

## Advanced Classes

An advanced class represents a focus and calling for the experienced adventurer. It provides a specialization and a range of powers and abilities that give a character that something extra to set him or her apart from the herd. The advanced classes in *Sidewinder: Recoiled* are based on classic archetypes from Western movies and novels; however, you should keep in mind that even if

your character has taken levels in an advanced class named after a particular Western archetype, it doesn't mean that you character must adhere to that archetype. For example, not all characters with levels in the Soldier advanced class have to be Blue Bellies. Instead, they may just as likely be Indian warriors or hired guns with martial talents.

Although most advanced classes naturally build from a single specific basic class, any advanced class is

**Table 8.1: Advanced Class Prerequisites and Basic Class Associations**

Advanced Class	Base Attack Bonus	Skill	Ranks	Feats	Basic Class(es)
Bounty Hunter	+2	Gather Information Survival	3 6	Track	Tough 3 or Dedicated 3
Brave	+2	Survival	6	Great Fortitude, Indian Lore	Tough 3 or Dedicated 3
Desperado	+2	Intimidate	6	Confident, Toughness	Tough 3
Grifter	-	Bluff Diplomacy	6 6	Deceptive	Charismatic 3
Gunslinger	+2	Sleight of Hand	6	Personal Firearms Proficiency, Quickdraw	Fast 3
Maverick	-	Gamble Sleight of Hand	6 3	Card Sharp	Dedicated/Fast combination
Mountain Man	+2	Survival	6	Improved Bull Rush, Power Attack	Tough 3 or Dedicated 3
Pony Soldier	+2	Ride	6	Defensive Riding Personal Firearms Proficiency	Fast 3 or Tough 3
Preacher <sup>1</sup>	-	Knowledge (theology and philosophy) Sense Motive	6 6	Trustworthy	Dedicated 3
Professor	-	Craft <sup>2</sup> Knowledge <sup>3</sup> Research	6 6 6	Educated	Smart 3
Pugilist	+3			Combat Martial Arts, Defensive Martial Arts	Strong 3
Rifleman	+2	Sleight of Hand	6	Far Shot, Gunplay, Personal Firearms Proficiency	Fast 3
Rustler	+2	Hide Move Silently	6 6	Dodge	Fast 3
Sawbones	-	Craft (pharmaceutical) Treat Injury	6 6	Surgery	Dedicated 3
Scout	+2	Spot Survival	6 6	Track	Tough 3 or Dedicated 3
Showman	-	Diplomacy Perform (any)	6 6	Renown	Charismatic 3
Soldier	+3	Knowledge (tactics)	3	Personal Firearms Proficiency	Strong 3
Tin Star	+3	Diplomacy Investigate Knowledge (civics)	3 3 3	Trustworthy	Strong 3
Wrangler	+2	Handle Animal Ride	3 6	Animal Affinity, Defensive Riding	Fast 3 or Tough 3

<sup>1</sup> In addition to the feats and skills lists, the Preacher must swear allegiance to a religious faith.

<sup>2</sup> The Professor must have one of the following Craft (chemical, electric, mechanical, or writing).

<sup>3</sup> The Professor must have one of the following Knowledge (behavioral sciences, earth and life sciences, history, physical sciences, or technology).

available to any character that fulfills the prerequisites, regardless of the basic class or classes in which he or she has gained levels.

The Judge may add advanced classes specifically suited to his or her campaign. Conversely, the Judge can decide that certain advanced classes aren't available in the campaign. Check with your Judge before selecting an advanced class.

## Qualifying for an Advanced Class

While Advanced classes are acquired like basic classes, they have prerequisites that a character must meet before attaining 1st level in the class. Using the multiclassing rules, a qualifying character can choose an advanced class as an additional class as he or she gains levels. Some combination of base attack bonus, feats, skill ranks, or special requirements determines whether a character may gain a level in an advanced class.

See Table 6.1: Advanced Class Prerequisites and Basic Class Associations for a summarized breakdown of prerequisites for each advanced class and the basic classes providing the quickest path into that class.

## ⇒ BOUNTY HUNTER ◀

"You're a bounty hunter?"

"I am."

"You kill men for money?"

"You know a better reason?"

Hannie Caulder and Thomas Price  
– *Hannie Caulder, 1971*

Tracking their quarry with relentless devotion and often with reckless abandon, Bounty Hunters are a breed apart from other hombres. While typically hunters of criminals, some unscrupulous Bounty Hunters will hunt anyone if the price is right. Even though their profession often forces Bounty Hunters to walk a lonely path, they find it a boon to possess at least some social graces.

A Bounty Hunter is someone who has dedicated his life to finding those folks who shirk their responsibilities and obligations and leave for parts unknown. One part investigator, one part alienist, and several parts big game hunter, the Bounty Hunter tracks and apprehends fugitives, runaways, scofflaws, and deadbeats—wherever they may roam. Usually this is done strictly for the money, but some Bounty Hunters do their jobs out of a sense of morality and the desire to see justice served. To them, the money is just a formality, a means to continue doing good work.

