

PLAYER'S BOOK

PREVIEW

hunters

All cultures of Legend have Hunters of one sort another. Whether authorized by law, or working as poachers, Hunters stalk the wilderness for sustenance. The wild places of the world are their homes, whether forest, mountain, desert, tundra or any other climate. The Hunter excels at not only surviving in such inhospitable terrain, but in using the terrain itself as a weapon. Most Hunters are content to eke out a living for themselves, their family, or their community. Other Hunters find themselves in the employ of local lords, keeping his domain safe from poachers and assassins. Still others become thrall to the lure of adventure, using their skills for personal gain with a group of roaming vagabonds. Hunters may be found throughout the Lands of Legend, even at the highest levels of society. While many nobles are trained as Knights, some excel at the use of the bow, or their skill at the hunt is legendary. In cases such as these, the Hunter Profession could be applicable.

While Hunters can pass amiably enough among the peasantry and lower rungs of society, they must be cautious when travelling through a Lord's domain. Run-ins with local Knights and guards can have them pegged as poachers or miscreants, with all the trouble that can entail.

- A: Roll 3d6 for each stat
- B: Health Points 1D6+5
- C: Basic ATTACK 13; Basic DEFENCE 6
- D: Basic MAGICAL DEFENCE 3
- E: Basic EVASION 5
- F: Basic STEALTH 16; Basic PERCEPTION 8

Minimum Requirements

A player wishing his character to be a Hunter must roll at least a 9 for both Intelligence and Reflexes. A character with scores lower than these is too oblivious and clumsy to have the necessary innate talent to succeed as a Hunter.



Special Abilities of a Hunter

The Hunter's special abilities relate to his role as an expert in wilderness exploration. The Hunter has a handful of core abilities at 1st Rank. The number and selection of abilities increases as he achieves higher Rank. At 3rd Rank, the Hunter may choose one skill from the list as noted below. He may choose another skill at 6th rank, 8th rank, and each Rank thereafter.

The special abilities of a Hunter are:

- ✦ *Track*
- ✦ *Bowyer & Fletcher*
- ✦ *Precise Shot*
- ✦ *Favoured Weapon*
- ✦ *Favoured Terrain*
- ✦ *Set Traps*
- ✦ *Forage*
- ✦ *Stillness*
- ✦ *Hunter's Mind (rank 3 onwards)*
- ✦ *False Trail (rank 3 onwards)*
- ✦ *Climb (rank 3 onwards)*
- ✦ *Penetrating Shot (rank 6 onwards)*
- ✦ *Sneak Attack (rank 6 onwards)*
- ✦ *Soldier (rank 6 onwards)*
- ✦ *Master Fletcher (rank 8 onwards)*
- ✦ *Master Tracker (rank 8 onwards)*
- ✦ *Fast Shot (rank 8 onwards)*

TRACK

Hunters may attempt to track their opponents or prey animals across country. This is explained in more detail on p. 63 of.

BOWYER & FLETCHER

The Hunter can manufacture any one specific missile weapon of his choosing, plus ammunition for that weapon (if required). For example, bows and normal arrows could be selected providing that the Hunter possesses suitable raw materials in the form of strong wood, string/glue and feathers, while a reusable weapon such as a javelin would not, of course, require any ammunition. Normal arrowheads can either be bought beforehand or made from flint.

As a guide, a sling and slingshot are fairly quick and cheap to produce at 1 Florin and 5 Pennies, respectively. The creation of six Arrows/Quarrels with ready-made arrowheads takes three days with a materials cost of 2 Florins. One normal Bow or Javelin will take three days

TYPE	CONSTRUCT TIME	SPEED	EFFECT
Snare	20 minutes	13	Holds target in place. The target may fight as usual but with a -2 penalty to DEFENCE, and may not walk or run. The target may spend a full round attempting to escape, and must make a Reflexes roll to succeed.
Pit	1 hour, plus one hour per metre of depth	15	Target falls into the pit, taking falling damage depending on the pit's depth. It is possible to climb out using the usual climbing rules.
Deadfall	1 hour	12	A heavy weight such as a log or boulder is dropped on the target (d8, 5).
Bow Trap	3 Hours	18	A simple bow is constructed, under tension, with a single arrow ready to shoot (d6, 4).
Spear Trap	3 hours	16	A spear is set up, under tension from a springy, secured sapling. When released, it impales the target against a nearby tree trunk (d8, 4). The target may fight as usual but with a -2 penalty to DEFENCE, and may not walk or run. The target may spend a full round attempting to escape, and must make a Reflexes roll to succeed.

to produce at a cost of 10 Florins, while one Longbow will take 5 days to produce at a cost of 30 Florins.

