denote evil outsiders as his quarry if they are within line of sight or are already being tracked by his track teleportation ability.

This ability modifies the quarry and improved quarry abilities.

#### Master Demon Hunter (Ex)

At 20th level, the demon hunter becomes the bane of demonkind.

As a standard action, he can make a single attack against his quarry. If the attack hits, the target must attempt a Will saving throw with a DC of 20 + the demon hunter’s Wisdom modifier. If they pass their saving throw, they take damage normally. If the target fails its saving throw, the demon hunter deals damage as though they critically hit their target and he drives them back to their home plane as though via a *banishment* spell. If they are successfully banished, they take the damage from this ability after arriving on their new plane.

Whether or not the attack succeeds, the creature cannot be targeted by this ability again (by any vampire hunter) for 24 hours.

This ability replaces master vampire hunter.

Dragon Hunter

Proud and daring, the dragon Hunter pursues their noble prey across the skies.

#### Draconic Corruption

A dragon hunter seeks to counter the influence of Dragons and dragonkin. He treats all Dragons as corrupt, regardless of their alignment, and he treats kobolds, dragon cultists, and anything with the draconic or kobold bloodline as stained by corruption.

This replaces the types of creatures a vampire hunter normally treats as corrupt or stained by corruption for spells and abilities.

#### Predatory Deduction (Ex)

Beginning at 1st level, when a dragon hunter successfully uses Survival to spot the trail of a creature of the dragon type, he may attempt a DC15 Knowledge (arcana) check.

On a success, the dragon hunter can deduce the species, age category, size, and color of the dragon. If the trail is less than 48 hours old, the dragon hunter gains a +2 circumstance bonus on the Knowledge check.

This replaces detect corruption.

#### Wyrm Hatred (Ex)

A dragon hunter gains the favored enemy class feature of the ranger, with dragons as his favored enemy, granting him a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the dragon type. He also gains a +2 bonus on weapon attack and damage rolls against them.

These bonuses increase by +2 at 5th level and every five levels thereafter.

This replaces the stake, bane, and greater bane abilities.

#### Draconic Aspect (Su)

A dragon hunter knows the ancient power of dragonkind and can channel their ancient magic through a combination of discipline and precision.

At 2nd level, a dragon hunter must select a chromatic dragon – black (acid), blue (electricity), green (acid), red (fire), or white (cold). At 14th level, he also selects a metallic dragon – brass (fire), bronze (electricity), copper (acid), gold (fire), or silver (cold). Once this choice is made, it cannot be changed. He gains energy resistance 5 against the energy type corresponding to his chosen dragon(s).

As a swift action, a dragon hunter may enter a state of draconic focus, temporarily manifesting additional powers from one of his chosen dragons. He may focus like this for a number of minutes per day equal to his dragon hunter level, which must be spent in 1-minute increments which does not need to be consecutive. Maintaining this focus is a free action. Once a dragon hunter releases his draconic focus, he loses the focused benefits of his draconic aspect and cannot use this ability again for 1 minute.

When a dragon hunter focuses on his draconic aspect, he grows claws, which are treated as natural weapons, allowing him to make two claw attacks. These claws are considered magic weapons and have a damage die of 1d4 (1d3 if small). At 8th level, the damage die of these claws increases by one step, and they also deal 1d6 points of energy damage corresponding to his chosen dragon.

At 8th level, this focus also grants the dragon hunter a +2 natural armor bonus and a breath weapon dealing 1d6 points of energy damage corresponding to his chosen dragon per dragon hunter level shaped as a 30-foot cone. Those caught in the area of this breath attack receive a reflex save to halve this damage (DC = 10 + Wisdom Modifier + ½ dragon hunter level). This ability may be used once per minute.

At 14th level, this focus also grants the dragon hunter leathery wings, granting a fly speed of 60 feet with average maneuverability. The natural armor bonus granted by this focus also increases to +4.

At 20th level, this focus also grants immunity to paralysis, sleep, and the energy type corresponding to your chosen dragon. It also grants blindsense to 60 feet.

This ability replaces the vampiric focus and beyond morality abilities.

#### Dragoncrafting (Ex)

Dragon hunters are experts not only in tracking and killing dragons but also in using a dragon’s body to craft unique equipment. A dragon hunter gains Dragoncrafting as a bonus feat at 5th level, even if he does not meet the prerequisites.

At 15th level, a dragon hunter may take 10 on Heal and Craft skill checks to harvest dragoncraft materials and to create dragoncraft items. Additionally, the amount of time required to create a dragoncraft item is reduced by half.

This ability replaces subjective morality.

#### Undaunted (Ex)

Beginning at 10th level, a dragon hunter gains a +4 bonus on Will saves to resist fear effects, Reflex saves to avoid damage from breath weapons, reflex saves to avoid crush attacks, and reflex saves to avoid damage from tail sweep attacks.

