Saurischian

The Saurischian are a race descended from the predators of the past. They value tribal cooperation and the thrill of the hunt.

Physical Description: Slender and fast, the Saurischian vary from 90 to 150 pounds. They range in height from 4 to 6 feet. Their skin tends to have some sort of spot or stripe that tend to run in families. Their tails are long and slender and not useful for holding things.

Standard Racial Traits

- **Ability Score Racial Traits**: Saurischian view things with a predatory eye, in body and mind, but lack also lack discipline in both too. They tend to be great thinkers. +2 Charisma +2 Dexterity, -2 Constitution, and -2 Wisdom,
- **Size**: Saurischian are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type**: Saurischian are humanoids
- **Base Speed**: Saurischian have a base speed of 35 feet.
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- **Languages**: Saurischian begin play speaking Common and Saurischian. Ornithischian with high Intelligence scores can choose from the following: Draconic, Gnoll, Gnome, Goblin, Orc, Ornithischian and Sylvan. See the Linguistics skill page for more information about these languages.

Feat and Skill Racial Traits

- **Predatory Aura:** Saurischian receive a +2 racial bonus on Intimidate
- **Ambush Hunters:** Saurischian receive a +2 racial bonus on Stealth checks.

Offense Racial Traits

- **Food!:** Saurischian gain a +1 racial bonus on attack rolls against animal creatures of the of size Large or smaller
- **Weapon Familiarity:** Saurischian are proficient with Rapiers

Pack Hunter

Alignment: Any
Hit Die: d12
Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The Pack Hunter's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).
Skill Ranks Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Weapon Finesse, Pack Tactics
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Ambush Skill
4th	+4	+1	+4	+1	+1 Dodge Bonus
5th	+5	+1	+4	+1	Sneak attack +2d6
6th	+6/+1	+2	+5	+2	Ambush Skill
7th	+7/+2	+2	+5	+2	+2 Dodge Bonus
8th	+8/+3	+2	+6	+2	Sneak attack +3d6
9th	+9/+4	+3	+6	+3	Ambush Skill
10th	+10/+5	+3	+7	+3	+2 Dodge Bonus
11th	+11/+6/+1	+3	+7	+3	Sneak attack +4d6
12th	+12/+7/+2	+4	+8	+4	Ambush Skill