

Hunter

The Hunter Table

| Level | Proficiency Bonus | Features |
|-------|-------------------|---|
| 1st | +2 | Hunter's Focus, Wilderness Traveler, Natural Resources |
| 2nd | +2 | Hunting Tactics |
| 3rd | +2 | Hunter Tradition, Fighting Style |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Extra Attack, Echoes of the Land |
| 6th | +3 | Second Hunting Tactic, Natural Resources Improvement, Wilderness Knacks |
| 7th | +3 | Hunter Tradition Feature, Hunter's Focus improvement |
| 8th | +3 | Ability Score Improvement, Call of the Horn |
| 9th | +4 | Poison Resistance, Second Fighting Style |
| 10th | +4 | Natural Resources Improvement, Wilderness Knacks |
| 11th | +4 | Hunter Tradition feature, Hide in Plain Sight |
| 12th | +4 | Ability Score improvement |
| 13th | +5 | Relentless, Hunter's Focus improvement |
| 14th | +5 | Third Hunting Tactic, Vanish |
| 15th | +5 | Hunter Tradition Feature, Wilderness Knacks |
| 16th | +5 | Ability Score improvement, Natural Resources Improvement |
| 17th | +6 | Share Hunter's Focus |
| 18th | +6 | Feral Senses, Third Fighting Style |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Foe Slayer |

Class Features

As a Hunter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per hunter level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Hunter's Focus

You choose a creature you can see and mark it as your quarry. For eight hours, or until the creature is dead, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. Once you complete a short rest, you regain this ability. You can only focus on one quarry at a time.

At 7th level, you can use this ability twice, and these uses are regained by completing a short rest. At 13th level, you can use this ability three times and regain these uses at the end of a short rest. At 17th level, you can share this ability with every member of your group you can see.

Wilderness Traveler

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You add your Proficiency Bonus to initiative rolls.
- You cannot be surprised.

In addition, you are skilled at navigating the wilderness (i.e. any natural area with few or no settlements). You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- You add your Proficiency Bonus to Dexterity (Stealth) ability checks and can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Natural Resources

If you spend at least one hour rummaging in the wilderness, you will find one Natural Resource. Herbs, gems, ores, plants, stones, liquids, pelts, wood, glands, mushrooms and other elements which can be used by any Hunter to make baits, poison, potions and traps.

A Natural Resource weighs 1 lb. It can only be used for eight hours, after which it gets spoiled and is no longer usable for anything. Once a Hunter has found Natural Resources, they must travel for at least two uninterrupted hours in the wild before they can attempt to find more Natural Resources.

Unless otherwise specified, all Hunter's crafting abilities use 1 Natural Resource and can be completed during one Short Rest. All Saving Throws and Ability Checks have a DC equal to the Hunter's Proficiency Bonus + 10.

At 6th level, you're able to find 1d3 Natural Resources when you search for them. At 10th level, you're able to find 1d6 Natural Resources when you search for them. At 16th level, Natural Resources you've gathered spoil after 24 hours.

Hunting Tactics

You are trained to make the best use of your environment to hunt and fight creatures. At 2nd, 6th and 14th level, you learn one of the three following abilities.

- **Ambush.** If you've spent at least one round coordinating, and if they're all within a range of 100 feet, every member of your group adds their Proficiency Bonus to Dexterity (Stealth) ability checks and to Initiative. In addition, you can use one Natural Resource to produce a bait made specifically to lure in the creature marked by your Hunter's Focus. The target must succeed on a Wisdom saving throw or move as quickly as it can towards the bait. The effect stops as soon as the target is close enough to touch the bait.
- **Poison.** You know how to use one Natural Resource to produce one dose of basic poison. You can use the poison to coat one slashing or piercing weapon or up to three pieces of Ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or Ammunition must make a Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.
- **Traps.** You hunt by setting traps in the wild. Making a simple trap takes one Natural Resource, and you have to spend a Short Rest installing it. Once it's set up, it can't be moved, and as soon as it's triggered, it can no longer be used. Spotting the trap requires an Intelligence (Investigation) contest against the Hunter's Wisdom (Insight). Any creature that steps on the trap's pressure plate gets a foot or similar appendage caught in a ring of branches and spines. It must succeed on a Dexterity saving throw or take 1d4 piercing damage and stop moving. A creature can use its action to make a Strength check, freeing itself or another creature on a success. Each failed check deals 1 piercing damage to the trapped creature.

Fighting Style

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. You can select an additional Fighting Style at 9th and 18th level.

