

The
Imperial
Age



◆ Advanced Class: Monster Hunter ◆

William Stanton held the oil lamp as he led his employer through the sewers. It shook violently in his hand. Billy was normally an adept rat catcher, but there was something new hunting in the sewers, something that fought back. Billy was content to leave well enough alone and find another occupation. Unfortunately, he stumbled into Dr. Wolfgang Ritter while drinking in memory of one of his former friends and victim.

"Steady hand, Billy," Dr. Ritter said in a thick German accent as he followed behind him. "We will find this elusive creature, I assure you."

"Easy for you to say," Billy complained, "you're the one with all the weapons."

"And you would be too if I didn't think you'd just start shooting at shadows!" Dr. Ritter hissed. He put his hand on William's shoulder. The rat catcher almost jumped out of his skin. "Wait. Give me that lamp."

Billy hesitantly did so. Dr. Ritter crouched down, examining the dirty stone floor beside the flow of waste. "There are tracks here, fresh by the look of them. We're close now; I can feel it. All we need is the proper bait." Dr. Ritter opened a small sack that hung from his belt.

"What's that, a hunk of cheese?" Billy asked lightly, trying to ease his tension.

Dr. Ritter didn't answer him. Instead, he silently pulled out the decomposed remains of a human forearm. If Billy weren't so used to pungent smells, he would have lost his supper. Dr. Ritter placed it on the ground and slowly stepped back, gesturing for Billy to follow him. They hid out of sight in a nearby alcove.

"Now what?" Billy whispered.



“We wait,” Dr. Ritter answered. “Quietly.”

They didn’t have to wait long. After a few minutes, Billy was certain that he heard a shuffling sound, like a rat sniffing around. Only this sound was much louder. He tried to calm himself as Dr. Ritter invited him to take a look.

Look he did. And what he saw frightened the young rat catcher to his core. It was like some devilish retribution for all of the rats he killed in the course of his work. What was hunched in front of him and sniffing at the rotting flesh was a bizarre combination of human and rat.

“Now what?” Billy whispered, praying that Dr. Ritter would advise a retreat. He would have no such luck.

Dr. Ritter produced two revolvers. He handed one to Billy. “Now, my young friend, we blast that unholy beast back to the nether region from whence it came!”

Monster Hunters are dedicated to ridding the world of unnatural menaces. While universal in mission, they are diverse in their approaches. Some Monster Hunters are educated scholars who execute careful plans. Others walk in where angels fear to tread once they learn of a monster’s presence. Some Monster Hunters specialize in ridding the world of one type of monster, while others have a more general mission. Some Monster Hunters will work for an organization, while others prefer to work alone. The quintessential Monster Hunter is Abraham Van Helsing, Dracula’s nemesis.

REQUIREMENTS

To qualify to become a Monster Hunter, a character must fulfil the following criteria:

Base Attack Bonus: +3

Skills: Knowledge (arcane lore) 6 ranks

Feat: Stealth

CLASS INFORMATION

Hit Die: The Monster Hunter gains 1d10 hit points per level. The character’s Constitution modifier applies.

Action Points: The Monster Hunter gains a number of action points equal to 5 + one-half his character level, rounded down, every time she achieves a new level in this class.

Level	BAB	Fort	Ref	Will	Special	Def	Reputation
1	+0	+1	+2	+0	Arcane Research	+1	+2
2	+1	+2	+3	+0	Swift Track	+2	+2
3	+2	+2	+3	+1	Bonus Feat, Fearless	+2	+2
4	+3	+2	+4	+1	Leader of the Pack, Supernatural Strike	+3	+3
5	+3	+3	+4	+1	Improved Stealth	+4	+3
6	+4	+3	+5	+2	Bonus Feat, Deep Pockets	+4	+3
7	+5	+4	+5	+2	Legendary Reputation	+5	+4
8	+6	+4	+6	+2	Second Chance	+6	+4
9	+6	+4	+6	+3	Bonus Feat	+6	+4
10	+7	+5	+7	+3	Redemption	+7	+5

Class Skills: The Monster Hunter's class skills are as follows: Balance (Dex), Concentration (Con), Demolitions (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language, Research (Int), Ride (Dex), Search (Int), Speak Language, Spot (Wis), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int Modifier

CLASS FEATURES

Arcane Research: At 1st level, the Monster Hunter is adept at researching information about monsters. When making a Knowledge (arcane lore) or Research check about monsters, the Monster Hunter may add his class level to the roll. The Monster Hunter may also add this bonus when using Investigate to determine a monster's involvement.

This ability is very useful for discovering a particular monster's strengths, weaknesses, and habits.

Swift Track: At 2nd level, the Monster Hunter may move at normal speed while using Track without taking the -5 penalty. If he does not already have it, the Monster Hunter gains the Track feat for free.

