

Demon Hunter

A discreet organization called the Demon Hunters devotes all of their studies to the destroying of evil outsiders. At their training grounds a select few are trained in specialized magiks, and demon hunting techniques. Becoming valuable mercenaries in the battles against the outsiders.

Level	Atk +	Fort	Refl	Will	Special
1	+1	2	1	2	Detect Outsider, Aura of Courage, Favoured Enemy (outsider type), Disease Immunity
2	+2	3	2	3	Smite Outsider, Absorb Outsider, Aura of Fear (evil Outsider), Poison Immunity
3	+2	3	3	3	2nd Favoured Enemy (Outsider)
4	+3	4	4	4	Improved Absorb Outsider
5	+4	4	4	5	3rd Favoured Enemy (Outsider)
6	+5	5	5	5	
7	+5	5	5	5	4th Favoured Enemy (Outsider)
8	+6	6	5	5	
9	+7	7	5	5	5th Favoured Enemy (Outsider)
10	+7	7	6	5	

Spells Known

Level	Spells Per Day					Level	Spells Per Day				
	1	2	3	4	5		1	2	3	4	5
1	2	-	-	-	-	1	2	-	-	-	-
2	3	-	-	-	-	2	2	-	-	-	-
3	4	2	-	-	-	3	3	2	-	-	-
4	5	3	-	-	-	4	3	2	-	-	-
5	6	4	2	-	-	5	4	3	2	-	-
6	7	5	3	-	-	6	4	3	2	-	-
7	7	6	4	2	-	7	5	4	3	2	-
8	7	7	5	3	-	8	6	4	3	2	-
9	7	7	6	4	2	9	6	5	4	3	2
10	7	7	7	5	3	10	7	6	4	3	3

Hit die type: d6

Requirements:

To become a Demon Hunter you must fulfill the following requirements:

Base Attack Bonus of +4 or higher

5 ranks in knowledge (Outsiders)

Able to cast spells of third level or higher.

Alignment: Good or Neutral

Class Skills: Alchemy, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Gather Information, Heal, Hide, Intimidate, jump, Kno (arcana), Kno (The Abyss), Kno (Outsiders), Listen, Move Silently, Perform, Profession, Read Lips, Scry, Search, Sense Motive, Speak Language, SpellCraft, Spot, Swim, Tumble, Use Rope.

Skill Ranks: 6 + Int Mod.

Class Features

Weapon and Armour Proficiency:

Demon hunters are proficient with all simple and martial weapons, with all types of armour and shields. Note that armour check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Detect Outsider

At will the Demon Hunter can Detect Outsider as a spell-like Ability. This ability duplicates that of the spell Detect Evil, except that the spell detects extraplanar creatures, spells, and magic items. You are not vulnerable to being 'overwhelmed'

Aura of Courage

Beginning at first level a Demon Hunter is immune to fear, (Magical or otherwise). Allies within 10 feet of the Demon Hunter gain a +4 Morale bonus on saving throws against fear effects. Granting the Morale bonus to allies is a supernatural ability.

Favored Enemy (outsider type)

At 1st level a Demon Hunter may select a type of outsider (Demons, Devils, Slaadi, etc.) Due to his extensive study of his foes and training in the proper techniques in combating them, the Demon Hunter gains a +1 bonus to Bluff, listen, Sense Motive, Spot, and Wilderness Lore checks while using these skills against outsiders of this type. Likewise, he gets the same bonus to weapon damage rolls against outsiders of this type. A Demon Hunter also gets the damage bonus with ranged weapons, but only against targets within 20 feet (The Demon Hunter cannot strike with deadly accuracy beyond this range) The Bonus doesn't apply to damage against outsiders immune to critical hits. At third level and every level thereafter (5th, 7th, 9th) the Demon Hunter may select a new Favored Enemy and the bonus associated with every previously selected favored enemy goes up by +1. For example a 7th Level Demon Hunter will have four favored Enemies, with bonuses of +4,+3,+2, and +1.

Disease Immunity

A Demon Hunter is immune to all disease including magical diseases such as Mummy Rot and Lycanthropy.

Smite Outsider

Once per day a Demon Hunter may attempt to smite Outsider with one normal melee attack. He adds his Charisma Modifier (if positive) to her attack roll and deals one extra point of damage per level, For example a 7th level Demon Hunter armed with a rapier would deal 1d6+7 points of damage, plus any additional bonuses for high strength or magical effects that normally apply. If the Demon hunter accidentally smites a creature that is not an outsider, the smite has no effect but is still used up for that day. Smite Outsider is a supernatural ability.

