

HUNTER ABILITIES

RANK ONE [TRACKER]

AIMED SHOT (MINOR)

Your ranged weapon shots are automatically considered to be aimed without using an action to aim. However, if you do use a minor action to aim, the attack is advantaged. This can be applied to ranged weapon attacks that use another ability as well.

TRACKING

You have a perfect sense of direction and can notice details about your environment that others cannot. This gives you the ability to track humans, animals, and monsters with a perception roll, even days after they have passed by. The GM should also give you a chance to notice the signs that a particular type of monster is nearby, even if you aren't looking for it. In combat, if you are behind cover, your defense against ranged attacks (including spells), is automatically advantaged. This cannot be done on a turn in which you are engaged in melee combat in any way (making ranged attacks is fine, however).

ELECTIVE:

Rank one Warrior, Rogue, Monk, Druid, or Alchemist abilities only.

RANK TWO [SCOUT]

POISON COLLECTOR (MINOR)

1 MP, COOLDOWN

You know how to collect poisons from various monsters and always keep some available. With a minor action, you can poison any sharp weapon you hold. The next attack you make with that weapon (that hits) automatically causes an additional poison attack (see the monster ability: Poison). This poison attack is an INT vs. FOR roll, except that your roll is advantaged. If you do not make an attack during the encounter, the poison wears off. Poisoning someone else's weapon takes a major action for both you and them. Your work collecting poisons has also made you resistant to them; your FOR rolls when resisting poisons are advantaged.

RAPID FIRE (MINOR)

1 MP, COOLDOWN

For your entire turn, any ranged attack you make is a minor action instead of a major action. In addition, even when not using this ability, reloading a bow or firearm (but not other ranged weapons) is a free action for you.

ELECTIVE:

Rank one Warrior, Rogue, Monk, Druid, or Alchemist abilities only.

RANK THREE [RANGER]

CALLED SHOT (MAJOR)

1 MP

Make an attack with a ranged weapon, but the defense roll is disadvantaged. Alternatively, you could make the attack do something crazy (bounce off a wall, make a target drop their weapon, cut a necklace clasp, activate a switch, etc.). The attack can still do damage to the target if that makes sense. You can also use this ability as an interrupt action to shoot down another ranged weapon attack, even if it is targeted against someone else. In this case, your roll is an active defense against the attack (and the attack roll is disadvantaged).

ZEN SHOT

Any ranged weapon attack you make is never penalized for poor visibility (not even complete darkness), as long as you can make a perception roll against your target's stealth roll. In addition, all your ranged weapon attacks have double the normal range and no longer provoke an opportunity attack from nearby enemies.

ELECTIVE:

Rank one or two Warrior, Rogue, Monk, Druid, or Alchemist abilities only.

RANK FOUR [WARDEN]

POISON MASTER (MINOR)

2 MP, COOLDOWN

You have collected some exotic poisons from a variety of rare monsters. This works like the Poison Collector ability (and shares the same cooldown), except that instead of doing damage, the effect is like a non-damaging ability, from any class, that would make sense as a poison. The abilities Illusions, Curse, Fear, and Dominate all work, but anything the player can come up with that makes sense to the GM can be used instead (blinding the target, for example). If desired, you can just use this ability just like the Poison Collector ability, but the poison is paralytic. You are now immune to poisons of all kinds.

PERFECT SHOT

2 MP, COOLDOWN

Any single roll (or re-roll) made with a ranged weapon is automatically the maximum amount the die can roll. Normally, this can only be done with attack rolls, unless the Called Shot ability is being used to shoot down an attack. This ability can be activated at any time with a free action, and can be used simultaneously with Called Shot.

ELECTIVE:

Rank one or two Warrior, Rogue, Monk, Druid, or Alchemist abilities only.