

PC3

OLD SCHOOL RULES



WITCH HUNTER

The Witch Hunter

The Witch Hunter stalks the land, hunting evil wherever he can find it. Although called the Witch Hunter, he hunts supernatural evil in all forms, not just malevolent spellcasters.

Although they fight evil, Witch Hunters are not necessarily good. They follow their own course and conscience, believing that the ends justifies the means.

In advanced and original systems, the Witch Hunter is a sub-class of the Fighter.

Requirements: Dexterity 13+, Intelligence 11+

Races Allowed: Human, Half-Elves, Half-Orcs

Prime Requisite: Wisdom

Weapons Allowed: Any*

* Use of some weapons forfeits improved armor class

Armor Allowed/Shields Allowed: None/None

To Hit/Saves: Fighter/Cleric

Class Abilities:

Witch Hunters are masters of unarmored combat. As such, their armor class begins at 7 (or 6 if AC starts at 9) and decreases as they increase in level. This armor class only applies when fighting with a dagger, staff, broadsword, or rapier (short sword).

Furthermore, Witch Hunters who fight with such weapons, may instead gain a to hit bonus using their dexterity (as if it were a missile weapon), not strength. If they choose to do so, their damage bonus still comes from Strength.

Due to their study of the magical arts, Witch Hunters have a basic understanding of magical writings. This allows them to read magic, as well as employ magical scrolls, both of magic-user and clerics (but not illusionist). However, this is far from certain, with the success rate starting at 25% and increasing to a maximum of 75%. If a 100 is rolled on the d100%, then a mishap has occurred, either the spell targets the Witch Hunter (if it's harmful), or the spell effects have reversed (if it's beneficial).

This study also gives them an ability similar to the Bard's Lore. They have an increasing chance to know something about a magic item, person, or place (if somehow related to spellcasters or supernatural evil), as well as how a curse might be lifted.

Witch Hunters track as Rangers do.

Beginning at 3rd level, Witch Hunters may turn the undead (and other applicable evil beings) as a Cleric of two levels lower (so at 3rd level, as a 1st level Cleric.).

At 5th Level, Witch Hunters may pick a specific sort of foe that they are especially adept at battling. They gain a damage bonus equal to their level, up to twice the maximum that their weapon can inflict. For instance, if wielding a rapier which does 1-6 damage, the maximum bonus would be 12 extra points.

This specific foe can be undead, demons, devils, necromancers, cultists, etc. They gain another such foe at 15th level, and a third at 25th.

The Witch Hunter gains no special followers for building a stronghold, but attracts 3-9 (2d4+1) followers at 9th level. +20% Type if less than 5 total.

d100 Follower Type
01-70 Human
71-90 Demi-Human
91-00 Special

d100 Human Class	Level
01-30 Cleric	1-4
31-50 Exorcist (see <i>PC2 The Exorcist</i>)	1-3
51-80 Fighter	2-5
81-95 Witch Hunter	1-3
96-00 Sage	n/a

d100 Demi-Human	Level
01-10 Dwarf Cleric/Fighter	1-3
11-30 Dwarf Fighter	1-4
31-50 Elf Fighter/Magic-User/Thief	1-2
51-60 Half-Elf Cleric/Ranger	1-2
61-80 Halfling Fighter	1-4
81-90 Halfling Fighter/Thief	1-3
91-00 Half-Orc Cleric/Assassin	1-3

d100 Special	Number of
01-20 Cooshee	1
21-40 Doppelganger	1
41-60 Invisible Stalker	1
61-80 Lizardmen	2-5
81-00 Weretiger	1

The First Edition Witch Hunter Advancement Table							
Level	Experience Points Required	Hit Dice	Title	Armor Class	Use/Read Magic	Lore	Special
1st	0	2d8	Penitent	7	25%	0%	Track
2nd	2,250	3d8	Shepherd	6	30%	3%	
3rd	4,500	4d8	Pilgrim	5	35%	5%	Turn Undead
4th	10,000	5d8	Castigator	4	40%	7%	
5th	20,000	6d8	Punisher	3	45%	10%	Chosen Foe
6th	40,000	7d8	Scourge	3	50%	13%	
7th	90,000	8d8	Requiter	2	55%	15%	
8th	150,000	9d8	Nemesis	2	60%	20%	
9th	225,000	10d8	Witch Hunter	1	65%	25%	
10th	325,000	11d8	Witch Hunter	1	70%	30%	
11th	650,000	+2hp	Witch Hunter	0	75%	35%	
12th	975,000	+2hp	Witch Hunter	0	75%	40%	
13th	1,300,000	+2hp	Inquisitor	-1	75%	45%	
14th	1,625,000	+2hp	Inquisitor	-1	75%	50%	
15th	1,950,000	+2hp	Inquisitor	-1	75%	55%	Chosen Foe
16th	2,275,000	+2hp	Inquisitor	-2	75%	60%	
17th	2,600,000	+2hp	Inquisitor	-2	75%	65%	
18th	2,925,000	+2hp	Inquisitor	-2	75%	70%	
19th	3,250,000	+2hp	Inquisitor	-3	75%	75%	
20th	3,575,000	+2hp	Inquisitor	-3	75%	80%	
21st	3,900,000	+2hp	Inquisitor	-3	75%	85%	
22nd	4,225,000	+2hp	Inquisitor	-4	75%	90%	
23rd	4,550,000	+2hp	Inquisitor	-4	75%	95%	
24th	4,875,000	+2hp	Inquisitor	-4	75%	99%	
25th	5,200,000	+2hp	Grand Inquisitor	-5	75%	99%	Chosen Foe

