

Headhunter

Certain arcane rituals allow one to tap into the power of a defeated foe, siphoning off their strength to become a stronger warrior. The headhunter is skilled in these rituals, using the heads of slain enemies as focuses for their captured spirits, gaining not only magic but the ability to tap into a fallen foe's anima to increase their own prowess in battle.

Role: With battle prowess supplemented by spells and mystical powers drawn from the heads of her fallen enemies, the headhunter is an excellent front line fighter.

Alignment: Any.

Hit Die: d10.

Parent Classes: Barbarian (unchained) and witch.

Starting Wealth: 3d6 x 10 gp (average 105 gp).

Class Skills

The headhunter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: Headhunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Fast movement, focal fetish, spirit channel	—	—	—	—
2nd	+2	+3	+0	+3	Spirit power	—	—	—	—
3rd	+3	+3	+1	+3	Focal fetish (2)	—	—	—	—
4th	+4	+4	+1	+4	Spirit power	1	—	—	—
5th	+5	+4	+1	+4	Damage reduction 1/—	1	—	—	—
6th	+6/+1	+5	+2	+5	Spirit power	1	—	—	—
7th	+7/+2	+5	+2	+5	Focal fetish (3)	1	1	—	—
8th	+8/+3	+6	+2	+6	Spirit power	1	1	—	—
9th	+9/+4	+6	+3	+6	Damage reduction 2/—	2	1	—	—
10th	+10/+5	+7	+3	+7	Spirit power	2	1	1	—
11th	+11/+6/+1	+7	+3	+7	Dual/greater spirit channel, focal fetish (4)	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Spirit power	2	2	1	—

13th	+13/+8/+3	+8	+4	+8	Damage reduction 3/–	3	2	1	1
14th	+14/+9/+4	+9	+4	+9	Spirit power	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Focal fetish (5)	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Spirit power	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Damage reduction 4/– , tireless spirit channel	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Spirit power	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Focal fetish (6)	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Masterful spirit channel, spirit power	4	4	3	2

Class Features

The following are class features of the class.

Weapon and Armor Proficiency: Headhunters are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A headhunter can cast headhunter spells while wearing light or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a headhunter wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.

Fast Movement (Ex): A headhunter's base speed is faster than the norm for her race, increasing her base speed by 10 feet. This benefit only applies when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the headhunter's base speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the headhunter's base speed.

Focal Fetish (Ex): At 1st level, a headhunter starts with the severed and ritually prepared head of a humanoid. The spirit of the deceased retains a bond to this fetish, and the headhunter can call upon it to assist her in preparing spells as well as providing supernatural abilities that grow as the headhunter grows in experience. The headhunter may also tap into reserves of energy within the focal fetish to provide spirit powers (see the spirit powers special ability).

The headhunter chooses a type of spirit for her focal fetish at 1st level. This fetish spirit stores all the spells the headhunter knows, and any bonus spells provided by the spirit that inhabits the focal fetish, once the headhunter is of high enough level to cast spells. Once the headhunter has multiple focuses, she retains the ability to access all her spells so long as she has at least one with her (though she loses access to any bonus spells provided by a particular spirit if its focus is lost or destroyed.) A headhunter can only channel the spirit of a focal fetish so long as it remains within 5 feet of her person. If a focal fetish is lost or destroyed, the headhunter can replace it 1 day later through a special ritual, which costs 500 gp per level of the headhunter, and takes 8 hours to complete. If the headhunter wishes a different spirit to inhabit the focal fetish, it is chosen during this ritual. Otherwise, it cannot be changed once decided upon.

The exact appearance of a headhunter's focal fetish depends upon the specific traditions of her tribe. Some are preserved and shrunken. Others are reduced to skulls, ritually stained with special ingredients and carved with mystic markings. However they appear, a headhunter's focal fetishes bestow powers upon the headhunter, and

communing with the spirits of the fetishes allows her to prepare spells.

At 3rd level, and every four levels thereafter, the headhunter gains a new focal fetish, with a maximum of six focal fetishes at 19th level. With each new focal fetish, the headhunter chooses a new spirit to inhabit it. A headhunter cannot choose a spirit of the same type as one which already inhabits a focal fetish she owns.

Spirit Channel (Su): The headhunter can tap into the spirit that resides within her focal fetish, infusing herself with its power to gain bonuses in combat. In addition, each spirit has certain bonus spells it can teach to the headhunter at appropriate levels. The abilities and bonus spells gained from the spirit are dependent upon the type of spirit that inhabits the focal fetish. A headhunter can use any spirit powers she has that are associated with a spirit she is currently channeling (see Spirit Powers).

Spirit channeling is a free action. At 1st level, a headhunter can channel a spirit for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st the headhunter can spirit channel for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that a headhunter can spirit channel per day. A headhunter with multiple fetish focuses can switch between one spirit and another as a free action. The total number of rounds of spirit channeling per day is renewed after resting 8 hours, although these hours need not be consecutive.

The headhunter can end her spirit channel as a free action, and is fatigued for 1 minute after the channeling ends. A headhunter cannot channel a spirit while fatigued or exhausted, but can otherwise channel spirits multiple times per day. If a headhunter falls unconscious, her spirit channeling immediately ends.

Spirit Power (Su): At 2nd level, a headhunter chooses a spirit power from the list of available spirit powers associated with the particular spirit that resides in her focal fetish. At 4th level, and every two levels thereafter, the headhunter gains a new spirit power. A headhunter that possesses more than 1 focal fetish chooses 1 new power for each focal fetish at the appropriate levels. Spirit powers may be used only when the headhunter is channeling the spirit with which the power is associated, and some of these powers require the headhunter to take an action first. Unless otherwise noted, a headhunter cannot select an individual power more than once.

Spells: At 4th level, a headhunter gains the ability to cast a small number of arcane spells, drawn from the headhunter spell list.

To prepare or cast a spell, a headhunter must have an Intelligence score equal to at least 10 + the spell level. The DC for a saving throw against a headhunter's spell is 10 + the spell level + the headhunter's Intelligence modifier.

Like other spellcasters, a headhunter can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Headhunter. In addition, she receives bonus spells per day if she has a high Intelligence score (see the *Pathfinder Roleplaying Game Core Rulebook*).