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Duelling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Mariner.** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.
- **Party Hunting** When you attack an enemy which is engaged in melee by at least two other persons, each one of you gain a +1 bonus to damage rolls.
- **Spear Mastery** When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. You can use it as a javelin and its damage die changes from a d6 to a d8

Hunter Traditions

At 3rd level, you choose to emulate the ideals and training of a Hunter Tradition. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. You can pick one of the following Traditions:

Exterminator's Tradition

Guide's Tradition

Herbalist's Tradition

Trapper's Tradition

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Echoes of the Land

Starting at 5th level, when you press your ear against the ground or listen to the wind, you can decipher the sounds of the earth. Between each long rest, you may make a DC 15 Wisdom (Survival) ability check. On a success, the DM must give you the following information about a quarry you are hunting: where it is, where it's headed, its health status and what its dominant emotional mood is. Alternatively, you can ask about a place you are seeking and learn in what direction it lies and how far it is.

Wilderness Knacks

At 6th level, and again at 10th and 15th level, your training as a Hunter and your affinity with the natural world give you access to one new ability which reflects your experience and your acumen in the field.

- **Ammunition Manufacturer.** Spending an action, you are able to use a Natural Resource to make 1d6 arrows, bolts, sling bullets or any other kind of ordinary ammunition.
- **Arctic Survivor.** You gain Cold Resistance.
- **Beast Empathy.** You are able to convince a beast that you can see within range that you mean it no harm. If the beast's Intelligence is 4 or higher, the action fails. Otherwise, the beast must succeed on a Wisdom saving throw (with a DC equal to your Proficiency Bonus + 10) or be affected for one hour. The effect ends when you or one of your companions harms the target.
- **Breadcrumbs.** You can use one Natural Resource to leave a trail of breadcrumbs behind you for one day. You can spend more Natural Resources if you want to prolong the trail for more days. In order to do that, you must have at least one free hand, and be able to take an action at least once every five minutes. When you leave a trail of breadcrumbs, every creature who tries to find you has advantage on Wisdom (Perception) or Wisdom (Survival) checks.
- **Freediver.** You can hold your breath for a number of minutes equal to 1 + twice your Constitution Modifier. Your underwater visibility distance is doubled.
- **Desert Dweller.** You need half as much water as a regular person (half a gallon of water per day, or one gallon per day when the weather is hot) and you suffer no

penalty of any kind when you're exposed to extreme heat. Your foraging DC in a desert is 10.

- **Mountain Guide.** Your climbing speed is equal to your normal movement speed.
- **Sea Dog.** Your swimming speed is equal to your normal movement speed.
- **Swamp Thing.** You are immune to disease.
- **Underdark Adventurer.** If you do not have darkvision, you gain it with a range of 30 feet. If you have darkvision, your range doubles.
- **Watchful Rest.** You can stand watch for up to three hours during a Long Rest and still gain the usual benefits from it.
- **Wealth of Nature.** Spending an action, you are able to use a Natural Resource to turn it into a trinket which you can then sell on most marketplace. It has a base value of 1d10+your level GP. You can also make any kind of Material component for spellcasters.

Call of the Horn

Starting at 8th level, you can use an action to blow your hunting horn. Every sentient being within five miles will be instantly aware of your exact position, how to reach you and your general emotional mood (for example, if you're afraid of angry). In addition, when you blow your horn, you and your allies within earshot gain a number of temporary Hit Points equal to 1d10 + your Proficiency Bonus. You must finish a Long Rest to use that ability again.

Hide in Plain Sight

Starting at 11th level, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

Relentless

Beginning at 13th level, your long journeys through the Wild have toughened you against the weariness of travel. You suffer the effects of exhaustion as if they were one level less than your current exhaustion level. In addition, finishing a Long Rest reduces your exhaustion level by 2 instead of 1.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you cannot see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Slayer of Foes

At 20th level, you become an unparalleled hunter of your enemies. You no longer roll damage dice for successful attacks; they automatically inflict the maximum amount on the die.

Hunter Archetypes

Exterminator's Tradition

Emulating the Exterminator archetype means accepting your place as a bulwark between civilization and the terrors of the Wilderness. As you walk the Exterminator path, you learn specialized Techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering Giants and terrifying Dragons.

Exterminator's Prey

At 3rd Level, you gain one of the following features of your choice.

- **Colossus Slayer:** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon Attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
- **Giant Killer:** When a Large or larger creature within 5 feet of you hits or misses you with an Attack, you can use your Reaction to Attack that creature immediately after its Attack, provided that you can see the creature.
- **Horde Breaker:** Once on each of your turns when you make a weapon Attack, you can make another Attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

- **Escape the Horde:** Opportunity Attacks against you are made with disadvantage.
- **Multiattack Defense:** When a creature hits you with an Attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- **Steel Will:** You have advantage on Saving Throws against being Frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

- **Volley:** You can use your action to make a ranged Attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have Ammunition for each target, as normal, and you make a separate Attack roll for each target.
- **Whirlwind Attack:** You can use your action to make a melee Attack against any number of creatures within 5 feet of you, with a separate Attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

- **Evasion:** When you are subjected to an Effect, such as a red dragon's fiery breath or a Lightning Bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **Stand Against the Tide:** When a Hostile creature misses you with a melee Attack, you can use your Reaction to force that creature to repeat the same Attack against another creature (other than itself) of your choice.
- **Uncanny Dodge:** When an attacker that you can see hits you with an Attack, you can use your Reaction to halve the attack's damage against you.

