

Hunter

Some archers form bonds with well-trained dogs, who help them hunt down the people needed to be taken in.

The hunter is an archetype of the archer class.

Track (Ex): At 1st level, a hunter adds half his archer level (minimum 1) to Survival skill checks made to follow tracks.

This ability replaces archer training.

Dog Companion (Ex): At 1st level, a hunter forms a close bond with a dog companion. This dog companion functions as a beastmaster's animal companion, using the archer's level as his effective beastmaster level. A hunter's dog companion gains a bonus on Survival checks to follow tracks equal to half the archer's level (minimum 1).

This ability replaces aim and take aim.

Empathic Link (Su): At 2nd level, the hunter forms an empathic link with his dog companion out to a distance of up to 1 mile. At 6th level, the hunter extends his link to include not only his dog companion but also any dogs he has befriended. The link allows the hunter and the dogs to communicate their general emotional state (fear, hunger, happiness, curiosity) to one another. Note that the Intelligence of animals may limit what the creatures can communicate or understand.

This ability replaces hawkeye.

Pack Tricks (Ex): A hunter learns the use of pack tricks, which typically grant a boon or bonus to the hunter or his dog companion. At 2nd level, the hunter learns one trick, selected from the list below. At 4th level, and every two levels thereafter, he learns another trick. A hunter can use these tricks a total number of times per day equal to half his archer level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A hunter cannot select an individual trick more than once. The following is a list of pack tricks and their effects.

Aiding Shot (Ex): The hunter can use this trick as a free action when he hits a creature with a ranged attack. His dog companion, who makes an attack against the target creature before the start of the hunter's next turn gains a +2 circumstance bonus on that attack roll.

Bolster Companion (Ex): The hunter can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the hunter to benefit from this trick.

Chameleon Step (Ex): The hunter can move up to twice his speed as a move action. The hunter does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Combat Trick: A hunter that selects this trick gains a bonus combat feat (see Feats). This trick may be selected only once.

Deft Stand (Ex): The hunter can spend a move action to stand up without provoking attacks of opportunity.

Distracting Shot (Ex): The hunter can use this trick as a free action before he makes a ranged attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Good Boy! (Ex): As a swift action, once per day, the hunter praises his dog companion, granting it a number of temporary hit points equal to his archer level + his Wisdom modifier. These temporary hit points last for an encounter. These temporary hit points stack with spiritual bond.

Heel (Ex): The hunter can use this trick as an immediate action when his dog companion moves. When the dog companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The dog companion must end this movement in a square adjacent to the hunter. The animal companion must be able to see and hear the hunter to take this movement.

Hobbling Shot (Ex): The hunter can use this trick as a free action when he hits with a ranged attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Rattling Shot (Ex): The hunter can use this trick as a free action before he makes a ranged attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Shot (Ex): When he misses with a ranged attack, the hunter may reroll his attack at a -5 penalty. Using this ability is an immediate action.

Sic 'Em (Ex): The hunter can use this trick as a swift action. His dog companion makes one melee attack against an adjacent creature. The dog companion must be able to see and hear the hunter to make this attack.

Snack Time (Ex): As a move action, as long as the dog companion is adjacent to the hunter, the hunter can feed it a tasty snack. This heals the dog companion for 1d8 points of damage plus his Wisdom modifier. The hunter must have a set of rations or equivalent amount of food to feed the dog companion.

Surprise Shift (Ex): The hunter can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Shot (Ex): The hunter can use this trick as a free action when he makes a ranged attack. If the attack hits, the target is entangled for 1 round.

Uncanny Senses (Ex): As an immediate action, the hunter gains a +2 insight bonus on Perception checks plus an additional +2 for every four archer levels after 2nd for 1 round.

Upending Shot (Ex): The hunter can use this trick as a free action just before he makes a ranged attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Shot (Ex): The hunter can use this trick as an immediate action when an enemy within 30 feet to him hits his dog companion with a melee or ranged attack. The hunter can make a single ranged attack at his highest base attack bonus against the creature who attacked his dog companion.

These abilities replace archery talents.

Bonus Feats: At 5th level, a hunter and his dog companion gain Step Up as a bonus feat. At 11th level, they gain Following Step and at 17th level, they gain Step Up and Strike.

This ability replaces called shot.

Takedown (Ex): At 7th level, a hunter's dog can make a free trip or dirty trick (entangled) combat maneuver after a successful melee attack. These combat maneuvers do not provoke attacks of opportunity.

This ability replaces uncanny dodge.

Quarry (Ex): At 9th level, a hunter can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a hunter can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A hunter can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the hunter sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour. The benefits of this ability also apply to his dog companion.

This ability replaces safe shot.

Swift Tracker (Ex): At 11th level, a hunter can move at his normal speed while using Survival to follow 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.

This ability replaces ranged cleave.

Pack Attack (Ex): At 12th level, whenever a hunter is within 30 feet of the target and his dog companion is adjacent to the target, they are treated as flanking. In addition, they can flank a creature with improved uncanny dodge if the hunter has at least 4 more levels than the target.

This ability replaces a pack trick gained at 12th level.

Pack Tactics (Ex): Also, at 13th level, a hunter and his dog companion gain a +4 bonus on attack rolls while flanking the same opponent (instead of the normal +2 bonus).

This ability replaces evasive archer.

Improved Quarry (Ex): At 15th level, the hunter's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed. The benefits of this ability also apply to his dog companion.

This ability replaces racking critical.

Opportunity Shot (Ex): At 17th level, whenever the hunter's dog companion succeeds at a bull rush, drag, grapple, overrun, or trip combat maneuver against an opponent within 30 feet of the hunter, a hunter can take an attack of opportunity against that opponent.

This ability replaces improved uncanny dodge.

Frightful Ferocity (Ex): Also, at 17th level, a hunter and his dog companion can each attempt an Intimidate check to demoralize a foe as a swift action.

This ability replaces volley.

Spiritual Bond (Su): At 19th level, the hunter can grant his dog companion temporary hit points equal to his archer level + his Wisdom modifier once per day. While these temporary hit points last, when his dog companion is within 30 feet of him, he can choose to share the damage taken by his dog companion as if using *shield other*. These temporary hit points stack with the Good Boy! pack trick.

This ability replaces aim mastery.

Master Hunter (Ex): A hunter of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty.

This ability replaces master archer.