

HUNTER (EXPERT)

When the world is overrun with vicious monsters, cackling wizards, scheming demons, the morally bankrupt, and the racially impure, the Hunter makes his move. A vigilante or villain seeking to bring about control or destruction, he puts his specialized knowledge to effective use when dealing with the oddities of the world. With an arsenal fit for a full-sized militia, and the experienced know-how to put it all to good use, the Hunter takes a stand against a particularly favored enemy, and makes sure he's got the goods to back him up. Equal parts researcher, ranger, and roughhouser, the Hunter is always on a mission, and knows a hundred-and-one ways to accomplish his goal.

Depending on your campaign, a Hunter could be...

- A dedicated vampire slayer, seeking to rid high society of the undead who stalk its sophisticated circles
- A young construct built to find and slay the tyrannical robot masters who oppress the downtrodden mortals of the land
- An adventurer who travels the nation with his brother, solving paranormal mysteries involving spirits and specters by relying on their wits and their friends
- A duty-bound paladin riding across the countryside and striking down enemies of her faith and of the laws
- A cheery, wealthy war veteran who puts his marksmanship to the ultimate test; hunting the Most Dangerous Game

Party Role: Specialist/Combatant. While the name "Hunter" implies a cold-blooded killer, you've filled your skillset and toolset with a wide array of useful techniques, gadgets, gear, and methods. You use these to inform and aid your teammates, recruit or rely on potential allies, and disable (then destroy) those that you have sworn to eliminate.

CLASS FEATURES

Requirements: Wisdom 13+, Survival 6+ ranks, Challenge Basics feat

Favored Attributes: Wisdom, Intelligence, Strength

Class Skills: Athletics, Blend, Haggle, Investigate, Notice, Search, Survival, Sense Motive, Sneak, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Done Your Research: With a little aid from the local lore, you can find all you need about your bounty. You may spend an action die to increase your threat range with attacks and skill checks by 1 for each study you have relating to your target (maximum of 2). This lasts until you have scored a number of threats equal to your Wis modifier (minimum 1) or

until the end of the scene, whichever comes first.

CLASS ABILITIES

Bounty Hunter: A Hunter is defined first and foremost by the prey they stalk. Pick one of the following bounties:

- Animals (*Animal type*)
- Any 2 faiths (*Alignment Interest*)
- Any 2 nations (*possessing the appropriate Native Culture Study*)
- Beasts (*Beast type*)
- Criminals (*possessing any appropriate Interests, such as Study: Pickpocketing, or Language: Thieves' Cant*)
- Fey (*Fey type*)
- Flora (*Ooze or Plant type*)
- Folk (*Folk type*)
- Planar Threats (*Horror or Outsider type*)
- Spellcasters (*Caster Level of 1+*)
- The Created (*Construct or Elemental type*)
- The Restless (*Spirit or Undead Type*)

You gain 1 Reputation at the end of an adventure in which you defeat a mob of standard characters of your bounty, and another 1 Reputation for each special character of that bounty you defeat. Also, once per session you may reroll a single failed skill check or saving throw targeting or prompted by a character of your bounty.

At Level 4, you may choose an additional bounty for a total of 2. You may earn the Reputation award for defeating a standard mob up to twice per adventure.

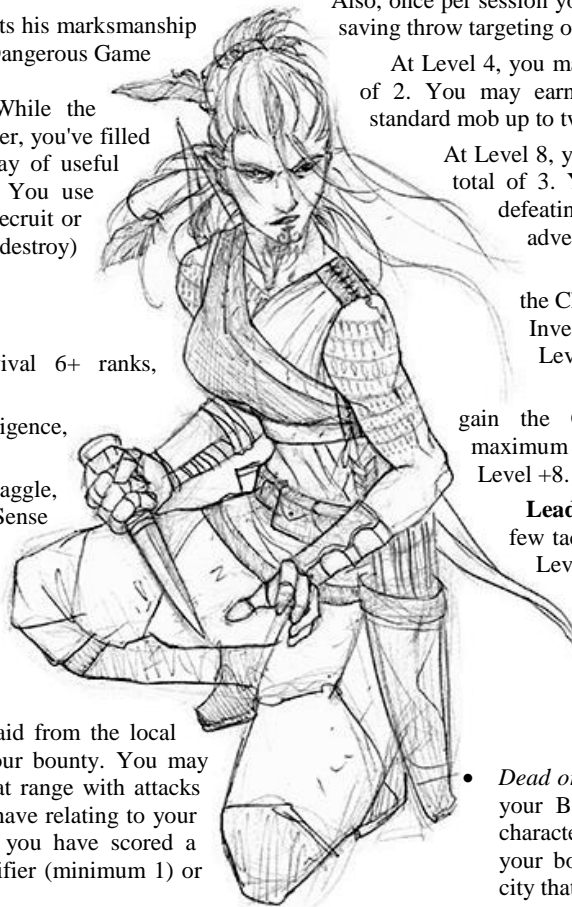
At Level 8, you may choose an additional bounty for a total of 3. You may earn the Reputation award for defeating a standard mob up to three times per adventure.

