

Bounty Hunter

Level	Atk +	Fort	Refl	Will	Special
1	1	2	2	0	Improved track, Spell List, Find Person (1/day), Greater Influence, Sneak Attack (1d6)
2	2	3	3	0	Stunning Attack, Death Attack, Poison Use
3	3	3	3	1	Greater Reflexes, Locate Person 2x
4	3	4	4	1	Sneak Attack (2d6)
5	4	4	4	1	
6	5	5	5	2	Greater Lore, Locate Person 3x
7	6	5	5	2	
8	7	6	6	2	Sneak Attack (3d6)
9	8	6	6	3	Greater Intuition, Locate Person 4x
10	9	7	7	3	Ensure Full Bounty

Requirements:

Hide: 8 Ranks

Move Silently: 10 Ranks

Intuit Direction: +5 Total

Feats: Track

Alignment: Any Evil or Neutral

Special: Have to have killed someone for money

Hit Die: d8

Skill Points: 4+Intelligence mod

Class Skills: Alchemy, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Gather Information, Heal, Hide, Intimidate, jump, Kno (arcana), Kno (Psychology), Listen, Move Silently, Perform, Profession, Read Lips, Ride, Scry, Search, Sense Motive, Speak Language, SpellCraft, Spot, Swim, Tumble, Use Rope.

Spells Per Day:

Level	1	2	3	4	
1	0				
2	0				Level 1- Detect Secret Doors, Charm Person, Sleep, Hypnotism, Magic Missile, Change Self, Command
3	1				
4	1	0			Level 2- Fog Cloud, Web, See Invisibility, Invisibility, Alter Self, Darkness, Darkvision, Knock, Undetectable Alignment
5	2	1			
6	2	1	0		
7	2	2	1		Level 3- Dispel Magic, NonDetection, Hold Person, Suggestion, Slow, Cure Serious Wounds
8	3	2	1	0	
9	3	2	2	1	Level 4- Dimensional Anchor, Lesser Gaes, Improved Invisibility,
10	3	3	2	1	Freedom of movement, Tongues. Scrying

Class Features

Spells: Beginning at first level Bounty Hunters gain the ability to cast a small number of arcane spells. To cast a spell, the Bounty Hunter must have an intelligence score of at least 10 + the

spells level, so a Bounty Hunter with an intelligence score of 10 or lower cannot cast these spells. Bounty Hunter bonus spells are based on Intelligence, and saving throws against these spells have a DC of $10 + \text{Spell Level} + \text{Bounty Hunters Intelligence mod (if any)}$. When the Bounty Hunter gets 0 spells of a given level, such as 0 1st level spells at first level, the Bounty Hunter gets only bonus spells. Bounty Hunters with no bonus spells for that level cannot cast spells of that level. The Bounty Hunters spell list appears above. A Bounty Hunter prepares spells as a Wizard does.

Improved Track: As per the Track feat, but all check DCs are reduced by 5, or the DCs are the same, but you may move at your full movement speed while tracking.

Stunning Attack: A bounty hunter has the ability to stun a creature damage by an unarmed attack. The Bounty Hunter can use this ability once per round, but no more than once per character level per day. The Bounty Hunter must declare that he is using a stun attack before making an attack roll (thus a missed attempt ruins the attempt). A foe struck by the Bounty Hunter is forced to make a Fortitude Save ($DC 10 + 1/2 \text{ the Bounty Hunters level} + \text{wisdom modifiers}$), in addition to receiving normal damage. If the saving throw fails the, the opponent is stunned for one round. A stunned character can't act and loses all dexterity bonus to AC, while the attacked gets a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, Undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the Bounty Hunter's stunning attack. The stunning attack is a supernatural ability.

Death Attack: If a Bounty Hunter studies his victim for 3 rounds and then sneak attacks with a melee weapon that successfully deals damage the sneak attack has the additional effect of possibly either paralyzing, or killing the target (Bounty Hunters choice) While studying the victim the Bounty Hunter can also undertake other actions as long as his focus stays on the target, and the target does not detect the Bounty Hunter, or recognize him as an enemy. If the victim of such an attack fails his saving throw ($DC 10 + \text{Bounty Hunters class level} + \text{Intelligence mod}$) against the kill effect he dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering him completely helpless and unable to attack for $1d6 \text{ rounds} + 1 \text{ per Bounty Hunter level}$. If the victims saving throw succeeds the attack is just a normal sneak attack. Once the Bounty Hunter has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes his save) or if the Bounty Hunter does not launch the attack within 3 rounds of completing the study 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Bounty Hunters are trained in the use of poisons and never risk accidentally poisoning themselves when applying poison to a blade.

Greater Influence: Gives a +1 per level bonus to all Charisma based skills

Greater Reflexes: Gives a +1 per level bonus to all Dexterity based skills

Greater Lore: Gives a +1 per level bonus to all Intelligence based skills

Greater Influence: Gives a +1 per level bonus to all Wisdom based skills

Locate Person: Determine the exact location of a person based on a mental image of that person. A good drawing and description of the person is enough. This ability will tell you the distance he is away from you, the direction, the altitude, or if he's on another plane it will say what plane he is on.

Ensure Bounty: Heals any target up to 0 HP, or, it can raise dead as per True Resurrection, a person cannot be raised more than once with this ability