

THE GREAT HUNTERS OF GREY MOUNTAIN

The great hunters is a famed and legendary clan indeed. Their history is long and impressive. They are by far the very best at what they do. Hunting down and killing large and dangerous prey that none other dare lay a hand upon.



Hit Die: d10

REQUIREMENTS

To qualify to become a Great Hunter, a character must fulfill all the following criteria.

Alignment: Any

Base Attack Bonus: +6

Skills: Survival 10 ranks, Move Silently 10 ranks, Hide 10 ranks, Craft (Bow) 10 ranks, Spot 10 ranks

Feats: Track, Favored Enemy Strike, Favored Enemy Critical, Weapon Focus (any bow)

Special: Must be accepted by another member of the clan.

Special: Favored enemy class ability

CLASS SKILLS

The Great Hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Int), Hide (Dex), Jump (Str), Knowledge Nature (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Survival (Wis).

Skill Points at Each Level: 4 +
Int modifier

CLASS FEATURES

All of the following are class features of the Great Hunter prestige class.

Weapon and Armor proficiency:

A Great Hunter is proficient with all simple and martial weapons, light armor, medium armor and shields.

Favored Enemy Progression:

You continue to progress, e.g. gaining favored enemies as though you had continued taking ranger levels or

another class gaining you favored enemies.

Extra Favored Enemy (Ex): The hunter gains the Extra Favored Enemy feat from the book *Masters of the Wild*. You also gain this feat at 5th and 9th level.

Arrows of the Hunt (Su): You create 5 special prepared arrows per bonus of the favored enemy the arrows are made for. These arrows count as being keen and +1. The arrows only have these effects against creatures of the type they are made for. Making arrows of the hunt takes one day, and the DC to make them is 15. Each arrow lasts for a year and a day. There are no costs involved in creating the arrows.

Master Slayer (Su): All your melee and ranged attacks against favored enemies are considered made by a weapon with the following weapon qualities magic, alchemical silver, adamantium, cold iron, good and evil.

Master Tracker (Ex): You have mastered the art of tracking. You can always take 10 on track checks, even when taking a double move. You also count as having the Swift Tracker Ranger ability. If you already have this ability you take no penalty while tracking at your normal speed, and only a -5 penalty when moving at twice your normal speed.

Sniff out Location (Ex): If the hunter spends a day in an area within 1 mile/class level of an area inhabited by a creature which is one of his favored enemies, he can make a track check against a DC of 15 + the creature's HD + its size modifier for AC. A successful track check reveals a

trail leading to the creature's lair. At the end of the day, the hunter is at the entrance of the lair.

Legendary Tracker (Ex): At this time the hunter's mastering of the track skill is so great that he can track creatures with trackless step or similar effects.

Hunter Great Bow (Item): You get a Hunter Great Bow from the clan's best bowmaker. It is a composite masterwork mighty longbow at the hunter's strength. This bow is magically enchanted, with a +2 enhancement bonus. The bonus is +5 against favored enemies. It cannot be sold or given away, that would be a disgrace to the entire clan and to the bowmaker.

Arrows of the Great Hunt (Su): You create 1 special prepared arrow per favored enemy bonus of the favored enemy the arrows are made for. These arrows count as being keen and +5. In addition every critical threat is automatically a critical. The arrows have only these effects against creatures of the type they are made for. Each arrow takes one day to make, and the DC to make them is 25. Each arrow lasts for a year and a day. There are no costs involved in creating the arrows.

Legendary Hunter (Ex): The Great Hunter can make a very dangerous strike against a favored enemy once per day per favored enemy bonus of the particular favored enemy. This strike gets a bonus to attack and damage equal to the Great Hunter's class level. You can attack different favored enemies with this attack the same day. Say, if you have three favored enemies, then you can

make three strikes against the first one, two against the second and one against the third. This ability can be used both for ranged and melee attacks. The ability may only be used ones per

round. Creatures immune to critical hits is immune to the extra damage. However, if you have the feat Supernatural Blow (Critical), the extra damage still applies.

| Class Level | Base Attack bonus | Fort Save | Ref Save | Will Save | Special | Favored Enemy Progression |
|-------------|-------------------|-----------|----------|-----------|---|----------------------------|
| 1st | +1 | +2 | +0 | +0 | Extra Favored Enemy | +1 level of existing class |
| 2nd | +2 | +3 | +0 | +0 | Arrows of the Hunt | +1 level of existing class |
| 3rd | +3 | +3 | +1 | +1 | Master Slayer | +1 level of existing class |
| 4th | +4 | +4 | +1 | +1 | Master Tracker | +1 level of existing class |
| 5th | +5 | +4 | +1 | +1 | Sniff out Location, Extra Favored Enemy | +1 level of existing class |
| 6th | +6 | +5 | +2 | +2 | Legendary Tracker | +1 level of existing class |
| 7th | +7 | +5 | +2 | +2 | Hunter Great Bow | +1 level of existing class |
| 8th | +8 | +6 | +2 | +2 | Arrows of the Great Hunt | +1 level of existing class |
| 9th | +9 | +6 | +3 | +3 | Extra Favored Enemy | +1 level of existing class |
| 10th | +10 | +7 | +3 | +3 | Legendary Hunter | +1 level of existing class |