

# Bounty Hunter Profession

By Steve Cranford of Florida USA

The Bounty Hunter is a combination of Fighter, and Rogue, with a little outdoor survival thrown in for good measure. While not as flexible in combat as the fighter, the Bounty Hunter can become very proficient in his chosen weapons. Due to the fact that the Bounty Hunter usually wears light or no armor their preferred method of conflict is ambush, and surprise attacks. The Bounty hunter differs from the assassin, because he need not always kill his prey, but sometimes returns them for ransom, rescues kidnapped victims, or finds lost item. A Bounty Hunters life is an adventure, as he is constantly on a quest to find or retrieve someone or something.

## Favored Categories:

*Athletic* 2      *Combat* 6

*Physical* 4      *General* 2

*Subterfuge* 4      *Outdoor* 2

**Key Stats:** Strength, Constitution, Agility, Insight

**Professional Abilities:** The Bounty Hunter starts with the talents Enhanced Senses, and either Quite Stride, or Blazing Speed. The Bounty Hunter chooses (2) weapons at 1<sup>st</sup> level as his favored weapon. Beginning at 1<sup>st</sup> level and every 5 levels thereafter (5<sup>th</sup>, 10<sup>th</sup>, etc.) the Bounty Hunter gains a +10 to any of their favored weapon skills. The maximum increase using this ability is +50