



DRAGON HUNTER ADVANCED CLASS

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The fastest path into the Dragon Hunter advanced class is from the Dedicated hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Dragon Hunter, a character must fulfill the following criteria. High Strength and Wisdom scores are also useful.

Base Attack Bonus: +2

Skills: Investigate 6 ranks, Sense Motive 6 ranks, Knowledge (arcane lore) 3 ranks.

Feats: Track, and Personal Firearms Proficiency or Archaic Weapons Proficiency.

CLASS INFORMATION

The following information pertains to the Dragon Hunter advanced class.

ALLEGIANCE

The Dragon Hunter must become a member of the Thaumaturgia.

HIT DIE

Dragon Hunters gain 1d8 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

Dragon Hunters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

CLASS SKILLS

The Dragon Hunter's class skills are as follows: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, current events, popular cultures, streetwise) (Int), Listen (Wis), Profession (Wis), Read/ Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Dragon Hunter advanced class.

DETECT CHAOS TAINT

At 1st level, the Dragon Hunter gains the spell-like ability to *detect Chaos*. The Dragon Hunter may use this effect up to three times per day, and each use lasts for 20 minutes.

CHAOS HUNTER

At 2nd level, the Dragon Hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Chaos Tainted beings, as well as a +2 bonus on weapon damage rolls against them. At 6th and 10th level, the bonus increases by 2.

BONUS FEATS

At 3rd, 6th, and 9th levels, the Dragon Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Dragon Hunter must meet all of the prerequisites for the feat to select it.

The Dragon Hunter							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Detect Chaos Taint	+1	+0
2nd	+1	+2	+2	+2	Chaos Hunter	+2	+0
3rd	+2	+2	+2	+2	Bonus Feat	+2	+0
4th	+3	+2	+2	+2	Dispel Chaos Taint	+3	+0
5th	+3	+3	+3	+3	Chaosbreaker	+4	+1
6th	+4	+3	+3	+3	Bonus Feat	+4	+1
7th	+5	+4	+4	+4	Heal Chaos Wounds	+5	+1
8th	+6	+4	+4	+4	Last Stand	+6	+2
9th	+6	+4	+4	+4	Bonus Feat	+6	+2
10th	+7	+5	+5	+5	Smite Chaos	+7	+2

Armor Proficiency (archaic, light, medium), Brawl, Improved Brawl, Improved Feint, Improved Grapple, Improved Knockout Punch, Knockout Punch, Streetfighting, Supernatural Strike.

DISPEL CHAOS TAINT

At 4th level, the Dragon Hunter gains the spell-like ability *Dispel Chaos Taint*. The Dragon Hunter may use this effect twice a day.

CHAOSBREAKER

At 5th level, the Dragon Hunter gains the Chaosbreaker ability. When activated, and an attack on a Chaos Tainted opponent hits, the Chaos Tainted opponent is barred from using any Chaos-based spells or spell-like abilities for 1 round. There is no saving throw to prevent this effect.

HEAL CHAOS WOUNDS

At 7th level, the Dragon Hunter gains the spell-like ability to *heal Chaos wounds*, healing 1d8 points of damage, and reducing the recipient's Chaos Pool by 5 points (or the number of Taint Points received because of the wound, whichever is less). The Dragon Hunter may use this effect up to two times per day.

LAST STAND

At 8th Level, the Dragon Hunter gains the Last Stand ability. Last Stand automatically activates when the Dragon Hunter is reduced to 0 hit points or less, but has not been killed outright. Last Stand immediately restores a number of hit points to the Dragon Hunter equal to their total hit points gained from Constitution. When Last Stand is triggered, the Dragon Hunter may immediately take a single standard or move action.

SMITE CHAOS

At 10th level, the Dragon Hunter gains the ability to smite Chaos Tainted characters, creatures, or items with a single melee attack. The Dragon Hunter spends an action point and, in addition to the normal benefit of the action point,

gains a bonus to the attack equal to his Wisdom modifier (if positive) and deals 1 extra point of damage per total character levels of the Dragon Hunter. Should the attack miss, the action point is expended. Similarly, the action point is expended if the Dragon Hunter uses it and strikes a target that does not have any Chaos Taint. Smite Chaos is considered a supernatural ability.

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