

THE WITCH-HUNTER

Witch-hunters are those individuals who hunt down and deal with supernatural evil, be it creature, spellcaster, or corrupting object. To combat this evil, witch-hunters learn to use their wits and whatever resources at hand, as well as using their own unique brand of supernatural powers.

ABILITIES

Witch-hunters rely primarily on Dexterity and Wisdom. Dexterity helps with their combat effectiveness, while Wisdom governs their supernatural powers and many of their skills. Strength and Constitution are also quite useful for witch-hunters to survive the rigors of battle.

SKILLS

Choose 6 + Intelligence score starting skills (minimum of 1). Witch-hunters gain 6 + Int. skill ranks per additional level (minimum of 1).

Important skills for witch-hunters revolve around the supernatural (Knowledge: supernatural, Knowledge: theology/philosophy), adventuring and self-sufficiency skills (Concentration, Craft, Knowledge: herbalism*, Medicine, Notice, Ride, Search, Stealth, Survival), and those skills they pick up in their many travels (Gather information, Knowledge: current events, Ride).

* Skill found in the *True20 Adept's Handbook*.

FEATS

Witch-hunters start with the *Dedicated* feat and 3 other feats of their choice. They have access to the General and Expert categories. Witch-hunters can also choose a supernatural power from the witch-hunter list in place of a feat.

Witch-Hunter Feats: *Imbue item, Mind over body, Shield penetration, Supernatural focus, Crippling strike, Defensive roll, Elusive target, Evasion, Hide in plain sight, Improvised tools, Jack-of-all-trades, Master plan, Skill mastery, Sneak attack, Attack specialization, Cleave, Critical strike, Diehard, Favored opponent, Greater attack focus, Seize initiative, Smite opponent.*

SUPERNATURAL POWERS

Witch-hunters can develop and use good range of supernatural powers and can choose to acquire a supernatural power in place of a feat. The key ability for their supernatural powers is Wisdom.

Witch-Hunter Powers: *Aether shaping*, Banishment, Bind spirit, Binding, Bless, Blood reading, Blood shaping, Channeling, Curse*, Dispel, Elemental aura, Elemental weapon, Energy shaping, Enhance ability, Enhance senses, Fire shaping, Ghost touch, Harm, Heart reading, Light shaping, Purifying light*, Object reading, Psychic shield, Scrying, Second sight, Sense vice**, Speak with dead, Spirit sense, Supernatural speed, Supernatural strike, Supernatural weapon, Trance, True vision, Truth-reading, Visions, Ward.*



* Power found in the *True20 Adept's Handbook*.

** *Sense Vice* is a variant of the *Sense Minds* power that can sense creatures and characters with the Vice subtype.

FEARLESS (CORE ABILITY)

You are completely immune to effects that cause fear (including supernatural powers like Heart Shaping) and to the effects of the Intimidate skill, unless the user's total level is at least four greater than yours. You can also eliminate a fear-induced condition from an ally at any time by spending a point of Conviction and standing up to the source of the fear (often with a rousing speech or a simple statement like "We're not afraid of you!").

TABLE: THE WITCH-HUNTER							
Combat Progression: Medium (3)				Power Access: Slow, Narrow (0.25)			
Skill Progression: 6 + Int (1.5)				Feat Access: General, Witch-hunter (0)			
Saving Throws: Good (Fort., Will), Normal (Ref.) (0.25)				TOTAL COST: 5 points			
Role Level	Base Combat	Power Rank	Adept Level	— Saving Throws —			
				Fortitude	Reflex	Will	Reputation
1	+0	2	0*	+2	+0	+2	+1
2	+1	2	0*	+3	+0	+3	+1
3	+2	3	0*	+3	+1	+3	+1
4	+3	3	0*	+4	+1	+4	+2
5	+3	4	1	+4	+1	+4	+2
6	+4	4	1	+5	+2	+5	+2
7	+5	5	2	+5	+2	+5	+2
8	+6	5	2	+6	+2	+6	+3
9	+6	6	3	+6	+3	+6	+3
10	+7	6	3	+7	+3	+7	+3
11	+8	7	4	+7	+3	+7	+3
12	+9	7	4	+8	+4	+8	+4
13	+9	8	5	+8	+4	+8	+4
14	+10	8	5	+9	+4	+9	+4
15	+11	9	6	+9	+5	+9	+4
16	+12	9	6	+10	+5	+10	+5
17	+12	10	7	+10	+5	+10	+5
18	+13	10	7	+11	+6	+11	+5
19	+14	11	8	+11	+6	+11	+5
20	+15	11	8	+12	+6	+12	+6

* Even as a 0-level adept they are still capable of using their supernatural powers.

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Art Credit

"Warhammer 40k Inquisitor", unknown artist.