

Vampire Hunter (unchained)

A Reimagining of the Crossover Class from the World of Vampire Hunter D

A person in a black cloak and hat with a sword in front of a castle

Description automatically generated

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# Vampire Hunter (Unchained)

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 become dark-garbed bringers of death, growing more like their terrible quarry, and are feared by the dead and living alike. Vampire hunters approach their duties with a grim but ironclad resolve so strong it resembles ecclesiastical faith. It is from this mysterious, selfless dedication that their divine power wells.

**Role**: Vampire hunters obsessively stalk their quarries – 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 they know to value the perspective and support 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 Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (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, vampire hunting tradition | — | — | — | — |
| 2nd | +2 | +3 | +0 | +3 | Detect death, vampiric focus | — | — | — | — |
| 3rd | +3 | +3 | +1 | +3 | Technique feat | — | — | — | — |
| 4th | +4 | +4 | +1 | +4 | Pursuit, relentless, spellcasting | 0 | — | — | — |
| 5th | +5 | +4 | +1 | +4 | Divine resistance, subjective morality | 1 | — | — | — |
| 6th | +6/+1 | +5 | +2 | +5 | Holy-handed grenadier, 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, plus whips, hand crossbows, repeating crossbows, and one-handed firearms. They are proficient with light armor and medium armor, but not with shields.

#### Always Ready (Ex)

Vampire hunters rely on a wide array of tools to hunt their corrupt quarries and exploit their weaknesses. Their preparation 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 can be any object that does not weigh more than 5 pounds and isn’t 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 costs more than 25gp. If he is stripped of his equipment or possessions, he cannot improvise any tools until he has a day to resupply.

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. Individual objects within a haunt covering a large area are considered stained by corruption.

When detecting corruption, the vampire hunter only learns if the creature or object is corrupt 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. While focusing on one individual or object, the vampire hunter does not detect corruption in any other object or individual within range.

#### 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 any piercing weapon. 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.

#### Vampire Hunting Tradition

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.

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

#### Detect Death (Su)

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 they died. If they died within one hour per level and their remains are mostly intact, the vampire hunter determines the exact cause of death and learns if their killer was corrupted or stained by corruption; otherwise, he only learns if they died a natural or violent death. If he learned their killer was corrupted or stained by corruption, he may use the body as the beginning of a trail to track them.

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 this 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.

#### Technique Feat

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. For the purposes of these feats, vampire hunter levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

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 to swap the feat at the time he gains a new bonus feat for the level.

#### Pursuit (Su)

At 4th level, a vampire hunter’s relentless dedication towards the greater good grants him further means to pursue and annihilate corruption. This dedication can take one of two forms; once the form is chosen, it cannot be changed. The first is to form a close bond with a dedicated and loyal companion. This acts as the mount ability of the cavalier, except the vampire hunter’s effective druid level is equal to his vampire hunter level -3. A vampire hunter may select any of the mount options available to a cavalier.

Alternatively, a vampire hunter may dedicate themselves towards one of the following inquisitions: Banishment, Final Rest, Persistence, Recovery, Revelation, or Vengeance. When determining the powers of these inquisitions, the vampire hunter’s effective inquisitor level is equal to his vampire hunter level -3.

#### Relentless (Ex)

At 4th level, a vampire hunter can travel longer without rest. The vampire hunter, his mount (if he has one), and up to a number of companions equal to half his level (plus their mounts) can travel 16 hours in a day without it being considered a forced march. 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 traveled using this ability since he last rested at an inn or another secure shelter for a full 24 hours.

If he fails, he and his companions (plus their mounts) are fatigued for 24 hours and may not travel the following day. After failing, the vampire hunter cannot use this ability again until he rests at an inn or secure shelter for a full 24 hours without traveling or adventuring, at which point 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 extends to the Relentless ability.

#### Spellcasting

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. 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 only 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.

| **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 |

#### 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 supernatural terrors, a vampire hunter learns to accept the price of sin and public harassment for the greater good. As they pray for forgiveness for their actions, the divines seem to accept their self-sacrifice.

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 both mundane and magical means of altering his alignment towards that axis against his will, though he may voluntarily allow his alignment to change, such as via accepting an *atonement*. This protection includes the unwanted effects of alignment infractions, spells with alignment descriptors, some of the effects of curses (such as vampirism), and the consequences of poorly worded wishes, though it does not protect the vampire hunter from any legal consequences of their actions or from violations of a code of conduct, oath, or obedience.

A vampire hunter also ignores any morally subjective axes of his own alignment when determining the negative effects of alignment-based magic (e.g., determining damage received from an unholy weapon, ignoring the effects of smite or *protection from good*, or wielding an alignment-restricted item). Any wooden stakes he wields, throws, or fires counts as his subjective alignments for the purpose of overcoming damage reduction.

