

# BOUNTY HUNTER

There comes a time when it is impractical for the crown to hunt a single man, this is where the Bounty Hunter comes into his own. He could be many things, a scout and infiltrator who disguises or conceals him self in taverns then drugs the thief and carries him off to his fate, or he may be a gumshoe who tracks his quarry for across miles and miles living of the land for weeks at a time or he may even be a feared fighter who prowls that taverns and waystations making his presence known, taking out any outlaws with the tenacity to enter his sight. Some Bounty Hunters employ any and all of these techniques, what ever his methods Bounty Hunters are all one thing; hardened, loyal servants of the crown who care about two things above all else - The Law, and Claiming the Bounty for bringing in their quarry, Dead or Alive.

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	27	8	4	Single Firearms	1S	1	Atheist Recognise Outlaw Utilise Hunt Training vs Outlaws Utilise Light Armour Utilise Medium Weapons
2	30	9	8		1S	1	Torture I Bind Hands
3	33	10	12	+1 Skill	2S/2D	1	+3 Ips Damage vs Outlaws +1 Dex AC vs Outlaws Recognise Traps
4	36	11	16		2S/3D	2	See Through / Recognise Disguise
5	39	12	20		3S/4D	2	Torture II Recognise Outlaw II (Class, Level & Name)
6	42	13	24	+1 Skill	4S/4D	2	+6lps Damage vs Recognised Outlaws +2 Dex AC vs Outlaws
7	45	14	28		4S/5D	3	
8	48	15	32	May Learn All Weapon Skills	6S/7D	2	Dead or Alive
9	51	16	36		6S/7D	3	Gather Information
10	54	17	40		7S/8D	4	Blood Quest
11	59	19	46		8S/8D	4	Disarm Trap 1/4 lvls
12	64	21	52		9S/10D	5	In the Name of the King

\* Choice Of: Ambidextrous, Thrown, Missile, Double-Handed (7<sup>th</sup> Level Or Above Only)

A BOUNTY HUNTER GAINS 27:3 LIFE POINTS

## CLASS ABILITIES AND RESTRICTIONS

- The following class restrictions apply;
- Most prefer to use firearms - At first level they receive a free single barrelled pistol and two medium grade shot free from the crown.
- May **only** be human.
- May not use or even carry items of a godly or religious nature.
- Are always lawful in alignment (though they may occasionally commit unlawful acts but only in pursuit of the greater good of the law).
- The crown may forgive them unlawful acts if they are for 'the greater good of the law' - the ends justify the means, the crown needs it's Bounty Hunters for precisely this reason. Though no Bounty Hunter is considered beyond the law....
- Collect their bounty from the armoury upon confirmation of the kill/apprehension.
- Do not need to provide proof for minor kills - vagabonds, bandits and the like, they are simply paid for the number they report on. They are impeccably trusted in this regard as to lie would be to steal from the crown and no Bounty Hunter would do this.
- When not hunting they may choose to act in the capacity of militia and enforce the law.
- They are beyond bribery and will not accept charity.
- May never join a professional guild - some of their more powerful abilities are effectively guild abilities in their own right.

**Recognise Outlaw** - This ability allows the Bounty Hunter to Recognise outlaws on sight. They also gain the broad reason(s) why they are outlawed; Race, Profession, Alignment, Action. He also knows the value of the bounty on their head. N.B. Regarding range, a good rule of thumb is if you are close enough to be able to identify the player by then you can use this ability.

**Atheist** - Bounty Hunters are totally and completely irreligious and care nothing for the gods of men. As a consequence of their nature mystics of a godly nature seem to have a lesser effect upon them, this is manifested by them being largely unaffected by Bless and Curses. At first level this makes the Bounty Hunter immune to all Mantic I blesses and curses. The power level of the immunity increases to Mantic II at 4<sup>th</sup> level, Mantic III at 8<sup>th</sup> level and Mantic IV at 12<sup>th</sup> Level.