PRECISE SHOT

The Hunter is the master of ranged weapons. By taking a moment to focus on his target, he may make a much more precise attack. By doing so, he may temporarily add 1 point to his ATTACK for each 3 points he subtracts from his DEFENCE for that round, but only when attacking with a ranged weapon. This may be combined with Stillness, below.

FAVOURED WEAPON

As a master of the hunt, the Hunter often finds himself preferring one type of weapon, finding that it perfectly suits his particular hunting style. The Hunter may designate any ranged weapon type (eg: Bows, Javelins, Slings, etc.) as his Favoured Weapon. Doing so gives no immediate bonus, but many of the high-Rank skills give bonuses to this weapon.

FAVOURED TERRAIN

Through years of study, wandering and ranging, the Hunter has become a master of the wilderness. Choose one from the following to be your Favoured Terrain:

- ✿ Open
- ✿ Forest
- ✿ Hills
- ✿ Swamp
- ✿ Arctic

or

- ✿ Desert.

Add +2 to Stealth, Perception, and Forage (q.v.) rolls when in Chosen terrain type.

SET TRAPS

Snares and traps normally used for game can also be adapted to catch poachers and the King's Men. The Hunter will know where to set the trap to most likely be triggered. The target of the trap may use Evasion (*Dragon Warriors*, p. 71), as usual. The Speed depends on the type of trap, but the Hunter can make advanced traps at higher Ranks (+1 to Speed at 5th Rank and +2 at 9th Rank).

The Hunter describes the type of trap and results of it being triggered when he first sets the trap. Normally it is something simple such as a snare or pit. More complex traps take more time and equipment to set up properly. Some examples are given below, but the Games Master may allow others. Note that in each case, the construction time includes time to conceal the trap.

FORAGE

The Hunter is an expert at finding sustenance in the wilderness. He must make a Perception roll, and beat a difficulty number assigned by the GM. Then the GM rolls an appropriate die to determine how long the Hunter takes in finding the food and water. The three basic levels of foraging ability by any terrain are:

Type	TN	Time
Fecund	8	1d3
Fertile	12	1d3+3
Desolate	18	1d3+6

The result of the die roll indicates how many hours it takes for the Hunter to find a day's food and water for a number of people equal to half the Hunter's Rank. If the Hunter is in his Favoured Terrain (see above) he may add +2 to his Perception for purposes of making the Foraging roll.

STILLNESS

A Hunter can take advantage of natural surroundings, slow his breathing and remain perfectly still in order to observe his quarry. To reflect this, the Hunter chooses a space to hide, lowers his DEFENCE and adds half that amount to his STEALTH score (i.e. -2 DEFENCE results in +1 STEALTH, etc.). In his Favoured Terrain, he adds the full amount to STEALTH. This may be combined with Precise Shot, above.

HUNTER'S MIND

The Hunter learns to read and blend in to his surroundings. As such, when in the wilderness and wearing at most padded armour, he may add +1 to STEALTH and PERCEPTION for every three Ranks.

FALSE TRAIL

This skill enables the hunter to skilfully manipulate the environment, removing real tracks and laying false tracks to deceive anyone that attempts to use the Track skill in that location. This could be used to escape, lure the enemy into a prepared killing ground or simply send the enemy off on a wild goose chase. When a Hunter lays a false trail, those following him must roll their PERCEPTION versus the Hunter's Intelligence plus half Hunter's Rank to notice the trail is false. May be taken a second time, in which case the Hunter adds his full Rank.

CLIMB

Subtract half of the Hunter's Rank from the difficulty factor of the climb, when climbing trees, rockfaces, and similar rough surfaces. May be taken a second time, in which case the character subtracts his full rank from the difficulty factor.

SNEAK ATTACK

A Hunter who successfully moves within 6 metres of a target without being seen is able to launch a single attack with his Favoured Weapon at +2 to his ATTACK Score.

This bonus is no longer applicable after the first attack is resolved.

SOLDIER

Hunters are often recruited temporarily into armies as auxiliary troops or levies, being much in demand by local lords and mercenary captains for their ranged combat skills. Those who remain for a longer period often acquire heavy armour, and become used to wearing it. This skill allows the Hunter to have the armour penalties appropriate to a Barbarian or Warlock (*Dragon Warriors* p. 70).

