

ZOMBIE HUNTER

Only the best survive the initial outbreak of such catastrophes as zombie plagues or vampire infestations. You have to be quick on your feet, able to think around the corner (and see around them as well), and have a trusty weapon in hand. Even after the initial shock fades away and the grim and unholy reality of the situation sinks in, many would-be zombie hunters turn from their potential paths, overwhelmed by the enormity of their plight. Streets choked with the undead can shake the morale of even the hardest warriors, and the unholy dens of more powerful corporeal undead can be a one-way trip to death and reanimation. Here is where the zombie hunter shines—fearless in the face of such hoards, grim and determined to make a way for themselves in light of the darkness that threatens to swallow their world forever. With only a weapon in hand and (hopefully) a group of equally toughened and determined allies, zombie hunters are oft times the world's last hope for salvation from the plague of undeath that surrounds them.

Hit Die: d8.

Requirements: In order to become a zombie hunter, one must fulfill all of the following criteria.

Base Attack Bonus: +4

Feats: Improved Initiative, Toughness

Skills: Knowledge (religion) ranks 4+

Special: Must have lost a loved one or close relation to a zombie (or other undead) attack or infestation.

Class Skills

The zombie hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Heal (Wis), Hide (Dex), Knowledge (dungeoneering), Knowledge (local), Knowledge (religion), Listen (Wis), Move Silently (Dex), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill points at Each Level: 4 + Int modifier.

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Practiced Defense, Protagonist's Strike
2 nd	+2	+3	+0	+3	Fearless
3 rd	+3	+3	+1	+3	<i>Detect Undead</i>
4 th	+4	+4	+1	+4	Fearless (10 ft.)
5 th	+5	+4	+1	+4	Aim for the Head

Class Features

All of the following are class features of the Zombie Hunter prestige class.

Weapon and Armor: A zombie hunter gains one additional martial weapon proficiency (or weapon group), but no proficiency with armor.

Practiced Defense (ex): You know how to avoid the most typical kinds of undead attacks: bites and slams. Against such attacks from corporeal undead, you gain a +1

dodge bonus to armor class per class level. This bonus is lost whenever you would lose your Dex bonus to armor class.

Protagonist Strike (ex): You've gone through some tough times—zombie plagues, the steady spread of vampirism through your home town, etc.—and have come through it all and been reborn hard. When facing mindless corporeal undead, you gain a +1 competence bonus to all damage rolls per class level. When facing intelligent undead, targets must be within 30 feet for this ability to function. Even though most undead have no physiological vulnerabilities, they often have specific vulnerabilities relative to their specific undead type. Zombies are vulnerable to headshots for instance, and vampires are hurt if struck in the heart.

Fearless (ex): At 2nd level a zombie hunter has seen more horror than many thrice his age could ever contemplate. They are immune to fear effects (magical or otherwise). At 4th level, the courage of a zombie hunter extends to his companions. Allies within 10 feet of a zombie hunter are granted a +4 morale bonus to saves against fear effects of any kind. This ability functions while the zombie hunter is conscious, but not if he is unconscious or dead.

Detect Undead (sp): At 3rd level you have become innately familiar with all the signs of undead plagues and presences. As such, you are constantly under the effect of a *detect undead* spell with a caster level equal to your ranks in Knowledge (religion).

Aim for the Head (ex): By 5th level you have become so accustomed to striking the so-called "vital points" on corporeal undead that it has become second nature. Even against corporeal undead that are immune to critical hits (such as a vampire or a mummy), any successful critical threat may be confirmed. Confirmation yields an appropriate increase in your damage for that attack, as per the normal rules for critical hits—you know just how to hurt them. In the case of those undead that are vulnerable to critical hits (cinematic zombies, for instance) any successful attack is automatically considered a confirmed critical hit and yields the appropriate damage without need for a confirmation roll.

Sample Zombie Hunter

Shaun: Human expert 6/zombie hunter 2; CR 5; Medium Humanoid; HD 6d6+12 plus 2d8+4; 49 hp; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +6; Grp +8; Atk +10 melee (1d10+3 20/x2, +1 *greatclub*); Full Atk +10/+5 melee (1d10+3 20/x2, +1 *greatclub*); SA protagonist strike; SQ practiced defense, fearless; AL NG; SV Fort +7, Ref +4, Will +10; Str 12, Dex 14, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: *Bluff* +14, *Gather Information* +9 (+2 in home town), *Hide* +8, *Knowledge (local, home town)* +13, *Knowledge (religion)* +6, *Listen* +4, *Move Silently* +10, *Profession (clerk)* +11, *Ride* +11, *Sense Motive* +11; *Improved Initiative*, *Skill Focus (Bluff)*, *Toughness*, *Weapon Focus (maces and clubs)*.

Practiced Defense (ex): Shaun knows how to avoid the most typical kinds of undead attacks: bites and slams. Against such attacks from corporeal undead, he gains a +2 dodge bonus to armor class. This bonus is lost whenever you would lose your Dex bonus to armor class.

Protagonist Strike (ex): Shaun has gone through some tough times and has come through it all and been reborn hard. When facing mindless corporeal undead, Shaun gains a +2 competence bonus to all damage rolls. When facing intelligent undead, targets must be within 30 feet for this ability to function. Even though most undead have no physiological vulnerabilities, they often have specific vulnerabilities relative to their specific undead type. Zombies are vulnerable to headshots for instance, and vampires are hurt if struck in the heart.

Fearless (ex): Shaun has seen more horror than many thrice his age could ever contemplate. He immune to fear effects (magical or otherwise). This ability functions while the Shaun is conscious, but not if he is unconscious or dead.

Possessions: +1 greatclub