#### Neutralize Breath (Su)

Beginning at 13th level, when a dragon hunter is within 30 feet of a creature attempting to use a breath weapon, he may expend an attack of opportunity to attempt to hit his target with a flask of holy water. If the target is struck directly (not just with the splash) and takes damage, the breath attack is neutralized and has no effect. The target’s action is still expended, and the breath weapon still has any applicable delay, as normal.

At 17th level, the dragon hunter gains evasion. This evasion becomes improved evasion when the dragon hunter is subject to a breath attack. This evasion (and improved evasion) extends to any mount he may be riding.

This ability replaces the neutralize corruption and critical reflexes abilities.

#### Master Dragon Hunter (Ex)

At 20th level, the dragon hunter becomes the bane of dragonkind.

As a standard action, he can make a single attack against his quarry. If the attack hits, the target must attempt a Fortitude saving throw with a DC of 20 + the dragon hunter’s Wisdom modifier. If they pass their saving throw, they take damage normally. If the target fails its saving throw, the dragon hunter drives his weapon through the heart of his target, killing it outright. If the target is immune to precision damage, this attack instead affects the target as though it were a critical hit, and the target loses the ability to fly for 24 hours; this may cause a flying target to plummet.

Whether or not the attack succeeds, the creature cannot be targeted by this ability again (by any dragon hunter) for 24 hours.

This ability replaces master vampire hunter.

Faithful Hunter

These devout – possibly naive – few seek to hunt the Blood Lords without succumbing to the corrupting influence of their power, relying instead on their faith alone.

**Prerequisite**: Any Good alignment

**Weapon and Armor Proficiency**: A faithful hunter gains proficiency with all simple and martial weapons, as well as with his deity's favored weapon. If his deity’s favored weapon is unarmed strikes, they gain Improved Unarmed Strike as a bonus feat. Faithful hunters are also proficient with light armor and medium armor, but not shields (unless a shield or shield spikes are his deity’s favored weapon) or tower shields.

This replaces the vampire hunter’s normal weapon and armor proficiencies.

#### Code of Conduct

A faithful hunter must be of good alignment. They may associate with anyone regardless of alignment and may resort to whichever tactics they wish to accomplish their ultimate goals. However, if they ever commit or are complicit in an evil act, they lose access to their spellcasting and all their spell-like and supernatural abilities until the next time they level or receive an *atonement* spell.

A faithful hunter who ceases to be good loses these same abilities and cannot gain further levels in faithful hunter unless and until they become of good alignment again.

#### Faithful Knowledge (Ex)

A faithful hunter adds half his class level (minimum 1) to all Knowledge (religion) skill checks.

This replaces track and swift tracker.

#### Resist Corruption (Su)

At 2nd level, a faithful hunter gains a +4 bonus on saving throws against mind-affecting compulsion effects and on saving throws to resist corruption.

At 7th level, any attempts to raise a faithful hunter as an undead or turn him into a corrupted creature automatically fail. This does not hamper abilities that bring the faithful hunter back to life.

This ability replaces detect death.

#### Vampiric Aspect (Su)

A faithful hunter knows the evils and powers of corruption better than most mortals, but they stalwartly refuse to become corrupted.

At 2nd level, a faithful hunter must select a common vampiric power to learn to mimic from the list of vampiric foci. Once this choice is made it cannot be changed. At 8th, 14th, and 20th levels, the vampire hunter learns an additional vampiric aspect.

Each vampiric aspect grants the faithful hunter a new power or special ability passively, though he cannot focus on the aspect to gain further power, nor does he gain the curse associated with vampiric foci.

This ability alters and replaces vampiric focus.

#### Technique Feat

At 3rd level, a faithful hunter must select Soured Soul as his technique feat. At 9th level, he must select Liberating Critical as his technique feat.

#### Faithful Resistance (Ex)

At 5th level, a faithful hunter becomes immune to all mundane, supernatural, and magical diseases and curses.

This ability alters the vampire hunter’s divine resistance.

#### Justice and Morals (Su)

At 5th level, a faithful hunter’s weapons always count as good-aligned for the purpose of overcoming damage resistance.

Additionally, they may tap into one of their vampiric aspects to gain the benefits of the vampiric foci’s focus abilities for a number of minutes equal to their level. They may use this ability once per day, plus one additional time per day at 10th, 15th, and 20th levels.

This ability replaces subjective morality.

#### Smite Corruption (Ex)

At 11th level, a faithful hunter can call out to the powers of good to aid him in his struggle against corruption. As a swift action, the faithful hunter chooses one target within sight to smite. If this target is stained by corruption, he adds his Wisdom bonus (if any) to his attack rolls and adds his faithful hunter level to all damage rolls made against the target of his smite. If the target is corrupt, the bonus to damage on the first successful attack increases to 2 points of damage per level the faithful hunter possesses. Regardless of the target, smite corruption automatically bypasses any damage reduction the target might possess.

