



MODERN DZO:

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THRILLING TALES



ADVANCED CLASS

BIG GAME HUNTER

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Jeremiah Cole was a very ambitious man and he wasn't about to let some jungle savage ruin his diamond mining operation. That's why he called me in.

Normally, I don't hunt intelligent prey. Closest I came was a giant albino gorilla a few months back, and I still bear a scar across my cheek from a flint knife it fashioned. Heck, I've hunted quite a few exotic animals in my time, usually accompanied by some egghead or archaeologist searching for lost civilizations or hidden treasure. I enjoy the hunt, but I never considered myself a hit man.

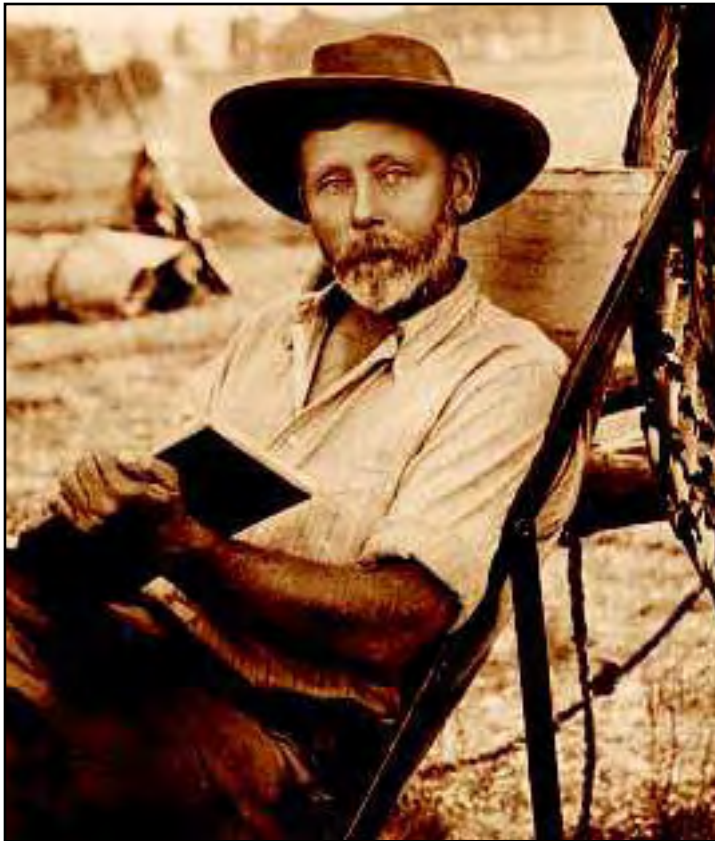
Mr. Cole wouldn't take "no" for an answer. He just kept upping the fee until he found my price. So here I am, in the heart of some African jungle, waiting for the jungle protector who was upset at Mr. Cole's treatment of the natives. I don't do politics.

I sat outside one of the newer mines as Mr. Cole's associates kept the natives moving. I remained in

the bushes, keeping an eye on the mine. I didn't have to wait long. The ground shook as a small herd of elephants stamped near the mine, overturning the trucks and smashing equipment. Everybody

scattered. I stayed put, readying my rifle. My patience paid off, for the one who sent the elephants soon swung into view. My jaw dropped.

I don't know what I was expecting. Mr. Cole had been very vague on details, and now I know why. I was expecting a native warrior, or maybe a colonial who'd gone native. Instead, I was staring at the most stunning woman I'd ever seen, dressed in animal skins that left little to the imagination.



Still, a job's a job, and I regretted having to pull the trigger.

The Big Game Hunter is an archetype of the Pulp genre. He travels to untamed forests and jungles around the world, searching for exotic trophies. The Big Game Hunter often doubles as a guide, leading

Celebrities, Field Scientists, and Fortune Hunters through thick jungles. In the Pulp, he is often the strong man that accompanies the main hero.

The Big Game Hunter is often a villain. He is a poacher, disregarding local laws and ignoring local traditions in search of his prey. In this role he represents the unwanted “colonial” interests that pillage the land. This makes him a frequent enemy of the Noble Savage.

