

DUNGEONS & DRAGONS[®]

4th Edition

Custom “Hunter” Class

Version 1.1



Class Traits, Exploits, Feats, Weapons, and Items

*This custom class was created by Arius.
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4th Edition

Custom "Hunter" Class

CLASS TRAITS

Role: Striker. You focus almost exclusively on dealing damage. A lot of damage. You dart in and out of combat, using your speed and your lightning fast weapon attacks to keep your enemies off guard. You may lean toward defender as a secondary role.

Power Source: Martial. Through years of intense physical training and discipline, you have become a living weapon. The talents that you've mastered (as well as the fact that you're still alive) mark you as one not to be trifled with.

Key Abilities: Dexterity, Strength, Wisdom

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Dagger, short sword, leather bullwhip, hand crossbow, crossbow, shuriken, alchemical grenades, cross-boomerang

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 14 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Dungeoneering or Nature (your choice). From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha)

Build Options: Agent of the Church, Free Agent Hunter

Class Features: Agent for Hire, Favored Enemy, Grenadier, Hunter's Eye

Skilled warriors sought out for their intimate knowledge of creatures both mysterious and mundane, Hunters offer their skills to whoever can pay their fees. Most live a nomadic life, wandering far and wide in search of their most hated enemies, equipped and prepared to do battle with these creatures whenever and wherever they may be found. Some Hunters, though, are hired on permanently by the church and are sent off on clandestine missions to destroy the enemies of a particular deity.

Most Hunters are quiet and foreboding, though there is the rare individual who breaks that mold, reveling in the attention and notoriety gained from their exploits. Some of these stalwart warriors demand exorbitant rates for their services, while still others do their job simply because they're good at it, and they desire to help those in need.

Your history and past are your own, and not something to be shared with others typically. Perhaps your family was slaughtered by the very creatures you now seek to destroy, or maybe you've just found your niche in the grand scheme of things, using your tremendous skill to rid the world of dangerous beasts that roam the night.

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CREATING A HUNTER

Hunters depend greatly on Dexterity, Strength, and Wisdom. Constitution, of course, is always recommended as well, for in your line of work you can never have too many hit points. Dexterity should be your highest ability, and depending on the type of Hunter you create (Agent of the Church or Free Agent Hunter) your secondary ability should be either Wisdom or Strength, so you can deal as much damage as possible against your enemies.

Agent of the Church: Your reputation has caught the attention of the highest ranking members of the church. For reasons of your own, you have decided to pledge yourself to them, making their cause your own. Perhaps your morals prompted such a decision, or maybe their goals and enemies are the same as yours. Or maybe they just pay really, really good.

Suggested Feat: Dedicated Hunter: Demons

Suggested Skills: Acrobatics, Diplomacy, Insight, Dungeoneering or Nature

Suggested At-Will Powers: *calculated attack, agile strike*

Suggested Encounter Power: *guarded strike*

Suggested Daily Power: *disorienting strike*

Free Agent Hunter: You roam the world, seeking out jobs, or maybe even revenge. You don't pledge yourself to any one employer for any great period of time, preferring instead to simply do your job and leave with your pay. It could be that you're simply a restless soul, loath to be tied to one place, or it could be that you're searching for something that only you know.

Suggested Feat: Hawkeye

Suggested Skills: Acrobatics, Intimidate, Streetwise, Dungeoneering or Nature

Suggested At-Will Powers: *calculated attack, rattling strike*

Suggested Encounter Power: *retaliatory attack*

Suggested Daily Power: *Hunter's assault*

HUNTER CLASS FEATURES

Agent for Hire: Choose one of the following and gain its benefits:

Agent of the Church: You gain training in Religion. Your attacks deal an extra amount of damage equal to one-half your Wisdom modifier. Attacks against your Favored Enemy deal extra damage equal to your full Wisdom modifier.

Free Agent Hunter: You gain training in one additional skill from your class skills list. Your attacks deal an extra amount of damage equal to one-half your Strength modifier. Attacks against your Favored Enemy deal extra damage equal to your full Strength modifier.

Favored Enemy: At 1st level, name a monster found in the "Monster Manual" (or any other supplement book). All monsters included under that name act as your Favored Enemy. As such, you know all lore concerning the chosen monster/monsters without making the necessary knowledge checks. In addition, certain powers will grant you extra effects when used against your Favored Enemy. You gain a +2 power bonus to any attack rolls made against your Favored Enemy. At 11th level, choose a second Favored Enemy; at 21st level, choose a third Favored Enemy.

Grenadier: Because of intense training with the somewhat volatile and unstable weapons known as alchemical grenades, you gain Grenadier as a bonus feat.

Hunter's Eye: Once per turn, as a minor action, choose any one enemy that you can see. Once per round, you deal extra damage to your chosen enemy. The extra damage is based on your level. If you can make multiple attacks in one round, you decide which attack to apply the extra damage to after all the attacks are rolled. This effect remains active until the end of the encounter, until the chosen enemy is defeated, or until you choose another enemy. You can only choose one enemy at a time to be the target of your *Hunter's Eye*.

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Level	Damage
1 st - 10 th	+1d6 (or +1d8 vs. Favored Enemy)
11 th - 20 th	+2d6 (or +2d8 vs. Favored Enemy)
21 st - 30 th	+3d6 (or +3d8 vs. Favored Enemy)

HUNTER POWERS

Your powers are bold and fearless exploits derived from the years of intense training that you have undergone. Hunter powers are therefore known as “Exploits.”