At 10th and 15th levels, a vampire hunter chooses an additional alignment axis to become subjective. At 20th level, a vampire hunter becomes entirely beyond morality and has no alignment, always counting as the most favorable alignment for any spell or effect dependent on alignment and bypassing all alignment-based damage reduction with his wooden stakes.

#### 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.

Additionally, any corrupt 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 flying wraiths or vampires moving in *gaseous form* – as though they were leaving physical tracks. The base DC for Survival checks to track flying, gaseous, or incorporeal creatures is 20, which increases to 30 when tracking creatures flying more than 30 feet above the ground. Tracking modifiers for surfaces don’t apply to these checks, as such creatures leave no impressions during their passage, but other tracking modifiers 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. The attack and damage bonus of this special ability applies against all creatures that are corrupted or stained by corruption, though this bonus 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. For the next 24 hours, any corruptions(HA), curses, diseases, or infestations the corpse may have are suppressed and cannot progress or spread. Also, any attempts to raise the corpse as an undead automatically fail, as though it were protected via the *sanctify corpse* spell, including attempts to turn the corpse into an undead monster via the create spawn ability.

This effect cannot be dispelled with any magic weaker than a *dispel good* effect, though it immediately ends if the corpse is later returned to life. This effect can be made permanent if a vampire hunter spends 10 doses on the same corpse within 24 hours.

#### Quarry (Ex)

At 14th level, as a standard action, a vampire hunter can denote a creature he can either 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 his 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 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 creature that is corrupted or 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 wooden stakes or 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 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, though it returns to life as normal if the stake is later removed. 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 his 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. When the vampire hunter enters his vampiric focus, he may focus on two of his known vampiric foci at the same time. The effects of multiple vampiric foci never stack.

As a standard action, the vampire hunter may make a single attack to attempt to drive a wooden stake through the heart of his quarry. If this attack hits, the target must attempt a Fortitude saving throw, even if they are normally immune to effects requiring Fortitude saving throws. The DC for this saving throw is 20 + the vampire hunter’s Wisdom modifier. If they pass this saving throw, they take damage normally.

If the vampire hunter’s quarry fails their saving throw, they take damage as though the attack was a critical hit. If the target is a vampire, it is instead killed outright; it does not assume *gaseous form*, and its healing powers do not come into effect, though it returns to life as normal if the stake is later removed. Whether or not the attack succeeds, the creature cannot be targeted by this ability again (by any vampire hunter) for 24 hours.

# 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 this 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, and you are constantly under the effects of the spell *blurred movement*.

**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 far 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 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 selfish and heartless. You cannot take the Aid Another action, and you never count as an ally for the purposes of providing flanking or determining the effects of other creatures’ teamwork feats, though you may still gain these benefits.

**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.

#### 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 may assume you’re a vampire. This counts as an unnatural aura. 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 your unarmed stikes deal damage like a monk’s, using your vampire hunter level as your effective monk level. At 14th level, this bonus to Strength increases to +6, and you gain the ability to drain the vitality of your foe when you successfully maintain a grapple (as the spell *vampiric touch*) a number of times per day equal to your Charisma modifier.

#### 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 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 spell-like ability at will. You may only perform one violent telekinetic thrust per minute with this ability.

#### Vampiric Resilience

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

You recover from all 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. Your corpse gains spell resistance of 10 + your vampire hunter level against any effect attempting to restore you to life or communicate with you from the beyond. Any supernatural abilities attempting to restore you to life or communicate with you from the beyond automatically fail.

**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 *energy drain*. At 14th level, you become immune to negative levels from any source and any existing negative levels become suppressed for the duration of your focus.

#### Vampiric Resolve

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

You gain the bravery ability of a fighter, with your effective fighter level equal to your vampire hunter level.

**Curse**: The horrors you’ve glimpsed make it harder for you to accept the aid of 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 all mind-affecting effects.

#### 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 or undead, 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. You also receive spell resistance equal to 10 + your vampire hunter level against spells with the healing descriptor. Your spells are not affected by your spell resistance, as normal.

**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, you gain fast healing 5, and you increase your number of temporary hit points by an amount equal to your level, up to a maximum of double your Hit Dice. If you lose all 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. If you already have darkvision, you instead increase the range of your darkvision by 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 an additional 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 bat-like 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, with your effective rogue level equal to your vampire hunter 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.

**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 is 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 and any existing ability damage or drain becomes suppressed for the duration of your focus.

#### 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, magical *sleep*, paralysis, 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 & silver, and fast healing 5. You lose this fast healing for 1 minute if you take any amount of 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 gain Dodge as a bonus feat. 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.

**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 may assume you’re a vampire. This counts as an unnatural aura. 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 the 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 that count as wooden stakes.

#### Blessed Waters

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

**Benefit**: You may 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 (by any means) becomes 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 deal increased damage when you throw it, not when you douse a creature with it or when another creature uses it.

**Special**: Holy water you improvise with the always ready class feature has the same increased potency and effect as holy water you create.