Weapon Proficiencies: 4 at first level, 1 additional every 3 levels. -2 non-proficient penalty.

Non Weapons Proficiencies: 3 at first level, 1 additional every 3 levels

Attacks Per Melee Round: 1st -7th Level: 1/1, 8th -14th Level: 3/2, 15th Level and up: 2/1

Dexterity To Hit Bonus (With Rapier, Dagger, or Staff): 16 = +1, 17 = +2, 18 or 19 = +3

Starting Money: 20-80 gp (2d4 x 10)

Note: As a Fighter sub-class, the Witch Hunter may gain exceptional strength with an 18 strength, as well as increased hit points due to a constitution over 16. They may also specialize in weapons as per fighters

The Original Edition Witch Hunter Advancement Table							
Level	Experience Points Required	Hit Dice	Title	Armor Class	Use/Read Magic	Lore	Special
1st	0	2d6	Penitent	6	25%	0%	Track
2nd	2,500	3d6	Shepherd	5	30%	3%	
3rd	5,000	4d6	Pilgrim	4	35%	5%	Turn Undead
4th	12,000	5d6	Castigator	3	40%	7%	
5th	25,000	6d6	Punisher	3	45%	10%	Chosen Foe
6th	50,000	7d6	Scourge	2	50%	13%	
7th	100,000	8d6	Requiter	2	55%	15%	
8th	175,000	9d6	Nemesis	2	60%	20%	
9th	275,000	10d6	Witch Hunter	1	65%	25%	
10th	400,000	11d6	Witch Hunter	1	70%	30%	
11th	550,000	+2hp	Witch Hunter	1	75%	35%	
12th	700,000	+2hp	Witch Hunter	0	75%	40%	
13th	850,000	+2hp	Inquisitor	0	75%	45%	
14th	1,000,000	+2hp	Inquisitor	0	75%	50%	
15th	1,150,000	+2hp	Inquisitor	-1	75%	55%	Chosen Foe
16th	1,300,000	+2hp	Inquisitor	-1	75%	60%	
17th	1,450,000	+2hp	Inquisitor	-1	75%	65%	
18th	1,600,000	+2hp	Inquisitor	-2	75%	70%	
19th	1,750,000	+2hp	Inquisitor	-2	75%	75%	
20th	1,900,000	+2hp	Inquisitor	-2	75%	80%	
21st	2,050,000	+2hp	Inquisitor	-3	75%	85%	
22nd	2,200,000	+2hp	Inquisitor	-3	75%	90%	
23rd	2,350,000	+2hp	Inquisitor	-3	75%	95%	
24th	2,500,000	+2hp	Inquisitor	-4	75%	99%	
25th	2,650,000	+2hp	Grand Inquisitor	-4	75%	99%	Chosen Foe

Note: If using the OE retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 until reaching 3.

As a Fighter sub-class, the Witch Hunter gains exceptional strength if their strength ability score is 18, as well as improved armor class if their dexterity is over 14.

The Basic & Expert Edition Witch Hunter Advancement Table							
Level	Experience Points Required	Hit Dice	Title	Armor Class	Use/Read Magic	Lore	Special
1st	0	2d6	Penitent	6	25%	0%	Track
2nd	2,250	3d6	Shepherd	5	30%	5%	
3rd	4,500	4d6	Pilgrim	4	35%	10%	Turn Undead
4th	9,000	5d6	Castigator	3	40%	15%	
5th	18,000	6d6	Punisher	3	45%	20%	Chosen Foe
6th	35,000	7d6	Scourge	2	50%	25%	
7th	70,000	8d6	Requiter	2	55%	30%	
8th	140,000	9d6	Nemesis	1	60%	35%	
9th	270,000	10d6	Witch Hunter	1	65%	40%	
10th	400,000	11d6	Witch Hunter	0	70%	45%	
11th	530,000	+2hp	Witch Hunter	0	75%	50%	
12th	660,000	+2hp	Witch Hunter	-1	75%	55%	Chosen Foe
13th	790,000	+2hp	Inquisitor	-1	75%	60%	
14th	920,000	+2hp	Inquisitor	-2	75%	65%	
15th	1,050,000	+2hp	Inquisitor	-2	75%	70%	
16th	1,180,000	+2hp	Inquisitor	-3	75%	75%	
17th	1,310,000	+2hp	Inquisitor	-3	75%	80%	
18th	1,440,000	+2hp	Inquisitor	-4	75%	85%	
19th	1,570,000	+2hp	Inquisitor	-4	75%	90%	
20th	1,700,000	+2hp	Inquisitor	-5	75%	95%	Chosen Foe

As this edition does not have rangers, they have a base 50% chance to track monsters indoors, and 90% outdoors, with pluses or minuses depending on the difficulty, time passed, weather, etc.

