

Witch Hunter

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1

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INTRODUCTION

This supplement provides rules for Witch Hunter, a Fighter subclass focused on subduing arcane enemies in combat.

NEW CHARACTER CLASS

Witch Hunter

Description:

Witch Hunters are dedicated to the suppression of arcane influence on the world. Some Witch Hunters see their actions as a balancing force, pushing against the over-use of the sacred arcane. Others view magic as a corruption on our world, and vow to rid the world of it.

Level	XP	Hit Dice	Level	XP	Hit Dice
1	0	1d8	11	500,000	9d8+3
2	2,300	2d8	12	600,000	9d8+3
3	4,600	3d8	13	720,000	9d8+4
4	9,800	4d8	14	840,000	9d8+4
5	19,000	5d8	15	960,000	9d8+6
6	40,000	6d8	16	1,080,000	9d8+6
7	72,000	7d8	17	1,200,000	9d8+8
8	144,000	8d8	18	1,320,000	9d8+8
9	260,000	9d8	19	1,440,000	9d8+10
10	380,000	9d8	20	1,560,000	9d8+10

Requirements:

To become a Witch Hunter, a character must have at least a Strength score of 9 and a Charisma score of 13. They may use any unnamed weapon or armor. Can be played by any race.

Special Abilities:

Witch Hunters may equipped torches as weapons dealing 1d4 fire damage.

Starting at level two Witch Hunters may cast **Turn Arcane** on target creature whose hit-dice is equal or less-than half that of the Witch Hunter, rounded down. Targeted creature must save vs. **Petrify** or flee as if they had failed a morality check.

Witch Hunters receive a +1 to Spell and + 1 to Wand on saving throws and a bonus +1 to Spell on saving throws when not using metal armor.

At level 3/9/15 Witch Hunters learn **Detect Magic** 15'/30'/60'. **Detect Magic** allows the Witch Hunter to detect if a perceivable effect is arcane in nature.

When Witch Hunter makes an attack that deals fire damage, such as striking with a torch or throwing flaming oil, that damage is received as magic damage. If a creature is immune or protected from fire damage they are still immune or protected from the attack.

If Witch Hunter receives a magic item as loot or reward they must give it to an ally, sell it, or destroy the enchantment depending on the item and the zeal of the Magic Hunter.

While touching magical items Witch Hunter can suppress the magical effects those items. If a suppressed item deals magic damage they can avoid that damage with a save vs. Spell. If Witch Hunter fails to save they take half damage from the item. While suppressing magical items Witch Hunter gains a -1 modifier to their initiative roll per item with a minimum value of 1.

Due to their natural aversion to arcane abilities, friendly spells targeted at the Witch Hunter are half-effective when the Witch Hunter is in combat with a Magic-User or magical creature.

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