Absorb Outsider

Starting at second level a Demon Hunter may absorb the life force of a dying outsider. If the outsider is at 10% of its original hit points with a successful touch attack a Demon Hunter absorbs the outsiders energy. There is also a chance (50%) that he will also gain one permanently hit point by absorbing the outsider. Once the touch attack against the outsider is successfully made it falls to its knees. By decapitating it you absorb its energy. Absorbing the energy of a Demon takes three rounds, any attack made against a Demon Hunter absorbing a demon is repulsed, taking 1d8 electrical damage.

Aura of Fear (evil Outsider)

Starting at second level any evil outsider within any sort of sensory range of a Demon Hunter is panicked as per the condition (DMG pg. 85) This ability affects 2 HD per class levels. a Will Save DC 10 + 4/class level to negate this effect.

Poison Immunity

Starting at second level a Demon Hunter is immune to all types of poison.

Improved Absorb Outsider

Same as Absorb Outsider except that one hit point is absorbed per HD of the outsider. %d are rolled for each HD. So if you absorb an eight HD outsider you make eight individual rolls. If only four of them succeed, then you only gain four HD.

Spells

A Demon Hunter casts arcane spells from the Demon Hunter spell list according to the two spell related tables above. He casts these spells without needing to memorize them beforehand or keeping a spellbook. Demon Hunters receive bonus spells for high Charisma and to cast a spell a Demon Hunter must have a Charisma score at least equal to 10 + twice the spells level. The DC for a save against a Demon Hunters spell is 10 + twice the spells level + his charisma modifier.

Level 1

Mount, Summon Monster II, Undetectable Aura, Magic Weapon, See Invisibility, Daylight, Cure Moderate Wounds, Inflict Moderate Wounds, Magic Missile, Mirror Image, True Strike, Rope Trick, Blur, Bull's Strength, Cat's Grace, Protection from Evil, Undetectable Alignment, Darkvision, Shocking Grasp, Expeditious Retreat, Bang*, Bigby's Bitch Slap*, Invisibility to Outsiders*

Level 3

Level 2

Bestow Curse, Bigby's BigMama Bitch Slap*, Charm Monster, Cure Critical Wounds, Inflict Critical Wounds, Gaseous Form, Greater Magic Weapon, Haste, Invisibility Sphere, Keen Edge, Leomund's Secure Shelter, Remove Curse, Remove Disease Scrying, Demential Door, Dismissal, Improved Invisibility, Hold Monster, Legend Lore, Locate Creature, Shout, Rainbow Pattern, Summon Monster IV, Modify Memory, Dispel Magic, Magic Vestment, Air Walk, Dimension Anchor, Freedom of Movement, Imbue with spell ability, Protection from Elements, Fireball, Displacement, Fly, Evards Black Tentacles, Polymorph other, Polymorph Self, Lesser Planar Ally, Lightning Bolt, Dimensional Sphere*

Level 4

Break Enchantment, Circle of Doom, Commune, Dispel Evil, Ethereal Jaunt, Greater Command, Healing Circle, Plane Shift, Slay Living, True Seeing, Banishment, Etherealness, Forbiddance, Harm, Planar Ally, Summon Monster IV, Word of Recall, Lesser Planar Binding, Contact Other Plane, Rary's Telepathic Bond, Teleport, Permanency, Antimagic Field, Greater Dispelling, Guards and Wards, Repulsion, Chain Lightning, Circle of Death, Disintegrate, Tenser's Transformation

Level 5

Astral Projection, Gate, Implosion, Soul Bind, Storm of Vengeance, Summon Monster IX, Imprisonment, Prismatic Sphere, Power word, Kill, Dominate Monster, Meteor Swarm, Wail of the Banshee, Teleportation Circle, Temporal Stasis, Time Stop, Wish

Destruction, Dictum, Greater Restoration, Greater Scrying, Refuge, Antimagic Field, Greater Planar Ally, Holy Aura, Summon Monster VIII, Mass Heal, Spell Turning, Drawmij's Instant Summons, Mordenkainen's Magnificent Mansion, Phase Door, Power Word, Stun, Prismatic Ray, Prismatic Spray, Finger of Death, Teleport without Error, Limited Wish, Mind Blank, Prismatic Wall, Protection from Spells, Greater Planar Binding, Trap the soul, Discern Location, Binding, Mass Charm, Etherealness, Iron Body, Polymorph any object

* The spell description can be found in the New Spells section of this site.