A headhunter may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of rest and spending 1 hour in communion with the spirit(s) of her focal fetish(es).

Through 3rd level, a headhunter has no caster level. At 4th level and higher, her caster level is equal to her headhunter level – 3.

Damage Reduction (Ex): At 5th level, a headhunter gains damage reduction. Each time the headhunter takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 9th level, and every four levels thereafter, this damage reduction rises by 1 point (up to 4 points at 17th level). Damage reduction can reduce

damage to 0, but not below 0.

Dual/Greater Spirit Channel (Su): At 11th level, a headhunter may simultaneously channel two of her focal fetish spirits, gaining the abilities of both spirits as long as the channeling continues. Temporary hit points gained from different spirits while using this ability stack. The headhunter may use any spirit powers associated with either spirit during this time. Alternately, the headhunter may forgo channeling a second spirit and instead amplify the power granted by a single spirit, as listed in the spirit's description under greater channel.

Tireless Spirit Channel (Su): At 17th level, a headhunter is no longer fatigued after spirit channeling. If she channels a spirit again within 1 minute of ending a spirit channel, she gains no temporary hit points from the channeling, if they are provided by the said spirit, and any bonuses to attack rolls, damage, saving throws, or Armor Class normally provided as spirit channel abilities are halved.

Masterful Spirit Channel (Su): At 20th level, a headhunter can channel up to four of her fetish spirits at once, or use the greater channel abilities of two spirits at once. She may switch between any two spirits while channeling as an immediate action. Any spirit powers provided by a spirit that is switched for another immediately end. Any temporary hit points and bonuses to Armor Class, attack rolls, and damage gained from spirit channeling are doubled. Any spirits that provide saving throw bonuses against certain effects (fear, mind-affecting effects, etc.) instead provide immunity to those effects for the duration of the spirit channel.

Adding Spells to a Fetish Spirit

Headhunter's can add new spells to their focal fetishes through several methods. A headhunter can only add spells to a focal fetish if those spells belong to the headhunter's spell list and are a maximum of 4th level.

Spells Gained at a New Level: A headhunter's fetish spirit learns a certain amount of lore and magic as the headhunter adventures. Whenever a headhunter gains a level, she may add two spells from the headhunter spell list to her fetish spirit. The two free spells must be of spell levels she can cast.

Spirit Teaching Spirit: A headhunter's fetish spirit can learn spells from another headhunter's fetish spirit. To accomplish this, the spirits must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the headhunter whose fetish spirit is learning the spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the fetish spirit has learned the spell and the headhunter may utilize it the next time she prepares spells. If the check fails, the fetish spirit has failed to learn the spell and cannot try to learn that spell again until the headhunter has gained another rank in Spellcraft. Multiple fetish spirits owned by the same headhunter can join in this communion, and the headhunter may make a Spellcraft check for each of them. Only one fetish spirit must succeed in order for the headhunter to add the spell to her collection. Most headhunters require a spell of equal or greater level in return for this service.

Learn from a Scroll: A headhunter can use a scroll to teach her fetish spirit a new spell. This process takes 1 hour per spell level of the spell to be learned, during which time the scroll is burned and its ashes used to create a special oil the headhunter uses to anoint the focal fetish. This process destroys the scroll. At the end of this time, the headhunter must make a Spellcraft check (DC 15 + spell level). If the check fails, the process went awry in some way and the spell is not learned, although the scroll is still consumed. Unlike learning a spell from another fetish spirit, only one attempt can be made learning a spell in this manner, even if the headhunter owns multiple focal fetishes.

Spirits

Each time a headhunter gains a focal fetish, she must decide what manner of spirit inhabits it. The type of spirit determines the bonus spells gained by the headhunter, as well as the abilities gained from channeling the spirit

and the spirit powers to which she has access. At 5th level, and every three levels thereafter up to 14th level, each spirit owned by a headhunter adds new spells to the headhunter's list of spells known. These spells are also automatically added to the list of spells stored by the focal fetish.

Agility

Bonus Spells: 5th—*jump*, 8th—*cat's grace*, 11th—*haste*, 14th—*freedom of movement*.

Spirit Channel Abilities: While channeling the agility spirit, the headhunter gains a +2 competence bonus on ranged attack rolls, a +2 dodge bonus to AC, and a +2 competence bonus on Reflex saves.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter gains a +3 competence bonus on ranged attack rolls, a +3 dodge bonus to AC, and a +3 competence bonus on Reflex saves.

Courage

Bonus Spells: 5th—*remove fear*, 8th—*surmount affliction*, 11th—*heroism*, 14th—*primal scream*.

Spirit Channel Abilities: While channeling the courage spirit, the headhunter gains a +4 morale bonus on saving throws against fear effects. If the headhunter fails a saving throw against a fear effect, she can immediately expend 1 round of her daily spirit channeling to reroll the saving throw. This second saving throw also receives the morale bonus. If the save succeeds, the headhunter ignores the effect. The headhunter may only take one reroll against any given fear effect.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter gains the standard spirit channel abilities, as well as a +2 morale bonus to attack and damage rolls. Additionally, she loses the limitation on rerolls against fear effects. If the headhunter fails a reroll against a fear effect, she may expend another round of her daily spirit channeling on consecutive rounds for another reroll against the fear effect, and continue to do so until she succeeds at a saving throw.

Cunning

Bonus Spells: 5th—*disguise self*, 8th—*mirror image*, 11th—*nondetection*, 14th—*hallucinatory terrain*.

Spirit Channel Abilities: While channeling the cunning spirit, the headhunter gains a +4 competence bonus to Bluff and Stealth skill checks, and adds 2 to the DC of any illusion or mind-affecting spells she casts. In addition, she adds +1d6 precision damage to any attack against a foe that is denied its Dexterity bonus to Armor Class or any foe she is flanking with an ally. This precision damage goes up by +1d6 for every two levels of the headhunter (+2d6 at 3rd, +3d6 at 5th, to a maximum of 10d6 at 19th level.)

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter gains the standard spirit channel skill bonuses. The DC of any illusion or mind-affecting spells she casts increases by 3. She can use the Bluff skill to feint in combat as a move action, as if she had the Improved Feint feat.

