



Respect the forest and her children, and she will bestow upon you many gifts. Long before the first stones of the grand kingdoms had been laid, there was *The Wild*. We Hunters called groves and fields home, just as the elk and boar still do. We have trained our minds and hearts as much as we have trained with bows.

For, there is great danger in becoming a Hunter: the intoxicating *Thrill of the Hunt* that washes over your body when stalking prey. Be warned—do not allow it to settle into your heart. For no true Hunter takes without recognizing what they have first been given: a soul, a meal... warmth, all at a cost—a life. And that should not be taken lightly. Wherever you roam, be it city or glade, mountain or valley, as long as *The Wild* is tenderly tucked into the depths of your heart, you will always be a Hunter. *May your arrows strike true and your bowstrings never break.*

- **Relentless Tracker.** As an expert survivalist, you mark your prey, becoming a shadow in pursuit, relentless and precise.
- **Master of the Wild.** Harness the Thrill of the Hunt to outwit your targets—set decoys, spring traps, and strike with lethal efficiency.
- **From Afar or Up Close.** Whether you're raining arrows from a distance or closing in for a personal takedown, your prey won't escape your reach.



HUNTER

Key Stats: DEX, WIL **Hit Die:** 1d8 **Starting HP:** 13
Saves: DEX+, INT- **Armor:** Leather Armor **Weapons:** DEX Weapons
Starting Gear: Shortbow, Cheap Hides, Dagger, Hunting Trap

LEVEL 1 **Hunter's Mark.** Action: A creature you can see is marked as your quarry for 1 day (or until you mark another creature). It can't be hidden from you, and your attacks against it gain your choice of advantage OR +LVL damage (choose before each attack).
Forager. Gain advantage on skill checks to find food and water in the wild.

LEVEL 2 **Thrill of the Hunt.** Choose 2 Thrill of the Hunt (TotH) abilities. Gain a charge to use these abilities during that encounter whenever:

- Your quarry dies.
- You hit your quarry in melee or crit your quarry at range.

Roll & Strike. Action: If you have no Thrill of the Hunt charges, move up to your speed toward your quarry. If you end adjacent to them, make a melee attack against them for free.

Remember the Wild. Whenever you spend a day in the wilderness during a Safe Rest, you may choose different Hunter options available to you.

LEVEL 3 **Subclass.** Choose a Hunter subclass.
Tracker's Intuition. You can discern the events of a past encounter by studying tracks and other subtle environmental clues, accurately determining the kind and amount of creatures, their direction, key actions, and passage of time.

LEVEL 4 **Thrill of the Hunt (2).** Choose a 3rd Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIL.
Explorer of the Wilds. +2 speed; gain a climbing speed.

- LEVEL 5 Hunter's Resolve.** Whenever you have no Thrill of the Hunt charges, gain Hunter's Resolve until the end of your turn: treat all creatures as your quarry for the purposes of movement and melee attacks.
Final Takedown. Action: Spend 1 Thrill of the Hunt charge to make a melee attack against your Bloodied quarry. Turn it into a crit and double the damage of your Hunter's Mark. If they survive, they crit you back.
Secondary Stat Increase. +1 STR or INT.
- LEVEL 6 Versatile Bowmaster.** Whenever you attack with a Longbow, you may roll 2d4 instead of 1d8; or with a Crossbow, 2d8 instead of 4d4.
Thrill of the Hunt (3). Choose a 4th Thrill of the Hunt ability.
- LEVEL 7 Subclass.** Gain your Hunter subclass feature.
- LEVEL 8 Thrill of the Hunt (4).** Choose a 5th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIL.
- LEVEL 9 No Escape.** Whenever you see one or more allies make an opportunity attack, you may also make a ranged opportunity attack against the same target.
Secondary Stat Increase. +1 STR or INT.
- LEVEL 10 Veteran Stalker.** Gain a Thrill of the Hunt charge whenever you are first Bloodied in an encounter and for every Wound you gain.
Keen Eye, Steady Hand. Add WIL to your ranged weapon damage.
- LEVEL 11 Subclass.** Gain your Hunter subclass feature.
- LEVEL 12 Thrill of the Hunt (5).** Choose a 6th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIL.
- LEVEL 13 Keen Sight.** Advantage on Perception checks.
Secondary Stat Increase. +1 STR or INT.
- LEVEL 14 Thrill of the Hunt (6).** Choose a 7th Thrill of the Hunt ability.
- LEVEL 15 Subclass.** Gain your Hunter subclass feature.
- LEVEL 16 Key Stat Increase.** +1 DEX or WIL.
- LEVEL 17 Peerless Hunter.** You can Defend against your quarry for free.
Secondary Stat Increase. +1 STR or INT.
- LEVEL 18 Wild Endurance.** Gain 1 Thrill of the Hunt charge at the start of your turns.
- LEVEL 19 Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20 Nemesis.** +1 to any 2 of your stats. Your Hunter's Mark can target any number of creatures simultaneously.



