

## Fänger

On the outskirts of civilization, there exist areas where every day is a battle for survival against hostile and quite often magical wildlife. It is in these wild, nomadic lands where the Monster Fängerhanse operates freely, dispatching ranked Fänger to bring down the greatest of beasts. Tough, resilient souls with an indefatigable outlook, Fänger excel in combat against foes much larger than they are, wielding bizarre weaponry they make themselves out of past trophies.



**Role:** Fänger are glass cannons par excellence. Tough to hit and dealing out massive damage, they nonetheless do best in a more supportive role where their comparative fragility is less of a disadvantage. At high levels, they can provide valuable support in the form of customized monster gear to their party.

**Alignment:** Any

**Hit Die:** d6

**Starting Wealth:** 4d6 x 10 gp

### Class Skills:

Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str)

**Skill Ranks Per Level:** 3 + Int modifier

**Table: Fänger**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Roll Evade +2, Carve Monster, Fänger's Pouch
2	+2	+1	+1	+0	Construct Monster Gear
3	+3	+1	+2	+1	Fänger Arms
4	+4	+2	+2	+1	Bonus Feat

5	+5	+2	+3	+2	Roll Evade +4
6	+6/+1	+3	+3	+2	Improved Monster Gear
7	+7/+2	+3	+4	+3	Fänger's Resilience
8	+8/+3	+4	+4	+3	Bonus Feat
9	+9/+4	+4	+5	+4	High-Rank Arms
10	+10/+5	+5	+5	+4	Optimized Monster Gear, Roll Evade +6
11	+11/+6/+1	+5	+6	+5	
12	+12/+7/+2	+6	+6	+5	Bonus Feat
13	+13/+8/+3	+6	+7	+6	Masterful Carving
14	+14/+9/+4	+7	+7	+6	Masterful Monster Gear
15	+15/+10/+5	+7	+8	+7	G-Rank Arms, Roll Evade +8
16	+16/+11/+6/+1	+8	+8	+7	Bonus Feat
17	+17/+12/+7/+2	+8	+9	+8	
18	+18/+13/+8/+3	+9	+9	+8	Wyverian Monster Gear
19	+19/+14/+9/+4	+9	+10	+9	
20	+20/+15/+10/+5	+10	+10	+9	Fängerkunst, Bonus Feat, Roll Evade +10

## Weapon and Armour Proficiency

A Fänger is proficient with all simple and martial weapons and with all armour (heavy, light, and medium) and shields (including tower shields). Additionally, Fänger gain proficiency in one exotic weapon of their choice at 3<sup>rd</sup> level (See **Fänger Arms** below)

## Roll Evade

Fänger of the Hanse nearly always take on beasts many times their size, and are thus trained to be able to roll, sprint and leap in, around and through the massive blows of the great beasts. Fänger gain a +2 circumstance bonus on all Acrobatics checks to move through the threatened space of enemies which are larger than them. If one such check succeeds, the Fänger gains a +2 dodge bonus to AC until the start of their next turn. These bonuses do not stack.

At 5<sup>th</sup> level, and every 5 levels thereafter, the circumstance bonus to Acrobatics and AC is increased by 2, to a maximum of +10 at 20<sup>th</sup> level.

## **Carve Monster**

The Hanse excels in breaking down their foes, using the materials and natural structures of monsters as powerful components to build new weapons and armour. A Fänger can make a Craft check on the corpse of any freshly slain non-humanoid monster larger than them (DC= 10 + Monster HD) to carve off a variety of useful bits and pieces. Only monsters killed in such a way as to leave a corpse (in other words, no disintegration) can be Carved. Upon a successful Craft check, the Fänger receives a number of Monster Pieces based on the size of the monster. Medium monsters yield 1 piece, Large-size monsters yield 1d2 pieces, Huge size monsters yield 1d3, etc.

In the event of a failed Craft check, no materials can be recovered as the corpse has either been left too long or has been too mangled.

Monster Pieces, being literal pieces of dead monster, are difficult to maintain and cannot be sold or bartered away under normal circumstances, except to those familiar with the ways and materials of the Fängerhanse. Monster Pieces will rot and decay unless preserved properly (see **Fänger's Pouch** below).

## **Fänger's Pouch**

Once a monster has been brought down and Carved, the remaining trick is to actively maintain and preserve the relevant materials. The ritual of the Fänger's Pouch is a surprisingly simple one, capable of being applied to any clothlike material or ordinary storage vessel. Once in effect, the exotic mixture of strange herbs and chemicals used greatly slow the decomposition of organic matter, preserving the essence of the monster until such time as it can be repurposed.

At 1<sup>st</sup> level, a Fänger gains the ability to prepare Fänger's Pouches around each piece of a monster they carve. This ability functions as the 2<sup>nd</sup>-level spell Gentle Repose, except that casting it takes 1 hour. The Pouch is a nonmagical ability, and ignores any spell resistance from corpses. For the sake of duration, the Fänger's caster level is treated as half their level in Fänger, rounded up. A Fänger can prepare a number of Pouches per day equal to 1 plus half their Fänger level, rounded up.