Guide's Tradition

For you, the Hunt is not an end in itself. By following the Guide's Tradition, you dedicate your skills to helping others travel safely through the wild. While you're guiding a group through territory, you act as their interpreter, scout and provider.

Natural Mouthpiece

At 3rd Level, you gain one of the following features of your choice.

- **Polyglot.** You learn two languages of your choice.
- **Traveller's Pigdin.** Using sounds and gestures, you have a way to make yourself understood, even by creatures and people whose language you do not speak. You are able to express simple, non-abstract ideas about yourself and your companions, your possessions, the people you're conversing with and your immediate surroundings. Any creature with an intelligence of 4 or more can understand what you mean.

Warden of the Wild

At 7th level, you gain one of the following features of your choice.

- **Gimme Shelter.** Wherever you are, you know or you're able to find at least one place where you can safely take a long rest: a settlement, a hidden cabin in the woods, a defensible cavern or a secret glade. Whatever happens, that place can be reached by foot before the end of the day.
- **More Resources.** Every time you search for Natural Resources, you find twice as much as you normally would.
- **Natural Watchfulness.** When in the wilderness, your proficiency bonus for Perception and Survival are doubled, if you are proficient in those skills.

Wanderer

At 11th level, you gain one of the following features of your choice.

- **Can't Get Lost.** Your group can't become lost except by magical means.
- **Land's Stride.** Moving through nonmagical Difficult Terrain costs you no extra Movement. You can also pass through nonmagical Plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on Saving Throws against Plants that are magically created or manipulated to impede Movement.
- **The World is Wild.** Every one of your abilities which usually works only in the wild, such as Wilderness Traveler or Natural Resources, works everywhere for you, even in urban areas, dungeons or the Underdark.

Hornblower

At 15th level, you gain one of the following features of your choice.

- **Horn of Confidence.** You take an action to blow your hunting horn. Each of your companions within earshot regains a number of Hit Points equal to 1d10 + your Wisdom modifier. They can ignore the effects of two levels of exhaustion until their next long rest. Once you use this ability, you can't use it again until you complete a Long Rest.
- **Horn of Fear.** You take an action to blow your hunting horn. Every hostile creature within earshot must succeed on a Wisdom saving throw (with a DC equal to your Proficiency Bonus + 10) or become Frightened of you for 1 minute. Affected creatures must spend their turn trying to move as far away from you as they can, and they can't willingly move to a space within 30 feet of you. It also can't take Reactions. At the end of each of its turns, an affected creature can repeat the saving throw, ending the Effect on itself on a success. Once you use this ability, you can't use it again until you complete a Long Rest.

Herbalist's Tradition

You have learned the secrets of the wild and how nature can both be an ally to you and your allies and a threat to your preys and your enemies. As a Herbalist Hunter, you know the secrets powers of plants and how to brew several kinds of potent nonmagical potions and poisons.

Traditional Healer

At 3rd Level, you gain one of the following features of your choice.

- **Antidote.** You know how to use one Natural Resource to produce one potion of antidote. Drinking the content of the vial neutralizes the effects of poison.
- **Cure Disease.** You have learned how to use one Natural Resource to make one potion of healing. Drinking the content of the vial cures the target of one disease.
- **Cure Light Wounds.** You can use one Natural Resource to produce one potion, salve or cataplasm of healing. Anyone drinking or applying it regains 1d4+2 Hit Points.
- **Stimulant.** Using one Natural Resource, you can make one potion, one pill, one cataplasm of stimulant. Anyone drinking it, eating it or applying it instantly removes one level of Exhaustion.

Poison Specialist

At 7th level, you gain one of the following features of your choice.

- **Contact Poison.** You can make a contact poison version of any poison you know how to make. A creature that touches contact poison with exposed skin suffers its Effects.
- **Ingested Poison.** You can make an ingested poison version of any poison you know how to make. A creature must swallow the entire dose of poison to suffer its Effects. The dose can be delivered in food or a liquid.
- **Inhaled Poison.** You can make an inhaled poison version of any poison you know how to make. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its Effect. The resulting cloud dissipates immediately afterward.

Nature's Alchemist

At 11th level, you gain one of the following features of your choice.