#### Cleansing Waters

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

**Prerequisite**: Blessed Waters

**Benefit**: A number of times per day equal to your Wisdom modifier, you may douse a willing or helpless creature with holy water you created to cleanse them with a *remove disease* spell effect. If you have 8 Hit Dice (HD) or more, this may instead act as a *remove curse* spell effect. If you have 16 HD or more, this may instead act as a *break enchantment* spell effect. This is a spell-like ability with a caster level equal to your HD.

#### 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**: A number of times per day equal to your Wisdom modifier, you douse an object with a vial of holy water to cast *consecrate* as a spell-like ability 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 your target are within range of a *consecrate* spell you cast.

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

#### Healing Grail

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

**Prerequisites**: Blessed Waters, 8 Hit Dice (HD)

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

If you have 16 HD or more, you may administer holy water you created 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.

You cannot use this ability to heal a creature that is corrupted or stained by corruption.

#### 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 that would be 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, 6 Hit Dice (HD)

**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 with a caster level equal to your HD. 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 attempts to dispel the magic affecting the target, not the entire spell. This ability provides no insight into the presence of these effects on the target unless your holy water provokes a transformation.

#### Cleansing Flames

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

**Benefit**: When you hit a target with fire damage, the DC to avoid catching on fire is increased by an amount equal to your Wisdom modifier. Creatures you set on fire take 2d4 points of fire 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**: You add your Wisdom modifier (minimum 0) 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, base attack bonus +4.

**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 your sneak attack dice or the precision damage bonus of your stake ability. This penalty lasts for one round, plus one additional round at 8 and 14 Hit Dice (HD). Damaging the same creature multiple times does not increase this penalty, but it does allow you to either stifle an additional natural weapon 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**: Base Attack Bonus +1

**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)**: As a full-round action, you may make an attack roll against a creature within 15 feet using a grappling hook (or grappling arrow/bolt) tied to a rope or whip. This attack gains the entangle ability, with creatures struck becoming entangled with you acting as an opposing force and the length of the rope or whip as the tether. You may both attempt drag or reposition combat maneuvers against each other. Maintaining this tether requires two hands; you may release this tether as a free action, at which point the target 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 may make an attack roll against 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 as a move action.

**Sharp Hook (Stake class feature)**: You treat a grappling hook as a one-handed piercing weapon, with the damage and critical multiplier equal to a heavy pick of its size.

**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 as a move action.

**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**: You 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, to the extent that vampires wouldn’t touch you with a 39 ½ foot pole.*

**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 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 take a penalty on attack rolls for using books as improvised weapons.

You may select one book to be your holy book for each of your classes that grants you a caster level. If you prepare your spells, you must select a book you use to prepare your spells, such as a holy text for a divine caster, or a spellbook for an arcane caster. Alternatively, if you’re a spontaneous caster of any kind, you must select a personal journal. You must spend one hour reading or writing in your holy book as part of preparing your spells each day, during which time you may change holy books.

Your holy book counts as a magic item with your caster level, and it gains an enhancement bonus equal to ¼ your caster level (max +5). On turns where your holy book is not used to make attacks, your hand holding your holy book counts as a free hand for the use of spells and abilities.

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

**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.

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

#### Fightin’ Words (Style Feat)

*You are ready to defend your faith’s 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 in your holy book are themselves holy; 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**: At 13th level, a paladin, ranger, or vampire hunter may heighten their spells up to 5th level when using this ability, even though they cannot normally cast 5th level spells. At 16th level, they may heighten their spells up to 6th level.

#### 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.

Typically, 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 result from 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 golems as corrupted, and you treat constructs and creatures or objects that are glamered, polymorphed, or summoned as stained by corruption. If a creature has a magical bloodline or heritage that you consider corrupt or stained by corruption, you also consider them to be corrupted or stained by corruption.

You may use *detect corruption* in place of *detect magic* to identify the properties of magical items, and you do not increase the DC of checks to identify cursed items.

#### 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, even if they are normally protected from divination effects.

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 make this 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 signs of a destroyed undead being’s creator. If you determine a vampire created an undead creature, you can immediately use your Vampire Scholar feat to learn which vampire 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. 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). You may treat tribal weapons and spears as wooden stakes, and you may choose to deal piercing damage with those weapons instead of their 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.*

**Prerequisite**: Always ready class feature

**Benefit**: You can reload any weapon as a swift action, so long as its normal reload time is less than 1 round. You may expend one of your daily uses of your always ready ability to improvise the ammunition while reloading.

**Special**: 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 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.

Your steed also always comes to you when called, as though performing the come trick, from anywhere within 1-mile, even if they would not normally be able to hear you.

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

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

**Benefit**: Spells with the electricity, fire, and light descriptors are fortified with the energies of the sun. You increase the damage dice of spells with any of these descriptors by one step when damaging creatures that consider sunlight to be unnatural or harmful. Additionally, such creatures in an area of bright light created by one of these spells take an amount of bonus damage equal to your caster level, which is considered untyped radiant energy damage that is not subject to energy resistances. This additional damage is only dealt once, even if such a creature remains in the area of bright light.