## **Construct Monster Gear**

Once a monster has been Carved into useful components, Fänger can use a variety of bizarre and esoteric smithing techniques, closely-guarded Fängerhanse secrets, to create curious organic equipment that seems to preserve some of the aspects of the monster they have been taken from.

A Fänger can use one Monster Piece to create a weapon or shield, or two Monster Pieces from the same species of monster to create a suit of armour. Creating Monster Gear always takes at least 3 days of solid work, though this time can be divided up as needed. The crafter requires a smithy to do their work. Once per day, the Fänger makes a Craft check (DC = 10 + 1/2 monster's HD, rounded down). If they beat the DC by 5 or more, crafting time is decreased by 1 day. If they fail the check, crafting time is increased by one day. Two consecutive failures mean the material is ruined and the weapon, even if only a day away from completion, is lost.

Other non-Fänger characters with ranks in relevant Craft skills can assist the Fänger, though they make

their checks at a -5 due to unfamiliarity with the materials involved. The resultant gear created is heavily customized to the user, and cannot be worn by anyone but the creator without taking a penalties as if they were not proficient in wielding or wearing such equipment.

## **Monster Weapons**

A crafted weapon is treated as any one martial or simple weapon of the creator's choice, or the creator's Fänger Arm weapon (see **Fänger Arms** below). These weapons also can be made with a wide variety of additional effects, selected from the list below. Only one of these effects can be chosen per piece of Monster Weapon.

- > +1d4 elemental damage of the same subtype as the source monster. If the monster has no subtype, deal 1d4 damage of the same type as the main attack.
- > Inflict the same poison/status effect on an attack (eg. Sickened, paralyzed, shaken) as the source monster 3 times/day, with a save DC equal to 10 + (the Fänger's level/2, min. 0) + STR)
- > Gain the effect of one offensive monster special ability (eg. Rake, Grab, Distraction) for 3 rounds/day. Activating this effect is a Swift Action.

## **Monster Shields**

A crafted shield is treated as any one shield of the creator's choice. Like weapons, shields gain one bonus ability of the creator's choice.

- > Elemental Resistance 5 of the same elemental subtype as the source monster. If the source monster has DR but no elemental subtype, gain DR 5 overcome by whatever overcomes the monster's DR.
- > Gain the effect of one defensive monster special ability (eg. Fortification) for 3 rounds/day, with the exception of elemental damage immunities
- > Gain SR 5, stacking with any other Monster Gear on the user's person that grants SR.

## **Monster Armour**

A crafted suit of armour is treated as any one suit of light, medium or heavy armour of the creator's choice, and can gain a variety of bonuses.

- > Any shield bonus (see above) Identical bonuses from monster armour and shields stack.
- > Gain +5 to any one skill the source monster gained a bonus to, provided you already have ranks in that skill.
- > Gain the effect of one sense or motion-based monster ability (eg. Scent, Jet, Burrow) for 1 min/day. Activating this effect is a Swift Action.

## **Selling Monster Gear**

In areas where Fänger of the Hanse are not common, most merchants will hesitate to purchase the bizarre weapons that are the invariable result of hunting monsters. Only merchants who either wholly trust the Fänger in question or know of other Fänger who might pay for such equipment might be convinced to make an offer. Further, the value of Monster Gear depends very much on the skills of those who created it.

**Table: Monster Gear Value**

<b>Fänger Level</b>	<b>Weapon Value</b>	<b>Armour Value</b>
<b>2-5</b>	150 gp x Level of creator	200gp x Level of creator
<b>6-9</b>	200 gp x Level of creator	250gp x Level of creator
<b>10-13</b>	250 gp x Level of creator	300 gp x Level of creator
<b>14-17</b>	300 gp x Level of creator	350 gp x Level of creator
<b>18-20</b>	400 gp x Level of creator	500 gp x Level of creator

### **Enchanting Monster Gear**

Equipment made from recycled monsters can, in theory be enchanted, but in practice the task is so difficult due to the bizarre materials and unstable energies that inhabit a Fänger-built weapon that only the most capable or foolhardy attempt it. Many who do succeed, or reach the point of success, are dismayed to discover that enchantments that would normally bind great power to a mundane weapon instead leach away at the power of monstrous ones, creating equipment that is significantly less powerful without the essence of a monster to guide it. The DC on all checks made to enchant Monster Gear is increased by 10, and the time required is always 8 hours longer than it would be normally, to a minimum of 16 hours. A failed check does not mean the destruction of the weapon, but will result in it losing any unusual properties it had due to being Monster Gear, and acting as if it were a mundane weapon of its type.

### **Fänger Arms**

Fänger are famous, or perhaps infamous, for their bizarre taste in weapons that many others would consider impractical or outlandish, often adopting signature equipment heavily customized for their unique personal style. At 3<sup>rd</sup> level, the Fänger becomes proficient in one exotic weapon of their choice, as per the feat Exotic Weapon Proficiency, and gain a +1 to hit with any weapon of that type.