LEVEL 1 AT-WILL EXPLOITS

Agile Strike (Hunter Attack 1)

At-Will — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Special: Shift 1 square before or after you attack

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

(Increase damage to 2[W] + Dexterity modifier at 21st level.)

Calculated Attack (Hunter Attack 1)

At-Will — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, make your riposte against the target as an immediate interrupt: a Dexterity vs. AC attack that deals 1[W] + Dexterity modifier damage.

(Increase damage to 2[W] + Dexterity modifier and riposte to 2[W] + Dexterity modifier at 21st level.)

Rattling Strike (Hunter Attack 1)

At-Will — Martial, Rattling, Weapon

Standard Action — Melee or **Ranged** weapon

Requirements: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

(Increase damage to 2[W] + Dexterity modifier at 21st level.)

Whip Pull (Hunter Attack 1)

At-Will — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a leather bullwhip.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and the target is pulled to a square adjacent to you.

(Increase damage to 2[W] + Dexterity modifier at 21st level.)

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LEVEL 1 ENCOUNTER EXPLOITS

Guarded Strike (Hunter Attack 1)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.

Secondary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to the triggering attack roll.

Special: If you have the Hand of the Church class feature, you may choose to have all damage from these attacks be radiant damage rather than normal damage. If you have the Free Agent Hunter class feature, this attack gains the rattling keyword.

Hunter's Edge (Hunter Attack 1)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirements: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Special: You can shift a number of squares equal to 1 + your Wisdom modifier (Agent of the Church class feature) or 1 + your Strength modifier (Free Agent Hunter class feature) before or after the attack.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: If this attack is performed against your Favored Enemy, the target is immobilized until the start of your next turn.

Retaliatory Attack (Hunter Attack 1)

Encounter — Martial, Weapon

Immediate Reaction — Melee or Ranged weapon

Requirements: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Trigger: An enemy makes a melee attack against you

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: If you have the Hand of the Church class feature, you gain a power bonus to your basic attack roll equal to your Wisdom modifier. If you have the Free Agent Hunter class feature, you gain a power bonus to your basic attack roll equal to your Strength modifier.

Spinning Slash (Hunter Attack 1)

Encounter — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Special: Targets in the burst who are your Favored Enemy are pushed back 1 square after this attack.

LEVEL 1 DAILY EXPLOITS

Disorienting Strike (Hunter Attack 1)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirements: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

Hunter's Assault (Hunter Attack 1)

Daily — Martial, Weapon

Standard Action — Melee or **Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

Special: If the target is your Favored Enemy, it is immobilized instead of slowed.

Unbelievable Shot (Hunter Attack 1)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Targets: Two creatures within 3 squares of each other

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

Hit: 2[W] + Dexterity modifier damage.

Timely Lash (Hunter Attack 1)

Daily — Martial, Weapon

Immediate Interrupt — Melee weapon

Requirement: You must be wielding a leather bullwhip.

Trigger: An enemy makes a melee weapon attack against one of your allies.

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the triggering enemy's weapon is pulled from his hand to land in a square adjacent to you.

LEVEL 2 UTILITY EXPLOITS

Fatal Mistake (Hunter Utility 2)

Daily — Martial

Immediate Reaction — Personal

Trigger: An enemy hits you with an attack

Effect: Until the end of your next turn, you and any of your allies who attack the triggering enemy receive a +2 power bonus to the attack and damage rolls.

Special: If the triggering enemy is your Favored Enemy, this power's effect lasts until the end of the encounter.

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Fearless Sprint (Hunter Utility 2)

Encounter — Martial

Move Action — Personal

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

Hunter's Advantage (Hunter Utility 2)

Daily — Martial, Stance

No Action — Personal

Trigger: You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's

Effect: Until the stance ends, you add 3 to the extra damage you deal with Hunter's Eye.

Masterful Dodge (Hunter Utility 2)

Encounter — Martial

Immediate Reaction — Personal

Trigger: An enemy hits or misses you with a melee attack

Effect: You shift 3 squares.

LEVEL 3 ENCOUNTER EXPLOITS

Blurring Assault (Hunter Attack 3)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One or two creatures

Attack: Dexterity vs. AC, two attacks

Special: After the first or second attack, you can shift a number of squares equal to 1 + your Wisdom modifier (Agent of the Church class feature) or 1 + your Strength modifier (Free Agent Hunter class feature).

Hit: 1[W] + Dexterity modifier per attack.

Hunter's Volley (Hunter Attack 3)

Encounter — Martial, Weapon

Standard Action — Ranged weapon

Requirements: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Targets: One or two creatures

Attack: Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 power bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.

Hit: 1[W] + Dexterity modifier damage, and you slide the target 1 square.

Special: If you choose to target two creatures, and they are both your Favored enemy, you do not take the -2 penalty to the attack rolls.

Pursuing Strike (Hunter Attack 3)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you push the target 2 squares. You then shift to the nearest adjacent square to the target.

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Thunder Crack (Hunter Attack 3)

Encounter — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: All enemies in burst

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target is deafened (save ends).

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

LEVEL 5 DAILY EXPLOITS

Hindering Shot (Hunter Attack 5)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.

Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Special: If the target is your Favored Enemy, this attack gains the reliable keyword.

Hunter's Skirmish (Hunter Attack 5)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Targets: One or two creatures

Attack: Dexterity vs. AC

Special: Before or after these attacks, you can move your speed without provoking opportunity attacks.