Endurance

Bonus Spells: 5th—*endure elements*, 8th—*bear's endurance*, 11th—*protection from energy*, 14th—*spell immunity*.

Spirit Channel Abilities: While channeling the endurance spirit, the headhunter gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when the headhunter takes damage, disappear when the headhunter ceases channeling the endurance spirit, and are not replenished if the headhunter channels this spirit again within 1 minute of her previous channeling. Additionally, the headhunter's preternatural endurance when channeling this spirit allows her to shrug off damage. If the headhunter makes a successful Fortitude saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Greater Spirit Channel Abilities: Using greater spirit channel, temporary hit points gained increase to 3 per Hit Die. The headhunter's preternatural endurance increases. She still takes no damage on a successful Fortitude saving throw against an attack that normally deals half damage on a successful save, but if she fails the saving throw, she only takes half damage.

Knowledge

Bonus Spells: 5th—*comprehend languages*, 8th—*detect thoughts*, 11th—*speak with dead*, 14th—*divination*.

Spirit Channel Abilities: While channeling the knowledge spirit, the headhunter gains a +1 competence bonus to attack rolls and saving throws. She also gains a competence bonus on all Intelligence-based skill checks equal to her headhunter level.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter's bonuses to attack rolls and saving throws increases to +2. She can also take 10 on any Intelligence-based skill checks, even when circumstances would normally not allow her to do so.

Luck

Bonus Spells: 5th—*true strike*, 8th—*gallant inspiration*, 11th—*locate weakness*, 14th—*remove curse*

Spirit Channel Abilities: While channeling the luck spirit, the headhunter gains a +2 luck bonus to AC, skill checks, and saving throws.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter's bonuses increase to +3.

Might

Bonus Spells: 5th—*divine favor*, 8th—*bull's strength*, 11th—*greater thunderstomp*, 14th—*divine power*.

Spirit Channel Abilities: While channeling the spirit of might, the headhunter an enhancement bonus equal to half her headhunter level on Strength checks, Strength-based skill checks, and combat maneuver checks to bull rush or grapple, and to combat maneuver defense against bull rush and grapple attacks.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter's enhancement bonus is equal to her headhunter level.

Wisdom

Bonus Spells: 5th—*shield of faith*, 8th—*owl's wisdom*, 11th—*magic vestment*, 14th—*globe of invulnerability* (lesser).

Spirit Channel Abilities: While channeling the spirit of wisdom, the headhunter receives a +1 insight bonus to AC, attack rolls, skill checks, and saving throws. She also receives a +2 bonus on saving throws against mind-affecting effects and illusions.

Greater Spirit Channel Abilities: Using greater spirit channel, the headhunter's insight bonus increases by 1. Her saving throw bonus increases to +4.

Wrath

Bonus Spells: 5th—*wrath*, 8th—*blistering invective*, 11th—*rage*, 14th—*telekinetic charge*.

Spirit Channel Abilities: While channeling the wrath spirit, the headhunter gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when the headhunter takes damage, disappear when the headhunter ceases channeling the wrath spirit, and are not replenished if the headhunter channels this spirit again within 1 minute of her previous channeling. A headhunter cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. The headhunter is able to cast headhunter spells while channeling the wrath spirit, and may cast these spells defensively and can attempt concentration checks for these spells while channeling the wrath spirit. Spells from other classes—with the exception of bloodrager—cannot be cast while the headhunter channels the wrath spirit.

Greater Spirit Channel Abilities: Using greater spirit channel, a headhunter's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves increases to +3. In addition, the amount of temporary hit points gained while spirit channeling increases to 3 per Hit Die.

Spirit Powers

The headhunter can choose from the following spirit powers, and has access to any power listed under a spirit

for which she has a focal fetish, provided she meets the prerequisites, if any.

Some spirit powers are stances. Activating a stance spirit power is a move action. A headhunter can't have more than one stance spirit power active at a time. If she activates a stance spirit power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the headhunter's turn as a free action; otherwise, it lasts until the spirit channeling ends.

Agility

Agile Climber (Ex): The headhunter gains a climb speed equal to 1/2 her base land speed, taking into account her fast movement class feature. She can't use this climb speed to climb any surface with a DC higher than 20. She also gains a +8 enhancement bonus on **Climb** checks.

Agile Leaper (Ex): The headhunter is always considered to have a running start when attempting an **Acrobatics** check to jump. In addition, she gains a +8 bonus on **Acrobatics** checks to jump. Finally, if the headhunter falls, she halves the total distance fallen for the purposes of determining damage taken from the fall.

Agile Swimmer (Ex): The headhunter gains a swim speed equal to 1/2 her base land speed (taking into account her fast movement class feature). She also gains a +8 enhancement bonus on **Swim** checks.

Armored Agility (Ex): The headhunter moves easily in any armor with which she is proficient. The armor check penalty of armor worn is 2 lower than normal, to a minimum of 0.

Evasion (Ex): If the headhunter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she takes no damage with a successful saving throw.

Improved Evasion (Ex): This ability works like evasion, except that while the headhunter still takes no damage on a successful Reflex saving throw against attacks, she takes only half damage on a failed save. A helpless headhunter does not gain the benefit of improved evasion. A headhunter must have the evasion spirit power and be at least 10th level to select this spirit power.

Lithe Stance (Ex): The headhunter uses fluid movements to evade enemies. She adds 1/2 her headhunter level to her CMD. This is a stance spirit power.

Opportune Strike (Ex): When in the lithe stance, the headhunter gains +1 to attack and damage rolls on attacks of opportunity. This bonus increases by 1 for every 4 levels the headhunter has.

Opportune Strike, Greater (Ex): When in the lithe stance, the headhunter may take an attack of opportunity against opponents attempting combat maneuvers against her, even if she would normally be denied such an attack. For example, if an opponent with the Greater Bull Rush feat attempted a bull rush on the headhunter, she could take an attack of opportunity despite the feat. A headhunter must have the opportune strike spirit power and be at least 8th level to select this spirit power.

Quick Reflexes (Ex): The headhunter can make one additional attack of opportunity per round.

