

# Bounty Hunters

## A Basic Fantasy RPG Supplement

### Release 2

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

## INTRODUCTION

This supplement provides rules for playing Bounty Hunters under the Basic Fantasy Role-Playing Game rules. 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

The new class described in this supplement is a subclass of Thief. As such, they have the same attack bonus and saving throws as Thieves of the same level. Bounty Hunters are toughed due to the physical demands their way of living puts on them using a d6 for hit dice. It also takes more training to be a Bounty Hunter, and therefore they have a higher XP level cost. Except where noted, Bounty Hunters should be treated as Thieves for all purposes.

### Bounty Hunter

Level	Exp. Points	Hit Dice
1	0	1d6
2	1,500	2d6
3	3,000	3d6
4	6,000	4d6
5	12,000	5d6
6	24,000	6d6
7	48,000	7d6
8	90,000	8d6
9	180,000	9d6
10	270,000	9d6+2
11	360,000	9d6+4
12	450,000	9d6+6
13	540,000	9d6+8
14	630,000	9d6+10
15	720,000	9d6+12
16	810,000	9d6+14
17	900,000	9d6+16
18	990,000	9d6+18
19	1,080,000	9d6+20
20	1,170,000	9d6+22

Bounty Hunters specialize in tracking, subduing and capturing wanted targets, specially if a fee is offered..

**Requirements:** To become a Bounty Hunter, a character must have a Strength, Dexterity and Wisdom score of 9 or higher. They may not wear metal armor as it interferes with free movement, nor may they use shields of any sort but

may only use any weapon. Humans, and Dwarves may become Bounty Hunters. If the Half-Humans supplement is used, Half-Orcs may also become Bounty Hunters.

Bounty Hunters can move silently, hide, listen, open locks, detect (but not disarm) traps, climb walls and track using the table below.

When tracking, the Bounty Hunter must roll once per hour traveled or lose the trail.

**Assassinate:** As with the Thief's Sneak Attack ability, any time a Bounty Hunter is behind an opponent in melee and it is reasonably likely the opponent doesn't know he or she is there, an attempt to Assassinate may be made. The attack must be carried out with a one-handed piercing weapon, such as a dagger or sword. The attack is rolled at 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 levels lower than the Bounty Hunter may be denied a saving throw.

**Waylay:** This is the Bounty Hunter's primary special ability. A Bounty Hunter can attempt to knock out an opponent in a single strike. This is performed in much the same way as the Assassinate ability, but the Bounty Hunter must be using a weapon that does subduing damage normally (i.e. a club or cudgel). The attack is rolled at a +4 attack bonus; if the Bounty Hunter hits, the victim must make a saving throw vs. Death Ray or be knocked unconscious. If this roll is made, the victim still suffers normal subduing damage. Creatures knocked unconscious by a Waylay attack will remain that way for 2d8 turns if not awakened.

Bounty Hunters are expert wrestlers adding +2 to his or her Attack Bonus and imposes a -2 penalty on any Saving Throw made by the held victim. Not only that, they can make a melee attack roll and if successful provoke a Waylay Saving Throw.

**A BASIC FANTASY SUPPLEMENT****BOUNTY HUNTERS**

Level	Open Locks	Detect Traps	Move Silently	Climb Walls	Hide	Listen	Tracking
1	15	20	20	65	5	15	40
2	19	25	25	67	10	20	44
3	23	30	30	69	15	25	48
4	27	35	35	71	20	30	52
5	31	40	40	73	25	35	56
6	35	45	45	75	30	40	60
7	39	50	50	77	35	45	64
8	43	55	55	79	40	50	68
9	47	60	60	81	45	55	72
10	50	63	63	83	48	58	75
11	53	66	66	85	51	61	78
12	56	69	69	87	54	64	81
13	59	72	72	89	57	67	84
14	62	75	75	91	60	70	87
15	65	78	78	93	63	73	90
16	66	79	80	94	64	76	91
17	67	80	82	95	65	79	92
18	68	81	84	96	66	82	93
19	69	82	86	97	67	85	94
20	70	83	88	98	68	88	95

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