Hit: 1[W] + Dexterity modifier damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

Special: If you have the Hand of the Church class feature, you may choose to have all damage from these attacks be radiant damage rather than normal damage. If you have the Free Agent Hunter class feature, this attack gains the rattling keyword.

Put the Fear in Them (Hunter Attack 5)

Daily — Fear, Martial, Rattling, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage, and the target moves its speed away from you, avoiding unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Miss: The target moves away from you a number of squares equal to one-half its speed, avoiding unsafe squares and difficult terrain. This movement provokes opportunity attacks.

Whip Spiral (Hunter Attack 5)

Daily — Martial, Rattling, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Effect: You knock the target prone.

LEVEL 6 UTILITY EXPLOITS

Combat Maneuvers (Hunter Utility 6)

Daily — Martial, Stance

Minor Action — Personal

Effect: Until the stance ends, you can run a number of squares equal to your speed + 4, instead of your speed + 2, and you do not grant combat advantage from running.

Hunter's Agility (Hunter Utility 6)

Daily — Martial, Stance

Minor Action — Personal

Prerequisite: You must be trained in Acrobatics.

Effect: Choose one enemy within 5 squares of you that you can see. Until the stance ends, you gain a +2 power bonus to AC and Reflex defense against that enemy's melee attacks and ranged attacks if you can see the enemy. You can choose a new enemy as a minor action.

Lightning Dodge (Hunter Utility 6)

Daily — Martial

Immediate Reaction — Melee 1

Trigger: A melee or a ranged attack misses you

Target: One creature other than the attacker

Effect: The target is also targeted by the triggering attack. You can then shift 1 square.

Steel Mind (Hunter Utility 6)

Encounter — Martial

Immediate Interrupt — Personal

Trigger: You are hit by an attack against your Will defense

Effect: Gain a +2 power bonus to your Will defense against the triggering attack.

Special: If you have the Agent of the Church class feature, and if this attack does damage, you may reduce the damage dealt by an amount equal to your Wisdom modifier. If you have the Free Agent Hunter class feature, and if this attack does damage, you may reduce the damage dealt by an amount equal to your Strength modifier.

LEVEL 7 ENCOUNTER EXPLOITS

Critical Volley (Hunter Attack 7)

Encounter — Martial, Weapon

Standard Action — Ranged weapon

Requirements: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Targets: One or two creatures

Attack: Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18-20.

Hit: 1[W] + Dexterity modifier damage per attack.

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Surprise Strike (Hunter Attack 7)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Effect: Before the attack, you can shift 2 squares. If the target could not see you before the shift, you gain combat advantage for this attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you can shift 2 squares.

Special: If the target is your Favored Enemy, it takes a -2 penalty to all defenses until the end of your next turn.

Twofold Assault (Hunter Attack 7)

Encounter — Martial, Weapon

Minor Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. Reflex, two attacks

Hit: The target takes a -2 penalty to attack rolls against you until the start of your next turn. If both attacks hit, the penalty is -4.

Whip Whirlwind (Hunter Attack 7)

Encounter — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage. If you have the Agent of the Church class feature, you push the target a number of squares equal to your Wisdom modifier and it is knocked prone. If you have the Free Agent Hunter class feature, you push the target a number of squares equal to your Strength modifier and it is knocked prone.

LEVEL 9 DAILY EXPLOITS

Crippling Shot (Hunter Attack 9)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 10 damage (save ends both).

Aftereffect: The target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed (save ends).

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

Drop Him! (Hunter Attack 9)**Daily — Martial, Weapon****Standard Action — Melee weapon****Requirement:** You must be wielding a light blade or a leather bullwhip.**Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 2[W] + Dexterity modifier damage, and the target is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.**Miss:** Half damage, and the target is dazed until the end of your next turn.**Special:** If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.**Lash the Eyes (Hunter Attack 9)****Daily — Martial, Weapon****Standard Action — Melee weapon****Requirement:** You must be wielding a leather bullwhip.**Target:** One creature**Attack:** Dexterity vs. Reflex**Hit:** 3[W] + Dexterity modifier damage, and the target is blinded (save ends).**Special:** If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.**Mobile Assault (Hunter Attack 9)****Daily — Martial, Weapon****Standard Action — Melee or Ranged weapon****Requirement:** You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.**Target:** One or two creatures**Attack:** You can move your speed. At any point during your move, you can make two Dexterity vs. AC attacks.**Hit:** 3[W] + Dexterity modifier damage per attack.**Miss:** Half damage per attack.**LEVEL 10 UTILITY EXPLOITS****Agile Dash (Hunter Utility 10)****Encounter — Martial****Move Action — Personal****Prerequisite:** You must be trained in Acrobatics.**Effect:** You can shift your speed and can shift through squares occupied by enemies during this movement.**Focused Resilience (Hunter Utility 10)****Encounter — Martial****Minor Action — Personal****Effect:** You gain resist 5 to all damage until the end of your next turn.**Special:** Increase this resistance to 10 when the damage is the result of an attack from your Favored Enemy.**Hunter's Presence (Hunter Utility 10)****Daily — Martial, Stance****Minor Action — Personal****Prerequisite:** You must be trained in Intimidate.**Effect:** Until the stance ends, all your attacks gain the rattling keyword.

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Hunter's Readiness (Hunter Utility 10)

Daily — Martial

No Action — Personal

Trigger: You roll initiative at the beginning of an encounter

Effect: You gain a +5 power bonus to the initiative check. You shift 3 squares as a free action when the first creature in the initiative order starts its turn, even if you're surprised.