THRILL OF THE HUNT

Note: Each Thrill of the Hunt ability costs 1 charge to use and cannot miss. Abilities that spend charges cannot generate new ones. Unused charges are lost when combat ends.

Adding Arrow. Action: Attack with a ranged weapon. The next attack the target makes must be against the closest other creature, chosen at random.

Come Get Some! Action: Attack a target. It is Taunted by you until the end of their next turn.

Decoy. When you Defend: The attack misses instead, and you can move up to half your speed away (where you really were all along!).

Fleet Feet. Move up to your speed for free, ignoring difficult terrain.

Grease Trap. (1/encounter) Reaction (when an enemy moves adjacent to you or an ally within 6 spaces): Target falls Prone, is vulnerable to the next fire damage it takes, and is treated as if it is Smoldering.

Hail of Arrows. (Half range) 2 actions: Shoot all creatures within a 3×3 area. Their speed is halved until the end of their next turn.

Heavy Shot. (Half range) Action: Attack with a ranged weapon and push your target: 4 spaces for a small creature, 2 for a medium creature, 1 for a large creature.

Incendiary Shot. (Half range) Action: Attack with a ranged weapon, add WIL d8 fire damage.

Multishot. (Half range) Action: Attack your quarry with a ranged weapon and load an extra projectile. Select a 2nd target within 2 spaces of them to take the same amount of damage.

Pinning Shot. Spend 3 actions shooting your quarry. They are Restrained until they can escape (DC 10+WIL).

Snare Trap. (1/encounter) Reaction (when an enemy moves adjacent to you or an ally within 6 spaces): Move them back 1 space, they are Restrained until they can escape (DC 10+WIL).

Sharpshooter. Action: If you have not moved this turn and your quarry is 4 or more spaces away, attack them for double damage.

Vital Shot. (Half Range) Action: If your quarry is Hampered, your Ranged attacks ignore their armor. If they are unarmored, double your Hunter's Mark bonus damage.

Wild Instinct. (1/round) If you have no ToTH charges, assess for free, with advantage.

Remember the Wild. Whenever you spend a day in the wilderness during a Safe Rest, you may choose different Hunter options available to you.

SUBCLASSES

— KEEPER OF THE — SHADOWPATH

- LEVEL 3 Ambusher.** When you roll Initiative, you may use Hunter's Mark for free. Gain advantage on the first attack you make each encounter.
Skilled Tracker. You have advantage on skill checks to track creatures.
Skilled Navigator. You cannot become lost by nonmagical means.
- LEVEL 7 Primal Predator.** (1/encounter) Your weapon attacks ignore cover and armor this turn.
- LEVEL 11 Pack Hunter.** Whenever you mark a creature, you may also mark another creature within 6 spaces of them for free.
- LEVEL 15 Apex Predator.** You may use your Primal Predator ability twice each encounter. Gain 1 Thrill of the Hunt charge when you roll Initiative.

— KEEPER OF THE — WILD HEART

- LEVEL 3 Impressive Form.** +5 max HP. Upgrade your Hit Dice to d10s.
I Have the High Ground. When you roll Initiative or gain one or more Thrill of the Hunt charges, move up to half your speed for free, ignoring difficult terrain.
- LEVEL 7 Resourceful Herbalist.** Whenever you Safe Rest in a location near where plants or fungi can grow, you may spend a day collecting healing herbs to craft a number of Healing Salves equal to your WIL.
Healing Salve. Action: Heal yourself or an adjacent creature WIL d6 HP. Only you or another experienced Herbalist may administer these, and they expire whenever you Safe Rest.
- LEVEL 11 Ha! I'm Over Here! (1/Safe Rest)** If an attack would cause you to drop to 0 HP, you instead move up to your speed away and take no damage.
- LEVEL 15 Unparalleled Survivalist.** Gain +WIL armor. When you attack with a ranged weapon, you may first move half your speed for free.