

## THE VAMPIRE HUNTER

A Prestige Class for Pathfinder/D&D 3.5

By David B. Wofford



*Image Made Using Hero Machine*

The Vampire Hunter is a champion against the evil of the night.

Role: Do terrible, terrible damage to undead

Hit Die: d8

Prerequisites for becoming a Vampire Hunter:

**Skills:** Knowledge (Religion) 7 (3.5)/4 (Pathfinder) Ranks

**Special Features:** Favored Enemy (Undead), Turn Undead/Channel Positive Energy, Weapon Specialization in a melee weapon, or Sneak Attack 2d6

**Feat:** Weapon Focus in a melee weapon

**Base Attack Bonus:** +4

**Alignment:** Any non-evil

Class skills

Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Dungeoneering) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str)

Skill Points 4+Int Mod

Table: Vampire Hunter

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+1	+0	Ancestral Weapon, Smite Undead 1/Day, Radiant Strike 1d6
2	+2	+1	+1	+1	Detect Undead, Ghost Touch Ancestral Weapon
3	+3	+1	+2	+1	Radiant Strike 2d6, Smite Undead 2/Day
4	+4	+1	+2	+1	Enhanced Will, Undead Bane Ancestral Weapon
5	+5	+2	+3	+2	Radiant Strike 3d6, Weapon Specialization (Ancestral Weapon)
6	+6	+2	+3	+2	Smite Undead 3/Day, Favored Enemy (Undead)

7	+7	+2	+4	+2	Radiant Strike 4d6, Unhealing Damage
8	+8	+3	+4	+3	Scry Ancestral Weapon, Greater Weapon Focus (Ancestral Weapon)
9	+9	+3	+5	+3	Radiant Strike 5d6, Smite Undead 4/Day
10	+10	+3	+5	+3	Invincible Will, Holy Ancestral Weapon

### Class Features

#### Armor and Weapon Proficiencies

Vampire Hunters gain no proficiencies in weapons or armor.

#### Ancestral Weapon

When a Vampire Hunter begins her quest, she is given a melee weapon by her family to aid in her fight against evil. She must already have weapon focus in the weapon before accepting it. The weapon must be of Masterwork quality exactly. (No enhancement bonus.) (A Pathfinder Paladin's Divine Bond may not improve an Ancestral Weapon.) At every even level of Vampire Hunter, the Ancestral Weapon gains a +1 enhancement bonus while she wields it, to a max of +5 at 10<sup>th</sup> level. Any other character wielding the Ancestral Weapon treats it simply as a masterwork weapon.

#### Smite Undead (Su)

Once per day, a Vampire Hunter can call out to the powers of good to aid her in her struggle against evil. As a swift action, she chooses one target within sight to smite. If this target is undead, she adds her Cha bonus (if any) to her attack rolls and adds her Vampire Hunter level to all damage rolls made against the target of her smite. If she possesses other class levels that provide smite, such as Paladin, add those levels to damage as well. If she uses this ability with her Ancestral Weapon, her damage bonus is doubled. Regardless of the target, smite undead attacks automatically bypass any DR the creature might possess.

In addition, while smite undead is in effect, the Vampire Hunter gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If she targets a creature that is not undead, the smite is wasted with no effect.

The smite undead effect remains until the target of the smite is dead or the next time she rests and regains her uses of this ability. Every three levels thereafter, she may smite undead one additional time per day, as indicated on Table: Vampire Hunter, to a maximum of four times per day at 9<sup>th</sup> level.

#### Radiant Strike (Su)

When a Vampire Hunter attacks an undead foe while flanking that foe, she adds 1d6 radiant damage to that attack. Further, she deals sneak attack damage (if she has that ability) to that foe as well. Undead struck with this ability do not get a saving throw to reduce damage. This bonus damage increases by 1d6 damage at every 3<sup>rd</sup> level of Vampire Hunter to a maximum of 5d6 at 9<sup>th</sup> level.

#### Detect Undead (Sp)

At will, a Vampire Hunter can use detect undead, as the spell. She can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, she does not detect any other undead individual within range.

#### Ghost Touch

The Vampire Hunter's Ancestral Weapon gains the Ghost Touch ability, allowing it to deal damage normally against incorporeal creatures, regardless of its bonus.

#### Enhanced Will (Su)

The Vampire Hunter gains a bonus to Will saves against undead abilities and spells cast by undead creatures equal to her level of Vampire Hunter. (As in, a 7<sup>th</sup> level Vampire Hunter gets a +7 will save bonus against a vampire's domination.)

### Undead Bane

The Vampire Hunter's Ancestral Weapon gains Undead Bane. Against Undead the Ancestral Weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against the Undead.

### Weapon Specialization

The Vampire Hunter gains Weapon Specialization (Ancestral Weapon) as a bonus feat whether or not she meets the requirements. If she already has this ability, she gains Greater Weapon Specialization (Ancestral Weapon) instead.

### Favored Enemy

The Vampire Hunter gains Favored Enemy (Undead) as a ranger. If she already has Favored Enemy (Undead) she instead improves her favored enemy bonuses.

### Unhealing Damage

When a Vampire Hunter strikes an undead creature with her Ancestral Weapon, damage dealt by that weapon cannot be healed by regeneration or fast healing.

### Scry Ancestral Weapon

### Greater Weapon Focus (Ancestral Weapon)

The Vampire Hunter gains Greater Weapon Focus (Ancestral Weapon) as a bonus feat whether or not she meets the requirements.

### Invincible Will (Su)

Whenever an undead uses an ability or spell that grants a will save against a Vampire Hunter, the Vampire Hunter doesn't have to roll; she makes the save automatically.

### Holy Ancestral Weapon

The Vampire Hunter's Ancestral Weapon is treated as though it were holy, granting it an extra 2d6 points of damage against all creatures of evil alignment.

When a Vampire Hunter reaches 10<sup>th</sup> level, she may continue to take Paladin levels (assuming she's lawful good) as though she did not change class.