In addition, while smite corruption is in effect, the faithful hunter gains a deflection bonus equal to his Wisdom modifier (if any) to AC against attacks made by the target of the smite. If the faithful hunter targets a creature that is not corrupted or stained by corruption, the smite is wasted with no effect.

The smite corruption effect remains until the target of the smite is dead or the next time the faithful hunter rests and regains his uses of this ability. A faithful hunter can use this ability once per day, plus one additional time per day at 14th, 17th, and 20th levels.

This ability replaces bane, quarry, greater bane, and improved quarry.

Fairy Hunter

Seeing themselves as the vanguard against incursions from the first world, fairy hunters track down the most mischievous of prey.

#### Primal Corruption

A fairy hunter deals with the wild corruption seeping from the first world, rather than the corruption of undeath. He treats all Fey and creatures with the Fey bloodline as corrupt. He also treats anything controlled, cursed, or ensorcelled by Fey, any recipients of a fey bargain, anything with the gnome, kitsune, or shapeshifter subtype, and any other creatures that are awakened or cast druid or ranger spells as stained by corruption.

This replaces the types of creatures a vampire hunter normally treats as corrupt or stained by corruption for spells and abilities.

#### Detect Wild Magic (Sp)

At will, a fairy hunter can use *detect magic,* as the spell. When using this ability, he can also detect if anyone is under the effect of a spell-like ability or a hex.

As a move action, a fairy hunter can concentrate on a single item or individual within 60 feet and determine its magical auras as if it had been studied for 3 rounds, though this does not detect magic or the presence of spell-like abilities or hexes in any other object or individual in range.

At 6th level, when using *detect magic* on a creature or object and studying it for 3 rounds, they automatically learn if they are conjured, cursed, glamoured, or transmuted (including supernaturally) without needing to attempt a Spellcraft check. This penetrates spells and abilities that foil detection so long as the fairy hunter’s level is equal to or greater than the spell’s caster level.

This ability replaces detect corruption and the technique feat gained at 6th level.

#### Cold Steel (Ex)

Fairy hunters channel virtue into their weapon strikes. A fairy hunter gains a +1 sacred bonus on attack and damage rolls made with any metal weapon. At 4th level every 4 levels thereafter, these bonuses increase by +1.

This ability has no effect on creatures who are not chaotic or evil.

Beginning at 4th level, the demon hunter treats all crossbow bolts, metal weapons, and metal tools (such as a piton) they wield as though they were made of cold iron. This ability does not impact their weapon’s enchanting cost.

This ability replaces stake.

#### Fairy Foci (Su)

A fairy hunter learns to channel sadness to counter the mischievous influences of fey.

At 2nd level, a fairy hunter learns a special fairy foci in place of a vampiric foci. He can focus on this ability in the same manner as one of his vampiric foci with his vampiric focus ability. This fairy foci has the following effects:

Your mood can bring others down. As a standard action, you may make a single attack at your full base attack bonus against a single target. If you hit a flying creature, they must make a Fly check with a DC equal to the amount of damage taken or plummet to the ground.

**Curse**: You intentionally become moody and sullen, constantly channeling unhappy thoughts to keep yourself rooted firmly on the ground. You automatically fail any Fly checks you attempt, and you can never gain a fly speed. You also become immune to the spells *levitate*, *feather fall*, and *fly* as well as similar spells and effects.

**Focused**: Your vampiric focus allows you to burden your targets. Your fairy foci attack suppresses all morale bonuses on creatures struck for 1 round.

At 8th level, creatures struck also become entangled for 1 round, with flying creatures that plummeted becoming tethered to the ground where they landed, becoming instantly untethered if the ground moves or is not solid. At 14th level, the moral suppression and entangled condition of this focus last for a number of rounds equal to your Wisdom modifier. Targets receive a Will save (DC = 10 + ½ your fairy hunter level + your Wisdom modifier) to reduce this duration to 1 round.

This ability replaces the vampiric foci learned at 2nd level.

#### Spellcasting

A fairy hunter learns and prepares spells drawn from the ranger’s spell list, rather than the inquisitors. Their number of spell slots and spells known per level are unchanged.

This alters a vampire hunter’s spellcasting.

#### Jinx Resistance (Ex)

At 5th level, a fairy hunter gains a +4 bonus on saving throws made against hexes, and the spells and spell-like abilities of creatures that are corrupted or stained by corruption.

This ability replaces divine resistance.

Ghost Hunter

Through sword and spell, the ghost hunter seeks to banish the spectral undead from the lands of the living.

#### Spirit Seeker (Ex)

A ghost hunter adds half his class level (minimum +1) on Knowledge (religion) checks to identify the abilities and weaknesses of haunts and incorporeal undead, Perception checks to notice haunts and incorporeal creatures, Survival checks to follow tracks made by undead, and Sense Motive to determine whether a creature is possessed.

This ability replaces track.

