

# Undead Apostate(Dhampir;Hunter)

Some Dhampir choose to attach themselves more deeply with their undead side, looking into undeath as a way to expand themselves, and gaining an intimate knowledge of undeath along the way.

## Alignment Restrictions

Any Evil.

## Spell Casting

Undead Apostates use their charisma modifier instead of their wisdom modifier for their casting stat.

## Undead Companion (Ex)

The Animal companion behaves in all ways as an Animal companion except that it's type is Undead. Your Companion is still a companion taken from the druid's spell list, however they are not mindless but have the intelligence of a non-awakened being(an animal).

This means the Animal companion is:

- Healed by negative energy like a normal undead.
- Loses its constitution score and uses it's charisma score for HP progression.
- Gains 60 ft dark vision if it does not already have better dark vision.
- Uses good Will save progression and bad for reflex and fortitude.
- is immune to effects that require a fortitude save.
- does not heal naturally over time.
- and finally does not need to eat, breathe or sleep.

For all purposes the Companion is treated as both an animal and an undead for effects not listed here, choosing the least favorable.

## Undead Focus (Ex)

The selection of Foci available to the Undead Apostate is different than that of a normal hunter, and they may only choose from the list below.

*Zombie:* The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

*Skeleton:* The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

*Vampire:* The creature gains a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

*Ghost:* The Creature gains 20% concealment against attacks. This bonus increases to 50% at 8th level. At 15th level the user can choose to become incorporeal when they choose to take on this focus. effects or instances when an attack can hit an incorporeal without penalty also ignore the concealment bonus from this focus.

This ability modifies Animal Focus.

## Undead Insight (Ex)

Undead apostates can Turn Undead, as the feat, a number of times per day equal to the charisma modifier. They use their Undead Apostate level as their cleric level for the effect's DC.

At 5th level, Undead Apostates gain great insight into the minds and necromantic forces controlling undead creatures. An Undead Apostate's spells and spell-like abilities with mind-affecting effects treat undead creatures as their original type. Thus, an Undead Apostate can use charm person against a humanoid zombie or confusion against a horde of skeletal champions.

This ability replaces Wild Empathy.

## One with the Dead (Ex)

At 17th level, the Undead Apostate and her companion both have an innate understanding of undead. They can as a free action, be considered to be under the effects Hide from Undead. Stopping the effect is a free action, and the duration is instantaneous (effectively it cannot be dispelled and last for as long as the Hunter wants it to). The effect does not affect intelligent undead.

This ability replaces One with the Wild.