

TAMOR HUNTER

Men living in the south mountain region of Pesh learn from an early age how to fight the dangerous Tamor (dire-boars) that inhabit the area. These skills are not only used to provide food and hides for their families, but also to protect them from all the other monsters living in the area.

Hit Die: d8.

Class Skills

The class skills (and the key ability for each skill) are **Climb** (Str), **Concentration** (Con), **Craft** (Int), **Heal** (Wis), **Hide** (Dex), **Intimidate** (Cha), **Jump** (Str), **Knowledge** (dungeoneering/geography/nature) (Int), **Listen** (Wis), **Move Silently** (Dex), **Profession** (Wis), **Search** (Int), **Spot** (Wis), **Survival** (Wis), and **Use Rope** (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

	Base Level Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	AC bonus, Track, Toughness, Weapon Focus, Skill Focus (Intimidate)
2nd	+2	+3	+3	+0	Combat style: Spear & Shield
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Uncanny Dodge
5th	+5	+4	+4	+1	Bonus feat
6th	+6/+1	+5	+5	+2	Improved combat style
7th	+7/+2	+5	+5	+2	Woodland stride
8th	+8/+3	+6	+6	+2	Swift tracker
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	Bonus feat
11th	+11/+6/+1	+7	+7	+3	Combat style mastery
12th	+12/+7/+2	+8	+8	+4	
13th	+13/+8/+3	+8	+8	+4	Camouflage
14th	+14/+9/+4	+9	+9	+4	
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+11	+11	+6	
19th	+19/+14/+9/+4	+11	+11	+6	
20th	+20/+15/+10/+5 +12	+12	+12	+6	Bonus feat

Class Features

All of the following are class features of the tamor hunter.

AC Bonus (Ex): When unarmored and unencumbered, the tamor hunter adds his Wisdom bonus (if any) to his AC.

Weapon and Armor Proficiency: A tamor hunter is proficient with dagger, club, shortspear, longspear, quarterstaff, spear, sling, throwing axe, hand axe, shortbow (and composite), and with light armor and shields (except tower shields).

Track: A tamor hunter gains **Track** as a bonus feat.

Wild Empathy (Ex):

Combat Style (Ex): At 2nd level the tamor hunter gains the ability to use a longspear or spear one handed as long as the other hand has heavy shield in it. Training in throwing regular spears helps with throwing a longspear, and lets him throw a longspear with a -2 penalty instead of -4

The benefits of the tamor hunter's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A tamor hunter gains **Endurance** as a bonus feat at 3rd level.

Uncanny Dodge (Ex): At 4th level, a tamor hunter gains the uncanny dodge ability.

Improved Combat Style (Ex): At 6th level, a tamor hunter's further spear throwing training brings the penalty down to zero. Gain the Improved Shield Bash feat.

Woodland Stride (Ex): Starting at 7th level, a tamor hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a tamor hunter can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a tamor hunter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the tamor hunter is wearing light armor or no armor. A [helpless](#) tamor hunter does not gain the benefit of evasion.

Combat Style Mastery (Ex): At 11th level, a tamor hunter's gain a +2 bonus to Intimidate Checks to demoralize opponent checks, when wielding a spear & shield. When setting a spear or long spear against a charge you deal triple damage on a successful hit.

Camouflage (Ex): A tamor hunter of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a tamor hunter of 17th level or higher can use the Hide skill even while being observed.