#### Soul Severance (Ex)

Ghost hunters channel virtue to target the necromantic energies anchoring undead to the lands of the living. A demon hunter gains a +1 sacred bonus on alchemical and manufactured weapon attack and damage rolls made against undead. At 4th level every 4 levels thereafter, these bonuses increase by +1.

A ghost hunter can also directly strike haunts and incorporeal undead with thrown holy water, dealing half damage as though it were positively channeled energy that was successfully resisted.

Beginning at 4th level, when drawing or improvising a dose of holy water with his always ready ability, a ghost hunter can douse his weapon with holy water. This causes the weapon to be treated as magical – or, if it was already magical, as though it possessed the *ghost touch* ability – for the purpose of overcoming the defensive abilities of incorporeal undead. This ability only lasts for a single attack with that weapon and otherwise expires at the end of the ghost hunter’s turn.

This ability replaces stake.

#### Technique Feat

At 3rd level, a ghost hunter must select Blessed Waters as his technique feat.

#### Closed Mind (Su)

A ghost hunter must close off his mind to deny his enemies even a foothold. At 17th level, he becomes immune to compulsion effects and possession attempts (including *magic jar*).

This ability replaces critical reflexes.

Legend Hunter

While most vampire hunters chase their quarry through city streets and vast wildernesses, the legend hunters seek their prey between the pages of books and ghost stories told around campfires.

**Base Attack Bonus**: A legend hunter’s base attack bonus is equal to ¾ of his level.

**Class Skills**: A legend hunter gains all Knowledge skills as class skills.

This ability modifies the vampire hunter’s class skills.

#### Recognize Corruption (Ex)

A legend hunter can recognize the taint of corruption in stories they read and hear. When they read a story or hear a rumor, they may make a Knowledge (local) check to see if the story features a corrupted creature (DC = 10 + CR) or a creature or object stained by corruption (DC 20). This does not inform him of the validity or accuracy of the story, just if the story features a corrupted creature or a creature or object stained by corruption.

When a legend hunter successfully identifies a creature with the appropriate Knowledge check, they automatically know if the creature is corrupted or stained by corruption, and if they are, they also know any weaknesses common to that type of corruption – such as a vampire’s weakness to strongly-presented holy symbols or a were-wolf having damage reduction bypassed by silver weapons.

At 9th level, when a legend hunter recognizes a creature in a story as corrupted, they also recognize the specific type of corruption; when he recognizes a creature as stained by corruption, he determines if the stain is inherent, magical, or mundane, as though he had the identify corruption feat.

Any time a legend hunter successfully identifies a creature that is corrupted or stained by corruption, they always learn that creature's specific weaknesses.

At 15th level, when a legend hunter recognizes a creature in a story that is stained by corruption, he also recognizes the specific stain and if the stain is inherently evil. When he identifies a creature stained by corruption, he also learns the specifics of the stain, if the stain is inherently evil, if it is treatable, and how to remove the stain (if possible).

This ability replaces detect corruption and the technique feats gained at 9th and 15th levels.

#### Bardic Knowledge (Ex)

A legend hunter adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

This ability replaces track.

#### Trace Killer (Sp)

At 2nd level, a legend hunter uses Knowledge (geography) in place of Survival to track down a corrupted killer identified with his detect death ability, using the same DC and modifiers as though he were tracking the target.

This ability modifies detect death.

#### Vampiric Scholar (Ex)

At 3rd level, a legend hunter gains Vampire Scholar as a bonus feat and may use Knowledge (nobility) to attempt to recall lore regarding corrupted creatures they identify with their recognize corruption or detect death abilities.

This ability replaces the technique feat gained at 3rd level.

#### Spellcasting

A legend hunter casts arcane spells drawn from the bard’s spell list instead of divine spells from the inquisitor’s spell list. A legend hunter can cast bard spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a legend hunter wearing heavy armor or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass legend hunter still incurs the normal arcane spell failure chance for arcane spells received from other classes.

A legend hunter still gains spell slots and spells known at the same rate as a vampire hunter. This ability alters the vampire hunter’s spellcasting.

#### Lore Master (Ex)

At 5th level, the legend hunter becomes a master of lore and can choose to take 10 on any Knowledge skill check he has ranks in. In addition, once per day, the legend hunter can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces swift tracker.

#### Trace Source (Ex)

At 7th level, a legend hunter can trace the origin of a story or rumor. When he recognizes a creature as corrupted or stained by corruption with his recognize corruption ability, he can make a DC 15 gather information check with Knowledge (local) to trace the story to its point of origin. The DC for this check increases to 20 if the story is not a first-hand account or the account was given more than 24 hours after the incident, 25 if it is neither, and 30 if the story is merely anecdotal or the creature that is corrupted or stained by corruption does not feature prominently.

If they succeed, they learn the name of the town or general area (usually an area smaller than 5 square miles) of the source of the story or location where the account took place. They may use Knowledge (geography) to locate this area normally. They also automatically know if they have arrived at an area depicted in a story they have traced.

