

## BOUNTY HUNTER (Anti-Rogue)

Alignment: Any Lawful. (Not the “law of the land”, but rather a higher law of the Hunter’s Creed)

Hit Die: d8.

Skill Points: 4 per level (plus Int modifier)

Class Skills: The bounty hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Weapon and Armor Proficiency: A bounty hunter's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all bounty hunters are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size bounty hunters are also proficient with certain weapons that are too big for Small bounty hunters to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Bounty hunters are proficient with medium, light, and heavy armor but not with shields.

TABLE: The Bounty Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Sneak attack +1d6
2	+1	+3	+3	+0	Track
3	+2	+3	+3	+1	Infamy (cunning)
4	+3	+4	+4	+1	Sneak attack +2d6
5	+3	+4	+4	+1	Improved subdual (no -4 penalty)
6	+4	+5	+5	+2	Infamy (vigor)
7	+5	+5	+5	+2	Sneak attack +3d6
8	+6/+1	+6	+6	+2	
9	+6/+1	+6	+6	+3	Infamy (fear mastery)
10	+7/+2	+7	+7	+3	Sneak attack +4d6
11	+8/+3	+7	+7	+3	
12	+9/+4	+8	+8	+4	Infamy (improved vigor)
13	+9/+4	+8	+8	+4	Sneak attack +5d6
14	+10/+5	+9	+9	+4	
15	+11/+6/+1	+9	+9	+5	Improved subdual (sneak attack)
16	+12/+7/+2	+10	+10	+5	Sneak attack +6d6
17	+12/+7/+2	+10	+10	+5	Infamy (improved fear mastery)
18	+13/+8/+3	+11	+11	+6	
19	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20	+15/+10/+5	+12	+12	+6	

Improved Subdual: At 4<sup>th</sup> level, a bounty hunter gains the ability to inflict subdual damage with any bashing weapon or the blunt side of a sword without a –4 penalty. The bounty hunter must state that they are choosing to use this ability at the time of the attack. At 15<sup>th</sup> level, a sneak attack of this type will also become subdual.

Traps: Bounty Hunters (and rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Bounty Hunters (and rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A bounty hunter who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure

out how it works, and bypass it (with his party) without disarming it.

**Infamy:** A bounty hunter can draw vigor, cunning, and fear mastery from the infamy they have acquired. Only by successfully capturing rewards for wanted individuals can they successfully unlock these abilities, however. A bounty hunter who becomes non-lawful loses these qualities.

**Vigor:** Activating this ability as a free action once per day, the bounty hunter gains +2 morale bonus to Str for the rest of the hour. Afterward, the bounty hunter is fatigued for one hour. (Improved vigor grants +4 str).

**Cunning:** With this ability the bounty hunter may apply additionally her wisdom bonus to the following skill checks: Intimidate, Gather Information, and Move Silently.

**Fear Mastery (Ex):** With this ability a bounty hunter is immune to all magical and mundane fear effects.

**Improved Fear Mastery (Ex):** With this ability the bounty hunter is not only fearless, but can also unsettle foes with her mere presence. The ability takes effect automatically whenever the bounty hunter attacks. Sentient humanoids within a radius of 15 feet are subject to the effect if they have fewer HD than the bounty hunter.

A potentially affected foe that succeeds at a Will save (DC 5 + 1/2 bounty hunter level) remains immune to that bounty hunter's frightful presence for one day. On a failure, foes with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Bounty hunters with fear mastery ignore the frightful presence of other bounty hunters.

**Ex-Hunter:** A hunter who has disregarded the Hunter's Creed or through acts of lawlessness has had a bounty posted on their head is no longer seen as a member of the bounty hunter community. Their only hope for redemption as a hunter is to successfully assume a new identity. All previous infamy must be re-earned under the auspices of this new identity.

**Hunter's Creed:** For an example Hunter's Creed see [http://patrick\\_x99.tripod.com/Creed.html](http://patrick_x99.tripod.com/Creed.html). Depending on the campaign setting, these laws may vary.