Select this advanced class if you want your character to be skilled at investigation but also have enough combat savvy to run dangerous targets to ground.

The earliest a character can enter the Bounty Hunter advanced class is at 4th level, via the Tough or Dedicated hero basic classes.



### Requirements

To qualify as a Bounty Hunter, a character must fulfill the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Gather Information 3 ranks, Survival 6 ranks.

**Feat:** Track.

### Bounty Hunter Vitals

The following information pertains to the Bounty Hunter advanced class.

**Grit Die:** A Bounty Hunter gains 1d8 grit per level. The character's Constitution modifier applies.

**Action Points:** A Bounty Hunter gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Bounty Hunter's class skills (and the key ability for each skill) are: Bluff (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Survival (Wis), Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

**Table 8.2: The Bounty Hunter**

Level	BAB	Fort	Ref	Will	Features	Defense	Reputation
1st	+0	+1	+1	+1	Nowhere to run	+1	+1
2nd	+1	+2	+2	+2	Hogtying	+1	+1
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Nonlethal force	+2	+2
5th	+3	+3	+3	+3	Leave 'em empty handed	+3	+2
6th	+4	+3	+3	+3	Bonus feat	+3	+2
7th	+5	+4	+4	+4	Fast track	+4	+3
8th	+6	+4	+4	+4	Draw a bead	+4	+3
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Ranged disarm	+5	+4

## Class Features

The following features pertain to the Bounty Hunter advanced class.

### Nowhere to Run

The Bounty Hunter gains a competence bonus to all Gather Information, Intimidate, Investigate, Search, Spot, and Survival checks when using those skills to locate or track an individual. This competence bonus is equal to one-half the Bounty Hunter's class level, rounded down, with a minimum of +1.

### Hogtying

At 2nd level the Bounty Hunter gains the ability to quickly tie up a helpless opponent as an attack action. The Bounty Hunter must already have a length of rope or cord in hand. Furthermore, the character knows how to tie up his quarry in a way that makes it extremely difficult to escape. If the Bounty Hunter spends at least 2 complete rounds hogtying an opponent, he receives a competence bonus to his Dexterity check that opposes Escape Artist attempts to escape. This bonus equals the Bounty Hunter's class level. (See the Escape Artist skill on page 75.)

### Bonus Feats

At 3rd, 6th, and 9th level, the Bounty Hunter gains a bonus feat. The bonus feat must be selected from the following list, and the Bounty Hunter must meet all of the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Brawl, Combat Expertise, Deceptive, Exotic Ranged Weapon Proficiency (bolo, lasso, net), Frightful Presence, Guide, Improved Disarm, Improved Knockout Punch, Improved Trip, Knockout Punch, Low Profile, Personal Firearms Proficiency, Renown, Trail Lore.

### Nonlethal Force

At 4th level, a Bounty Hunter no longer suffers the standard -4 penalty to attack rolls when attempting to inflict nonlethal damage with a melee weapon (including unarmed strikes) that normally deals lethal damage.

### Leave 'em Empty Handed

Beginning at 5th level, a Bounty Hunter receives a +2 bonus on all opposed attack rolls to disarm an opponent. Furthermore, when disarming an opponent wielding a ranged weapon, the Bounty Hunter gains a +2 bonus on the attack roll needed to strike the opponent's weapon.

### Fast Track

At 7th level, the Bounty Hunter may move at normal speed while using the Track feat without incurring the -5 penalty. The Bounty Hunter may move at twice normal speed with a penalty of only -10 (instead of -20).

### Draw a Bead

The Bounty Hunter is adept at honing in on a single target, blocking out all other distractions. Beginning at 8th level, by spending an action point and focusing all of his attacks on a single target the Bounty Hunter receives a bonus to hit against that target. For each successive round after the first that he attacks the same target (and only that target), the Bounty Hunter receives a cumulative +1 circumstance bonus to hit against that adversary. The maximum bonus using Draw a Bead is +4. In addition, the Bounty Hunter must maintain an unobstructed line of sight to his target the entire time or the bonus from Draw a Bead is lost. The character may re-start the bonus progression when the line of sight returns, but this requires the expenditure of another action point.

## DRAW A BEAD EXAMPLE



Zeke is targeted by the notorious bounty hunter Garret Rasmin during the first round of combat; since this is his first attack against Zeke, Garret doesn't receive a bonus for using Draw a Bead. The next round Garret would receive a +1 to hit, if he continued exclusively attacking Zeke. In the third round, Garret would receive a +2 to hit, etc. up to a maximum of +4 for the fifth and following rounds. If Zeke were to duck into a building or behind some other suitable cover, Garret would lose line of sight and the bonus from Draw a Bead would fall to +0.