- **Cold Resistance.** You know how to produce a potion of Cold Resistance When you or any other creature drink it, you gain Resistance to cold damage for 1 hour.

- **Darkvision.** You know how to produce a potion of Darkvision. When you or any other creature drink it, you gain Darkvision (30 ft.) for 1 hour.
- **Fire Resistance.** You know how to produce a potion of Fire Resistance. When you or any other creature drink it, you gain Resistance to fire damage for 1 hour.
- **Water Breathing.** You know how to produce a potion of Water Breathing. You can breathe Underwater for 1 hour after drinking it.

Poison Master

At 15th level, you gain one of the following features of your choice.

- **Mute poison.** You know how to produce one dose of mute poison.. You can use the poison to coat one slashing or piercing weapon or up to three pieces of Ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or Ammunition must make a Constitution saving throw or lose the ability to speak for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the Effect on itself on a success.
- **Sleep poison.** You can make one dose of sleep poison. You can use the poison to coat one slashing or piercing weapon or up to three pieces of Ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or Ammunition must make a Constitution saving throw or fall unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake the sleeper awake.
- **Slow poison.** You have learned how to produce one dose of slow poison. You can use the poison to coat one slashing or piercing weapon or up to three pieces of Ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or Ammunition must make a Constitution saving throw or be slowed for 1 minute. The affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. It can't make more than one melee or ranged attack during its turn. At the end of each of its turns, the target can repeat the saving throw, ending the Effect on itself on a success.

Trapper's Tradition

Patience is the Trapper's greatest virtue. While other Hunters track their prey through the wilderness, you'd rather wait for it to get close to you. Always prepared, you know how to use the resource you've gathered to weaponize nature.

Focused Trap Maker

At 3rd Level, you gain one of the following features of your choice.

- **Door Trap.** You've learned how to make a trap that is triggered by turning a doorknob, using a key in a lock or opening a door or a lid. The trap can be installed on a door, a window, a gate, a chest or anything that can be opened. You can make a Door Trap version of any trap you've learned how to make.
- **Zone Trap.** You can make bigger traps. Instead of just one 5-foot square, the trap's pressure plate is 2x2 5-foot squares, or a 10-square radius. Any creature who's in the affected area when the trap is triggered suffers the effects. You can make a Zone Trap version of any trap you've learned how to make.

Versatile Trap Maker

At 7th level, you gain one of the following features of your choice.

- **Acid Trap.** You can make an acid trap. Once it's set up, it can't be moved, and as soon as it's triggered, it can no longer be used. Any creature that steps on the trap's pressure plate gets splashed by green slime. The corrosive slime secretes acid and does 1d10 acid damage. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. The acid is doubly caustic to nonmagical wood and metal, doing 2d10 acid damage against objects of these types.
- **Net Trap.** You've learned how to make and install a net trap. Once it's set up, it can't be moved, and as soon as it's triggered, it can no longer be used. Any creature that steps on the trap's pressure plate gets entangled in a rope net and become Restrained. A creature caught in the trap can use its action to make a Strength check against your Wisdom check. On a success, it frees itself.
- **Poison Trap.** You know how to make a poison trap. Once it's set up, it can't be moved, and as soon as it's triggered, it can no longer be used. As soon as a creature steps on the pressure plate, the trap releases three darts. Each dart makes a ranged Attack with a +8 bonus against a random target within 10 feet of the pressure plate. A target that is hit takes 1d4 piercing damage and must succeed on a Constitution saving throw, taking 2d10 poison damage on a failed save, or half as much on a successful one.

Astute Trap Maker

At 11th level, you gain one of the following features of your choice.

- **Portable Trap.** You know how to make portable version of any trap you're able to make. Making a portable trap takes 2 Natural Resources and takes one Short Rest. Once it's made, it weighs 2 lbs and can be safely carried in your backpack. By using one action, you can set it up anywhere. It takes one action to remove it without activating it.
- **Hidden Trap.** You have Advantage on any check made when people try to spot one of your traps. You also have Advantage on any check made to spot traps.

Trap Master

At 15th level, you gain one of the following features of your choice.

- **Larger Zone Trap.** You can make much larger zone traps. The trap's pressure plate is 3x3 5-foot squares, or a 15-square radius. Any creature who's in the affected area when the trap is triggered suffers the effects. You can make a Zone Trap version of any trap you've learned how to make. It costs 1 extra Natural Resource but takes no extra time.
- **Explosive Trap.** You can make an explosive trap. Once it's set up, it can't be moved, and as soon as it's triggered, it can no longer be used. Any creature that steps on the trap's pressure plate gets hit by an explosion. Each creature in the blast must make a Dexterity saving throw, taking 4d10 fire damage on a failed save, or half as much damage on a successful one.