



## BOUNTY HUNTER PRESTIGE CLASS:

Bounty Hunters are those people who dedicate themselves to hunting people who have a price on their heads, dead or alive, whatever condition the employer wants. Bounty Hunters are skilled trackers and combatants, they are relentless and some ruthless, but at the end of the day it's the money and their reputation that matters to them.

In the Dragon Empire Bounty Hunter tend to form guilds, focal points where prospective employers can find those with the specific skills they want, and places to post the wanted information and reward details. Though there are also quite a lot of independent bounty Hunters, some are even so feared and respected the Bounty Hunter guilds do not try to pressure them into joining and paying a percentage of the rewards to them like every other member does.

**Hit Die:** d10

### Requirements

To qualify to become a Bounty Hunter, a character must fulfil all of the following criteria:

- **Feats:** Alertness, Track, Quickdraw, Point Blank Shot
- **Skills:** Gather Information 5 ranks, Intimidate 5 ranks, Move Silently 4 ranks, Spot 4 ranks.
- **Special:** Must have the Technical Proficiency
- **Base Attack:** +6.

### Class Skills

The Bounty Hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Demolitions(Int), Disguise (Cha), Forgery (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Repair (Int) Search (Int), Sense Motive (Wis), Spot (Wis), Wilderness lore (Dex) and Urban Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

### Class Features

All the following are class features of the Bounty Hunter prestige class:

- **Weapon and Armor Proficiency:** A Bounty Hunter is proficient with all high tech simple and martial weapons and all light, medium and heavy armors.
- **Relentless (Ex):** The Bounty Hunter learns to hunt down every clue to his quarry's whereabouts, as such they gain an insight bonus to Gather Information, Spot and Wilderness lore checks to determine the whereabouts of his quarry.
- **Streetwise:** The Bounty Hunters are at home in the urban environment in all quarters from highest to lowest, as such they gain a +4 competence bonus on all Streetwise checks.
- **Evasion:** Where an attack would normally allow a Reflex save, the Bounty Hunter only takes half damage, none if they make the saving throw. At 8<sup>th</sup> this improves to Improved Evasion, with this they taken no damage on all successful saving throws that allow a save for half. Even if they fail they only take half.





- **Uncanny Dodge:** At 2<sup>nd</sup> level a Bounty Hunter can retain Dex bonus to Ac in situations where it would normally be lost such as being caught flat footed, or being hit by an invisible being. At 5<sup>th</sup> level the Bounty Hunter can no longer be flanked, except by a Rogue of 4 levels higher than the bounty hunter. And finally at 10<sup>th</sup> the Bounty Hunter receives a +1 bonus to his Reflex saves that are made to avoid Traps.
- **Fast Tracking:** The Bounty Hunter no longer suffers a -5 penalty on Wilderness lore checks for Tracking at normal Speed.
- **Precise Strike:** The Bounty gains a bonus +1d6 damage when making single shots (no autofire) or single strikes against any creature. Precise strike does not work on any creature who is immune to Critical hits. This bonus damage increases to +2d6 at 6<sup>th</sup> level and +3d6 at 9<sup>th</sup>.
- **Improved Subdual (Ex):** A Bounty Hunter may use his Intelligence bonus on Damage rolls for any attack which deals only subdual damage.
- **Infamy:** At 7<sup>th</sup> level a Bounty Hunters reputation has spread and they are infamous, as such people tend to be more cooperative to their questioning granting them a +4 moral bonus to Intimidate and Bluff checks.

### The Bounty Hunter

Level	Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+0	+2	+0	Relentless, Streetwise
2 <sup>nd</sup>	+2	+0	+3	+0	Evasion, Uncanny dodge (Dex to AC)
3 <sup>rd</sup>	+3	+1	+3	+1	Fast Tracking, Precise Strike +1d6
4 <sup>th</sup>	+4	+1	+4	+1	Improved Subdual
5 <sup>th</sup>	+5	+1	+4	+1	Uncanny dodge (can't be flanked)
6 <sup>th</sup>	+6	+2	+5	+2	Precise Strike +2d6
7 <sup>th</sup>	+7	+2	+5	+2	Infamy
8 <sup>th</sup>	+8	+2	+6	+2	Improved Evasion
9 <sup>th</sup>	+9	+3	+6	+3	Precise Strike +3d6
10 <sup>th</sup>	+10	+3	+7	+3	Uncanny Dodge (+1 vs Traps)

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