The Cyclopedic Edition Witch Hunter Advancement Table							
Level	Experience Points Required	Hit Dice	Title	Armor Class	Use/Read Magic	Lore	Special
1st	0	2d6	Penitent	6	25%	0%	Track
2nd	2,250	3d6	Shepherd	5	30%	3%	
3rd	4,500	4d6	Pilgrim	4	35%	5%	Turn Undead
4th	9,000	5d6	Castigator	3	40%	7%	
5th	18,000	6d6	Punisher	3	45%	10%	Chosen Foe
6th	35,000	7d6	Scourge	2	50%	13%	
7th	70,000	8d6	Requiter	2	55%	15%	
8th	140,000	9d6	Nemesis	2	60%	20%	
9th	270,000	10d6	Witch Hunter	1	65%	25%	
10th	400,000	11d6	Witch Hunter	1	70%	30%	
11th	530,000	+2hp	Witch Hunter	1	75%	35%	
12th	660,000	+2hp	Witch Hunter	0	75%	40%	
13th	790,000	+2hp	Inquisitor	0	75%	45%	
14th	920,000	+2hp	Inquisitor	0	75%	50%	
15th	1,050,000	+2hp	Inquisitor	-1	75%	55%	Chosen Foe
16th	1,180,000	+2hp	Inquisitor	-1	75%	60%	
17th	1,310,000	+2hp	Inquisitor	-1	75%	65%	
18th	1,440,000	+2hp	Inquisitor	-2	75%	70%	
19th	1,570,000	+2hp	Inquisitor	-2	75%	75%	
20th	1,700,000	+2hp	Inquisitor	-2	75%	80%	
21st	1,830,000	+2hp	Inquisitor	-3	75%	85%	
22nd	1,960,000	+2hp	Inquisitor	-3	75%	90%	
23rd	2,090,000	+2hp	Inquisitor	-3	75%	95%	
24th	2,220,000	+2hp	Inquisitor	-4	75%	99%	
25th	2,350,000	+2hp	Grand Inquisitor	-4	75%	99%	Chosen Foe
26th	2,480,000	+2hp	Grand Inquisitor	-4	75%	99%	
27th	2,610,000	+2hp	Grand Inquisitor	-5	75%	99%	
28th	2,740,000	+2hp	Grand Inquisitor	-5	75%	99%	
29th	2,870,000	+2hp	Grand Inquisitor	-5	75%	99%	
30th	3,000,000	+2hp	Grand Inquisitor	-6	75%	99%	
31st	3,130,000	+2hp	Grand Inquisitor	-6	75%	99%	
32nd	3,260,000	+2hp	Grand Inquisitor	-6	75%	99%	
33rd	3,390,000	+2hp	Grand Inquisitor	-7	75%	99%	
34th	3,520,000	+2hp	Grand Inquisitor	-7	75%	99%	
35th	3,650,000	+2hp	Grand Inquisitor	-7	75%	99%	
36th	3,780,000	+2hp	Solomon	-8	75%	99%	Chosen Foe

For immortality, treat as a Fighter.

Notes:

The Witch Hunter is meant to emulate a certain Puritan character created by Robert Howard, albeit not exactly.

While it was too radical a rule to suggest “officially” (as it were), I actually allow high dexterity to provide bonus damage as well as to hit bonus the rapier, dagger, and staff. This is easier if you have a unified ability bonus system, such as in Basic/Expert, but it can work in other systems as well, just use the to hit bonus for damage. Thieves with daggers are much deadlier opponents using this rule.

Similarly, I also give users of the broadsword an additional +1 to their armor class because of that weapon's basket hilt meant for parrying. Although I don't think the original meaning of broadsword in the original and first editions meant that type of weapon, it's a good way to differentiate it from the “long sword”. I also give staff users a +1 AC bonus, since again, it's very easy to parry with such a weapon.

Rapiers are not official weapons in any old school version of the game as far as I know, but simply treat them as short swords, with 20% of all short swords being found actually rapiers.

Some might question the Witch Hunter getting two hit dice to start, but in playtesting, it was rather necessary due to their worse armor class compared to traditional fighters. If Rangers can...why not?

Lastly, I realize the name “Witch Hunter” might cause offense, as in history they were responsible for the deaths of numerous innocents. But in all honesty, that can be said for many class names and/or the archetypes they were meant to emulate. History was brutal, to put it mildly.

And should they use a shield, they don't explode or anything, they simply gain no armor class bonus.

Credits:

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