

Hunter

The Hunter is an expert at hunting and destroying creatures of Shadow. She is more specialised than the Shadow Slayer, and is therefore better at killing specific breeds of Shadow creatures.

Select this advanced class if you want your character to be the best at fighting certain types of Shadow creatures. The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Concentration 6 ranks, Survival 6 ranks

Feat: Track

Class Information

The following information pertains to the Hunter advanced class.

Hit die

The Hunter gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Hunter gains a number of action points equal to 6+ one-half her character level, rounded down, every time she attains a new level in this class.

Class skills

The Hunter's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Table: The Hunter

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+1	+1	+1	Detect shadow	+1	+0
2nd	+1	+2	+2	+2	Shadow enemy	+1	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Low-light vision	+2	+1
5th	+3	+3	+3	+3	Shadow enemy	+3	+1
6th	+4	+3	+3	+3	Bonus feat	+3	+2
7th	+5	+4	+4	+4	Sense shadow	+4	+2
8th	+6	+4	+4	+4	Shadow enemy	+4	+2
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Foe hunter	+5	+3

CLASS FEATURES

All of the following are features of the Hunter advanced class.

Detect Shadow

A Hunter is uncannily aware of the denizens of Shadow and the true nature of reality. Once per day per the Hunter's level in this advanced class, the Hunter can sense the presence of a denizen of Shadow. In most campaigns any creatures other than humans, animals, and vermin are considered denizens of Shadow. Using this talent is an attack action that requires concentration. It has a range of 30 feet and lasts as long as the Hunter concentrates, up to a number of rounds equal to the Hunter's level in this advanced class.

The amount of information gleaned by this uncanny awareness depends on how long the Hunter focuses his attention.

1st Round: Presence or absence of Shadow creatures.

2nd Round: Number of Shadow auras (creatures or objects of Shadow) in the area and the power of the strongest Shadow aura present. If the power of the strongest Shadow aura is "overwhelming," and has a rating of at least twice the Hunter's character level, the Hunter is stunned for 1 round and the use of

this ability ends. While stunned, the Hunter can't act, he loses any Dexterity bonus to Defense, and attackers gain a +2 bonus on attacks made against him.

3rd Round: The power of each Shadow aura in the area becomes clear. If an aura is outside the Slayer's line of sight, then he discerns its direction but not its exact location.

Shadow Aura: A creature of Shadow emanates an aura that links it to the supernatural dimension. The power of a Shadow aura depends on the type of creature or object emitting the aura and its Hit Dice or caster level.

Creature/Object	Rating
Outsider	HD
Magic item or spell	Caster level x 1/2
Aberration, construct, dragon, elemental, undead creature	HD x 1/2
All other denizens of Shadow	HD x 1/5

Rating	Aura Power
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

If an aura falls into more than one strength category (for instance, if a creature and a magic item are in the same place and each emits an aura), the ability indicates the stronger of the two.

Length Aura Lingers: How long a Shadow aura lingers after the creature or object has vacated the location depends on the aura's original strength.

Original Aura Power	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, a Hunter can turn to detect the presence of Shadow in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt blocks it.

Shadow Enemy

At 2nd, 5th, and 8th level, a Hunter selects a type of Shadow creature as a favored enemy. Due to her extensive study of these foes and training in the proper techniques for combating them, the Hunter gains a +1 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. He also gets a +1 bonus on weapon damage rolls against creatures of this type.

At each level after 2nd (or 5th or 8th, for further Shadow Enemies) the Hunter may add +1 to the value of the bonus against each of his favored enemy types.

Shadow Enemy Type

Aberration
Construct
Dragon
Elemental
Fey
Giant
Humanoid
Magical beast
Monstrous humanoid
Outsider
Undead

Bonus Feats

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

Archaic Weapons Proficiency, Armour Proficiency (light), Dead Aim, Dodge, Elusive Target, Far Shot, Iron Will, Mobility, Personal Firearms Proficiency, Point Blank Shot, Run, Weapon Focus.

Low-light Vision

At 4th level, a Hunter develops the ability to see twice as far as normal in poor lighting conditions. She can still distinguish colors, even in dim lighting

Sense Shadow

At 7th level, a Hunter develops the ability to detect creatures of Shadow instinctively. She is always aware of presence or absence of those creatures of Shadow she has selected as part of her Shadow Enemy ability if they are within her Detect Shadow range. She also knows which type of creature is triggering the ability. She must still use one daily use of her Detect Shadow ability to determine Numbers and Power, and this does not alter the time necessary to use the Detect Shadow ability (2 rounds for Numbers and Power of strongest, 3 rounds for Power of all).

Foe Hunter

At 10th level, a Hunter is an expert at damaging those creatures she focuses her abilities towards. Any attacks which qualifies as a critical threat against any creature that she has selected as part of her Shadow Enemy ability does double damage. If the critical hit is confirmed, the attack instead does triple damage. If the weapon normally does more than double damage on a critical hit, increase the multiplier by 1 (x2 becomes x3, x3 becomes x4).