

# Hunters

## A Basic Fantasy RPG Supplement

### Release 1

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### INTRODUCTION

This supplement provides information for playing Hunters, an additional character class, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

### NEW CHARACTER CLASS

Level	Exp. Points	Hit Dice
1	0	1d6
2	1,375	2d6
3	2,750	3d6
4	5,500	4d6
5	11,000	5d6
6	22,000	6d6
7	44,000	7d6
8	82,500	8d6
9	165,000	9d6
10	247,500	9d6+2
11	330,000	9d6+4
12	412,500	9d6+6
13	495,000	9d6+8
14	577,500	9d6+10
15	660,000	9d6+12
16	742,500	9d6+14
17	825,000	9d6+16
18	907,500	9d6+18
19	990,000	9d6+20
20	1,072,500	9d6+22

### Hunter

Hunters are those that make a professional living on the wild by selling or trading their game. Some of these people are used when needed against wild creatures, while others try to maintain a balance between civilization and the outdoor.

Hunters must abide by the same armor restrictions as Thieves and they must have a minimum Dexterity and Wisdom of 9 each. Humans and Elves may become Hunters.

Hunters have several special abilities, as listed on the table below. Some abilities are shared with the Thief class, and are described in the Core Rules. Apply a -20% penalty when attempting these abilities in urban areas. Those abilities special to the Hunter class are as follows:

Any time a Hunter attacks an unaware animal an attempt to Hunt may be made. The attack is rolled with an attack bonus of +4, and if the attack hits, the victim must roll a saving throw vs. Death Ray or be instantly killed. If this saving throw is a success, the victim still suffers normal weapon damage. At the GM's option, characters two or more Hit Dice lower than the Hunter's level may be denied a saving throw.



## A BASIC FANTASY SUPPLEMENT

### Hunter Abilities

Level	Move Silently	Track	Hide	Listen	Set Traps
1	25	40	10	30	20
2	30	44	15	34	25
3	35	48	20	38	30
4	40	52	25	42	35
5	45	56	30	46	40
6	50	60	35	50	45
7	55	64	40	54	50
8	60	68	45	58	55
9	65	72	50	62	60
10	68	75	53	65	63
11	71	78	56	68	66
12	74	81	59	71	69
13	77	84	62	74	72
14	80	87	65	77	75
15	83	90	68	80	78
16	85	91	69	83	79
17	87	92	70	86	80
18	89	93	71	89	81
19	91	94	72	92	82
20	93	95	73	95	83

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