This ability replaces vampire tracker.

#### Legendary Quarry (Ex)

At 14th level, as a standard action, a legend hunter can denote either a corrupted or stained by corruption creature he recognized with his recognize corruption ability or a killer he is tracking with his Detect Death ability as his quarry. He can take 10 on all Knowledge checks to identify his quarry and on his Knowledge (geography) or Knowledge (local) skill checks to trace or track his quarry, and may do so at normal speed without penalty. Gathering information on his quarry always only takes 10 minutes. In addition, he gains a +2 insight bonus on attack rolls against his quarry, and all critical threats against his quarry are automatically confirmed.

A legend hunter can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If he sees proof that his quarry is dead or no longer either corrupted or stained by corruption, he can select a new quarry after waiting 1 hour.

At 19th level, the legend hunter’s ability to hunt his quarry improves. He can now select a quarry as a free action and can now take 20 on Knowledge checks to identify, trace, or track his quarry. His insight bonus to attack his quarry increases to +4. If his quarry is killed or no longer corrupted or stained by corruption, he can select a new one after 10 minutes have passed.

This alters and replaces quarry and improved quarry.

Man Hunter

Seeing the destruction wrought by power-hungry despots and the creations of madmen, man hunters seek to rid Golarion of the filth wrought by all manner of humanoids.

**Class Skills**: A man hunter gains Knowledge (nobility) as a class skill instead of Knowledge (arcana).

#### Uncivil Corruption

Monster hunters are less concerned with the corruption of undeath as much as the sins of man and their machines. He treats all Blood Lords, Giants, Golems, Hags, and any creature with an illegitimate title of leadership or nobility (such as a King of Thieves, Lord of Beasts, or self-appointed Chief) as corrupt. He also treats gangs or guards of corrupt creatures, creatures with the alchemy or mutagen class features, and any other constructs, goblins, and monstrous humanoids as stained by corruption.

This replaces the types of creatures a vampire hunter normally treats as corrupt or stained by corruption for spells and abilities.

#### Mutagen (Su)

At 2nd level, a man hunter gains mutagen as the alchemist class feature, using their vampire hunter level as their alchemist level. He can brew a mutagen once per day at 2nd level, and one additional time per day at 8th, 14th, and 20th levels. He can still only maintain one dose of mutagen at a time.

At 14th level, a man hunter’s mutagen lasts for 1 hour per level.

This ability replaces vampiric focus.

#### Dethrone (Ex)

At 3rd level, a man hunter gains Improved Reposition and Improved Steal as bonus feats. At 6th level, a man hunter may select either Greater Reposition or Greater Steal to gain as a bonus feat. They can also attempt a reposition or steal combat maneuver in place of their first attack when making a full attack.

This ability replaces the relentless, relentless band, and holy-handed grenadier abilities.

#### Kingslayer (Su)

At 11th level, a man hunter gains a +2 bonus on attack rolls and deals an additional 1d8 damage on attacks against any creature with a title denoting leadership or nobility, regardless of its legitimacy. Against any creature recognized as an autonomous region’s head of state (such as a king), he instead gains a +4 bonus on attack rolls, deals an additional 2d8 damage, and ignores any damage reduction the target has.

This ability replaces the bane and greater bane abilities.

#### Revolutionary Leader (Su)

At 20th level, a man hunter becomes well-practiced at toppling governments.

Once per day, as a standard action, a man hunter may declare the target of his quarry with a title or position of leadership unfit to rule. If the attack hits, the target becomes judged by the divine, according to the customs of the target’s position in their region. If their position is legitimate, the attack deals no damage, the man slayer’s quarry immediately ends, and they cannot be targeted by this ability again (by any man hunter) for one year. If their position is illegitimate, however, the man hunter can choose to either slay them immediately as though via a death effect, or they can critically hit and depose them. A deposed leader will immediately have all their followers cease to follow them, receiving a divine witness that their leader is unworthy. They also immediately lose their titles of leadership or nobility, as though they were stripped of them. A deposed leader can still be slain by the damage from this critical hit, as normal.

Additionally, at 20th level, when the man hunter enters his vampiric focus, he may choose to focus on two of his known vampiric foci at the same time. The effects of multiple vampiric foci never stack, including temporary hit points from multiple foci.

This ability replaces master vampire hunter.

Monster Hunter

The variety of monsters that roam the lands requires a well-trained – and well-paid – expert to dispatch.

**Prerequisite**: Any Neutral alignment.

**Class Skills**: A monster hunter gains Appraise as a class skill instead of Craft.

#### Code of Conduct

Monster hunters rely on their reputation as professionals, and each employs a unique code of conduct. However, each monster hunter’s code contains the same themes; he must respect legitimate authority, act with honor (not cheating, using poison, attacking the helpless, and so forth), show courtesy, help those in need, and protect the innocent. He is encouraged to be politically neutral, focusing instead on hunting monsters regardless of the employer. He must keep his word, dealing with others openly and honestly. While lying is not forbidden, coercion, cruelty, and manipulation are.

