

## HUNTER MARTIAL MASTERY

### Class Function

**Combat Training:** Weapons, Light Armor, Light Shields

**Maneuvers:** You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Hunter Class Table.

**Techniques:** The number of Techniques you know increases as shown in the Techniques Known column of the Hunter Class Table.

**Stamina Points:** Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Hunter Class Table.

## HUNTER STAMINA

### Level 1 Feature

**Ranger Stamina.** You regain 1 SP when:

- You take the Search Action and successfully locate a Hidden creature.
- You succeed on a Knowledge Check to recall information about a creature.
- Once per round, when you Hit the target of your Hunter's Mark with an Martial Attack.
- The target of your Hunter's Mark is reduced to **0 HP** or dies.

## HUNTER'S MARK

### Level 1 Feature

You can spend **1 AP** and **1 SP** to focus on and mark a creature you can see within 15 Spaces as your quarry. Alternatively, you can mark a creature by studying its tracks for at least 1 minute. While a creature is marked, you gain the following benefits:

- You have ADV on Awareness and Survival Checks made to find the target.
- The first Martial Attack against your target on your turn has ADV and ignores PDR.
- When you score a Heavy or Critical Hit against the target, you automatically grant a **d8** Help Die to the next Attack made against the target before the start of your next turn.

## HUNTER'S MARK (CONT'D)

### Level 1 Feature

The target is marked as long as it's on the same Plane of Existence as you, and vanishes early if you complete a Long Rest, fall **Unconscious**, or use this Feature again to mark another creature.

## FAVORED TERRAIN

### Level 1 Feature

You are particularly familiar with two types of environments and are adept at the skills unique to the region. Choose 2 types of Favored Terrain listed below.

Additionally, while you are in one of your Favored Terrains, you have ADV on Stealth and Survival Checks and cannot be **Surprised**.

## FAVORED TERRAIN (CONT'D)

### Level 1 Feature

**Coast:** You gain a Swim Speed equal to your Speed (your Weapon Attacks no longer have Disadvantage as a result of being underwater), you can hold your breath twice as long as normal, and you have ADV on Awareness Checks while underwater.

**Desert:** You gain Resistance (half) to Fire damage and have ADV on Saves against **Exhaustion** from hot temperatures.

**Forest:** You gain 1 Skill Point in 2 of the following skills: Animal, Awareness, Nature, Survival, and Stealth.

## FAVORED TERRAIN (CONT'D)

### Level 1 Feature

**Grassland:** Your Speed and Jump Distance increases by 1.

**Jungle:** You ignore Difficult Terrain and gain ADV on Saves against being **Poisoned** and contracting Diseases.

**Mountain:** You gain a Climb Speed equal to your Movement Speed. You have ADV on Saves against **Exhaustion** from high altitudes. Additionally, you gain Resistance (half) to damage from Falling.

**Swamp:** You gain Resistance (half) to Poison damage and have ADV on Saves against being **Poisoned** and contracting Diseases.

## FAVORED TERRAIN (CONT'D)

### Level 1 Feature

**Tundra:** You gain Resistance (half) to Cold damage and have ADV on Saves against **Exhaustion** from cold temperatures.

**Subterranean:** You gain Darkvision 10 Spaces. If you already have Darkvision, its range is increased by 5 Spaces. Additionally, you also gain a Tremorsense of 3 Spaces. If you already have a Tremorsense, it increases by 2 Spaces.

**Urban:** You gain 1 Skill Point in 2 of the following skills: Influence, Insight, Investigation, History, and Trickery.



## BESTIARY

### Level 1 Feature (Flavor)

You have developed a trove of knowledge hunting creatures which you've recorded in your Bestiary. Your Bestiary can take the form of a book or a memory vault within your mind. You have ADV on Checks made to learn or recall information about any creature recorded in your Bestiary.

**Starting Entries:** Choose a Creature Type: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. Your Bestiary includes prerecorded notes about various creatures of the chosen type.

## BESTIARY (CONT'D)

### Level 1 Feature (Flavor)

**Making New Entries:** You can spend 10 minutes, which can coincide with a Quick Rest, recording information into your Bestiary about a specific creature you have seen within the last 24 hours.

