

CUSTOM CLASS: NEANDERTHAL HUNTER

Prime Requisite: Strength

Requirements: Strength 9+

Hit Dice: 1d8 (bonus at first level)

Maximum Level: 12

Neanderthals or Cavemen are a species closely related to humans and dwell in caves in the mountains, in out of the way wilderness, deep underground and on the island of Drell. The only profession among Neanderthals is hunting, and they all are members of the Neanderthal Hunter class.

Neanderthal Hunters are powerful combatants, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Neanderthal Hunters are untrained in modern weaponry, preferring the simple ways of their ancestors. A Hunter can wear only leather or hide armor, and may use a shield. They are only able to use their tribal weapons: the spear, hand axe, dagger, club, staff and javelin. Neanderthal Hunters can fight with weapon and shield, two weapons or with two-handed weapons. They get +1 to all melee damage rolls and an additional +1 at 3rd, 6th, 9th and 12th level. Neanderthal Hunters may make 1 cleave attack per level.

As experienced hunters of the deep wilderness, Neanderthal Hunters have **Animal Reflexes**, giving them +1 to surprise and initiative rolls. Living primarily in Caves, they are also **Expert Cavers**, being able to reconstruct any underground route they have passed on a roll of 11+. Since their tribes have only limited exposure to medicine and healing magic, they have developed a **Savage Resilience**, allowing them to take the better of 2 rolls on the Mortal Wounds table, and to subtract their class level from days needed for bed rest. Finally, their hunting way of life gives them the ability to **Track** on a proficiency roll of 11+. Neanderthal hunters can speak Neanderthal and Common, but cannot read or write any language unless they spend a proficiency slot to do so.

At level 9 a Neanderthal can establish **Cave Lair** attracting 1d6x10 first level Neanderthal Hunters to defend it, with an equal number of cave-women and twice the number of cave-children.

Class Proficiencies: Alertness, Ambushing, Beast Friendship, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, knock down), Dungeon Bashing, Eavesdropping, Endurance, Fighting Style, Intimidation, Mountaineering, Naturalism, Navigation, Passing without Trace, Precise Shooting, Riding, Running, Signaling (smoke signals), Skirmishing, Sniping, Survival, Swashbuckling, Trapping, Weapon Finesse, Weapon Focus.

NEANDERTHAL HUNTER EXPERIENCE CHART

Experience	Title	Level	Hit Dice	Damage Bonus
0	Cave Dog	1	2d8	+1
3000	Cave Wolf	2	3d8	+1
6000	Cave Boar	3	4d8	+2
12,000	Cave Ox	4	5d8	+2
24,000	Cave Lion	5	6d8	+2
48,000	Cave Rhino	6	7d8	+3
95,000	Cave Tiger	7	8d8	+3
190,000	Cave Bear	8	9d8	+3
200,000	Cave Chief	9	10d8	+4
310,000	Cave Chief	10	10d8+2	+4
420,000	Cave Chief	11	10d8+4	+4
530,000	Cave Chief	12	10d8+6	+5

NEANDERTHAL HUNTER SAVING THROW TABLE

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+