**Level Increase**: +1 (or +0 when using a vampire hunter’s spell slots)

#### 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 ability to deal 1d4 points of sneak attack damage with wooden stakes. This feat counts as the sneak attack class feature.

**Special**: When using a compatible weapon with your stake class feature, this feat instead replaces the amount of precision damage dealt by your stake ability with an equal number of d6s. This damage counts as sneak attack damage.

#### 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* or *death knell*), possess your body (such as *magic jar* or *possession*), or apply any amount of 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 do not gain any ability enhancements, growth, healing, or other innate benefits from using these spells or abilities 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.

#### Vampiric Bond

*The blessings and curses of your devotion to hunting vampirekind extends to your companions, and they pursue corruption as relentlessly as you.*

**Prerequisites**: Vampiric focus class feature, animal companion (or familiar or mount).

**Benefit**: Your animal companion (or familiar or mount) learns one of your vampiric foci, gaining its benefits and curse. When you focus on your bonded vampiric foci, you also share its focused benefits with your companion while they’re within arm’s reach.

Should your companion die, you may perform a ritual that takes 24 hours to raise them from the dead. This functions as the spell *raise animal companion* except you do not need to expend any material components.

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

#### 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 Knowledge (nature) as a class skill instead of Knowledge (religion).

#### 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 an imprecise sense, like scent 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 may attempt to locate it as a move action, learning the direction of the scent’s origin. If he attempts to locate a scent of evil while within 5 feet of its origin, he pinpoints its location.

Everyone has a unique morality and burden of sin, and each scent of evil can usually be easily distinguished from one another. However, extraordinary circumstances, such as creatures that are clones or non-evil creatures stained by the same succubus’ profane gift, will share the same scent. Also, a faint scent of evil may be masked by a strong one, while 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 the blood moon hunter picks up a killer’s scent of evil, he 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:

You gain Skill Focus (Acrobatics) as a bonus feat, you are always treated as if you had a running start when jumping, and you treat all your falls as deliberate.

**Curse**: You become allergic to silver and suffer physical discomfort from contact with it. If you have any form of damage reduction, it is also overcome by silver. You lose proficiency with armor, shields, and weapons made from silver or mithral, silver and mithral armor and shields impose an additional -2 armor check penalty, and you automatically drop held silver and mithal items 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. If you are not standing on solid ground when you end your jump, you immediately fall. You calculate falling damage as the difference in distance from your starting and ending height normally even if you jump in the middle of the fall.

At 14th level, your vampiric focus allows you to conjure a second beam of moonlight, enabling a third jump. It also grants you DR 10/silver.

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

#### 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.

#### Night Runner (Ex)

At 4th level, a blood moon hunter can travel longer without rest. The blood moon hunter, his mount (if he has one), and up to a number of companions equal to half his level (plus their mounts) 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.

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. He regains his uses of this ability when he rests at an inn or secure shelter for a full 24 hours without traveling or adventuring.

During the three nights of the full moon, the blood moon hunter (and his companions) may travel at night without spending a use of this ability, so long as he has at least one left. During the three nights of the new moon, this ability cannot be used, and uses of this ability cannot be restored.

The blood moon hunter (and his mount, if he has one) also gains Run as a bonus feat.

This ability replaces relentless.

#### Pack Pursuit

At 4th level, a blood moon hunter that dedicates themselves to an inquisition must choose either the Persistence or Revelation inquisition. If he instead forms a bond with a dedicated companion, he must select either a dire fox, dog, goblin dog, hyena, faerie mount, switchback jackal, wolf, wolfdog, or worg. Vampire hunters may ride these mounts if they are the same size category or if the mount is one size category larger.

If his mount dies or is dismissed, he may form a bond with a new mount as a full-round action during the full moon, once per moon.

This modifies pursuit.

#### Spellcasting

A blood moon hunter learns and prepares spells drawn from the ranger’s spell list, rather than the inquisitors. His number of spells and spells known are unchanged.

This alters the blood moon hunter’s spellcasting.

#### Holy Fire (Ex)

At 6th level, the 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)

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

This modifies bane and greater bane.

#### Quarry (Ex)

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 death abilities. 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 modifies quarry and improved quarry.

#### Blood Moon Frenzy

At 20th level, the call of the moon inspires a frenzy within blood moon hunters. Once per night, when a blood moon hunter activates their vampiric focus, he enters a frenzied rage, as a barbarian, gaining a +4 morale bonus to his Strength and Constitution and a +2 morale bonus on will saves. This bonus is doubled during the three nights of the full moon and halved during the three nights of the new moon. This frenzy continues until they end their vampiric focus.