### **Bonus Feat**

At every 4<sup>th</sup> level, a Fänger gains one bonus Combat Feat of their choice, provided they have met the prerequisites.

### **Improved Monster Gear**

At 6<sup>th</sup> level, the Fänger can craft slightly improved versions of already-powerful Monster Gear. This does not apply retroactively to pre-existing Monster Gear, though they can be upgraded by making a craft check at the original difficulty and using a Monster Piece of the same type. Should a check to upgrade a piece of Monster Gear fail, the Monster Piece used is lost, but the original piece of equipment continues to function as normal. Upgrading a piece of Monster Gear does not allow you to change which effect it carries. All Monster Gear crafted by 6<sup>th</sup> level Fänger or above counts as Masterwork.

- All bonus damage on weapons is increased to +1d6.
- The DC for weapons status effects is increased by 2.

- Offensive and defensive effects on weapons, shields and armour can be used for 5 rounds/day
- Elemental resistance and SR on armour and shields increases to 10.
- Skill bonus on known skills from armour increases to +7
- Sense and motion effects increase in duration to 3 min/day.

### **Fänger's Resilience**

Fänger are infamously tenacious, seeming to pull through impossible hardships more through sheer power than anything else. A number of times per day equal to half their level rounded down, Fänger of 7<sup>th</sup> level or above can choose to apply their STR bonus to any one save before it is rolled.

### **High-Rank Arms**

With greater skill and style comes increasingly bizarre, oversized weaponry. At 9<sup>th</sup> level, Fänger can wield weapons of their Fänger Arm type one size category larger than normal with no penalties, though their movement speed decreases by 10 feet while doing so.

### **Optimized Monster Gear**

The drive to take on ever-larger and more dangerous prey means Fänger naturally seek to push the boundaries of what their weapons are capable of, and learn to make such weapons much more efficiently. At 10<sup>th</sup> level, base crafting time for Monster Gear is decreased to 2 days, and available bonuses become as follows:

- All bonus damage on weapons is increased to +1d8.
- The DC for weapons status effects is increased by 4.
- Offensive and defensive effects on weapons, shields and armour can be used 7 rounds/day
- Elemental resistance and SR on armour and shields increases to 15.
- Skill bonus on known skills from armour increases to +9
- Sense and motion effects increase in duration to 5 min/day.

### **Masterful Carving**

At level 13, Fänger learn to salvage scraps even from the most damaged corpses; even on a failed Craft check they will still receive one Monster Piece from a Carve.

### **Masterful Monster Gear**

Only the finest Fänger reach the point where they can make armour not only for themselves, but for others. The Hanse Smiths are among the finest in the land, and form the core of the Fänger. At 14<sup>th</sup> level, available bonuses for Monster Gear become as follows:

- All bonus damage on weapons is increased to +1d10.
- The DC for weapons status effects is increased by 6.
- Offensive and defensive effects on weapons, shields and armour can be used for 9 rounds/day
- Elemental resistance and SR on armour and shields increases to 15.
- Skill bonus on known skills from armour increases to +9
- Sense and motion effects increase in duration to 5 min/day.

## **G-Rank Arms**

The highest echelon of Hanse Fänger are so skilled at using incredibly impractical weapons that mundane gear becomes easy to handle by comparison. At 15<sup>th</sup> level, Fänger can wield any weapon they are proficient with one size category larger than normal with no penalties, though their movement speed decreases by 10 feet while doing so. Further, they can wield their Fänger Arm with one hand without taking any penalties, even if it is normally wielded with both hands or is oversized.

## **Wyverian Monster Gear**

Hanse lore speaks of the Wyverians, a long-lost tribe of dragon-blooded folk whose wizened bodies belied incredible smithing abilities. Only a handful of the best Hanse smiths are given access to the remaining secrets passed down from their Wyverian forerunners. At 18<sup>th</sup> level, the minimum time required to create a piece of Monster Gear decreases to 1 day, and the creator can apply any two applicable bonuses to each piece of Monster Gear created.

## **Fängerkunst**

Most highly vaunted among the Hanse are those Fänger who have taken the destruction of monsters from a skill, to a science, and finally to an Art- the fabled Fängerkunst. These are those greats who can level a city-sized monster in a single blow, godlike in their fighting efficiency.

Three times per day at 20<sup>th</sup> level, a Fänger can declare one of their attacks to be a work of Fängerkunst. This declaration must be made before the attack is rolled, and can only be made against targets larger than the Fänger. The attack is made at a +20 to hit and ignores concealment, as if under the effects of True Strike. A successful attack bypasses any and all elemental or damage resistances or immunities the target might have, and reduces the target to 5 hp, regardless of their current amount. Any other enemies capable of seeing the attack must make a Will save (DC = 10 + Original monster's HD + STR) or become Panicked for the next 1d4 rounds, in awe of the sheer impossible prowess demonstrated by the Fänger. This ignores any resistances to mind-altering or fear effects.

If a work of Fängerkunst misses, the Fänger becomes staggered for the next 1d4 rounds.