LEVEL 13 ENCOUNTER EXPLOITS

Cyclone Slash (Hunter Attack 13)

Encounter — Martial, Rattling, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Special: You may roll Hunter's Eye damage against the target, even if it is not currently the subject of your Hunter's Eye class feature.

Daunting Hunter (Hunter Attack 13)

Encounter — Martial, Rattling, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

Special: If the target is already taking the penalty to attack rolls from one of your rattling attacks, instead of being dazed, the target is stunned until the end of your next turn.

Hammering Flurry (Hunter Attack 13)

Encounter — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Targets: One or two creatures

Attack: Dexterity vs. Fortitude, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.

Hit: 2[W] + Dexterity modifier damage, and you knock the target prone.

Special: If you choose to target two creatures, and they are both your Favored enemy, you do not take the -2 penalty to the attack rolls.

Paralyzing Assault (Hunter Attack 13)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Targets: One or two creatures

Attack: Dexterity vs. AC, two attacks

Hit: 1[W] + Dexterity modifier damage per attack. The target is immobilized until the start of your next turn.

LEVEL 15 DAILY EXPLOITS

Bewildering Dash (Hunter Attack 15)

Daily — Martial

Standard Action — Personal

Effect: You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack to avoid harming itself.

Special: If you have the Agent of the Church class feature, whenever your Favored Enemy is forced to attack itself it takes extra damage equal to your Wisdom modifier. If you have the Free Agent Hunter class feature, whenever your Favored Enemy is forced to attack itself it takes extra damage equal to your Strength modifier.

Bloody Shot (Hunter Attack 15)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Targets: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack, and ongoing 5 damage (save ends). A target hit twice takes ongoing 10 damage (save ends). A target hit three times takes ongoing 15 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

Confusing Strike (Hunter Attack 15)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One or two creatures

Attack: Dexterity vs. Fortitude, two attacks

Hit: 1[W] + Dexterity modifier damage per attack. If one attack hits, the target is stunned (save ends). If both attacks hit, the target is stunned and immobilized (save ends both).

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effects.

Finishing Blow (Hunter Attack 15)

Daily — Martial, Weapon

Standard Action — Melee or **Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Special: If the target is bloodied, this attack does 5[W] + Dexterity modifier damage on a hit (half damage on a miss) and can score a critical hit on a roll of 17-20.

LEVEL 16 UTILITY EXPLOITS

Agile Evasion (Hunter Utility 16)

Daily — Martial

Immediate Interrupt — Personal

Trigger: An enemy hits you with a melee attack

Effect: Shift 1 square away from the enemy.

Defy Death (Hunter Utility 16)

Daily — Healing, Martial

No Action — Personal

Trigger: You fail a death saving throw

Effect: You succeed on the death saving throw and spend a healing surge. You gain a +5 power bonus to all defenses until the end of your next turn.

Hated Enemy (Hunter Utility 16)

Daily — Martial, Stance

Minor Action — Personal

Effect: Until the stance ends, you gain an additional +2 power bonus to attack rolls and a +2 power bonus to damage rolls against your Favored Enemy. Whenever you drop your Favored Enemy to 0 hit points or less, you gain temporary hit points equal to your healing surge value.

Hunter's Momentum (Hunter Utility 16)

Daily — Martial

Free Action — Personal

Trigger: You reduce an enemy to 0 hit points during your turn

Effect: You take a standard action.

LEVEL 17 ENCOUNTER EXPLOITS

Hunter's Barrage (Hunter Attack 17)

Encounter — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack. If two of the attacks hit, the target takes 1d6 extra damage. If three of the attacks hit, the target is also immobilized until the end of your next turn.

Restraining Stab (Hunter Attack 17)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and you grab the target. If you have already grabbed the target, it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal.

Special: If the target is your Favored Enemy, and if you have the Agent of the Church class feature, the target takes a penalty to its escape attempt equal to your Wisdom modifier. If the target is your Favored Enemy, and if you have the Free Agent Hunter class feature, the target takes a penalty to the escape attempt equal to your Strength modifier.

Stinging Whip (Hunter Attack 17)

Encounter — Martial, Rattling, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is weakened when making attacks against you until the end of your next turn.

Special: If the target is your Favored Enemy, it takes a -2 penalty to attack rolls against you until the end of your next turn.

Violent Riposte (Hunter Attack 17)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Dexterity modifier damage if you hit.

Special: If you have the Hand of the Church class feature, you may choose to have all damage from these attacks be radiant damage rather than normal damage. If you have the Free Agent Hunter class feature, this attack gains the rattling keyword.

LEVEL 19 DAILY EXPLOITS

Bloody Spiral (Hunter Attack 19)

Daily — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

Miss: Half damage, and no ongoing damage.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

Crushing Blow (Hunter Attack 19)

Daily — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature marked by an ally

Attack: Dexterity vs. Reflex

Hit: 5[W] + Dexterity modifier damage, and the target is dazed and takes a -2 penalty to all defenses (save ends both).

Miss: Half damage, the target is dazed until the end of your next turn, and no penalty to defenses.

Special: If the target is your Favored Enemy, it does not have to be marked by one of your allies for you to use this power and it takes a -2 penalty to saving throws against this power's effect.

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Marksman's Ire (Hunter Attack 19)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If you have the Agent of the Church class feature, you push the target a number of squares equal to your Wisdom modifier, and it is knocked prone. If you have the Free Agent Hunter class feature, you push the target a number of squares equal to your Strength modifier, and it is knocked prone.