PENETRATING SHOT

The Hunter has become adept at finding weak spots in armour, hide, etc. As such, when attacking with his Favoured Weapon at Short range, he may add +1 to Armour Bypass Rolls. This skill may be taken twice.

MASTER FLETCHER

An experienced Hunter becomes an expert in the fletcher's craft. The Hunter can manufacture new types of arrow and quarrel beyond the normal broadheaded type. He is also able to manufacture normal arrows and quarrels in half the time specified in the Bowyer & Fletcher skill. Any non-Hunter profession that attempts to fire a special arrow does so with a -2 ATTACK penalty.

In the arrows below, ABR stands for Armour Bypass Roll.

Blunt Arrow. -3 ATTACK, -2 ABR and -2 Damage. Non-lethal missile that requires a specially constructed padded arrowhead without any cutting edge. Cost to produce 6 arrows: 4 Florins.

Forked Arrow. -1 ATTACK, -2 ABR and +1 Damage. Flesh cutting missile that requires a specially forged wide bladed and multi-pronged arrowhead. Cost to produce 6 arrows: 8 Florins.



Bodkin Arrow. +1 ABR and -1 Damage. Armour-piercing missile that requires a specially forged narrow hardened steel arrowhead. Cost to produce 6 arrows: 6 Florins.

Fire Arrow. -2 ATTACK and -2 ABR. Flammable missile that requires a specially constructed flammable cloth/steel arrowhead. One round to light arrow from an existing source of flame. Sets target alight on a successful hit (assuming they are wearing flammable items – a Knight in full plate armour and no surcoat will be unaffected), dealing a further 4HP damage per round until the fire is put out. Cost to produce 6 arrows: 4 Florins.

Grappling Arrow. -2 ATTACK and -2 ABR. A cumbersome barbed missile that possesses a hole in the arrowhead, through which is tied a thin twine that loops through another eyelet close to the fletching at the back of the arrow. The twine has to be specially prepared and laid out prior to shooting the arrow so as to prevent snags. Once attached to the target, pulling on the twine with any significant force will destroy the wooden arrow shaft. The twine from a single arrow will only be able to take the weight of a small animal, although the strands from five or more arrows may be gathered together to hold the weight of a normal adult human, if used with care. These single-shot arrows are usually only constructed for a specific purpose. Cost to produce 6 arrows (each with 20m twine): 30 Florins.

Wooden Arrow. -1 ATTACK and -1 ABR. This has a simple fire-hardened point rather than steel. It has the one big advantage that it can be made by a Hunter out in the wilderness, without the need for a forge, hammers, bellows, and so forth, using materials found locally and no tools other than a knife and flint-and-tinder.

Flint Arrow. -1 ABR. Again, these arrows may be easily made by a Hunter in the wilderness, though are more time-consuming to make than wooden arrows. Other sharp minerals can be used, such as obsidian.

MASTER TRACKER

The Hunter has become a master at reading signs and spoor. As such, he may add +2 per three Ranks to his PERCEPTION score while Tracking.

FAST SHOT

At the beginning of a combat round, the Hunter may declare that he wishes to fire two shots instead of the normal one. His Defence and Evasion are halved (round down) for the duration of the round. He then shoots his first arrow at his Reflexes rank as normal. His second arrow is shot at half his Reflexes. He may change targets with the second shot, but doing so imposes an additional penalty of -2 to his Attack score.

EQUIPMENT

H: Initially equipped with: gambeson, bow*, quiver of 12 normal arrows*, dagger, spear or sword, lantern, flint-and-tinder, rope for snares, backpack, lantern, sacks, bedroll.

*May switch out the bow and arrows for any other ranged weapon in which the Hunter has chosen to specialize.

HUNTERS & ARMOUR

Armour Penalties: As Assassin and Mystic (Dragon Warriors, p. 70). Note that if the Hunter has the Soldier skill (p. XX), this will change.

ADVANCEMENT

+ 1 to ATTACK each time the character increases in rank.
+ 1 to DEFENCE when the character reaches 3rd rank, then + 1 at 5th rank, + 1 at 7th, etc.
+ 1 to the character's normal Health Points score each time he increases in rank.
+ 1 to the character's MAGICAL DEFENCE each time he increases in rank
+ 1 to the character's EVASION upon reaching 5th rank, then another + 1 on reaching 9th rank.
+1 to the character's STEALTH and PERCEPTION each time the character increases in rank.