Sprint (Ex): The headhunter adds 1/2 her speed to the distance she can move when she runs or charges. A headhunter must have the swift foot spirit power and be at least 4th level to select this spirit power.

Swift Foot (Ex): The headhunter gains a 10-foot enhancement bonus to her base speed. A headhunter can select this spirit power up to three times; its effects stack.

Courage

Fearless (Ex): The headhunter is immune to the shaken and frightened conditions (but not the panicked condition). A headhunter must be at least 12th level to select this spirit power.

Rally Allies (Ex): The headhunter can bolster the courage of allies. If one or more allies are subjected to a fear effect, the headhunter may, as an immediate action, shout words of encouragement, allowing any allies that can hear her to roll another saving throw against the effect with a +4 bonus. The headhunter may only use this ability once per day. The headhunter must be at least 4th level to select this spirit power.

Reckless Charge (Ex): The headhunter executes a wild charge, forsaking defense for devastating offense. The penalty to Armor Class for the charge increases to -4 , but the headhunter also gains a +2 to her damage roll (or an additional +2 to her attack if it does not deal damage, such as a bull rush) and a +2 to her roll to confirm a critical hit on the charge attack.

Reckless Stance (Ex): The headhunter can attack with abandon at the expense of her defense. She gains a +1 bonus on attack rolls, but takes a -1 penalty to AC. This bonus and penalty increase by 1 at 4th level and every 4 levels thereafter. This is a stance spirit power.

Shove Aside (Ex): Whenever the headhunter charges, she may push past one of her allies. That ally does not block the path of the charge as long as the ally is not adjacent to the target of the charge. This does not move the ally's position; it simply allows the headhunter to move past.

Shove Aside, Greater (Ex): This functions as shove aside, but it applies to any number of allies, so long as they are not adjacent to the target of the charge. A headhunter must have the shove aside spirit power and be at least 8th level to select this spirit power.

Taunting Stance (Ex): The headhunter can leave herself open to attacks while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the headhunter while she's in this stance, but every attack against the headhunter provokes an attack of opportunity from her, which is resolved prior to each provoking attack. This is a stance spirit power. A headhunter must be at least 12th level to select this spirit power.

Taunting Laugh (Su): The headhunter's mocking laugh draws opponents' ire. While in taunting stance, she can laugh as a move action. All opponents within 60 feet that can hear are affected as if by compel hostility, unless they make a will save (DC $10 + 1/2$ the headhunter's class level + her Charisma modifier,) for a number of rounds equal to her headhunter level. The headhunter must have the taunting stance spirit power and be at least 14th level to select this spirit power.

Cunning

Beguiling Stance (Ex): The headhunter's stance lures opponents into leaving themselves open. Once per round, when an opponent makes a melee attack against her, the headhunter may make a Bluff check against that opponent, with a bonus equal to half her headhunter level (minimum +1), as an immediate action. If this Bluff check is successful, the opponent is considered flat-footed against the headhunter until the start of the opponent's next turn. This is a stance spirit power.

Crippling Blow (Ex): Once per day when the headhunter hits with an attack, she can deal 1 point of ability damage to the target's Strength or Dexterity score. This damage increases by 1 point for every 4 levels the headhunter has. A headhunter must be at least 8th level to select this spirit power.

Deadly Counter (Ex): While in beguiling stance, the headhunter may make an attack of opportunity against an opponent that makes a melee attack against her, provided the opponent is within reach. This ability may only be used once per opponent, per encounter. The headhunter must be at least 4th level to select this spirit power.

Fast Stealth (Ex): The headhunter can move at full speed using the Stealth skill without penalty.

Low-Light Vision (Ex): The headhunter's senses sharpen, and she gains low-light vision. If the headhunter already has low-light vision, then the effective radius of bright light, normal light, and dim light for her is considered triple normal for that source of illumination.

Scent (Ex): The headhunter gains the scent ability.

Night Vision (Ex): The headhunter's senses grow incredibly sharp, and she gains darkvision out to a range of 60 feet. If she already has darkvision, the range of that darkvision increases by 60 feet. A headhunter must have a darkvision racial trait, low-light vision racial trait, or the low-light vision spirit power to select this spirit power.

Unexpected Strike (Ex): The headhunter can make an attack of opportunity against a foe that moves into any square threatened by the headhunter, regardless of whether that movement would normally provoke an attack of opportunity. The headhunter can use this ability only when there are no other foes in a square threatened by the headhunter. A headhunter must be at least 8th level to select this spirit power.

Endurance

Energy Resistance (Ex): The headhunter gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to $1/2$ her headhunter level (minimum 1). At 8th level, she gains limited immunity to the same type of energy, as *protection from energy*. She can absorb 2 points of damage per level, and she applies her energy resistance first. The energy type is chosen when this spirit power is selected, and it can't be changed. This spirit power can be selected more than once; each time, it applies to a different energy type.

Energy Absorption (Su): Once per day, the headhunter can absorb the energy from a single attack that deals damage of the energy type she resists with the energy resistance spirit power. She takes no damage from the attack and doesn't attempt a saving throw. Instead, she increases the temporary hit points from her spirit channel by an amount equal to $1/2$ the damage she would have taken (ignoring her energy resistance). If the headhunter is at least 16th level, once before her spirit ends, she can unleash the stored energy as a breath weapon in either a 60-foot line or a 30-foot cone. The breath weapon deals an amount of damage equal to the full amount the headhunter would have taken from the absorbed effect. Creatures affected by the breath weapon can attempt a Reflex save for half damage (DC = $10 + 1/2$ the headhunter's level + her Constitution modifier). She retains the temporary hit points from this ability even if she unleashes this breath weapon. A headhunter must have the energy resistance spirit power and be at least 12th level to select this spirit power.

Flesh Wound (Ex): Once per day, the headhunter can avoid serious harm from an attack. She attempts a Fortitude save with a DC equal to the damage that would be dealt by the attack. If she succeeds, she takes no damage from the attack. If she fails, she takes half damage from the attack and the damage is nonlethal. The headhunter must elect to use this ability after the attack roll is made, but before the damage is rolled. A headhunter must be at least 10th level to select this spirit power.

Increased Damage Reduction (Ex): The headhunter's damage reduction increases by $2/-$ whenever she channels the endurance spirit. A headhunter can select this spirit power up to three times. Its effects stack. A headhunter must be at least 8th level to select this spirit power.