Miss: Half damage, and you push the target 1 square and it is knocked prone.

Weaving Assault (Hunter Attack 19)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Targets: One, two, or three creatures

Attack: Dexterity + 2 vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage (first attack), 2[W] + Dexterity modifier damage (second attack), and 1[W] + Dexterity modifier damage (third attack). A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.

Miss: Half damage per attack, and the target is not dazed, stunned, or weakened.

Effect: After the first attack and after the second attack, you can shift 1 square.

LEVEL 22 UTILITY EXPLOITS

Dazzling Agility (Hunter Utility 22)

Encounter — Martial

Move Action — Personal

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift twice your speed. You can climb at full speed as part of this move. If an enemy attacks you while you shift, you gain a +4 bonus to AC against that attack.

Special: If the attacking enemy is your Favored Enemy, you may make a melee basic attack against it as an immediate interrupt.

Hunter's Aura (Hunter Utility 22)

Daily — Martial, Stance

Minor Action — Personal

Prerequisite: You must be trained in Intimidate.

Effect: Until the stance ends, any creature that ends its turn adjacent to you takes a -2 penalty to attack rolls against you until the end of its turn.

Hunter's Resolve (Hunter Utility 22)

Daily — Martial

Immediate Interrupt — Personal

Trigger: You take damage

Effect: The damage is reduced to 0.

Preternatural Instincts (Hunter Utility 22)

Daily — Martial

Minor Action — Personal

Effect: You gain blindsight 10 until the end of the encounter.

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LEVEL 23 ENCOUNTER EXPLOITS

Bursting Shot (Hunter Attack 23)

Encounter — Martial, Weapon

Standard Action — Area burst 1 within 10 squares

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you knock the target prone.

Fatal Assault (Hunter Attack 23)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target cannot regain hit points until the start of your next turn.

Special: If you have the Hand of the Church class feature, you may choose to have all damage from these attacks be radiant damage rather than normal damage. If you have the Free Agent Hunter class feature, this attack gains the rattling keyword.

Ferocious Riposte (Hunter Attack 23)

Encounter — Martial, Weapon

Immediate Reaction — Melee weapon

Trigger: An enemy misses you with a melee attack

Requirement: You must be wielding a light blade or a leather bullwhip.

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you knock the target prone.

Whip Entrapment (Hunter Attack 23)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a leather bullwhip.

Target: One creature, or two creatures adjacent to each other.

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and the target takes ongoing 5 damage and is restrained (save ends both). While the target is restrained, you cannot make attacks with your leather bullwhip.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

LEVEL 25 DAILY EXPLOITS

Combat Acrobatics (Hunter Attack 25)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Prerequisite: You must be trained in Acrobatics.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: You can shift 4 squares and repeat the attack against a second target. You can then shift 4 squares and repeat the attack against a third target.

Hunter's Reflex (Hunter Attack 25)

Daily — Martial, Stance

Minor Action — Personal

Effect: You can make a basic attack against an enemy you choose as an immediate interrupt if it attacks you.

Special: If the attacking enemy is your Favored Enemy, you may use and at-will power of your choice instead of a basic attack.

Unstoppable Flurry (Hunter Attack 25)

Daily — Martial, Weapon

Standard Action — Close blast 5

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: Each enemy in blast

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage

Whip Choke (Hunter Attack 25)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a leather bullwhip

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is pulled into a square adjacent to you, is restrained, and takes an ongoing 5 damage (save ends both). While the target is restrained, you cannot make attacks with your leather bullwhip. If the target fails its first saving throw, increase the ongoing damage to 10. If the target fails its second saving throw, it is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect and this attack gains the reliable keyword.

LEVEL 27 ENCOUNTER EXPLOITS

Death from Above (Hunter Attack 27)

Encounter — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: Each enemy in range

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Special: If the target is your Favored Enemy, this attack deals 2[W] + Dexterity modifier damage instead.

Springing Riposte (Hunter Attack 27)

Encounter — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage. If the target makes an attack before the start of your next turn, you can shift a number of squares equal to your Dexterity modifier and make a basic attack against the target as an immediate interrupt.

Vicious Assault (Hunter Attack 27)

Encounter — Martial, Rattling, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you slide the target 2 squares.

Special: If you have the Agent of the Church class feature, you slide the target a number of squares equal to 2 + your Wisdom modifier. If you have the Free Agent Hunter class feature, you slide the target a number of squares equal to 2 + your Strength modifier.

Wandering Lash (Hunter Attack 27)

Encounter — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Effect: You can shift a number of squares equal to 1 + your Dexterity modifier, and make another close burst 2 attack (as above).

LEVEL 29 DAILY EXPLOITS

Hunter's Point (Hunter Attack 29)

Daily — Martial, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow or a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 7[W] + Dexterity modifier damage.

Miss: Half damage

Special: If the target is your Favored Enemy, this attack gains the reliable keyword.

Hunter's Tenacity (Hunter Attack 29)

Daily — Martial, Weapon

Standard Action — Melee weapon

Prerequisite: You must be trained in Acrobatics.

Requirement: You must be wielding a light blade or a leather bullwhip.

Primary Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If the primary attack hit, this attack deals 1[W] extra damage.

Effect: You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets

Tertiary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. If the primary or the secondary attack hit, this attack deals 1[W] extra damage.