**Utilise Hunt Training Vs Outlaws** - Bounty Hunters are well trained in combating those who they are trying to apprehend. And much of their martial skill is specifically taught to counteract the skills and fighting styles of outlaws. The Bounty Hunter receives one 'Quarry Point' per level which he may then use to buy abilities form the lists below. He also receives the same number of points per day, which he may expend on the abilities that he has bought. (For example a 5th level Bounty Hunter has 5 Quarry Points - he buys Dodge (2pts), Strike down (2pts) and Disarm Parry (1pt). He may then spend his 5 pts per day on any combination of these abilities e.g. 5 Disarm Parries OR 3 Disarm Parries and 1 Dodge etc....). These abilities may **ONLY** be used against outlaws, and require an appropriate weapon to use the ability, e.g. Cut to Bleed requires a bladed weapon, Smash requires a blunt weapon etc....

1 Point	2 Point	3 Point
Cut To Bleed	Dodge	Crushing Blow
Disarm Parry	Smash	Mighty Blow
Leap	Strikedown	
Resist Disarm		
Resist Knockdown		
Stun		
Turn Blow		

**Utilise Light Armour** - This allows the Bounty Hunter to be able to use armour of up to a maximum of 4 AC.

**Utilise Medium Weapon** - This allows the Bounty Hunter to be able to use any Medium Weapon.

**Torture I** - The Bounty Hunter is able to extract information from an unwilling subject by means of torture. He is able to extract either three one word answers to three closed questions, or alternatively one detailed answer to an open ended question. The questions must be answered and the answers given must be the truth. The victim will die at the end of their ordeal.

**Bind Hands** - The Bounty Hunter is able to successfully bind the hands (or entire body) of an unconscious subject. The subject will not be able to break out of the bonds by any means (ref's discretion), the bonds are sufficiently well tied that they prevent spell casting that requires a somatic component. The bonds *may* be tied in such a way that they cause a great deal of pain and discomfort to the 'victim' so much so that it will interrupt any attempts at spell casting.

**Recognise Traps** - Bounty Hunters are used to entering 'the lions den' and facing outlaws on their own turf. Consequently in order to survive they become well versed in spotting concealed (and obvious!) traps and such like. More often than not he will have a good idea as to the nature of the trap should it go off (ref's discretion).

**See Through / Recognise Disguise** - The Bounty Hunter is able to recognise if someone's appearance has been disguised by physical means. He is also able to see through the disguise of an outlaw as if it were not there, the game effect of which is the Bounty Hunter can recognise outlaws even if they are in disguise.

**Torture II** - Similar to Torture I however the Bounty Hunter has learned how to keep his subjects alive in this state almost indefinitely. Consequently he may now extract answers to an unlimited number of detailed questions and receive detailed complex questions. As with Torture I, the questions must be answered and the answers given must be the truth. However the Bounty Hunter may choose whether the victim will live or die at the end of their ordeal.

**Recognise Outlaw II** - Upon identifying an outlaw the Bounty Hunter is now able to determine their class, level, name and any other information that the referee deems relevant.

**Dead Or Alive** - Whenever enforcing the King's law (whilst apprehending an outlaw (or group of outlaws) etc.) the Bounty Hunter may declare the use of this ability (in a suitably dramatic fashion) and gain the following abilities;

+12lps Damage

+8 Quarry points (these may not be used to buy new abilities - only to spend on existing ones)

Immune Mind Influence

Damage from physical blows is reduced to 1/3 after armour (i.e. 2/3 reduction)

NB - Simply 'being a Bounty Hunter' does not qualify for these abilities. He must be ACTIVELY enforcing the law at the time for them to apply. Simply being in tavern and 'keeping an eye on things' does not count...

**Gather Information** - Through an expanded network of contacts and whispers on the underground the Bounty Hunter is able to find out small nuggets of information relating to outlaw activity. He is able to ask a referee questions about outlaw activity, the questions must be at a fairly high level, and subsequent questions may be used to gain further specifics (for those familiar with the game - sort of like 20 questions). This is useable once per three levels per weekend. A four-question example of how this ability can be used; BH "Have there been any assassins in tavern this weekend?" Ref "Yes", BH "Friday or Saturday?" Ref "Friday Night", BH "Where they 'on assignment" Ref "Yes", BH "Are they still in the waystation?" Ref "Yes

**Disarm Trap** - The Bounty Hunter is now so familiar with the nature and workings of a vast array of traps and such devices that he is able to safely disarm them such that they are harmless and may be safely negotiated. This ability is usable 1/4 levels /day.

