

Bushfighter

A Non-magical Ranger

Version 1.0

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Bushfighter

The Bushfighter is a non-magical variant of the Ranger class.

Game Rule Information

Bushfighters have the following game statistics:

Abilities: Dexterity is important for Bushfighters because they tend to wear light armor and strike from stealth. Several of their abilities are based upon Dexterity. Several of Bushfighter's abilities are based on Wisdom.

Alignment: Any.

Hit die: d10

Class Skills

The Bushfighter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at First Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Bushfighter.

Starting Package: A Bushfighter starts with the following feats:

- Light Armor Proficiency
- Martial Weapon Proficiency (all)
- Medium Armor Proficiency
- Simple Weapon Proficiency
- Shield Proficiency
- Tracking

Trailblazing: At 1st level, the Bushfighter gains the ability to find the best route through unfamiliar areas or difficult terrain.

When traveling overland, the Bushfighter can make a Wilderness Lore check to reduce travel time. With a result of 15 or better, the total travel time is reduced by 25%. On a 25 or better, the time is reduced by 50%.

Up to three individuals may be guided by the Bushfighter with no penalty. For every additional three individuals (or fraction thereof), apply a -2 penalty to the Bushfighters Wilderness Lore check.

Uncanny Dodge: Starting at 2nd level, the Bushfighter gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 6th level, the Bushfighter can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies an enemy the ability to use a flank attack to sneak attack the Bushfighter.

Table BF-1: Bushfighter Class Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Starting package, trailblazing
2	+2	+3	+3	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Chosen Prey +1
5	+5	+4	+4	+1	
6	+6/+1	+5	+5	+2	Uncanny dodge (can't be flanked)
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Chosen Prey +2
9	+9/+4	+6	+6	+3	
10	+10/+5	+7	+7	+3	Sneak Attack +1d6
11	+11/+6/+1	+7	+7	+3	Master of the Wilderness
12	+12/+7/+2	+8	+8	+4	Chosen Prey +3
13	+13/+8/+3	+8	+8	+4	Master of Reconnaissance
14	+14/+9/+4	+9	+9	+4	Sneak Attack +2d6
15	+15/+10/+5	+9	+9	+5	Master of Stealth
16	+16/+11/+6/+1	+10	+10	+5	Chosen Prey +4
17	+17/+12/+7/+2	+10	+10	+5	
18	+18/+13/+8/+3	+11	+11	+6	Sneak Attack +3d6
19	+19/+14/+9/+4	+11	+11	+6	Damage Reduction 2/-
20	+20/+15/+10/+5	+12	+12	+6	Chosen Prey +5

The exception to this defense is an opponent with sneak attack abilities at least four levels higher than the Bushfighter; this type of opponent can flank the Bushfighter and Sneak Attack him.

Chosen Prey: At 4th level, the Bushfighter becomes a master hunter. He can study a particular opponent and designate it as his prey. Against that opponent, the Bushfighter gains a +1 bonus to Attack rolls and Bluff, Listen, Search, Sense Motive, Spot, and Wilderness Lore (for tracking only) checks. This bonus increases by +1 every four levels after 4th level (+2 at 8th, +3 at 12th, +4 at 16th, and +5 at 20th).

The chosen prey bonus normally applies to a single, intelligent individual or a species of animal-intelligence creature (Intelligence 3 or less, such as lions, tigers, or bears). The bonus may also be applied to a small group of related targets (total number of individuals cannot exceed the Bushfighter's class level), such as a team of bandits or a particular family of monsters terrorizing the region.

The chosen prey bonus may be applied to a large group, such as all the members of particular army or a type of creatures (all undead, all aberrations). In this case, the bonus is *halved*, round down.

Before a gaming session starts, the player of a Bushfighter must declare his chosen prey. Generally, the prey must be a creature or individual with which the Bushfighter is familiar. If the character does not know about a particular group, he cannot choose it. The chosen prey cannot be changed until a particular adventure ends; usually, a couple of weeks are necessary for the Bushfighter to change his focus. (The referee approves all chosen prey selections.)

A Bushfighter may not have more than one chosen prey at a time.

Sneak Attack: At 10th level, a Bushfighter acquires the ability to perform sneak attacks on his enemies.

If a Bushfighter is able to catch an opponent when she is unable to defend herself effectively from an attack, he can strike her in a vital spot for extra damage. Any time a Bushfighter's target would be denied her Dexterity bonus to AC (if any) or when the Bushfighter flanks the target, the Bushfighter's attack deals extra damage. The extra damage is +2d6 at 10th level. If the Bushfighter scores a critical hit, the extra damage for the sneak attack is not multiplied.

Ranged attacks count as sneak attacks if the target is within 30 feet. The Bushfighter cannot strike with deadly accuracy from beyond that range.

At 14th level, the extra damage increases to +2d6. At 18th level, it increases to +3d6.

Master of the Wilderness: At 11th level, a Bushfighter masters survival skills. When making a skill check with Intuit Direction or Wilderness Lore, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Reconnaissance: At 13th level, a Bushfighter masters observation skills. When making a skill check with Listen or Spot, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Stealth: At 15th level, a Bushfighter masters stealth-related skills. When making a skill check with Hide or

Move Silently, he may take 10 even if stress and distractions would normally prevent him from doing so.

Damage Reduction: At 19th level, a Bushfighter has become toughened by constant life in the "bush." He acquires Damage Reduction 2/- as an extraordinary ability.

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