Triple Shot (Hunter Attack 29)

Daily — Martial, Weapon

Standard Action — Ranged weapon

Requirement: You must be wielding a crossbow, a dagger, a shuriken, an alchemical grenade, or a cross-boomerang.

Target: One creature

Attack: Dexterity vs. AC, three attacks. If the first attack this, you gain a +5 bonus to the second and third attack rolls. If the first attack misses, roll the second and third attacks normally.

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Whirling Death (Hunter Attack 29)

Daily — Martial, Weapon

Standard Action — Close burst 2

Requirement: You must be wielding a leather bullwhip.

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 5[W] + Dexterity modifier damage.

Miss: Half damage

Special: If you have the Hand of the Church class feature, you may choose to have all damage from these attacks be radiant damage rather than normal damage. If you have the Free Agent Hunter class feature, this attack gains the rattling keyword.

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PARAGON PATHS

DRAGONSLAYER

Prerequisite: Hunter, Favored Enemy class feature, Favored Enemy: Dragon

There are few as valiant, or perhaps as foolhardy, as you. Dragons are some of the fiercest, most dangerous creatures in the world, a reputation that prompts most to avoid confrontation with them at all costs. You, though, have armed and armored yourself well, and your intense training will stand you in good stead as you seek to hunt down and destroy those beasts that most men fear.

Dragonslayer Path Features

Specialized Hunter (11th Level): You become proficient with all heavy blades, chainmail, and scale armor. All of your powers that say you must be wielding a light blade are still usable, even if you are wielding a heavy blade.

Dragonslayer's Wrath (11th Level): Whenever you spend an action point to take an extra action, all enemies adjacent to you take a -1 penalty to AC until the end of your next turn. Dragons adjacent to you take a -2 penalty to AC instead.

Dragon's Nightmare (16th Level): Whenever you end your move action adjacent to a dragon, you may immediately perform a melee basic attack against that dragon.

DRAGONSLAYER EXPLOITS

Dragonslayer's Hindrance (Dragonslayer Attack 11)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a heavy blade, a light blade, or a leather bullwhip.

Target: One or two creatures

Attack: Dexterity vs. AC, two attacks

Hit: 1[W] + Dexterity modifier damage per attack, and the target is slowed until the end of your next turn.

Special: If the target is a dragon, it takes 2[W] + Dexterity modifier damage per attack, and it is immobilized until the end of your next turn.

Dragonward (Dragonslayer Utility 12)

Encounter — Arcane

Immediate Interrupt — Personal

Trigger: You take damage of a specific type, such as radiant or fire

Effect: You gain resist 15 against damage of that type or types until the end of your next turn.

Dragon's Bane (Dragonslayer Attack 20)

Daily — Martial, Rattling, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a heavy blade, a light blade, or a leather bullwhip.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is knocked prone.

Special: If the target is a dragon, it takes ongoing 10 damage (save ends) and it takes a -2 penalty to saving throws against this power's effect.

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HAND OF THE CHURCH

Prerequisite: Hunter, Agent of the Church class feature

Divine grace and power fills you as you dedicate yourself to ridding the world of the enemies of the church. Your attacks cut through any and all defenses, and your weapon shimmers with radiant power. The very sight of you is enough to bring comfort and relief to your friends and allies, and to fill your most hated enemies with divine terror.

Hand of the Church Path Features

Divine Grace (11th Level): You gain a power bonus to all defenses equal to one-half your Wisdom modifier against attacks from your Favored Enemy.

Divine Action (11th Level): When you spend an action point to take an extra action, choose one enemy that you can see. That enemy takes ongoing radiant damage equal to your Wisdom modifier (save ends).

Divine Retribution (16th Level): You ignore any resistances when making attacks against your Favored Enemy. In addition, at any point you may choose to have damage from your attacks deal radiant damage rather than normal damage.

HAND OF THE CHURCH EXPLOITS

Divine Bolt (Hand of the Church Attack 11)

Encounter — Divine, Healing

Standard Action — Ranged 10

Target: One creature

Attack: Dexterity + Wisdom modifier vs. Will

Hit: 1d10 + Dexterity modifier + Wisdom modifier radiant damage and the target is dazed (save ends). You may spend a healing surge.

Special: If the target is your Favored Enemy, it takes a -2 penalty to saving throws against this power's effect.

Holy Shield (Hand of the Church Utility 12)

Daily — Divine, Stance

Minor Action — Personal

Effect: Until this stance ends, you gain a +2 power bonus to all defenses and any enemy that misses you with a melee attack takes radiant damage equal to your Wisdom modifier.

Sacred Wrath (Hand of the Church Attack 20)

Daily — Divine, Healing

Standard Action — Ranged 10

Target: All enemies in range

Attack: Dexterity + Wisdom modifier vs. Will

Hit: 2d10 + Dexterity modifier + Wisdom modifier radiant damage per attack and the target is knocked prone.

Effect: All allies within 5 squares of you may spend a healing surge.

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HUNTER EXTRAORDINAIRE

Prerequisite: Hunter, Free Agent Hunter

You've made quite the name for yourself. Everywhere you go, your reputation precedes you, and you find that you have no trouble at all getting a job. If anything, in fact, you probably can't make enough time for all of the cases that are thrown your way. No matter, though; you will continue to do exactly what earned you your fame and fortune: hunting and killing creatures of nightmare.

Hunter Extraordinaire Path Features

Bolstered Defenses (11th Level): You gain a power bonus to all defenses equal to one-half your Strength modifier against attacks from your Favored Enemy.