While in this frenzied state, a blood moon hunter can communicate with any creature that is affected by the call of the moon, including creatures with spells or supernatural abilities affected by the phases of the moon or whether the night sky is visible. These creatures also become friendly, as though affected by a *charm monster* spell effect.

This ability replaces master vampire hunter.

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.

#### Burden of Vampirism (Su)

Cursed with the burden of sin and subject to public harassment, cursed hunters seek divine redemption through their pursuit of vampirekind. If a cursed hunter ever creates a vampire (or orchestrates for one to be created), he becomes an ex-vampire hunter and loses access to vampire hunter spells and supernatural abilities. He cannot seek atonement for this until the vampire he created (and their spawn) is cured.

Beginning at 5th level, a cursed hunter begins to overcome their accursed state by hunting and destroying other vampires. The first time he destroys a vampire after reaching 5th level, he selects one of his vampiric foci. If the cursed hunter is a vampire, he retains the selected vampiric foci’s curse while losing the associated vampiric curse. If he is not a vampire, or does not have an associated vampiric curse, he instead loses the curse associated with the selected vampiric foci while retaining its abilities.

At 10th and 15th levels, a cursed hunter may overcome another curse by destroying a vampire. At 20th level, he may destroy a vampire lord to overcome the burden of vampirism entirely. If he is a vampire, he is cured and returns to life, while if he is a dhampir, he becomes an outsider with the native subtype. He also becomes immune to vampirism and overcomes the curses associated with all their known vampiric foci, while retaining their abilities.

This ability replaces Subjective Morality.

#### Familiar Foci (Su)

At 2nd level, a cursed hunter learns Vampiric Dhampir as a bonus vampiric foci, in addition to the vampiric foci they choose to learn. At 8th level, he must choose to learn either the Vampiric Nobility or Vampiric Nosferatu vampiric foci.

#### Deathtouched Bond (Su)

At 4th level, a cursed hunter forms a bond with a beast that shares a similar affliction and desire for redemption. This acts as the animal companion ability of the druid, except the cursed hunter’s effective druid level is equal to his cursed hunter level -3, and the companion must have the deathtouched companion archetype.

The cursed hunter also gains vampiric bond as a bonus feat, except he shares the benefits (and curses) of all his known vampiric foci with his companion while they’re within arm’s reach. If he is a vampire, his companion also loses its reflection, can be repelled by strongly presented holy symbols or garlic, takes damage from direct sunlight and running water, and cannot enter a private dwelling without permission, as a vampire. If the cursed hunter overcomes any of these curses, their companion also overcomes them, and if he overcomes vampirism entirely, his companion is similarly freed from their burden and becomes an outsider with the good subtype.

Once a companion is chosen, the companion cannot be changed. If the companion dies, he cannot be replaced, though he may be restored to life.

This ability replaces pursuit and the technique feats learned at 3rd, 9th, and 15th levels.

#### 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 himself with 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 gains Knowledge (dungeoneering) and Knowledge (nature) as class skills, instead of Handle Animal and Knowledge (local).

#### Weapon and Armor Proficiency

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 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. This provides no bonus to follow tracks above water.

This ability replaces track.

#### Seafaring Companion

At 4th level, a deep hunter gains Monstrous Mount as a bonus feat. He forms a bond with a hippocampus. This acts as the mount ability of the cavalier, except the deep hunter’s effective druid level is equal to his deep hunter level -3. He may only select a hippocampus as his mount.

This ability replaces pursuit and relentless.

#### 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 undrowned 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 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 becomes 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. If he detects blood in the water, he can also detect if it belongs to a creature that is corrupted or stained by corruption as though he had cast *detect corruption* targeting just that creature.

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 this ability is successful, a creature cannot be targeted by this ability again (by any deep hunter) for 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 masse at the opening of the Worldwound. Today, demon hunters pursue demonkind across all of 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.

#### 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. These bonuses

Beginning at 4th level, the demon hunter treats all crossbow bolts, bullets, metal weapons, and metal tools (such as a piton) he wields as though they were made of cold iron. This ability does not impact the 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 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.

#### Drake Mount

At 4th level, a dragon hunter gains the services of a drake mount. This ability functions like the cavalier’s mount ability, except the dragon hunter’s effective cavalier level is equal to his dragon hunter level -3.

This replaces the endurance, pursuit, and relentless 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 aligned

#### Weapon and Armor Proficiency

A faithful hunter gains proficiency with all simple and martial weapons, as well as with his deity's favored weapon instead of their usual weapon proficiencies. 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 alters the vampire hunter’s normal weapon 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 the ability to return the faithful hunter 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.

#### Divine Bond

At 5th level, a faithful hunter gains the divine bond ability as a paladin. must select Soured Soul as his technique feat. At 9th level, he must select Liberating Critical as his technique feat.

This ability replaces pursuit and subjective morality.