Internal Fortitude (Ex): The headhunter is immune to the sickened and nauseated conditions. A headhunter must be at least 8th level to select this spirit power.

Regenerative Stance (Ex): The headhunter can continually replenish her health. At the start of her turn, she regains 1 temporary hit point for every 4 levels she has (up to 5 hit points per round), but this cannot give her more than her maximum temporary hit points from her spirit channeling. This is a stance spirit power. A headhunter must be at least 4th level to select this spirit power.

Renewed Vigor (Ex): As a standard action, the headhunter heals 1d8 points of damage + her Constitution modifier. For every 4 levels the headhunter has beyond 4th, the amount healed increases by 1d8 (to a maximum of 5d8 at 20th level). This ability can be used only once per day. The headhunter must be at least 4th level to select this spirit power.

Renewed Vitality (Ex): The headhunter ignores the effect of 1 point of ability penalty or ability damage per 2 levels she has (maximum 10). At 6th level, the headhunter can also ignore 1 negative level per 4 levels she has. She takes the full effects of the ability penalties, ability damage, or negative levels once her spirit channeling ends.

Tenacious Resistance (Ex): When the headhunter takes damage, she converts 1 point of it to nonlethal damage. If the attack deals nonlethal damage, then the damage taken is reduced by 1 (to a minimum of 1). For every 4 levels the headhunter has, she can convert 1 additional point of lethal damage to nonlethal damage, to a maximum of 5 points at 20th level.

Knowledge

Accurate Stance (Ex): The headhunter can focus her strikes. She gains a +1 competence bonus on melee attack rolls and thrown weapon attack rolls. This bonus increases by 1 for every 4 levels the headhunter has. This is a stance spirit power.

Arcane Insight (Ex): The headhunter gains a +2 competence bonus on saving throws made to resist spells and spell-like abilities. This bonus increases by 1 for every 4 levels the headhunter has, to a maximum of +4 at 18th level.

Deadly Accuracy (Ex): If the headhunter scores a critical threat while in the accurate stance, she applies double the accurate stance's bonus when rolling to confirm the critical. A headhunter must have the accurate stance spirit power and be at least 4th level to select this spirit power.

Eater of Magic (Su): When the headhunter succeeds at a saving throw to resist a spell, supernatural ability, or spell-like ability, she gains temporary hit points equal to the spell's level (in the case of spells or spell-like abilities) or 1/2 the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points disappear when the headhunter's spirit channel ends, and they stack with her temporary hit points from other spirit channel abilities or powers, but not with other temporary hit points gained from this spirit power. A headhunter must have the arcane insight spirit power and be at least 10th level to select this spirit power.

Elemental Stance (Su): When the headhunter adopts this stance, she chooses an energy type (acid, cold, electricity, or fire). Her melee attacks deal 1 additional point of damage of the chosen type. This damage increases to 1d6 points at 8th level. At 12th level, the headhunter's critical hits deal an additional 1d10 points of energy damage of the same type (2d10 if the weapon deals ×3 damage on a critical hit, 3d10 if the weapon deals ×4 damage on a critical hit). This is a stance spirit power. A headhunter must be at least 4th level to select this spirit power.

Hex (Su): The headhunter can choose one witch hex for which she meets the prerequisites. She gains the ability to use this hex while channeling the knowledge spirit. This spirit power may be taken multiple times. Each time it is taken, the headhunter chooses a new hex.

Lethal Accuracy (Ex): While in the accurate stance, the headhunter's critical multiplier for damage increases by 1 (a $\times 2$ multiplier becomes $\times 3$, a $\times 3$ multiplier becomes $\times 4$, and a $\times 4$ multiplier becomes $\times 5$). A headhunter must have the accurate stance and deadly accuracy spirit powers and be at least 16th level to select this spirit power.

Sharpened Accuracy (Ex): While in the accurate stance, the headhunter ignores the miss chance for concealment and treats total concealment as concealment. She also ignores cover penalties except those from total cover. A headhunter must have the accurate stance spirit power and be at least 8th level to select this spirit power.

Spell Boost (Su): The headhunter can focus the spirit's power to increase the efficacy of a spell, increasing its DC by 2. The headhunter can use this spirit power once per day.

Luck

Auspicious Mark (Su): The headhunter has been marked by the spirit, as indicated by an impressive tattoo, scar, or birthmark she possesses. As a swift action, she can call upon the spirit's favor to increase any d20 roll she just made by rolling 1d6 and adding it to the result. This bonus increases by 1 for every 4 levels she has. She can call on the auspicious mark after seeing the result of the d20 roll. This ability can be used only once per day.

Curse Dodger (Su): If the headhunter is the target of a curse (a special ability listed as a curse, or a spell with the curse descriptor) and makes a successful saving throw against it, she may immediately deflect the curse at another target within 30 feet. The new target must succeed at its saving throw (using the DC of the original attack) or suffer the effects. The headhunter may use this ability 1 time per day, plus 1 additional time per day for every 4 levels of headhunter.

Fool's Luck (Ex): The headhunter, when making any untrained skill check, adds a bonus to the roll equal to her headhunter level. She may use this ability 1 time per day, plus 1 additional time per day for every 4 levels of headhunter.

Fortune's Favor (Ex): While in fortunate stance, the headhunter may alter fate in her favor. Once per round, the headhunter can choose to affect an attack roll of her own or that of an enemy. If she chooses her own attack, she may roll a second time, after the first roll has been made, but before the GM reveals the result. She must take the second result, even if it is worse. If she affects an opponents attack roll, then the opponent must immediately reroll the attack, taking the worst of the two rolls. She must declare the reroll after the attack has been resolved, but before damage is rolled. The headhunter may use this ability once per day, plus one additional time per day for every 4 levels of headhunter. The headhunter must have the fortunate stance spirit power to select this spirit power.

Fortune's Smile (Ex): If the headhunter fails her saving throw against an effect with a duration, she may make another saving throw the following round. If the saving throw succeeds, the effect ends. If an effect allows a saving throw every round against its effects, then the headhunter gains a +2 circumstance bonus on subsequent saving throws. A headhunter must be at least 6th level to select this spirit power.