Lastly, a monster hunter must always seek fair payment for any job performed, not more or less than the job is worth, but also not so burdensome as to be ruinous. If someone cannot afford to pay him fairly, he will instead take in payment something of his choice that they either regard personally as valuable, relevant to the job, or they didn’t realize they had, such as an heirloom, an inheritance, the unknowingly magical weapon, or an undelivered engagement ring.

Monster hunters choose how and when to apply their code, but violators often suffer damage to their reputation and may be hunted by other monster hunters if they continue. Monster hunters who regularly or grossly violate their code cannot take further levels in monster hunter until they make amends.

#### Monstrous Corruption

Monster hunters are less concerned with any specific corruption than they are with the power of dangerous monsters. He treats any aberration, evil outsider, elemental, magical beast, undead, or vermin as stained by corruption. He does not treat any creature as corrupt, and any ability that increases the types of creatures they treat as corrupt instead increases the types of creatures treated as stained by corruption.

This replaces the types of creatures a vampire hunter normally treats as corrupt or stained by corruption for spells and abilities.

#### Fame and Glory (Su)

Monster hunters are trained and paid professionals, utilizing their expertise to eliminate monsters of all kinds, and are often celebrated and feared in equal measure.

At 1st level, a monster hunter can spend 4 hours a day for 5 days to gain an area of renown, like a vigilante. This area of renown covers a village or small community of no more than 200 individuals. This could be the entire community, or a smaller neighborhood in a larger settlement. He can only have one area of renown; if he creates a new area of renown, he abandons his former area of renown.

While in his area of renown, he gains a +2 bonus on Knowledge (local) checks to gather information, Social checks to gain or use influence, and all Diplomacy and Intimidate checks. Also, a number of times per day equal to his Charisma modifier, a monster hunter can receive meals or lodging, avoid paying taxes or bribes, or receive a specific non-magical item as a gift, without spending any money. The value of each of these gifts or services cannot exceed five times the monster hunter’s level in gold pieces, and these gifts or services cannot be bartered, sold, or traded.

When a monster hunter violates their code of conduct within their area of renown, the combination of mistrust and the sense of betrayal makes it harder for him to find work. The first time this occurs, that area of renown ceases to provide any benefits for one week, or until 24 hours after the monster hunter makes amends. On subsequent violations, the effects of violating their code last twice as long as previous violations.

At 5th level, he can create a second area of renown, and each area may cover a small town or community of no more than 2,000 individuals. The bonus he receives on skill checks in his area of renown increases to +4, and when he abandons an area of renown, he chooses which one is abandoned.

Additionally, the time it takes to gather information in his area of renown decreases to 1d4 x 10 minutes, and if he beats the DC to gather a piece of information by 20 or more, he has already heard that gossip and does not spend any time at all.

At 10th level, he can create a third area of renown, and each area may cover a small city or community of no more than 10,000 individuals. The bonus he receives on skill checks in his area of renown increases to +6, and he can receive spellcasting services as a gift or service while within his area of renown.

Additionally, he can establish a safe house in each of his areas of renown, with the total combined sizes of his safehouse(s) no larger than one 10-foot cube per level. These safe houses can be arranged any way he likes, they can be moved each time he re-established his area of renown, and they may be part of a larger building, like a secret room or underground cave. All creatures and objects within these safehouses cannot be located by any effect less powerful than a *discern location* spell. Items left inside a safe house are abandoned with its area of renown and may be discovered and seized.

At 15th level, he can establish a fourth area of renown. The bonus he receives on skill checks in his area of renown increases to +8, and the maximum value of gifts or services he receives increases to 250gp. His safe houses are also protected from *scrying* effects like a *mage’s private sanctum*.

Additionally, he becomes so well known that his name precedes him, allowing him to establish a new area of renown after only 4 hours.

At 20th level, he can establish a fifth area of renown, and, he may receive a 10% discount on a purchase instead of a gift or service, up to a maximum discount of 1,000gp. He cannot receive multiple discounts on the same item.

This ability replaces the always ready and subjective morality abilities.

Shadow Hunter

Pursuing creatures of darkness, shadow hunters bring oppressive light to the denizens of darkness.

#### Shadow Corruption

A shadow hunter deals with the corruption of darkness and the denizens of the Darklands and the Netherworld. He treats Aboleths, Ankous, Denizens of Leng, Drow Nobles, Ghouls, Kytons, Shadows of all varieties (including Beasts, Demons, Nihiloi, and Shades), Umbral Dragons, Vault Keepers, and Vampires as corrupt. He also treats anything controlled, dominated, ensorcelled, or enthralled by corrupt creatures, cultists of corrupt creatures or Zon Kuthon, humanoids with the reptilian subtype, outsiders with the earth subtype, shadow conjurations, anything with light sensitivity, light blindness, sunlight powerlessness, or other vulnerability to sunlight, and any other fetchlings, mongrelmen, serpentfolk, or svirfneblin as stained by corruption.