#### 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.

#### 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.

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

#### 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.

#### Hunter’s Bond

At 4th level, if a fairy hunter chooses to form a close bond with an animal companion, they instead gain the animal companion chosen from the list of options available to a ranger. This acts as the druid animal companion ability of the cavalier, except the fairy hunter’s effective druid level is equal to his fairy hunter level -3.

This alters pursuit.

#### 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 fairy 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 and 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 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.

Grit Hunter

Some vampire hunters embrace the quiet loneliness of the hunt, becoming self-reliant and cautious killers. Rather than chasing and confronting their prey, they stalk their targets and eliminate them at the opportune moment with a carefully placed shot.

#### Weapon and Armor Proficiency

A grit hunter is proficient with simple weapons as well as all bows, crossbows, and one-handed firearms instead of their usual weapon proficiencies. He begins play with either a masterwork crossbow of his choice or a battered pistol that only he knows how to use properly. All other creatures treat his pistol as if I had the broken condition. If his pistol already has the broken condition, it does not work at all for anyone else trying to use it. This starting pistol can only be sold for scrap (it’s worth 4d10 gp when sold).

This alters the vampire hunter’s weapon proficiencies.

#### Ammo Smith (Ex)

A grit hunter is accustomed to crafting their own ammunition, personalizing each bolt and bullet for their intended targets.

A grit hunter gains Gunsmithing as a bonus feat and does not need to make craft checks to create arrows, bolts, or bullets. He may also craft arrows, bolts, and bullets with the acid, fire, raining, smoke, and tanglefoot special qualities. When crafting ammunition in this way, he may craft 1,000gp worth on ammunition with 1 day of work.

All ammunition he crafts becomes personalized ammunition, which grants a +1 bonus on attack and damage rolls when used by the grit hunter that crafted them; this damage is multiplied on a critical hit. When a weapon is loaded with personalized ammunition, it cannot misfire by being dropped while loaded or rolling a natural 1 on an attack roll, but it also cannot be unloaded without destroying the personalized ammunition.

A number of times per day equal to his level, a grit hunter may load a weapon with a piece of personalized ammunition he didn’t previously possess, representing a special arrow, bolt, or bullet he made earlier that day. These arrows, bolts, or bullets may be of any type, style, or material, so long as they do not normally cost more than 50gp. If he is stripped of his equipment or possessions, he cannot use this ability for 24 hours or until he crafts new ammunition.

This replaces stake and both replaces and counts as always ready.

#### Spot Corruption (Su)

As a move action, a grit hunter can study a single item or individual within 120 feet and determine if it is corrupted as if it had been studied for 3 rounds. They cannot detect corruption in an area.

This alters the vampire hunter’s detect corruption class feature.

#### Grit (Ex)

At 2nd level, a grit hunter gains the grit ability of a gunslinger, with his effective gunslinger level equal to his grit hunter level -1. He regains grit when he scores a critical hit or deals a killing blow is any kind of bow, crossbow, or one-handed firearm.

#### Vampiric Deeds

Beginning at 2nd level, a grit hunter can spend grit points to perform deeds. While several of these deeds are common tactics amongst gunslingers, others instead channel the dark powers of vampirekind or the wisdom of generations of vampire hunters to eliminate corruption.

A grit hunter gains deeds at the levels listed below; supernatural deeds involving attack rolls must use personalized ammunition and the cost of those deeds cannot be reduced by any ability or effect.

*Shadow Shot (Su)*: At 2nd level, the grit hunter can spend 1 grit point to attempt to hit his target with the shadow of their ammunition instead of the actual round. This resolves the attack against the touch AC of the target instead of normal AC, ignoring any cover less than total cover. Creatures without shadows, including vampires and incorporeal creatures, are also denied their Charisma bonus to their AC, if they have one. This deed has no effect on targets with total concealment or in an area of dim light or darkness.

*Vampire Hunter’s Insight (Ex)*: At 2nd level, the grit hunter can spend 1 grit point when he makes a Heal, Perception, Profession, Sense Motive, or Survival check to roll 1d6 and add the result to the check. He can do this after he makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Wisdom modifier (minimum 1).

*Vigilant Loading (Ex)*: At 2nd level, as long as the grit hunter has at least 1 grit point, he does not provoke attacks of opportunity when loading a weapon with personalized ammunition.

*Aligned Shot (Su)*: At 5th level, the grit hunter can spend 1 grit point to channel his convictions into his shots. He may select one axis of his alignment; all his ranged weapon attacks for the rest of his turn count as that alignment for the purpose of overcoming damage reduction. At 13th level, he may select any one alignment (even one he doesn’t have) for the purpose of this ability.

*Blurred Reactions (Su)*: At 5th level, as long as the grit hunter has at least 1 grit point, he gains a +2 bonus on initiative checks. Furthermore, he gains the benefits of the spell *blurred movement* during surprise rounds and during the first round of combat.