## HUNTER'S STRIKE

### Level 2 Feature

You have an assortment of unique oils, tools, and weapon accessories that you can use to modify a Weapon (or piece of ammunition) when making an Attack. **Hunter's Strike:** You can spend **1 SP** as part of a Weapon Attack to add 1 of the effects listed below. You can only use 1 of these effects per Attack Check. If an effect forces the target to make a Save, it does so against your Save DC.

- **Piercing:** 2 Piercing damage and Physical Save against **Bleeding**.
- **Snare:** 2 Bludgeoning damage and Physical Save against being **Grappled**.

## HUNTER'S STRIKE (CONT'D)

### Level 2 Feature

- **Acid:** 2 Corrosion damage and Agility Save against **Slowed** until the end of your next turn.
- **Toxin:** 2 Poison damage and Might Save against **Impaired** until the end of your next turn.
- **Flash Bang:** 2 Sonic damage and Mental Save against **Dazed** until the end of your next turn.
- **Fire Oil:** 2 Fire damage and Physical Save against **Burning**.

## MONSTROUS CONCOCTIONS

### Level 3 Subclass Feature

*Requires: Hunter's Mark*

You hunt down your targets with the aid of Concoctions you have learned to create by hunting monsters.

**Concoction Recipes:** You learn 3 Concoction Recipes of your choice from the list below. During a Long rest, you can prepare ingredients for a number of Vials equal to your Prime Modifier. The ingredients within the Vials are unstable and become inert when you take a Long Rest, at which point you can prepare new ones.

**Concoctions:** You can use the Object Action to convert one Vial into a Concoction of your choice and immediately drink it or administer it to a creature within 1 Space, gaining the Concoctions benefits for 10 minutes. You can only benefit from the effects of 1 Concoction at a time, if you consume a new one the effects of the previous Concoction ends.

## MONSTROUS CONCOCTIONS (RECIPIES)

### Level 3 Subclass Feature

#### Elemental Infusion

Choose an Elemental damage type when you make this Concoction.

- **Hunter's Mark:** Attacks you make against your **Marked** target deal **+1** damage of the chosen Elemental Damage type.
- **Elemental Tolerance:** You gain Resistance (1) to the chosen Elemental Damage.

#### Hydra's Blood

- **Hunter's Mark:** When you Heavy Hit your **Marked** target, you regain 1 HP.
- **Poisonous Blood:** You have ADV on Saves made to resist the **Poisoned** Condition and when a creature within 1 Space of you deals damage to you with an Attack, they take 1 Poison damage.

## MONSTROUS CONCOCTIONS (RECIPIES)

### Level 3 Subclass Feature

#### Basilisk Eye

- **Hunter's Mark:** You can sense the vibrations made by your **Marked** target, giving you Tremorsense 20 Spaces when locating them.
- **Stone Skin:** You gain Physical Resistance (1).

#### Ooze Gel

- **Hunter's Mark:** When you Heavy Hit your **Marked** target, you cover them in slime. They are **Hindered** until they or a creature within 1 Space of them spends **1 AP** to remove the slime.
- **Amorphous Body:** You can climb difficult surfaces without needing to make a Check (including upside down on ceilings) and can squeeze through gaps as small as 2 inches (5 cm).

## MONSTROUS CONCOCTIONS (RECIPIES)

### Level 3 Subclass Feature

#### Aberrant Tumor

- **Hunter's Mark:** While within 20 Spaces of your **Marked** target, you have ADV when you use Analyze Creature on them and you have ADV on Mental Saves your **Marked** target forces you to make.
- **Unreadable:** You gain Psychic Resistance (1) and your thoughts cannot be read by others unless you allow it.

#### Deathweed

- **Hunter's Mark:** When you score a Heavy Hit against a **Marked** target it bypasses their Physical Resistances (except Immune) and prevents them from regaining HP until the start of your next turn.
- **Death State:** You enter a state between life and death, granting you Umbral Resistance (Half), immunity to being **Doomed**, and ADV on Death Saves.



## MONSTROUS CONCOCTIONS (RECIPIES)

### Level 3 Subclass Feature

#### Plant Fibers

• **Hunter's Mark:** If your **Marked** target fails a Save you force it to make, they can't move until the end of your next turn.