Hunter's Action (11th Level): When you spend an action point to take an extra action, all enemies within melee range take damage equal to your Strength modifier.

Hunter's Riposte (16th Level): Whenever your Favored Enemy hits you with a melee attack, you may immediately perform a melee basic attack against that enemy before damage is dealt.

HUNTER EXTRAORDINAIRE EXPLOITS

Aura of Fear (Hunter Attack 11)

Encounter — Fear, Martial, Rattling, Weapon

Standard Action — Melee weapon

Requirement: You must be wielding a light blade or a leather bullwhip.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Strength modifier. All enemies adjacent to you must shift away from you a number of squares equal to one-half their speed.

Hunter's Accuracy (Hunter Utility 12)

Encounter — Martial

Immediate Reaction — Personal

Trigger: You miss an enemy with an attack roll

Effect: Reroll the attack with a bonus equal to your Strength modifier.

Special: If the target of the attack is your Favored Enemy, you deal an additional amount of damage equal to your Strength modifier on a hit.

Rushing Assault (Hunter Attack 20)

Daily — Martial, Rattling, Weapon

Standard Action — Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, an alchemical grenade, or a leather bullwhip.

Target: One, two, or three creatures

Special: You may shift a number of squares equal to your Strength modifier before making this attack.

Attack: Dexterity vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage per attack. You may shift a number of squares equal to your Strength modifier after each attack. This attack can score a critical hit on a roll of 17-20.

Special: If the target of the first attack is your Favored Enemy and you miss, you may reroll the attack with a power bonus equal to your Strength modifier.

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EPIC DESTINIES

The Hunter class is eligible for the “Godhunter” Epic Destiny found in the “Martial Power” supplement book.

NEW FEATS

Heroic Tier

Dedicated Hunter — Prerequisite: Hunter, Favored Enemy class feature

Benefit: You may choose another Favored Enemy.

Special: You can take this feat more than once, choosing a different Favored Enemy each time.

Hawkeye — Prerequisite: Hunter, Hunter’s Eye class feature

Benefit: The extra damage dice from your Hunter’s Eye class feature increase from d6s (d8s vs. Favored Enemy) to d8s (d10s vs. Favored Enemy).

Grenadier — Prerequisite: Alchemical Grenade Proficiency

Benefit: You gain a +2 bonus to attack rolls with alchemical grenades.

Increase this bonus to +4 at 11th level.

Increase this bonus to +6 at 21st level.

Paragon Tier

Cross-boomerang Dedication — Prerequisite: Cross-boomerang Proficiency

Benefit: When using your cross-boomerang as a melee weapon, increase the weapon’s damage die from a d6 to a d8.

Hunter’s Surge — Prerequisite: Hunter, Agent of the Church or Free Agent Hunter class feature

Benefit: Whenever you spend a healing surge, you may add your Wisdom modifier (Agent of the Church) or Strength Modifier (Free Agent Hunter) to the hit points regained.

Hunter’s Vendetta — Prerequisite: Hunter, Favored Enemy class feature

Benefit: When rolling damage against your Favored Enemy, treat any roll of a 1 or 2 as if it were a 3.

Epic Tier

Focused Hunter — Prerequisite: Hunter, Favored Enemy class feature

Benefit: Once per encounter, when you roll a natural 1 on an attack roll against your Favored Enemy, you may treat the roll as if it were a natural 20.

Multiclass Feat

Hunter’s Apprentice — Prerequisite: Wis 13 or Str 13, Dex 13

Benefit: You gain training in one skill from the Hunter’s class skills list.

Name a monster found in the “Monster Manual” (or any other supplement book). You gain a +2 power bonus to any attack and damage rolls made against all monsters included under that name. This benefit counts as the Favored Enemy class feature for the purposes of feats, powers, etc.

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NEW WEAPONS

Superior Melee

Leather Bullwhip: This twelve-foot, highly durable leather whip is a difficult weapon to learn to use, but in the hands of a true master it can be as deadly (if not more so) than the sharpest blade. A leather bullwhip can receive any magical enhancement meant for flails, as well as any other qualifying melee weapon enhancement.

Weapon	Proficiency	Damage	Range	Price	Weight	Group	Properties
Leather Bullwhip	+3	1d8	—	15 gp	2 lb.	Flail	Reach, high crit

Simple Ranged

Alchemical Grenades: Alchemical grenades are small glass spheres or vials filled with powders and chemicals that are highly volatile and sometimes unstable. These grenades are fairly expensive, costing 5 gp a piece, for their components and even the glass of their casings are not exactly common items. They can be enhanced via various types of admixtures (see below), but are never to be enchanted or enhanced with a magic weapon enhancement. Doing so has often proven disastrous in the past, and mixing a mysterious force like magic with the dangerous ingredients found within alchemical grenades can have dire consequences.

Weapon	Proficiency	Damage	Range	Price	Weight	Group	Properties
Alchemical Grenade	+2	1d6	5/10	5 gp	½ lb.	None	Light thrown

Superior Ranged

Cross-boomerang: This cross-shaped, razor-edged boomerang used by many Hunters. It automatically returns to a proficient wielder's hand after a ranged attack with the weapon is resolved.

Weapon	Proficiency	Damage	Range	Price	Weight	Group	Properties
Cross-Boomerang	+2	1d6	6/12	20 gp	2 lb.	Light blade	Off-hand, light thrown

Ammunition

Grenade Admixtures

Grenade admixtures are sealed packets of powders or chemicals that can be added to your alchemical grenades for added affects or damage types. When you purchase an admixture packet, it includes enough material to enhance 5 alchemical grenades, unless the admixture specifies differently.

