

Bounty Hunter

Level	Base Attack	Save Bonus	AC Bonus	Ability
1	1	2	1	Track, Wild Empathy, Snare
2	2	3	1	Weapon Focus
3	3	3	2	
4	4	4	2	Trap, Trap Sense
5	5	4	3	
6	6	5	3	Extra Action, Quick Track, +1 use of Snare
7	7	5	3	
8	8	6	4	Pin Down, +1 use of Trap
9	9	6	4	
10	10	7	5	Ambush Sense
11	11	7	5	
12	12	8	5	Extra Action, +1 use of Snare
13	13	8	6	
14	14	9	6	
15	15	9	7	
16	16	10	7	+1 use of Trap
17	17	10	7	
18	18	11	8	Extra Action
19	19	11	8	
20	20	12	9	Pin Down Radius +40ft area

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. They can move and track taking a -10 to the skill at normal speed, or -60 at double speed.

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.

Snare – at level 1, a Bounty Hunter can target an single enemy within 120ft, the enemy must roll a will save DC 10 + Bounty Hunter Level or become Immobile till the subject can break the DC. The Bounty hunter gets 3/day uses of this ability.

Weapon Focus – at level 2, a Bounty Hunter favors a single weapon type and because of this when using that type of weapon they gain a +2 bonus on Focus with that weapon (This is stackable with bonuses from other classes)

Trap – At level 4, the Bounty Hunter can choose a 10ft spot where no one else is occupying within 120ft of them, the trap is triggered as a target makes a movement is made through the trap Avoidance save DC 10+WIS MOD vs 1d12 damage and Halts movement, the bounty hunter has 3/day.

Trap Sense – At level 4, the Bounty Hunter can sense traps nearby at a +10 Notice within 10ft of the trap

Quick Track - Beginning at 6th 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.

Extra Action – At 6th level, and again at 12th and 18th levels, the Bounty Hunter gains one extra action per round to make a second attack or make another movement action.

Pin Down – At 8th level, the Bounty hunter can cause a 20ft of their choosing and make them make a Will save DC 10+Will Mod vs immobile, lasts till save is broken or spell / ability is used to free themselves

Ambush Sense – At 10th level, the Bounty Hunter gains a bonus +20 Notice vs an Ambush from impending threats, letting them and allies to not be caught surprised.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Athletics, Atonement , Bluff, Craft, Drive, Forgery, Gather Info, Intimidate, Knowledge Nature, Knowledge Area, Knowledge Law, Medical, Notice, Profession, Stealth, Survival, Taunt, Tech

Class Saves: Avoidance, Will