

## **SACRED HUNTER (ELF RANGER VARIANT)**

The Order of the Sacred Hunt is an elite group of elven rangers who specialize in protecting the last elven woods of *Carach*, known as The Jaw to the common tongue. These rangers brutally enforce the laws granting them total domain, yet are not all xenophobic as propaganda make them out to be. Members of the Order will often travel if outside threats to their homeland can be combated elsewhere, but often hide their affiliations since they are known as manslayers (although rightfully so).

**Weapon and Armor Proficiency** A sacred hunter is proficient with all simple and martial weapons and with light armor. This replaces the normal ranger armor and weapon proficiency.

**Combat Style (Ex)** A sacred hunter may not Sword and Shield for their combat style.

**Sacred Enemy (Ex)** At 1st level, a sacred hunter selects one favored enemy (usually “humanoid [human]”) that is covered under his Elven Lore racial ability. He does not gain additional favored enemies at higher levels. He does get to increase his favored enemy bonus by +2 at 5th, 10th, 15th, and 20th level. This otherwise acts as and replaces the standard favored enemy ability.

**Stalker (Ex)** At 1st level, a sacred hunter adds a bonus equal to 1/2 his level on all Perception and Stealth skill checks he makes while located in forest terrain. This ability replaces wild empathy.

**Sacred Terrain (Ex)** At 3rd level, a sacred hunter selects one favored terrain (usually “forest”). He does not gain additional favored terrains at higher levels. He does get to increase his favored terrain bonus by +2 at 8th, 13th, and 18th level. This otherwise acts as and replaces the standard favored terrain ability.

**Ancestral Bond (Ex)** At 4<sup>th</sup> level, a sacred hunter chooses a specific individual weapon (typically one gained from his racial ability of Ancestral Arms) with which to bond. When using this weapon he gains a competence bonus to attacks and damage with the chosen weapon equal to 1/4 his ranger class level. When using this weapon against a favored enemy, its critical threat range is increased by one step. If the sacred hunter decides to bond with a new weapon, he must forgo the bonus for one month before transferring the bond. Likewise, if the chosen weapon is lost or destroyed, the sacred hunter may not form a new bond for a period of 1 month. This ability replaces hunter’s bond.

**Spells** At 4th level, a sacred hunter increases his number of spells per day by +1 for every spell level. This means the skirmisher gets at least 1 spell per day as soon as he gains access to a level of spells, even if Table: Ranger lists 0 for spells per day. A woodland skirmisher also learns to draw upon zealous magic. Each day when the ranger prepares spells, he may choose paladin or antipaladin spells (depending on his alignment) and prepare it as if it were on the ranger spell list as a ranger spell of the same spell level.

