

HUNTER OF ANGELS

Alignment: Any evil.

Hit Die: d8.

Class Skills

The Hunter of Angel's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Hunter of Angels

Level	BAT	Fort	Ref	Will	Special	Spells per Day			
						1	2	3	4
1st	+1	+2	+2	+0	1st favored enemy, Fiendish Empathy, Track	—	—	—	—
2nd	+2	+3	+3	+0	Combat style	—	—	—	—
3rd	+3	+3	+3	+1	Endurance	—	—	—	—
4th	+4	+4	+4	+1	Fiendish companion	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Improved combat style	1	—	—	—
7th	+7/+2	+5	+5	+2	Infernal Stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy	1	1	—	—
11th	+11/+6/+1	+7	+7	+3	Combat style mastery	1	1	0	—
12th	+12/+7/+2	+8	+8	+4		1	1	1	—
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	—
14th	+14/+9/+4	+9	+9	+4		2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy	3	3	3	3

Class Features

All of the following are class features of the Hunter of Angels.

Weapon and Armor Proficiency: A Hunter of Angels is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a Hunter of Angels may select a type of creature from among those given on Table: Hunter of Angels Favored Enemies. The Hunter of Angels gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the Hunter of Angels may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the Hunter of Angels chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the Hunter of Angel's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Hunter of Angels Favored Enemies

Type (Subtype)	Type (Subtype)
Animal	Magical beast
Elemental	Monstrous humanoid
Fey	Outsider (air)
Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (good)
Humanoid (dwarf)	Outsider (lawful)
Humanoid (elf)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	

Track: A Hunter of Angels gains Track as a bonus feat.

Fiendish Empathy (Ex): A Hunter of Angels can improve the attitude of fiendish creatures (those with the Fiendish or Half-Fiend templates.) This ability functions just like a Diplomacy check to improve the attitude of a person. The Hunter of Angels rolls 1d20 and adds his Hunter of Angels level and his Charisma bonus to determine the infernal empathy check result. The typical fiendish creature has a starting attitude of unfriendly. To use fiendish empathy, the Hunter of Angels and the creature must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing a creature in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Combat Style (Ex): At 2nd level, a Hunter of Angels must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the Hunter of Angels selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the Hunter of Angels selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the Hunter of Angel's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A Hunter of Angels gains Endurance as a bonus feat at 3rd level.

Fiendish Companion (Ex): At 4th level, a Hunter of Angels gains a fiendish animal companion selected from the following list: fiendish badger, fiendish camel, fiendish dire rat, fiendish dog, fiendish riding dog, fiendish eagle, fiendish hawk, fiendish horse (light or heavy), fiendish owl, fiendish pony, fiendish snake (small or medium viper), or fiendish wolf. See the Fiendish template in the SRD for more information.

This ability functions like the druid ability of the same name, except that the Hunter of Angel's effective druid level is one-half his Hunter of Angels level. A Hunter of Angels may select from the alternative list of animal companions just as a druid can, though again his effective druid level is half his Hunter of Angels level and the creature must have the Fiendish template. Like a druid, a Hunter of Angels cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells: Beginning at 4th level, a Hunter of Angels gains the ability to cast a small number of divine spells, which are drawn from the Hunter of Angels spell list. A Hunter of Angels must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a Hunter of Angels must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Hunter of Angel's spell is 10 + the spell level + the Hunter of Angel's Wisdom modifier.

Like other spellcasters, a Hunter of Angels can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Hunter of Angel. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Hunter of Angels indicates that the Hunter of Angels gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Hunter of Angels does not have access to any domain spells or granted powers, as a cleric does.

A Hunter of Angels prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A Hunter of Angels may prepare and cast any spell on the Hunter of Angels spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a Hunter of Angels has no caster level. At 4th level and higher, his caster level is one-half his Hunter of Angels level.

Improved Combat Style (Ex): At 6th level, a Hunter of Angel's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the Hunter of Angels selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the Hunter of Angel's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Infernal Stride (Ex): Starting at 7th level, a Hunter of Angels is immune to the effects of high temperatures. While he still takes damage from fire as normal, he no longer suffers fatigue, dehydration, exhaustion, or subdual damage due to high temperatures when traveling through regions of extreme heat.

Swift Tracker (Ex): Beginning at 8th level, a Hunter of Angels can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a Hunter of Angels can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Hunter of Angels is wearing light armor or no armor. A helpless Hunter of Angels does not gain the benefit of evasion.

Combat Style Mastery (Ex): At 11th level, a Hunter of Angel's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the Hunter of Angels selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the Hunter of Angel's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A Hunter of Angels of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a Hunter of Angels of 17th level or higher can use the Hide skill even while being observed.

Hunter of Angels Spell List

Level 1:

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Corrupt Weapon: -- As *bless weapon* but makes a weapon more effective against good foes. (see Blackguard)

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Inflict Light Wounds: Touch attack, 1d8 damage +1/level (max +5).

Magic Weapon: Weapon gains +1 bonus.

Summon Monster I: Calls extraplanar creature to fight for you.*

* Evil Creatures only

Level 2:

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Shatter: Sonic vibration damages objects or crystalline creatures.

Summon Monster II: Calls extraplanar creature to fight for you.*

* Evil Creatures only

Level 3:

Contagion: Infects subject with chosen disease.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Summon Monster III: Calls extraplanar creature to fight for you.*

* Evil Creatures only

Level 4:

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Freedom Of Movement: Subject moves normally despite impediments.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Summon Monster IV: Calls extraplanar creature to fight for you.*

* Evil Creatures only