

Abilities: Dexterity is a Hunter's most important stat because it helps him with his stealth ranged attacks and of course his initiative. Wisdom is helpful for a lot of the hunter's skills while intelligence gives him more skills.

Alignment: Any

Hit Die: d6

The Hunter's skills are Balance(dex), Bluff(cha), Climb(str), Craft(int), Disable Device(int), Escape Artist(dex), Gather Information(cha), Handle Animal(cha), Hide(dex), Jump(str), Knowledge(local and nature)(int), Listen(wis), Move Silently(dex), Ride(dex), Search(int), Spot(wis), Survival(wis), Swim(str), Tumble(dex), Use Rope(dex)

Skill Points at First Level: (6+int mod) X4

Skill Points at each additional level: 6+int mod.

Weapon and Armor Proficiencies: Hunters are proficient with all simple weapons, shortbows (including composite), Net, Bolas, Throwing Axe, Handaxe, Shortsword and Sap. They are proficient with all light armor and all light shields.

Level	BaB	Fort.	Ref.	Will.	Special
1st	0	0	2	0	Track, Sudden Strike +1d6
2nd	1	0	3	0	Uncanny Dodge, Initiative +2
3rd	2	1	3	1	Hunter's Strike, Favored Prey, Sudden Strike +2d6
4th	3	1	4	1	Evasion
5th	3	1	4	1	Sudden Strike +3d6
6th	4	2	5	2	Silencing Strike
7th	5	2	5	2	Unseen Sniper, Sudden Strike +4d6
8th	6/1	2	6	2	Camouflage
9th	6/1	3	6	3	Swift Tracker, Sudden Strike +5d6
10th	7/2	3	7	3	Dazing Strike
11th	8/3	3	7	3	Sudden Strike +6d6, Initiative +4, Favored Prey
12th	9/4	4	8	4	Uncanny Surprise
13th	9/4	4	8	4	Full-Attack Surprise, Sudden Strike +7d6
14th	10/5	4	9	4	Hide in Plain Sight
15th	11/6/1	5	9	5	Immobilizing Strike, Sudden Strike +8d6
16th	12/7/2	5	10	5	Master Unseen Sniper
17th	12/7/2	5	10	5	Sudden Strike +9d6
18th	13/8/3	6	11	6	Lucky Ambusher
19th	14/9/4	6	11	6	Favored Prey, Sudden Strike +10d6
20th	15/10/5	6	12	6	+6 Initiative, Stunning Strike

Track: A hunter gains Track (PHB page 101) as a bonus feat.

Sudden Strike(Ex): When a hunter attacks a flat-footed opponent with a ranged or melee weapon he adds +Nd6 of damage to the attack. A hunter can only do non-lethal damage if his weapon does non-lethal damage normally. A hunter must be within 30 ft to use sudden strike with a ranged weapon. A hunter can not use sudden strike against enemies with unconcernable anatomies and enemies that normally can't be critialed.

Uncanny Dodge(Ex): Starting at 2nd level a hunter may react to danger before her senses would normally allow her to do so. She retains her dexterity bonus to AC (if any) even if she is caught Flat-Footed or struck by an invisible attacker. However she still loses her Dexterity Bonus to AC if immobilized. If a Hunter has uncanny dodge from another class she automatically gains improved uncanny dodge.

Initiative: A hunter gains +X on initiative.

Hunter's Strike: A Hunter may spend 3 rounds studying a creature unaware of her Location. After studying the creature the hunters next ranged or melee attack if the opponent is Flat-Footed automatically criticals if it hits. A hunter only has three rounds to launch the strike after studying or she has to study the creature again. A Hunter may not use this ability on a creature that can normally not be critialed. A hunter must be within 30 ft to use this ability with a ranged weapon. A Hunter may add the following abilities to her strike Silencing Strike, Dazing Strike, Immobilizing Strike and Stunning Strike by giving up Sudden Strike Dice (Sudden Strike Dice can not go below 0). The Enemy only makes one save against all the bonus strikes added on to the Hunter's Strike he either saves or he doesn't. A hunter may also give up Xd6 on sudden strike to increase his DC of his special strikes by X a hunter may get the ability focus feat to further increase this DC.

Favored Prey(Ex): At 3rd, 11th and 18th level a hunter may select a creature (or additional creature) from among those on Table 3-14: Ranger Favored Enemies (PHB page 47) Any creature of this kind the hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against creatures of this type. Likewise, his Sudden Strike do an additional +2d6 against these creatures. Furthermore it takes the hunter 2 rounds to study the creature when using Hunter's Strike and has 5 rounds to unleash the Hunter's Strike also add +2 to the DC of All Strikes against these creatures.

Evasion(Ex): When a 4th level or higher hunter makes a successful reflex save against a damaging effect (such as a spell or dragon's breath) he takes no damage instead of half damage.

Silencing Strike: Any Opponent struck by a hunter's strike must make a fort. saving throw of 10 + 1/2 hunter levels (Rounded Down) + Dex. mod. or be unable to talk for 1d4+1 rounds A hunter must give up 2d6 worth of Sudden strike damage to use this ability.

Unseen Sniper(Ex): At 7th level and above when *Sniping* (see hide skill PHB page 76) you only take -10 to hide after shooting.

Camouflage(Ex): A hunter of 8th level or higher can use the hide skill in any sort of natural terrain even if the terrain does not grant cover or concealment.

Swift Tracker(Ex): Beginning at 9th level, a Hunter can move his normal speed while following tracks without taking the -5 penalty. Also he takes -10 instead of -20 when moving up to twice his speed.

Dazing Strike(Ex): A Hunter of 10th level or higher can try to daze an opponent when using Hunter's Strike. When the Hunter successfully criticals with his hunters strike the creature must make a fortitude save $10 + \frac{1}{2}$ hunter levels (rounded down) + Dex. mod. or be dazed for one round to use Dazing Strike a Hunter must give up 4d6 worth of sudden strike to use.

Uncanny Surprise(Ex): At 12th level and above a hunter is so good at attacking people off guard that even if they have uncanny dodge they lose their Dexterity bonus when caught flat-footed (this does not allow a hunter to flank an opponent that has improved uncanny dodge).

Hide in Plain Sight(Ex): while in any sort of natural environment or shadow (other than your own) a Hunter of 14th level or higher can use the hide skill even while being observed.

Immobilizing Strike: At 15th level or higher, a hunter who hits with his hunter strike can immobilize his prey. The creature must make a fortitude save $10 + \frac{1}{2}$ hunter levels (rounded down) + Dex. mod. or be unable to move their legs for $1d2+1$ rounds a hunter must sacrifice 4d6 of sudden strike to use this ability.

Master Unseen Sniper(Ex): A hunter of 16th level or higher can use the *Sniping* action with no penalty on hide checks.

Full-Attack Surprise: At 17th level or higher, In a surprise round a Hunter may use a full attack action instead of a move or standard action.

Lucky Ambusher(Ex): A Hunter of 18th level may re-roll his initiative roll once per day if he does he must accept his new roll.

Stunning Strike: A 20th level or higher hunter who hit with his hunters strike can stun his prey. The creature must make a fortitude save $10 + \frac{1}{2}$ hunter levels rounded down + Dex. mod. or fall prone and become stunned for 1 round you must give up 6d6 worth of sudden strike to use this ability (If you use Stunning strike your other strike ability doesn't start to work until after the stun wears off).