

# Bounty Hunter

The bounty hunters are a rare find and being as quaint and charming as they already are, they are very clever people that never reveal their true identity. They survey town after town searching for their bounty (normally fugitives running from a state that are worth gold). They pick up indications and clues from person to person using either persuasiveness or good old-fashion force.

**Adventures:** Bounty hunters adventure to capture fugitives and criminals wanted for money. (a.k.a. the bounty). The question really is: why do they become bounty hunters in the first place? Normally, those that take this profession do so for purposes of the reward gained from the fugitive, law enforcement, or a legal way to fight people and make an income why even doing some illegal things on the side.

**Characteristics:** Bounty hunters are much different from the common rogue and even assassins because for one they are always of neutral alignment. They also are much different because they are not hired by anyone like assassins. They just catch fugitives and turn them in to those seeking such runaways for reward. Bounty hunters have exceptional tracking skills and great with hand-to-hand combat.

**Alignment:** Hunters are always drawn to more neutral alignments (n, cn, ln, or ng and sometimes ne).

**Deity:** Hunters worship gods and goddesses dedicated to law, justice, money, or war. Hunters also worship gods and goddesses of intuition or even harmony.

**Background:** Bounty hunters usually come from a background of a thief or a fighter that just can't deal with the normal life of a strict law enforcer. Sometimes they become bounty hunters just so they can fight legally and collect pay. The sheer thrill of beating up people and dragging them in becomes the lure.

**Race:** Any race can be a bounty hunter. Hunters are more than likely to be human.

**Other Classes:** Hunters tend to have a dislike for rogues types or criminals.

**Abilities:** Dexterity is a hunter's best strength and charisma is vital also. You should always favor wisdom over anything. Also, make sure your knowledge is in order so you can receive more skill points.

**Hit Die:** d8

## Class Skills

The Bounty Hunter's class skills (and key abilities for each skill) are balance (dex), bluff (Cha), climb (str), concentration (con), craft (int), diplomacy (cha), disable device (int), disguise (cha), escape artist (dex), forgery (int), gather informa-tion (cha), hide (dex), intimidate (cha), jump (str), knowledge (nobility and royalty)(int), knowledge (geography) (int), knowledge (history) (int), knowledge (local) (int), listen (wis), move silently (dex), open lock (dex), perform (cha), profession (wis), search (int), sense motive (wis), sleight of hand (dex), spot (wis), survival (wis), tumble (dex) and use magic device (cha). See Chapter 4 of the *Player's Handbook* for skill descriptions

**Skill points at 1st level:** (8+Int Modifier) x4

**Skill Points at each level:** 8+Int Modifier

## Class Features

All of the following are class skills of the Bounty Hunter:

**Player's Handbook Feats/Special Abilities:** Certain Feats and Special Abilities (track, uncanny dodge, evasion and hide in plain sight) come from chapters 3 and 5 of the *Player's Handbook*. For descriptions of these feats and abilities search threw these chapters. See table 1-1 for the levels in which you obtain these abilities.

**Weapon and Armor Proficiency:** Bounty Hunters are proficient with simple and martial weapons. They are only proficient with light armor but are not proficient with any sorts of shield or protective objects.

**Self-Defense Combinations:** At 1st level a Hunter is able to do use graceful wristlocks and self-defense procedures. If you are attacked with a standard punch or if you charged at with by tiny weapon (ex: dagger) you automatically prevent any damage.

**Duel Combat Strike:** At level 2 you can become exceptionally good at dueling. You will receive a +2 bonus to balance, concentration, and escape artist checks during a duel.

**Hand and Foot Attacks:** At 3rd level you learn to use various skills of punches and kicks. You receive +1 damage to all of your punching and kicking attacks. This ability also goes for chops and other martial attacks (elbowing, kneeling, pressure attacks, ect.)

**Charming Persuasion:** At 4th level you are able to persuade someone by using charm. You receive a +4 bonus to all intimidate checks.

**Forceful Persuasion:** At 6th level you are able to persuade someone by using force. You receive a +6 bonus to all intimidate checks.

**Bonus Feat:** Every 4 levels you gain a bonus feat.

Table 1-1 The Bounty Hunter

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+3	+0	self-defense combinations, bonus feat
2	+1	+0	+3	+0	track
3	+2	+1	+4	+1	
4	+3	+1	+4	+1	charming persuasion, bonus feat
5	+3	+1	+5	+1	uncanny dodge
6	+4	+2	+5	+2	forceful persuasion
7	+5	+2	+6	+2	
8	+6/+1	+2	+6	+2	bonus feat
9	+6/+1	+3	+7	+3	
10	+7/+2	+3	+7	+3	evasion
11	+8/+3	+3	+8	+3	
12	+9/+4	+4	+8	+4	bonus feat
13	+9/+4	+4	+9	+4	
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+10	+5	
16	+12/+7/+2	+5	+10	+5	bonus feat
17	+12/+7/+2	+5	+11	+5	
18	+13/+8/+3	+6	+11	+6	hide in plain sight
19	+14/+9/+4	+6	+12	+6	
20	+15/+10/+5	+6	+12	+6	bonus feat

To use this class document you must have a copy of the *Player's Handbook*, which is a trademark of *Wizards of the Coast*. This document is a trademark owned by Mason Ruhstorfer. If you have any questions or compliments (which I love by the way) feel free to email me at [mason11402@hotmail.com](mailto:mason11402@hotmail.com). I will happily throw out any complaints about my class.

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