

Bounty Hunter

A Player Character Class for Labyrinth Lord
and other old school fantasy role-playing games



Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Bounty Hunter

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 9, Dex 9, Con 9, Int 9

Prime Requisite: DEX and INT

Hit Dice: 1d6

Maximum Level: 20th

Some call them trackers. Some call them assassins. Some call them thugs. Whatever their title, the Bounty Hunter is a foe to be feared. Part thief, part warrior, these professionals specialize in hunting down the greatest prey: their fellow man. By combining criminal proficiency and martial skill, a bounty hunter's collection of abilities make them a foe to be feared, for once they

have set a target in their sights, they never let go.

Bounty Hunters are proficient in all melee and ranged weapons, but due to their other skills, they limit their own armor to padded, leather, studded leather. They are not proficient with shields. Because of their narrow focus of thief skills they are able to use Open Locks, Find and Remove Traps, Hide in Shadows, Hear Noise, Disguise and Track while wearing studded leather armor, unlike thieves. Bounty Hunters use the Attack Values and Saving Throw values of a thief of equal level, up to 14th level. Beyond 14th level, these scores do not increase.

Reaching 9th Level: Upon reaching 9th level a Bounty Hunter can build a small personal stronghold in an urban area. This stronghold will draw 2d6 1st level thieves or fighters who will serve as the Bounty Hunter's personal entourage. However, because of the Bounty Hunter's reputation, they no longer have to seek out employers, but instead will have potential clients come to the stronghold seeking their services. Typically 1d4 such contracts will arrive each month.

Subduing Blow: At 1st level the Bounty Hunter gains the ability to deal a subduing blow. Any successful attack that would normally reduce an opponent to zero hit points or below and kill them will instead render that foe unconscious for 1d6 turns. The Bounty Hunter may use this ability

immediately after an opponent has been reduced to zero hit points or below by an attack, thus giving them time to restrain or bind their quarry. This ability may only be used on humanoid foes who are not undead or extra-planar in nature.

Interrogate: Bounty Hunters are notorious for being able to draw information out of unwilling individuals. Through threats, intimidation and sometimes sheer force of personality, a Bounty Hunter may convince a single target to answer three questions honestly. The target and the Bounty Hunter must speak the same language. The target will not lie or refuse to speak, and will attempt to remain truthful with the Bounty Hunter though their information on the questions may be false based on what they know. If a Bounty Hunter fails using this ability against a target he may not make a second attempt until he gains one level of experience.

Pick Locks: A bounty hunter is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock.

Find & Remove Traps: A bounty hunter may only try one time to find or remove a trap in an area. Note that these are separate skills, for a bounty hunter must find a trap before he can remove it.

Hide in Shadows: A bounty hunter will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a bounty hunter.

However, the bounty hunter always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Hear Noise: Bounty hunters can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the bounty hunter must be quiet and in a quiet environment. Unlike the other listed abilities, this ability is rolled using 1d6.

Track Humanoid: Familiar with the signs left behind by fleeing prey, Bounty Hunters may use this skill to determine if a humanoid creature has passed through an area recently. On a particularly successful roll, the Bounty Hunter may glean more specific details about their target (at the referee's discretion).

Bounty Hunters in Your Campaign

While Bounty Hunters can make great antagonists in a Labyrinth Lord campaign, there is nothing stopping the referee from allowing them as player characters. If the referee makes the Bounty Hunter class available to their players, they should regularly offer opportunities for the Bounty Hunter PC to encounter, track down, and return their prey. Listed below is a chart that determines the standard bounties that a character receives for returning an NPC, based upon the level of the target. All payments made under the assumption that the would-be bounty is returned alive and without permanent injury. In most cases, if the bounty returns their target slain, then they only receive half of the listed payment and may have trouble getting new jobs from this employer.

Details of these bounties can be changed through role-playing or at the discretion of the referee, with guidelines listed below on the Bounty Reward Chart.

Experience	Level	Hit Dice
0	1	1d6
2501	2	2d6
5001	3	3d6
10001	4	4d6
20001	5	5d6
40001	6	6d6
80001	7	7d6
160001	8	8d6
310001	9	9d6
460001	10	+2 hp only
610001	11	+4 hp only
760001	12	+6 hp only
910001	13	+8 hp only
1060001	14	+10 hp only
1210001	15	+12 hp only
1360001	16	+14 hp only
1510001	17	+16 hp only
1660001	18	+18 hp only
1810001	19	+20 hp only
1960001	20	+22 hp only

Bounty Reward Chart

NPC Level or HD	Bounty
1	50g
2	100g
3	200g
4	300g
5	400g
6	500g
7	600g
8	750g
9	1000g
10	1250g
11	1500g
12	2000g
13	3000g
14	4000g
15	5000g
16	7500g
17	10,000g
18	15,000g
19	20,000g
20	25,000g

<u>Level</u>	Integration	Pick Locks	Find & Remove Traps	Hide in Shadows	Move Silently	Hear Noise	Track Humanoids
1	23%	17%	14%	13%	23%	1-2	23%
2	27%	23%	17%	17%	27%	1-2	27%
3	30%	27%	20%	20%	30%	1-3	30%
4	37%	31%	23%	27%	37%	1-3	37%
5	40%	35%	33%	30%	40%	1-3	40%
6	43%	45%	43%	37%	43%	1-4	43%
7	53%	55%	53%	47%	53%	1-4	53%
8	63%	65%	63%	57%	63%	1-4	63%
9	73%	75%	73%	67%	73%	1-4	73%
10	83%	85%	83%	77%	83%	1-5	83%
11	93%	95%	93%	87%	93%	1-5	93%
12	95%	97%	95%	90%	95%	1-5	95%
13	97%	99%	97%	97%	97%	1-5	97%
14	99%*	99%	99%	99%	99%	1-5	99%

*-5% per each 5 levels the bounty hunter is lower than the victim.



Art by: Joe Calkins

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