Fortunate Stance (Ex): The headhunter's actions are guided by fortune. This grants the headhunter a +1 luck bonus to attack and damage rolls. This bonus increases by 1 for every 4 levels the headhunter has. This is a stance spirit power.

Gift of Luck (Su): As a standard action, the headhunter can instill a fragment of the luck spirit's power in one creature within 30 feet. The target retains this luck for as long as you continue to channel the luck spirit. The target can expend the gift of luck to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made.

Lucky Break (Ex): The headhunter gains one additional use of her auspicious mark spirit power per day. This spirit power may be taken multiple times; each time the spirit power is taken, the headhunter gains one additional use of auspicious mark per day. The headhunter must have the auspicious mark spirit power and be at least 4th level to select this spirit power.

Touch of Misfortune (Su): The headhunter can attempt a touch attack on an enemy. If the attack hits, the target suffers a –2 penalty on attack rolls, saving throws, and skill checks for as long as you continue to channel the luck spirit. A successful Will saving throw (DC 10 + 1/2 the headhunter's level + her Charisma modifier) reduces the duration to 1 round. This spirit power can be used once per day.

Might

Ground Breaker (Ex): The headhunter can attack the floor around her as a full-round action. This attack automatically hits and deals damage normally. If the headhunter deals more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in those squares, except the headhunter, must succeed at DC 15 Reflex saves or be knocked prone. A headhunter must be at least 6th level to select this spirit power.

Ground Breaker, Greater (Ex): When using the ground breaker spirit power, the headhunter can extend the radius of the effect by 5 feet. This spirit power can be selected up to three times, and its effects stack. A headhunter must be at least 8th level and have the ground breaker spirit power to select this spirit power.

Knockback (Ex): Once per round, the headhunter can attempt a bull rush against one target in place of a melee attack, using her full CMB regardless of the attack it replaces. If the bull rush is successful, the target takes an amount of damage equal to the headhunter's Strength modifier and is knocked back as normal. The headhunter doesn't move with the target. This bull rush doesn't provoke an attack of opportunity.

Knockdown Stance (Ex): The headhunter can focus on toppling her foes. Once per round, she can make a trip attack against one target in place of a melee attack. If she succeeds, the target is knocked prone. This trip attempt doesn't provoke an attack of opportunity. This is a stance spirit power.

Mighty Swing (Ex): The headhunter automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. This ability can be used only once per day. A headhunter must be at least 12th level to select this spirit power.

Smasher (Ex): Whenever the headhunter attempts a sunder combat maneuver or makes an attack against an unattended object, she ignores 1 point of the object's hardness per headhunter level she has.

Strength Stance (Ex): The headhunter can summon mighty strength. She gains a +1 competence bonus on combat maneuvers and to her CMD. These bonuses increase by 1 for every 4 levels the headhunter has. In addition, she gains a +8 competence bonus on Strength checks to lift, push, bend, or break objects (this does not apply to combat maneuvers). This is a stance spirit power.

Strength Surge (Su): While in strength stance, the headhunter can summon up a supernatural surge of strength. Once per day, the headhunter gains a bonus equal to her headhunter level to any one combat maneuver or check to lift, push, bend, or break objects. The headhunter must have the strength stance spirit power and be at least 4th level to select this spirit power.

Toppling Throw (Ex): Once per round, the headhunter can hurl a thrown weapon at an opponent with great force. If the attack hits, the headhunter may attempt to trip the target, using her attack roll with the thrown weapon as the combat maneuver check.

Wisdom

Calm Stance (Ex): The headhunter can enter a state of calm. While in this stance, the headhunter gains a +4 morale bonus against any spells or effects with the emotion descriptor and adds her Wisdom modifier (if any) to her AC. If the headhunter does not have a positive wisdom modifier, she taps the wisdom of the spirit, gaining a +1 bonus to AC. If the headhunter is in this stance while dual channeling the anger spirit, she doesn't take any of the penalties from channeling that spirit (including the penalty to AC and the restriction on actions she can take). This is a stance spirit power.

Clarity (Ex): While in the calm stance, the headhunter can roll twice for any miss chances due to concealment or other effects, and for Will saving throws to disbelieve illusions, taking the better result. A headhunter must have the calm stance spirit power to select this spirit power.

Eyes of the Wise (Ex): The headhunter gains a +1 competence bonus on saving throws against illusions, and a +2 competence bonus to Perception checks made to notice creatures using Stealth. Add a +2 to the DC of Bluff checks made to use the feint action against the headhunter.

Eyes of the Wise, Greater (Su): The headhunter gains *true seeing* while channeling the wisdom spirit. The headhunter must have the eyes of the wise spirit power and be at least 12th level to select this spirit power.

Guarded Stance (Ex): The headhunter can take on a more defensive posture. This grants her a +1 dodge bonus to her Armor Class for the duration of her current spirit channel. This bonus increases by 1 for every 4 levels the headhunter has, to a maximum of +4 at 20th level. This is a stance spirit power.

Protect Vitals (Ex): While in the guarded stance, the headhunter gains an additional +4 dodge bonus to AC against attack rolls made to confirm critical hits. A headhunter must have the guarded stance spirit power and be at least 8th level to select this spirit power.

Reflexive Dodge (Ex): While in the guarded stance, the headhunter can apply her dodge bonus to AC as a bonus on Reflex saving throws. A headhunter must have the guarded stance spirit power and be at least 6th level to select this spirit power.

Uncanny Dodge (Ex): The headhunter gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. A headhunter with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. A headhunter must be at least 4th level to select this spirit power.

Uncanny Dodge, Improved (Ex): The headhunter cannot be flanked. This defense denies enemies the ability to sneak attack the headhunter by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than the headhunter has headhunter levels. A headhunter must have the uncanny dodge spirit power to select this spirit power.

Wrath

Animal Fury (Ex): The headhunter gains a bite attack. This is a primary natural attack that deals 1d4 points of damage (if the headhunter is Medium; 1d3 if the headhunter is Small) plus the headhunter's Strength modifier. If made as part of a full-attack action with manufactured weapons, the bite attack is made at the headhunter's full base attack bonus – 5, and she adds only 1/2 her Strength modifier to the damage roll. The headhunter can make a bite attack as part of the action to maintain or break free from a grapple. If the bite attack hits, grapple checks attempted by the headhunter against the target until the end of the round gain a +2 bonus.