• **Plant Stitching:** You become immune to **Bleeding** and gain **1** Temp HP at the end of each of your turns.

#### Divine Water

• **Hunter's Mark:** Once of each of your turns, when you score a Heavy Hit against your **Marked** target, it also becomes **Exposed** on the next Attack against it before the end of your next turn.

• **Brilliant Essence:** You gain Radiant Resistance (Half) and radiate Bright Light in a 5 Space Radius.

## MONSTER HUNTER

### Level 3 Subclass Feature (flavor)

You are a master at hunting monsters, if you have 3 entries of creatures with the same Creature Type in your **Hunter's Bestiary**, you can add the entire Creature Type as an entry.

*Example: Zombies, Vampires, and Liches are all creatures with the Undead Creature Type. Once you add each of those 3 Undead creatures into your Hunter's Bestiary, you gain an Undead entry in your bestiary that grants you ADV on Checks to learn or recall information about any kind of Undead creature, not just Zombies, Vampires, and Liches. This also means you would learn how to make the Undead Concoction!*

## DYNAMIC TRAPS

### Level 3 Subclass Feature

You are able to use a variety of supplies to craft traps.

**Creating Traps:** You can have a maximum number of Hunter's Traps equal to your Prime Modifier at any time. During a Long Rest, you can craft a number of Traps equal to your Prime Modifier. You can make **1** additional Trap as part of a Short Rest. These Traps use your Save DC when they force a creature to make a Save or when a Check is made to interact with them.

## DYNAMIC TRAPS (CONT'D)

### Level 3 Subclass Feature

**Setting a Trap:** You can spend **1 AP** to Set and Hide one of your Traps in a Space within 5 Spaces that doesn't already contain a Trap. The Trap is **Hidden** to creatures and the DC to discover or disarm the Trap is equal to your Save DC. When you do, you can spend **1 SP** to add the damage and effect of one of your **Hunter's Strike** options to the Trap. Once Set, your Traps are unstable and fall apart harmlessly after 1 hour.

*DC Tip: Attacks made while Hidden have ADV against unaware creatures. Hidden Traps have ADV on Attacks.*

## DYNAMIC TRAPS (CONT'D)

### Level 3 Subclass Feature

**Triggering a Trap:** A Trap is Triggered when a creature other than you enters or leaves a Space occupied by the Trap. Alternatively, you can spend **1 AP** to Trigger a Trap within 5 Spaces. When Triggered, the Trap makes an Attack for free against the PD of a creature in its Space using your Attack Check. This Attack ignores your Multiple Check Penalty and doesn't progress that penalty. **Hit:** The Trap deals Bludgeoning, Piercing, or Slashing damage (your choice when you Set the Trap) equal to your Prime Modifier, plus the damage and effects of your **Hunter's Strike** (if used when you Set the Trap).

## DYNAMIC TRAPS (CONT'D)

### Level 3 Subclass Feature

**Recovering a Trap:** You can spend **1 AP** while within 1 Space of one of your Set Traps to disarm and recover the use of the Trap. When you do, it loses any damage and effects of your **Hunter's Mark** (if applicable).

*Example: A Hunter lays down a Trap 5 Spaces away and chooses the Piercing damage option. They choose to spend 1 SP to add the Fire option from Hunter's Strike to the Trap. When the Trap is triggered, it makes an Attack Check to deal 2 Piercing and 2 Fire damage as well as forcing a Save against the Burning Condition.*

## DISCERNING EYE

### Level 3 Subclass Feature (flavor)

You have ADV on Awareness Checks to discover Hidden Traps and on Investigation Checks to discern how to disarm them.

## PACK LEADER

### Level 3 Subclass Feature

*Requires: Hunter's Mark*  
Creatures of your choice can add a **d4** to the first Attack they make on each of their turns against your **Marked** target.





## BIG GAME HUNTER

### Level 3 Subclass Feature

*Requires: Hunter's Mark*

You gain additional benefits against Marked targets that are Large size or larger:

- Your Martial Attacks deal **+1** damage against them.
- You have ADV on Saves they force you to make.
- You have ADV on Checks you make as part of the Analyze Creature Action.

