

# HEADHUNTER

You are a Headhunter. A sturdy warrior of the tropics. The headhunter class is a subclass of the RUINS & RONIN fighter, as such he is a skilled fighter and outdoorsman.

You are the primal warrior, a stalking predator in your native environment. The dungeon is foreign to you, but your skills and wits allow you to thrive in any environment.

**Table: Headhunter Advancement**

Level	XP	HD	BHB	ST
1	0	2+1	+0	15
2	2,500	3+1	+1	14
3	5,000	4+1	+2	13
4	10,000	5+1	+2	12
5	20,000	6+1	+3	11
6	40,000	7+1	+4	10
7	80,000	8+1	+4	9
8	160,000	9+1	+5	8
9	320,000	10+1	+6	7
10	640,000	10+2	+6	6

## HEADHUNTER CLASS ABILITIES

**Weapon/Armor Restrictions:** Headhunters are trained in the art of the hunt (whether hunting man or beast) and are restricted to weapons of their native environment. The headhunter class wears only native style armor, usually leathers or wood & bone materials (the weapons and armor can be determined with help from your referee).

**Sturdy Constitution:** A Headhunter has learned to thrive in a harsh tropical climate and hostile environment, as such they receive an extra hit die at first level, and always add +1 (+2 at 10th level) to their hit point gain rolls.

**Saving Throw:** Headhunters get +2 on saving throws vs. death and poisons.

**Track Outdoors:** A Headhunter has a 1-18 on a d20 chance of successfully tracking prey (animal, monster, or humanoid) outdoors. The chance of success decreases by 2 for each day old the tracks or signs are.

**XP Bonus for Constitution:** This class bonus is due to a high constitution attribute.

**Alertness:** Headhunters reduce their chance of being surprised by half. *For example;* if the GM declares the chance of being surprised by a particular ambush is 50%, the Headhunter's chance of being surprised is decreased to 25%.