This replaces the types of creatures a vampire hunter normally treats as corrupt or stained by corruption for spells and abilities.

#### Vampiric Foci

At 2nd level, a shadow hunter must select Vampiric Sight as his vampiric foci. At 14th level, he must select Vampiric Aswang as his vampiric foci.

#### Spellcasting

At 4th level, a shadow hunter is not dazzled or blinded by their light sensitivity or light blindness from spells or spell-like abilities they cast. This does not make them immune to any other harmful effects of such spells, or from spells cast by other creatures.

At 7th level, a shadow hunter gains *unwelcome halo* as a bonus 1st level spell known. At 10th level, he gains *discovery torch* as a bonus 2nd level spell known. At 13th level, he gains *daybreak arrow* as a bonus 3rd level spell known. At 16th level, he gains *burst with light* as a bonus 4th level spell known.

In addition, a shadow hunter can cast *daylight* as a spell-like ability once per day beginning at 5th level, plus one additional time per day every 5 levels thereafter.

This ability modifies spellcasting and replaces subjective morality.

#### Technique Feat

At 6th level, a shadow hunter must select Sign of the Dawn as his technique feat.

Tomb Hunter

The tomb hunters delve into ancient crypts and dangerous dungeons, specializing in a different variety of immortal undead - mummies.

**Class Skills**: A tomb hunter gains Disable Device as a class skill instead of Ride.

#### Sneak Attack

A Tomb hunter gains sneak attack as the slayer class feature. This additional damage is 1d6 at 1st level, and increases by 1d6 at 4th level and every 4 levels thereafter,

This ability replaces stake.

#### Clever Explorer (Ex)

A tomb hunter adds ½ his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). He can use Disable Device to disarm magical traps. This counts as the trapfinding special ability.

At 7th level, he can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. He can also take 10 on disable device checks, even if distracted or endangered.

This ability replaces the track, swift tracker, and vampire tracker abilities.

#### Trap Sense

At 3rd level, a tomb hunter gains trap sense +1, as the rogue class feature. This bonus improves by +1 at 6th level and every 3 levels thereafter.

This ability replaces the relentless and relentless band abilities.

#### Technique Feat

A tomb hunter can choose between learning vampire hunter technique feats or slayer talents each time he gains a technique feat, but he may learn combat feats with his technique feat. They may not select advanced slayer talents with this ability.

This modifies the vampire hunter’s technique feat.

Witch Hunter

Smelling the taint of curses and hexes, the witch hunter seeks to stamp out occult magics and their practitioners.

#### Detect Wild Magic (Sp)

At will, a witch hunter can use *detect magic,* as the spell. When using this ability, he can also detect if anyone is under the effect of a spell-like ability or a hex.

As a move action, a witch hunter can concentrate on a single item or individual within 60 feet and determine its magical auras as if it had been studied for 3 rounds, though this does not detect magic or the presence of spell-like abilities or hexes in any other object or individual in range.

At 6th level, when using *detect magic* on a creature or object and studying it for 3 rounds, they automatically learn if they are conjured, cursed, glamoured, or transmuted (including supernaturally) without needing to attempt a Spellcraft check. This penetrates spells and abilities that foil detection so long as the witch hunter’s level is equal to or greater than the spell’s caster level.

This ability replaces detect corruption and the technique feat gained at 6th level.

#### Spellcasting

A witch hunter knows and can cast a limited number of 0-level spells from the inquisitor’s spell list. They begin play knowing two 0-level spells of the witch hunter’s choice, learning an additional 0-level spell at 2nd, 3rd, 7th, and 11th levels.

At 7th level, a witch hunter gains *remove fear* as a bonus 1st level spell known. At 10th level, he gains *remove curse* as a bonus 2nd level spell known. At 13th level, he gains *break enchantment* as a bonus 3rd level spell known. At 16th level, he gains *dispel evil* as a bonus 4th level spell known.

This ability modifies spellcasting and replaces always ready.

#### Spellcrafter (Ex)

A legend hunter adds half his class level (minimum 1) to all Spellcraft skill checks.

This ability replaces track and swift tracker.

#### Spell Scent (Su)

At 2nd level, the witch hunter learns how to sense unique spell signatures and can follow the trail of a cast spell, spell effect, or hex back to its source. When using detect magic, the witch hunter may make a Spellcraft check (DC = 10 + Caster Level of the Spell or HD of the Caster of the Hex or Spell-Like Ability). If successful, he learns whether or not the creature cast the spell, spell-like ability, or hex on themselves. If they didn’t, or if the subject of the effect is not a creature, then they learn the location where the caster was when they cast their spell or ability, if that location is within 5 feet of the witch hunter for every 2 levels the witch hunter possesses.