**Blood Quest** - This ability allows the Bounty Hunter to declare a quest to apprehend a specific named outlaw, once declared it may not be used again until the outlaw has been apprehended. The Bounty Hunter then gains the following abilities and restrictions;

The Bounty Hunter may gain the answers to three 'Yes or No' questions specifically relating to their quarry per weekend.

The Bounty Hunter gains one of the following pieces of information relating to their quarry per weekend; Name, Class, Level, Items owned, Non-Class Abilities, Appearance, Alias(es), Weaknesses/Vulnerabilities, Known Associate, Info (this list) Relating to Known a known associate. Where there is more than one piece of info per category (e.g. if their quarry has more than one alias) then only ONE of these is discovered per 'use'.

Providing the Bounty Hunter has the Track ability - he may pick up the trail of his quarry if he has passed through the area in the preceding 24 hours, regardless of how good or bad the trail - even if no 'visible trail' exists. (Ref's discretion).

The Bounty Hunter becomes completely immune to Mind Influencing effects.

He can now see through ANY disguise or illusion that may be concealing their target.

The Bounty Hunter may no longer adventure until the quest is fulfilled, unless there is a genuine belief that the adventure will bring his closer to his goal.

**In The Name Of The King** - Whenever enforcing the kings law (whilst apprehending an outlaw (or group of outlaws) etc.) the Bounty Hunter may declare the use of this ability (in a suitably dramatic fashion) and gain the following abilities;

The Bounty Hunter may not be rendered unconscious or immobile (held, slept etc...) by any means except death, he will keep going until he dies from TB loss or until a vital location is removed (not taken out).

The Bounty Hunter will only suffer 1/2 damage BEFORE armour, from any and all types of damage Except Spirit (ref's discretion).

A 12th level Bounty Hunter is a formidable opponent indeed!!!

NB - This ability may be used at will however it should only be invoked for a good reason - simply declaring it against a tavern purse snatcher may be viewed dimly...Abuse of this will lead to it being down stated or removed.

## Bounty Hunter Ability Tables

Table 1
Cut to Bleed
Deadeye
Disc Alchemy
Disc Black Arts Alchemy
Disc Disease
Disguise
Herblorc
Improved Reload
Leap
Make Concealed Weapon
Marksmanship
Read / Write Runes
Reflex I
Subdue
Track
Transferable Nat Heal
Turn Blow
Utilise Heavy Weapons
Utilise Medium Armour
Utilise Shield

Table 2	
Apprentice Alchemist	Hone Edge
Apprentice Armourer	Missile Mastery I
Apprentice Black Alchemist	Perceive Lie
Apprentice Weapon smith	Physical Deceive Perception
Body Weaponry	Reflex II
Conceal Small Item	Resist Disarm
Disarm Parry	Resist Knockdown
Disc Nature of Wounds	Snare
Disc Smell	Thrown Mastery I
Dodge	Weapon Mastery I

Table 3	
Alchemist	Missile Mastery II
Armourer	Reflex III
Arrow Cutting	Smash
Black Alchemist	Stamina I
Conceal Lie	Strength I
Deceive Perception	Talk to Animals
Enhanced Nat Heal	Talk to Plants
Enhanced Stress Res	Thrown Mastery II
General Weapons Mastery I	Weapons Mastery II
Honed to Perfection	Weaponsmith

Table 4
Animosity
Charm Plant / Animal
Forearm Parry
Master Alchemist
Master Black Alchemist
Master Chivalric Weapons
Mighty Blow
River Flow Technique
Shin Parry
Stamina II
Strength II
Sure Footedness
Sure Handedness
Weapons Mastery III

Table 5
Cold Rage
Disguise as Persona
Enmity
FRD
General Weapons Mastery II
Utilise Chivalric Weapons