Bleeding Blow (Ex): While in the powerful stance, the headhunter can make an attack that causes her enemies to bleed profusely. Once per round, she can have one of her attacks deal an amount of bleed damage equal to 1/2 her bonus damage from powerful stance. This bleed damage bypasses damage reduction. This bleed damage doesn't stack with itself. A headhunter must have the powerful stance spirit power and be at least 8th level to select this spirit power.

Inspire Ferocity (Ex): While in the reckless stance, the headhunter imparts the stance's bonus and penalty to all willing allies within 30 feet of her. A headhunter must have the reckless stance spirit power to select this spirit power.

Intimidating Glare (Ex): The headhunter adds her Strength modifier in place of her Charisma modifier on all [Intimidate](#) checks to demoralize a foe. She can attempt an [Intimidate](#) check to demoralize an adjacent foe as a move action instead of a standard action. If the headhunter successfully demoralizes an adjacent foe, that foe is shaken for the remainder of the headhunter's current spirit channel.

No Escape (Ex): The headhunter can move up to double her base speed as an immediate action. She can use this ability only when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The headhunter provokes attacks of opportunity as normal during this movement.

Powerful Stance (Ex): The headhunter can focus her ferocity. She gains a +1 bonus on melee damage rolls and thrown weapon damage rolls. This bonus increases by 1 for every 4 levels the headhunter has. This is a stance spirit power.

Roused Anger (Ex): The headhunter can channel her wrath spirit even when fatigued. If the headhunter channels this spirit while fatigued, she loses the fatigued condition and she does not gain temporary hit points normally granted while channeling the wrath spirit. Once this spirit channel ends, the headhunter is exhausted for 10 minutes.

Terrifying Howl (Ex): The headhunter unleashes a terrifying howl as a standard action. All enemies that have been shaken by the headhunter (usually through the [Intimidate](#) skill) within 30 feet must succeed at a Will save (DC = 10 + 1/2 the headhunter's level + her Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has attempted a save versus this ability (whether successful or not), it's immune to this power for 24 hours. A headhunter must be at least 8th level and have the intimidating glare spirit power to select this spirit power.

Headhunter Spells

Headhunters gain access to the following spells.

1st-Level Headhunter Spells—*adhesive spittle, blend, bungle, burning hands, cause fear, chill touch, command, compel hostility, comprehend languages, cure light wounds, delay disease, delusional pride, disguise weapon,*

ear-piercing scream, endothermic touch, enlarge person, forced quiet, frostbite, fumble tongue, hex vulnerability, hex ward, icicle dagger, inflict light wounds, long arm, mage armor, nauseating dart, obscuring mist, ray of enfeeblement, reduce person, remove sickness, shadow weapon, sleep, sundering shards, touch of combustion, unerring weapon, unprepared combatant, web bolt, whispering lore.

2nd-Level Headhunter Spells—*adhesive blood, aggressive thundercloud, air step, alter self, anticipate thoughts, binding earth, blindness/deafness, blood armor, blood blaze, boiling blood, bullet ward, burning gaze, cure moderate wounds, daze monster, death knell, delay pain, delay poison, disfiguring touch, enshroud thoughts, euphoric cloud, extreme flexibility, false life, feast of ashes, fester, find traps, fog cloud, frost fall, ghost whip, glide, glitterdust, haunting mists, hold person, ice slick, inflict moderate wounds, ironskin, levitate, molten orb, returning weapon, see invisibility, spectral hand, stricken heart, touch of idiocy, unshakable chill, web.*

3rd-Level Headhunter Spells—*air geyser, anchored step, arcane sight, ash storm, aversion, barrow haze, bestow curse, blood scent, countless eyes, cup of dust, deep slumber, delay poison (communal), dispel magic, eldritch fever, eruptive pustules, excruciating deformation, fearsome duplicate, fly, healing thief, heroism, hostile levitation, howling agony, inflict pain, lightning bolt, nauseating trail, pain strike, rage, ray of exhaustion, remove blindness/deafness, remove disease, returning weapon (communal), screech, silver darts, sleet storm, strangling hair, vampiric touch.*

4th-Level Headhunter Spells—*absorb toxicity, adjustable polymorph, anti-incorporeal shell, arcane eye, battle trance, black tentacles, cape of wasps, confusion, cure serious wounds, curse of magic negation, daze (mass), death ward, deathless, debilitating portent, dimension door, enchantment foil, false life (greater), fear, fleshworm infestation, forgetful slumber, ice storm, inflict serious wounds, neutralize poison, persistent vigor, phantasmal killer, poison, ride the waves, shadow step, solid fog, unbearable brightness, web cloud.*

Soultaker (Archetype)

Not all headhunters seek trophies in which to bind spirits. Some can siphon power from killing enemies by beheading, providing them with both temporary and permanent boosts to their power.

Focus Weapon (Ex): At 1st level, the soultaker gains a masterwork slashing weapon. This weapon is the focus of the soultaker's power. Daggers cannot be chosen as a focus weapon, but kukris are acceptable. While she can use any weapon with which she is proficient, the focus weapon is optimum for using the soultaker abilities. The weapon grows in power as the soultaker's class level increases. If the soultaker's focus weapon is destroyed, lost, or stolen, she cannot prepare daily spells or learn new spells until it is repaired or replaced. In order to create a new focus weapon, the soultaker must prepare a new slashing weapon of masterwork quality (magic weapons qualify as masterwork) as part of an 8 hour ritual that costs 500 gp per class level.

At 4th level, and every 4 levels thereafter, the soultaker's gains another +1 enhancement bonus, to a maximum of +5 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *bane, called, corrosive, countering, courageous, cruel, cunning, flaming, frost, ghost touch, grounding, huntsman, keen, menacing, mighty cleaving, returning, shock, throwing, or thundering.* The weapon must have at least a +1 enhancement bonus before any weapon properties are added. Whenever the soultaker reaches a level where another enhancement bonus can be added to the focus weapon, she may choose to reconfigure its bonuses. For example, if the soultaker has a +2 *scimitar* as her focus weapon, when she reaches 13th level, she may reconfigure the weapon to become a +1 returning throwing scimitar instead. The focus weapon would retain those properties until the soultaker reached 17th level, where she would have the option of reconfiguring the weapon again. These magical properties only function in the hands of the soultaker to whom the focus blade belongs. If wielded by anyone other than the soultaker (including other soultakers), the weapon functions only

as a masterwork weapon of its type.