*Dislodge (Su)*: At 5th level, the grit hunter can spend 1 grit point to use one of his ranged weapon attacks to attempt to dislodge his target and knock them to the ground. If this attack hits and deals damage, any spells or abilities that allow the target to levitate or stand, walk, or climb on air, walls, or water, are subject to a *dispel magic* effect with a caster level equal to the grit hunter’s level. If the ability is natural or supernatural instead, it is automatically suppressed until the end of the target’s next turn. If the target is currently climbing, they must make a new climb check or immediately fall.

*Daybreak Missile (Sp)*: At 9th level, the grit hunter may cast any 0th, 1st, or 2nd level inquisitor spell with the light descriptor as a spell-like ability by spending a number of grit points equal to the spell level. At 13th level, he may also cast 3rd and 4th level inquisitor spells with the light descriptor as a spell-like ability.

*Mimic Nobility (Su)*: At 9th level, as long as the grit hunter has at least 1 grit point, they mimic the Charisma of the blood lords. They add their Wisdom modifier to Bluff, Diplomacy, Intimidate, and Perform checks.

*Quintessence Shot (Su)*: At 9th level, the grit hunter may spend 1 grit point to imbue his ranged weapon attack with the call of the boneyard. This resolves the attack as though the target was an individual in corporeal form, enabling him to deal full damage to swarms and creatures that are gaseous, incorporeal, or under similar effects, as well as making such creatures subject to critical threats and precision damage.

*Anti-Corruption Missile (Su)*: At 13th level, the grit hunter may spend 1 grit point to add the bane special ability to his ranged weapon attack, with the bane ability affecting any creature that is corrupted or stained by corruption. At 17th level, the grit hunter increases this bonus damage to 4d6, but only against creatures that are corrupted.

*Inexplicable Reload (Ex)*: At 13th level, reloading becomes unthinking and automatic for a grit hunter. As long as he has at least 1 grit point, he always starts each round of combat (even a surprise round) with his wielded crossbows and one-handed firearms fully loaded.

*Vigilant Shooter (Ex)*: At 13th level, as long as a grit hunter spends 1 grit point when he does so, he does not provoke attacks of opportunity when firing a bow, crossbow, or one-handed firearm.

*Gaseous Dodge (Su)*: At 17th level, as a standard action, the grit hunter may spend 1 grit point to imbue a loaded piece of personalized ammunition with his soul and fire it to a new location. Upon being fired, he transforms as the spell *gaseous form* and travels in place of his ammunition, returning to corporeal form in a square of his choice along the line of his ranged attack within his weapons first ranged increment. This movement provokes attacks of opportunities as normal. He may not return to corporeal form in a square occupied by another creature or where there is no room to reform. Any feats or abilities that affect the movement of ranged weapon attacks also affect this movement. By spending all their grit points (minimum 1), they may do this as an immediate action.

*See Truth (Su)*: At 17th level, as long as he has at least 1 grit point, the grit hunter gains constant *true seeing* as the spell.

*Target Weakness (Su)*: At 17th level, a grit hunter may spend 1 grit point to resolve his attack against his quarry as a touch attack. If the attack hits, it deals no damage; instead, it reduces the target’s damage reduction by a number of points equal to the grit hunter’s level for a number of rounds equal to his Wisdom modifier.

This replaces vampiric focus, beyond morality, bane, and greater bane.

#### Daring Techniques (Ex)

Beginning at 3rd level, a grit hunter may choose to learn a dare or grit feat in place of a bonus technique feat. For the purposes of these feats, vampire hunter levels are considered gunslinger levels for the purpose of meeting dare or grit feat prerequisites. He may not choose to learn combat feats with technique feats.

This alters technique feat.

#### Ammo Maven (Ex)

At 4th level, as a supernatural ability, the grit hunter may conjure an unlimited number of personalized standard arrows, bolts, or bullets as they load their weapon. This ammunition is made of wood and is treated as a wooden stake. This ammunition may instead be made of cold iron at 7th level, mithral at 10th level, or adamantine at 13th level.

This replaces spellcasting.

#### Pursuit (Su)

At 4th level, a grit hunter who chosen to gain an inquisition may select the Black Powder Inquisition instead of the options normally available to vampire hunters.

This modifies pursuit.

#### Unholy Speed (Ex)

At 6th level, a grit hunter may reload crossbows and one-handed firearms faster, as though he had the Rapid Reload feat for each crossbow and one-handed firearm.

This replaces holy-handed grenadier.

#### Extra Gun (Ex)

At 17th level, when a grit hunter confirms a critical hit and deals damage against a creature that is corrupted or stained by corruption, he may draw a bow, crossbow or one-handed firearm as an immediate action and use that weapon to make an additional attack roll against any target within range. This attack uses the same base attack bonus as was used for the critical hit. He must have a free hand to use this ability or else he must drop his current weapons as he draws this weapon. He ignores any penalties for fighting with two weapons for the purpose of this attack. If his weapon was not loaded, it can be loaded while being drawn by spending 1 grit point.

This replaces critical reflexes.