Acid Admixture (10 gp): Your alchemical grenades deal acid damage rather than normal damage.

Cold Admixture (10 gp): Your alchemical grenades deal cold damage rather than normal damage.

Fire Admixture (10 gp): Your alchemical grenades deal fire damage rather than normal damage.

Lightning Admixture (10 gp): Your alchemical grenades deal lightning damage rather than normal damage.

Necrotic Admixture (15 gp): Your alchemical grenades deal necrotic damage rather than normal damage.

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Psychic Admixture (15 gp): Your alchemical grenades deal psychic damage rather than normal damage.

Force Admixture (20 gp): This admixture packet only contains enough material for 3 alchemical grenades. Your alchemical grenades deal force damage rather than normal damage. On a successful hit, the target is pushed back 1 square.

Radiant Admixture (20 gp): This admixture packet only contains enough material for 3 alchemical grenades. Your alchemical grenades deal radiant damage rather than normal damage. On a successful hit, the target is blinded (save ends).

Thunder Admixture (20 gp): This admixture packet only contains enough material for 3 alchemical grenades. Your alchemical grenades deal thunder damage rather than normal damage. On a successful hit, the target is deafened (save ends).

Silver Admixture (20 gp): This admixture packet only contains enough material for 3 alchemical grenades. Treat your alchemical grenades as if they are silvered weapons.

Breaching Admixture (20 gp): This admixture packet only contains enough material for 3 alchemical grenades. All attacks against the target ignore resistances (save ends).

Poison Admixture (50 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal poison damage rather than normal damage. On a successful hit, the target takes an ongoing 5 poison damage (save ends).

Enhanced Acid Admixture (50 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal acid damage rather than normal damage. On a successful hit, the target takes an ongoing 5 acid damage (save ends).

Enhanced Cold Admixture (50 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal cold damage rather than normal damage. On a successful hit, the target is slowed (save ends).

Enhanced Fire Admixture (50 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal fire damage rather than normal damage. On a successful hit, the target takes an ongoing 5 fire damage (save ends).

Enhanced Lightning Admixture (50 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal lightning damage rather than normal damage. On a successful hit, the target takes an ongoing 5 lightning damage (save ends).

Enhanced Necrotic Admixture (75 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal necrotic damage rather than normal damage. On a successful hit, the target takes an ongoing 5 necrotic damage (save ends).

Enhanced Psychic Admixture (75 gp): This admixture packet only contains enough material for 2 alchemical grenades. Your alchemical grenades deal psychic damage rather than normal damage. On a successful hit, the target takes a -2 penalty to all attack rolls (save ends).

Enhanced Silver Admixture (75 gp): This admixture packet only contains enough material for 2 alchemical grenades. Treat your alchemical grenades as if they are silvered weapons. If the target is susceptible to silver, it takes an ongoing 5 damage (save ends) and a -2 penalty to saving throws against this ongoing damage.

*This custom class was created by Arius.
Visit www.bolermos.forumotion.com/!*

Enhanced Breaching Admixture (75 gp): This admixture packet only contains enough material for 2 alchemical grenades. All attacks against the target ignore resistances (save ends) and the target takes a -2 penalty to saving throws against this effect.

Flash-Bomb Admixture (100 gp): This admixture packet only contains enough material for 1 alchemical grenade. On a successful hit, all creatures adjacent to the target take damage equal to one-half the damage dealt to the target. All effected creatures are knocked prone and blinded (save ends).

NEW WONDROUS ITEMS

Quick-draw Bandoleer — Level 2 (520 gp): A broad, padded belt worn over one shoulder that crosses the chest. It has 5 pockets for holding small thrown weapons such as (but not limited to) daggers, shurikens, or alchemical grenades. You can fit one such weapon in each pocket, allowing you to have easy access to 5 weapons. You can draw a weapon from this bandoleer as part of the same action used to make an attack with that weapon.

Quick-draw Cross-Bandolier — Level 7 (2,600 gp): A variant of the standard quick-draw bandoleer, this padded belt is worn over both shoulders and crosses over the wearer's chest. It has 9 pockets for holding small thrown weapons such as (but not limited to) daggers, shurikens, or alchemical grenades. You can fit one such weapon in each pocket, allowing you to have easy access to 9 weapons. In addition, the cross-bandolier also offers a specialized area on the back that can be easily customized to hold a larger weapon such as (but not limited to) a sword, a crossbow, or a cross-boomerang. You can draw a weapon from this cross-bandoleer as part of the same action used to make an attack with that weapon.

Radiant Flare — Level 8 (3,400 gp): When struck, this flare creates a corona of bright radiant light that provides protection from creatures of the night. After 1 hour, the flare burns out and must recharge for 6 hours before it can be struck again.

Property: This flare sheds bright light in a 2-square radius for 1 hour. Whenever a creature that has a weakness to radiant enters or starts its turn in or adjacent to the area of this flare's light, it takes 1d8 radiant damage.

Property: Any creature making a ranged attack against a target within the area of this flare's light takes a -2 penalty to their attack roll.

VERSION HISTORY

Version 1.1 (June 16, 2009)

The rules for the cross-boomerang have been changed to reflect the new rules found in the “Eberron Player’s Guide” for various types of boomerang weapons.