The witch hunter must have a line-of-effect on the spell’s origin to detect its location. He only detects which square the caster was in (as the scent ability), which does not provide benefits against concealment, and does not distinguish between multiple creatures sharing the same square or a caster who may have since moved.

At 7th level, if the witch hunter exceeds their Spellcraft check DC by 5 or more, he can instead sense the spell or effects origin as if using the *locate object* spell, with the object being the square the caster occupied when casting their spell, spell-like ability, or hex. This uses the witch hunter’s level as his caster level and the spell’s range.

At 12th level, if he exceeds their Spellcraft check DC by 10 or more, he instead senses the caster’s current location as if using the *locate creature* spell.

This replaces the detect death and vampire tracker abilities, and the technique feat gained at 12th level.

#### Spellbreaker (Sp)

Witch hunters have borne witness to the damage of unrestrained arcane power. They train themselves to shatter spells and hexes that wreak havoc on the innocent.

Beginning at 2nd level, a number of times per day equal to his level, a witch hunter can cast *dispel magic* as a spell-like ability, using his witch hunter level as his caster level.

At 8th level, a witch hunter can cast *dispel magic* as a move action by using two uses of this ability. At 14th level, a witch hunter can cast *greater dispel magic* by using three uses of this ability. At 20th level, a witch hunter can cast *mage’s disjunction* by using ten uses of this ability.

This ability replaces vampiric focus.

#### Divine Resistance (Ex)

At 5th level, a vampire hunter becomes immune to curses, except for curses which are also diseases, such as mummy rot, or infectious curses, such as lycanthropy or vampirism.

This ability modifies divine resistance.

#### Compelling Faith (Ex)

At 6th level, any creature with the hex ability that the witch hunter strikes directly with Holy Water takes damage as though they were undead, and he can hold such creatures at bay with a strongly presented holy symbol as though they were vampires, even if such things would not normally affect them.

This ability replaces holy-handed grenadier.

#### Hexbreaker (Su)

At 11th level, as a standard action, a witch hunter can touch a creature to disrupt and end the effect of an ongoing hex affecting that creature by making a Spellcraft check with a DC of 10 + the HD of the caster. If that creature is under the effect of multiple hexes, the disrupted hex is chosen randomly. If the witch hunter is under the effect of a hex that prevents them from acting normally and of their own free will (such as the slumber or charm hex), they automatically use this ability on themselves at the start of their turn, even if they do not have a standard action.

At 13th level, a witch hunter can ready an action to disrupt a hex as it is being cast. If they do, and they are within reach of a caster as they attempt to cast a hex, they may attempt a Spellcraft check (DC 10 + HD of the caster) to disrupt the hex before it can affect its target. If successful, the target is not affected by the hex and is treated as though they succeeded on their saving throw against the hex for the purpose of becoming immune to further uses of that hex ability.

At 16th level, when a witch hunter successfully disrupts an ongoing hex, he also disrupts an additional hex for every 5 points that his Spellcraft check exceeded the DC.

This ability replaces the corruption bane, neutralize corruption, and greater bane abilities.

#### Quarry (Ex)

Beginning at 14th level, a witch hunter can only denote as his quarry a creature he identified (or believes he identified) as a caster with his spell scent ability, regardless of whether or not the creature is visible or corrupted. This ability provides no benefits to witch hunters when their quarry is not a caster, and if he deals damage to such quarries, he immediately learns they are not a caster and this effect ends, allowing him to select a new quarry after one hour.

This ability modifies the quarry and improved quarry abilities.

#### Reflexive Counterspell (Sp)

At 17th level, as an immediate action, when a witch hunter successfully makes a saving throw against a spell or spell-like ability as they are being cast, a witch hunter may expend three uses of their spellbreaker ability to cast *dispel magic* as though they had readied it as a counterspell.

This ability replaces critical reflexes.

#### Master Spellbreaker (Ex)

At 20th level, the witch hunter becomes the bane of sorcerers and witches alike.

When a witch hunter uses *greater dispel magic* they can target the source of a caster’s magic, rather than selecting a targeted dispel or an area dispel. If they do and they succeed at a dispel check (DC = 11 + the caster’s total HD or 15 + the caster’s caster level, whichever is higher) they instead sever their target’s connection to their magic, and they become unable to cast hexes, spells, or spell-like abilities for 24 hours. If they have a familiar, their familiar temporarily reverts to an ordinary creature of its kind while their master’s magical source is severed, losing all familiar abilities including its enhanced intelligence and health.

If the witch hunter fails to sever a creature’s connection to their magic, any further attempts to use their spellbreaker or hexbreaker abilities on their target's spells or effects automatically fail for 24 hours.

Whether or not this ability successfully severs a creature’s connection to magic, that creature cannot be targeted again by this ability (by any witch hunter) for 24 hours.

This ability replaces master vampire hunter.