#### Shot through the Heart (Ex)

At 20th level, a grit hunter becomes extraordinarily capable of eliminating their quarry with a single shot.

As a full-round action, a grit hunter may make a single attack against his quarry with a piece of personalized ammunition. If this attack hits and they are not immune to critical hits or precision damage, the target must attempt a Fortitude saving throw, even if they are normally immune to effects requiring Fortitude saving throws. The DC for this saving throw is 20 + the vampire hunter’s Wisdom modifier. If they pass this saving throw, they take damage normally.

If his quarry fails this saving throw, they are shot through the heart and are slain immediately. This overcomes the target’s regeneration, if they have any. 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.

The grit hunter may not attempt to use this ability against the same quarry more than once, regardless of how much time passes between attempts.

This replaces master vampire hunter.

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 Diplomacy, Linguistics, Use Magic Device, and all Knowledge skills as class skills.

This ability modifies the vampire hunter’s class skills.

#### Always Helpful (Ex)

When a legend hunter uses his Always Ready ability to improvise an item, he may allow other creatures to use the improvised item. Such an item persists for 1 round after being improvised and may be used by any number of creatures, though after 1 round it breaks or otherwise deteriorates. He may also improvise mundane manufactured weapons (so long as they are within the weight and price limit), though these weapons break after 1 round or after a single attack, whichever comes first.

This alters always ready.

#### 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.

#### 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 creature or object that is corrupted or 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.

#### 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.

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 wielding a shield or wearing heavy armor 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.

#### Take This (Ex)

At 6th level, the legend hunter can pass an object he drew with his Always Ready ability to one of his allies. This is a move action which requires attempting a touch attack against his ally. If he hits and his ally has a free hand, they may catch the item as an immediate action. If the ally readies an action to catch an item passed to them, the legend hunter may instead aim for their ally’s square.

Additionally, any corrupt creature struck directly with Holy Water by the legend hunter takes damage like a vampire, even if it would not normally affect them. If another creature receives holy water from the legend hunter and uses it within 1 round, it has the same potency and effects as though the legend hunter used it.

This ability replaces holy-handed grenadier.

#### 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.

#### I Know What to Do (Ex)

At 17th level, when a legend hunter successfully identifies a creature, they automatically learn any unique weaknesses that creature possesses, including any unique methods of permanently laying such a creature to rest.

As an immediate action when an ally confirms a critical hit against a foe they have identified, they may use their take this ability to pass them an item. If they catch the item, they may forgo the bonus damage from their critical hit to instead use the item on their target. Items that require attacks against the target automatically hit and deal damage as normal. 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. If the item exploits the target’s weakness, such as a wooden stake to the heart or a strongly presented item, the target suffers the full effects of their weakness and are treated as though they failed any related saving throws, though they may attempt any additional saving throws on subsequent rounds.

This ability replaces critical reflexes.

Manhunter

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

**Class Skills**: A manhunter gains Bluff, Diplomacy, and Knowledge (nobility) as a class skills instead of Knowledge (arcana) and Spellcraft.

#### Uncivil Corruption

Manhunters are more concerned with the sins of man and their machines than with the corruption of undeath. 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 manhunter gains the mutagen ability, using their effective alchemist level equal to their vampire hunter 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 manhunter’s mutagen lasts for 1 hour per level.

This ability replaces vampiric focus.

#### Dethrone (Ex)

At 3rd level, a manhunter gains Improved Reposition and Improved Steal as bonus feats. At 6th level, a manhunter 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 endurance, holy-handed grenadier, and relentless abilities.

#### Kingslayer (Su)

At 11th level, a manhunter 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. This bonus also applies against creatures with agents, cohorts, or followers, such as those gained via the leadership feat.

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, manhunters become well-practiced at toppling governments.

Once per day, as a standard action, a manhunter 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 manhunter) for one year. If their position is illegitimate, however, the manhunter 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 are also immediately stripped of their titles of leadership or nobility. A deposed leader can still be slain normally by the damage from this critical hit.

Additionally, at 20th level, when the manhunter 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.

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.

#### 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 act with honor (not cheating, using poison, attacking the helpless, and so forth), remain politically neutral regarding employers, show courtesy, help those in need, and protect the innocent. He also must keep his word, always dealing with others openly and honestly; while he may lie, coercion, cruelty, and manipulation are forbidden.

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. Examples of such payments include an heirloom, an inheritance, their 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 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 they cannot later be exchanged or sold.

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.

**Class Skills**: A shadow hunter gains Knowledge (dungeoneering) as a class skill.

#### 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 Appraise, Disable Device, Knowledge (dungeoneering), and Knowledge (history) as class skills. They do not gain Handle Animal, Knowledge (arcana), Ride, or Survival as class skills.

#### 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 relentless.

#### 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 can’t 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, with his caster level equal to his 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 had 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. A witch hunter’s quarry does not need to be corrupt, only a caster; 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 quarry and improved quarry.

#### 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.