

Bounty Hunter

| Level | Base Attack | Resist Save | Reflex Save | Will Save | Defense Bonus | Special Ability |
|-------|-------------|-------------|-------------|-----------|---------------|---------------------------|
| 01 | 1 | 2 | 2 | 0 | 1 | Track, Wild Empathy |
| 02 | 2 | 3 | 3 | 0 | 1 | Bonus Feat |
| 03 | 3 | 3 | 3 | 1 | 2 | Uncanny Dodge |
| 04 | 4 | 4 | 4 | 1 | 2 | |
| 05 | 5 | 4 | 4 | 1 | 3 | Trap Sense +1 |
| 06 | 6/1 | 5 | 5 | 2 | 3 | Bonus Feat |
| 07 | 7/2 | 5 | 5 | 2 | 3 | Improved Uncanny Dodge |
| 08 | 8/3 | 6 | 6 | 2 | 4 | Swift Tracker |
| 09 | 9/4 | 6 | 6 | 3 | 4 | Evasion |
| 10 | 10/5 | 7 | 7 | 3 | 5 | Bonus Feat, Trap Sense +2 |
| 11 | 11/6/1 | 7 | 7 | 3 | 5 | |
| 12 | 12/7/2 | 8 | 8 | 4 | 5 | Fast Movement +5 |
| 13 | 13/8/3 | 8 | 8 | 4 | 6 | |
| 14 | 14/9/4 | 9 | 9 | 4 | 6 | Bonus Feat |
| 15 | 15/10/5 | 9 | 9 | 5 | 7 | Trap Sense +3 |
| 16 | 16/11/6/1 | 10 | 10 | 5 | 7 | Fast Movement +10 |
| 17 | 17/12/7/2 | 10 | 10 | 5 | 7 | |
| 18 | 18/13/8/3 | 11 | 11 | 6 | 8 | Bonus Feat |
| 19 | 19/14/9/4 | 11 | 11 | 6 | 8 | |
| 20 | 20/15/10/5 | 12 | 12 | 6 | 9 | Trap Sense +4 |

A Bounty Hunter is a skilled hunter in urban environments. Skilled warriors built to bring justice down upon the wicked of the world.

Track- A Bounty Hunter adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy - A Bounty Hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Bounty Hunter rolls 1d20 and adds her Bounty Hunter level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Uncanny Dodge - At 3rd level, a Bounty Hunter gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught surprised by reflex attacks, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A Bounty Hunter with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a Bounty Hunter already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead

Trap Sense - At 5th level, a Bounty Hunter gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to PS score against attacks made by traps. These bonuses increase by +1 every five Bounty Hunter levels thereafter (10th, 15th, and 20th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 7th level and higher, a Bounty Hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the Bounty Hunter by flanking her, unless the attacker has at least four more rogue levels than the target has Bounty Hunter levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker - Beginning at 8th level, a Bounty Hunter can move at her normal speed while using Survival to follow tracks without taking the normal –10 penalty. She takes only a –30 penalty (instead of the normal –60) when moving at up to twice normal speed while tracking.

Evasion - At 9th level or higher, a Bounty Hunter can avoid damage from many area-effect attacks. If a Bounty Hunter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Bounty Hunter is wearing light armor or no armor. A helpless Bounty Hunter does not gain the benefit of evasion.

Fast Movement – At 12th level and higher, The Bounty Hunter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the Bounty Hunter's land speed.

Bonus Feat - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improvised Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Drive, Forgery, Gather Info, Intimidate, Jump, Knowledge Nature, Knowledge Area, Knowledge Law, Medical, Notice, Pilot, Profession, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device, Use Tech