A soultaker may add additional magical properties to her focus weapon, as per the rules for creating magic items. The item is considered a magic weapon of the specific enhancement bonus it has due to the soultaker's level when determining prices for additional enchantments. The focus weapon is still limited to a maximum +5 enhancement bonus, plus up to +5 in special abilities, just as any other magic weapon. This ability replaces the focal fetish class ability.

Soul Siphon (Su): The soultaker's primary ability is to absorb energy from decapitated foes to make herself stronger. When the soultaker confirms a critical hit on an enemy that drops the creature to negative hit points, the creature is immediately affected by *death knell*. If the effect succeeds, it is decapitated and dead. If the critical hit does enough damage to kill the creature, the *death knell* effect takes place as if the creature had failed its saving throw, and is decapitated and dead. Subsequent uses of soul siphon only increase temporary hit points to the maximum possible roll, and the other benefits do not stack, but they do increase the duration an additional 10 minutes for every Hit Die of the decapitated creature. This ability does not work against creatures of the construct type or creatures that have no head. Creatures with multiple heads, such as hydras, are only subject to a soul siphon if used when they only have one head remaining. Standard means of removing a creature's head (the hydra again as an example) do not activate the soul siphon; only a confirmed critical hit will do so.

At 2nd level, and at every even level thereafter, the amount of temporary hit points granted by the *death knell* increase by 1.

This ability replaces the headhunter's spirit channel class ability.

Spells: The soultaker's focus weapon is the repository for a spirit which guides and trains the soultaker as she grows in power. The soultaker does not choose a particular type of spirit for her focal weapon, and does not receive the bonus spells as a standard headhunter does. She must choose and prepare her spells ahead of time by getting 8 hours of rest and spending 1 hour in communion with the spirit of her focus weapon. This ability modifies the headhunter's spells class ability.

Spirit Power: At 2nd level, the soultaker gains additional power from using her soul siphon ability, drawing certain qualities of the decapitated target to boost her own prowess. The soultaker chooses a spirit power from any spirit power list for which she meets the prerequisites. She can activate and use this spirit power any time while the effects of the soul siphon last, for a number of rounds equal to 4 + her Constitution modifier per day. Activating the spirit power is a swift action; it can be deactivated as a free action at the end of any round.

At 4th level, and every two levels thereafter, the soultaker can add an additional power for which she meets the prerequisites. The soultaker may activate one, some, or all powers that she has access to with the same swift action. Even when she has spirit powers already active, a soultaker must use a swift action to activate any or all inactive powers. The number of rounds per day that spirit powers may be used while the headhunter's soul siphon abilities are in effect does not change, no matter the number of powers being used. This ability replaces and modifies the headhunter's spirit power class ability.

Lethal Strike: At 5th level, the soultaker gains a +1 bonus on any rolls to confirm a critical hit. This bonus increases by 1 for every 4 class levels the soultaker has, to a maximum of +4 at 17th level. This ability replaces the headhunter's damage reduction class ability.

Greater Spirit Siphon: At 11th level, the benefits of the soultaker's soul siphon ability increase. The soultaker gains temporary hit points equal to 2d8 plus the soultaker's class level, and a +4 enhancement bonus to both Strength and Dexterity. This ability replaces the headhunter's dual/greater spirit channel class ability.

Vorpal Blade: At 17th level, the soultaker may forgo any enhancements to her focus weapon provided by that class ability and instead consider it a +1 *vorpal* weapon. If the weapon has any magical enhancement bonuses from crafting rather than the class ability, these remain in effect (special abilities do not) while this ability is

being used. The soultaker may choose to activate this ability at the beginning of her turn, and they last until the beginning of her next turn (when she may choose to extend it for another round as a free action). This ability replaces the headhunter's tireless spirit channel class ability.

Primal Siphon: At 20th level, the soultaker's greater spirit siphon ability provides maximum temporary hit points and a +6 enhancement bonus to both Strength and Dexterity. The soultaker also benefits from quickened reactions, allowing her to take an additional attack at her highest attack bonus when making a full attack action. (This effect is not cumulative with similar effects, such as the extra attack provided by haste or a *speed* weapon.) This ability replaces the headhunter's masterful spirit channel ability.

New Feats

The following feats can be of benefit to the headhunter class.

Extended Spirit Power

You can use spirit powers with your soul siphon ability for a longer period of time.

Prerequisite: Soul siphon and spirit power class features.

Benefit: You can use spirit powers while your soul siphon ability is active for 4 additional rounds per day.

Special: You can gain Extra Soul Siphon multiple times. Its effects stack.

Extra Spirit Channel

You can channel a spirit for a longer period of time.

Prerequisite: Spirit channel class feature.

Benefit: You can channel a spirit for 6 additional rounds per day.

Special: You can gain Extra Spirit Channel multiple times. Its effects stack.

Extra Spirit Power

You have unlocked a new ability to use while spirit channeling.

Prerequisite: Spirit power class feature.

Benefit: You gain one additional spirit power. You must meet all the prerequisites for this spirit power.

Special: You can gain Extra Spirit Power multiple times.

Flowing Stance

You shift easily from one stance to the next, retaining some benefits of the former.

Prerequisite: Rage power or spirit power class feature.

Benefit: When you switch from one stance to another, you retain half the bonuses from the prior stance until the end of your next turn.

Normal: When you end a stance, you lose any bonuses that it provides.

Fusion Stance

You can combine stances, gaining bonuses from both.

Prerequisite: Flowing Stance, barbarian or headhunter level 6th.

Benefit: When you are using a stance power, you can enact a second stance. While both stances are active, you gain half the bonuses of each stance. If you end either stance while maintaining the other, you regain the full bonuses of the maintained stance while losing any benefits of the other.

Normal: You can only have one stance power active at a time.