

WHITE
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CLASSES
THE HUNTER

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The Hunter

You are a Hunter of demons, devils and all kin varieties of the Wicked. Unlike other Demon Hunters, you are demonically blooded, a descendant of generations of entities cruel in the manifestations of their mental and moral makeup. You are also a clerical spell-caster, and possess the ability to evoke, bind and command your wicked ancestors.

Hunter Class Abilities

Weapon/Armor Restrictions

Hunters have no weapon or armor restrictions.

Spell Casting

Hunters cast arcane spells from the Cleric's Spell List, as per the Hunter Spell Advancement Table. Each day, Hunters are endowed with the ability to cast selected spells from the standard list.

Saving Throw

Hunters get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Hunters possess an XP bonus like Cleric's.

Ancestor Summon

Demon Mardumman

This wicked being is a muscular, black skinned, spike studded, thirteen foot humanoid burning with hell fire and wielding a rune emblazoned, serrated Hellblade.

Armor Class: 4[15]
Hit Dice: 3+2
Attacks: hellblade (2d6 + poison)
Special: hell-fire, poison
Move: 12

Legend and Lore

It is believed by many occult historians that the Hunters of the current day were once malevolent worshippers and servants of evil deities. Some believe they angered a powerful righteous God that murdered them and cast them into the realms, redesigned their psyche during birth and now they foolishly hunt their demonic brethren.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Infernal Knowledge

You possess limited (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions.

Demonic Empathy

You can feel the emotions of your demonic brethren regardless of their disguise.

Hellblade

You can wield greatswords from hell.

Hunter Mastery Abilities

Demon Magic

When you have attained to a measure of power determined by the referee, you can wield the magic of curses. Moderated by the referee, your curses are anything imaginable.

Legion of Dark Angels

By a measure of power, and constituent rules moderated by the referee, once per day, you possess the ability to summon an army of Dark Angels that will serve you unto death.

Table 1: Hunter Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

Table 2: Hunter Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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