Challenge Seeker I: At level 2, you gain the Challenge Mastery feat, and your maximum Investigate rank increases to your Career Level +5.

Challenge Seeker II: At level 7, you gain the Challenge Supremacy feat, and your maximum Investigate rank increases to your Career Level +8.

Leads: While on the prowl, you always keep a few tactics and tools in your mind and pack. At Levels 3, 5, 7, and 9, you may choose one of the following abilities. Each of these abilities may only be chosen once.

- *Between the Scales:* It costs you 1 fewer action dice to activate critical hits against characters of your bounty (minimum 0).
- *Dead or Alive (city):* The Reputation gained from your Bounty Hunter ability reward for special characters increases by 1 from kills, or by 2 if your bounty is captured and brought alive to a city that desires such a capture.



HUNTER (LTI) (EXPERT CLASS)



Table X.X: Hunter

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+2	+1	+0	+1	+2	+0	+1	Bounty hunter, <i>done your research</i>
2	+1	+3	+2	+0	+1	+3	+0	+1	Challenge seeker I
3	+2	+3	+2	+1	+2	+4	+1	+2	Leads
4	+3	+4	+2	+1	+2	+5	+1	+2	Bounty hunter, predator
5	+3	+4	+3	+1	+3	+5	+1	+3	Leads
6	+4	+5	+3	+2	+4	+6	+2	+3	Of books and blades
7	+5	+5	+4	+2	+4	+7	+2	+4	Challenge seeker II, leads
8	+6	+6	+4	+2	+5	+8	+2	+4	Bounty hunter, my only weakness!
9	+6	+6	+4	+3	+5	+9	+3	+5	Leads
10	+7	+7	+5	+3	+6	+10	+3	+5	Hunter's guild

- **Expertise:** Choose one skill: Athletics, Blend, Haggle, Investigate, Notice, Search, Sense Motive, Sneak, Survival, Tactics. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Huntsman's Turning:** Choose one bounty. Once per combat, you may turn characters of this Type or description (see *Fantasy Craft*, page. 223).
- **Keen Senses:** Your visual, hearing, and scent range increments increase by 20 ft.
- **Know Thy Enemy:** You gain the Mark feat, and you may learn any Save bonus or Wound total of characters of your bounty in place of skills when you use your Mark feat.
- **No Escape:** When tracking a character of your bounty, you suffer no penalty for moving up to your full Speed while making a Track check, and if you move no faster than 1/2 Speed (rounded down), you do not permanently lose a trail until you fail 3 Track checks in a row.
- **Sneak Attack:** You gain an additional die of sneak attack damage.

Predator: At Level 4, you gain 1 Heroic or Military Renown.

Of Books and Blades: At Level 6, you may choose to gain 1 additional interest and proficiency, or 2 of either.

My Only Weakness!: Your sources have whispered to you the secrets of defeat for your chosen bounty. Once per adventure, at Level 8, you may produce and hold aloft an object that serves to ward, repel, or weaken a character of one of your bounties in its presence as a full-round action. So long as the repellent object remains within Close Quarters of the specified character, their Error ranges with Skill Attack checks vs you and your allies in increased by an amount equal to your starting action dice, and if you possess any studies relevant to the character then all their attributes are further reduced by one. An object produced in this way is lost at the end of the scene.

Hunter's Guild: Your legend as a Hunter has grown, earning you a place among your comrades in the thrill of the hunt. At Level 14, action dice you and your allies roll to boost attacks, damage or opposed skill checks against your bounties increase by 1 die type (d4s become d6s, d8s become d10s, etc.). Also, you gain a contact with an XP value no greater than 30 and a Trust level of Associate. This contact doesn't represent a particular person, but instead represents calling upon you fame within the Hunter's Guild to solicit help from a random Hunter's Guild member. You can upgrade this contact with Reputation as normal, and it does not count as a Prize for you. Also, you gain the Safe House feat. This

feat functions so long as there are at least 40 people within a 25-mile radius (e.g. a small swamp-side dock, a nomad camp in a vast desert, etc.) or 1 Hunter's Guild member NPC present, as you find shelter with a Hunter's Guild member. Finally, one holding you own is upgraded with the Trophy Room special room at no cost, and taking up no special room allotment in the holding.

NPC CLASS ABILITIES

The following new class abilities from the Hunter expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Between the Scales (must have a Bounty)	2
Bounty (from Bounty Hunter ability)	1 per bounty
Huntsman's Turning (must have a Bounty)	2
No Escape (must have a Bounty)	4
Sneak attack	2 per grade

Class design by Curator with help from the Crafty forum-ites.

Art by angellasasser of deviantART.