REQUIREMENTS

To qualify to become a Big Game Hunter, a character must fulfill the following criteria:

Base Attack Bonus: +3

Skills: Navigate (6 ranks), Spot (6 ranks)

Feats: Archaic Weapons Proficiency or Personal Firearms Proficiency, Track

CLASS INFORMATION

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

Action Points: The Big Game Hunter gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Big Game Hunter’s class skills are as follows: Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (earth and life sciences) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language, Ride (Dex), Speak Language, Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int Modifier

CLASS FEATURES

The following features pertain to the Big Game Hunter advanced class.

Ranged Weapon Focus: At 1st level, a Big Game Hunter gains the Weapon Focus class feature, providing the benefit of the feat with the same name.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+0	Ranged Weapon Focus, Swift Track	+1	+1
2nd	+2	+2	+2	+0	Henchman, Marksman	+1	+1
3rd	+3	+2	+3	+1	Bonus Feat	+2	+1
4th	+3	+2	+3	+1	Camouflage	+2	+2
5th	+4	+3	+4	+1	Henchman, Ranged Weapon Specialization	+3	+2
6th	+5	+3	+4	+2	Bonus Feat, Spot Prey	+3	+2
7th	+6	+4	+5	+2	Improved Critical	+4	+3
8th	+6	+4	+5	+2	Henchman	+4	+3
9th	+7	+4	+6	+3	Bonus Feat	+5	+3
10th	+8	+5	+6	+3	One Shot, One Kill	+5	+4

The Big Game Hunter chooses a specific ranged weapon. While Big Game Hunters usually choose a rifle, there are Big Game Hunters who prefer the elegance of a bow, crossbow, or spear. The Big Game Hunter must be proficient with the chosen weapon. The Big Game Hunter adds +1 to all attack rolls made using the selected weapon.

Swift Track: At 1st level, the Big Game Hunter may move at normal speed while using Track without taking the -5 penalty.

Henchman: At 2nd, 5th, and 8th level, the Big Game Hunter receives a loyal henchman who travels with him on his hunts. This henchman is an Ordinary of at least three levels lower than the Big Game Hunter. The Henchman is a full-fledged NPC, which could be developed jointly with the Player and Gamemaster. Unlike other hired help, the Henchman is unflinchingly loyal to the Big Game Hunter.

Marksman: The Big Game Hunter is an expert shot. At 2nd level he gains the Far Shot feat for free, or the Dead Aim feat if he already possesses the Far Shot feat.

Bonus Feat: At 3rd, 6th and 9th level, the Big Game Hunter gets a bonus feat, which must be taken from the following list. New feats appear in italics, and are described at the end of this document.

Alertness, Athletic, Brawl, Cautious, Dead Aim, Dodge, Drive-By Attack, Endurance, *Gone Native*, Great Fortitude, Guide, Improved Brawl, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Reload, Run, Shot on the



Run, Stealthy, Surface Vehicle Operation, Weapon Focus.

Camouflage: The Big Game Hunter is first and foremost a hunter. At 4th level he knows how to use his natural surroundings to his advantage while laying in wait for a target. When a Big Game Hunter has had a few minutes to conceal himself, characters attempting to target him have a 50% miss chance.

Spot Prey: The Big Game Hunter can spot prey even in hiding. Whenever the Big Game Hunter's target is concealed, the Big Game Hunter subtracts 20% from the miss chance before rolling. By spending an action point, the Big Game Hunter can eliminate the miss

chance altogether.

Ranged Weapon Specialization: At 5th level, a Big Game Hunter gains weapon specialization with a specific ranged weapon that he has applied to the Weapon Focus feat or class feature. The Big Game Hunter gets a +2 bonus on damage rolls with the chosen weapon.

Improved Critical: At 7th level, the Big Game Hunter may improve the critical threat range of the weapon he chose for Ranged Weapon Specialization by one.

One Shot, One Kill: At 10th level, the Big Game Hunter has honed the ability to take down his prey in a single shot. All threats made with the weapon chosen for Ranged Weapon Specialization is automatically considered a critical hit.

NEW FEAT

Gone Native

You've spent so much time in a particular exotic locale that you've started to understand and emulate their ways. This has given you greater expertise in this particular culture, but has a negative impact on those who feel you've turned your back on their ways.

Prerequisite: Speak Language in the culture you're adopting.

Benefit: You gain a +2 to all Diplomacy, Gather Information, and Knowledge checks that involve the culture you've adopted. In addition, you suffer no Attitude penalties that would normally be given to someone from your original culture. Unfortunately, members of your original culture treat you as one Attitude level lower than they normally would.