Bonus Feats: At 3rd, 6th, and 9th level, the Monster Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Monster Hunter must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Alertness, Archaic Weapons Proficiency, Brawl, Cautious, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Dodge, Heroic Surge, Improved Initiative, Point Blank Shot, Power Attack, Quick Draw, Quick Reload, Run, Toughness, Weapon Finesse, Weapon Focus.

Fearless: By 3rd level, the Monster Hunter has gained enough experience with his prey that he has learned to steel his nerves. The Monster Hunter gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Leader of the Pack: At 4th level, the Monster Hunter gains the benefit of the Leadership feat on allies in his fight against monsters. The bonus gained goes up to +2 if the Monster Hunter already has the Leadership feat.

Supernatural Strike: At 4th level, the Monster Hunter becomes adept at finding weak spots even when there are none. When a Monster Hunter rolls a threat against a creature normally unaffected by critical hits (such as a construct, ooze, or undead), he may check for a critical hit and deal the increased damage if the threat is confirmed. Creatures unaffected by massive damage are still unaffected by massive damage resulting from a critical hit.

Improved Stealth: At 5th level, the Monster Hunter becomes more adept at stalking monsters. He adds an extra +2 to Hide and Move Silently checks (this stacks with the Stealth feat).

Deep Pockets: At 6th level, the Monster Hunter has become so familiar with monster weaknesses that he tends to have useful defences immediately available to him. Whenever the Monster Hunter comes up against a monster he has already fought (or makes an Arcane Lore check at DC 25), he has a chance to produce a useful item out of his pockets (silver bullets for werewolves, a cross for vampires, etc.). This chance is equal to the Monster Hunter's class level x10 on a percentile roll. The exact nature of the defence is up to the Game Master, but it should aid the Monster Hunter in at least a minor way.

Legendary Reputation: By 7th level, a Monster Hunter will acquire a legendary reputation amongst his prey. Any monster



that recognizes the Monster Hunter and attacks him in combat becomes shaken unless they succeed on a Will saving throw. The DC of this saving throw is DC 10 + the Monster Hunter's Reputation bonus. If the monster fails the saving throw, it becomes shaken for a number of rounds equal to 1d6 + the Monster Hunter's Charisma modifier. A shaken monster incurs a -2 penalty on all attack rolls, saving throws, and skill checks. Once the shaken condition has expired, the monster is immune to the Legendary Reputation ability for the remainder of the combat. If the monster succeeds on the Will save, he or she is immune to the ability for 24 hours.

Second Chance: At 8th level, the Monster Hunter becomes difficult to defeat. By spending an action point, the Monster Hunter may re-roll any single check and keep the better of the two rolls.

Redemption: At 10th level, the Monster Hunter becomes so attuned to the prey he hunts that he can actually convince a monster of the sinful nature of its existence and cause it to perform an act of redemption. This need not be a lecture; the monster could be inspired by the Monster Hunter's unwavering dedication to his cause. Monster Hunters often use this ability when their prey has the upper hand.

By spending an action point, the Monster Hunter can inspire a monster to perform an act of redemption. The DC for a Will saving throw to resist this ability is equal to the Monster Hunter's class level + the Monster Hunter's key ability modifier. The ability score used is based on the nature of the inspiration (Cha for negotiation, Wis for dedication, Con for taking brutal punishment).

The form of redemption is based on how much the monster misses its saving throw and the GM's own genre sensibilities. A monster that just misses its saving throw may simply pause long enough to allow the Monster Hunter an opportunity to escape. A failure by two or three points may cause the monster to abandon its current plans. A failure by four or five points may cause the monster to actually aid the heroes in some way (perhaps turning against other monsters). A larger failure may cause the monster to surrender or even destroy itself.

NEW FEATS

Extensive Library

You have personal access to a large library and a number of related contacts.

Benefit: You gain a +2 to all Gather Information and Research checks.

Gentry

You have a noble title. While not considered part of the Peerage, you are addressed as "Sir" or "Dame" and are granted certain noble privileges. Baronets and Knights are considered gentry; only Baronet is an inherited title.

Benefit: Characters with this feat gain a +2 to Diplomacy checks. In addition, they are considered members of the upper class, and are awarded all perks appropriate to their station.

Special: Characters that choose this feat at first level may choose their title; this feat gained during play is usually a knighthood.

Leadership

You're a natural leader, good at coordinating and directing the efforts of others.

Prerequisites: Cha 13+

Benefit: If you direct or lead others in combat (taking a free action each round to do so), everyone on your side gets a +1 bonus on all checks (including initiative). However, if you're incapable of taking a free action on any round, your side loses the bonus until you recover. Characters can only be under the direction of one leader at a time, and may choose to change their leader as a free action. Characters under the influence of a leader must be able to hear and understand that leader's directions.

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The Imperial Age

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